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FANE

OF THE

UNDYING SLEEPER





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FANE OF THE UNDYING SLEEPER

Widely thought of as a haven for smugglers and other miscreants, rumours swirl as thickly about Coldwater as the persistent sea fogs that sometimes blanket the place for days at a time. Set at the head of a muddy cliff top path, Coldwater is an isolated, dismal place. Its folk are sullen, ugly people and even the village's ruler hates the place. For all that, Coldwater can be a place of opportunity and adventure.

Protected by the roiling waters of the ocean, the Fane of the Undying Sleeper lies at the top of a set of stone steps only exposed at the lowest ebb of the lowest spring tides. Protected by impregnable stone doors, the fane has lain undisturbed for centuries. Once the lair of a heretical and degenerate demon-worshipping cult the benighted, profane place has never known the tread of human feet. None have yet penetrated the fane, but nevertheless wild and outlandish rumours speak of terrible dangers and glittering treasures to be found beyond the unopenable doors.

With a tide low enough to reveal the fane's entrance fast approaching, are the PCs brave enough to dare the terrors of the Fane of the Undying Sleeper? An adventure for 3rd-level characters.

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FOREWORD

Welcome to the collector's edition of *Fane of the Undying Sleeper*. I hope you and your players enjoy exploring the Sunken Stair and what lies beyond.

This adventure is set in the dreary, unwholesome village of Coldwater which itself stands in the Duchy of Ashlar but is specifically designed to be easily inserted into almost any GM's home campaign. Thus, while the immediate locale—the village of Coldwater and the fane itself—are richly detailed, the surrounding area (a cliff-fringed section of coastline) is only vaguely defined. Similarly, *Fane of the Undying Sleeper's* plot does not rely on world-shattering events, famous personages or a kingdom or power group. The only atypical inclusion is that of Dagon—a relatively unknown demon lord—but any evil power dealing with deformity and the sea, will do!

I wrote the original version of *Fane of the Undying Sleeper* back in 2014 and designed Coldwater a year later as a

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STAT BLOCK BY CR

CR		PAGE
1/3	Deformed Villager CN deformed human commoner 1	14
1/3	Normal Villager CN human commoner 1	14
1/2	Dagon Cultist NE male deformed human warrior 2	27
2	Deformed Spider N deformed giant spider	26
3	Caryatid Column N Medium construct	22
4	Dagon Acolyte CE male skum cleric (Dagon) 3	27
5	Amoxtil Male skeletal champion deformed half-fiend sahuagin oracle (waves) 1	21

companion piece. I always meant to create a compilation print version of this module, but sadly other projects distracted me. Now, with the first phase of design on Gloamhold nearing completion it seemed a perfect time to return to the horrible fishing village of Coldwater. As always, as soon as I started work, I spotted “developmental opportunities” with the original text and so I've taken this opportunity to fix typos, clarify certain passages and to order new maps and illustrations from the fabulous Tommi Salama. I hope you enjoy the result.

If you are interested in Gloamhold and my ongoing design of the Duchy of Ashlar, I strong recommend you check out my blog creightonbroadhurst.com/gloamhold where I am “live designing” both locales.

READING STAT BLOCKS

This adventure includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks have four sections.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

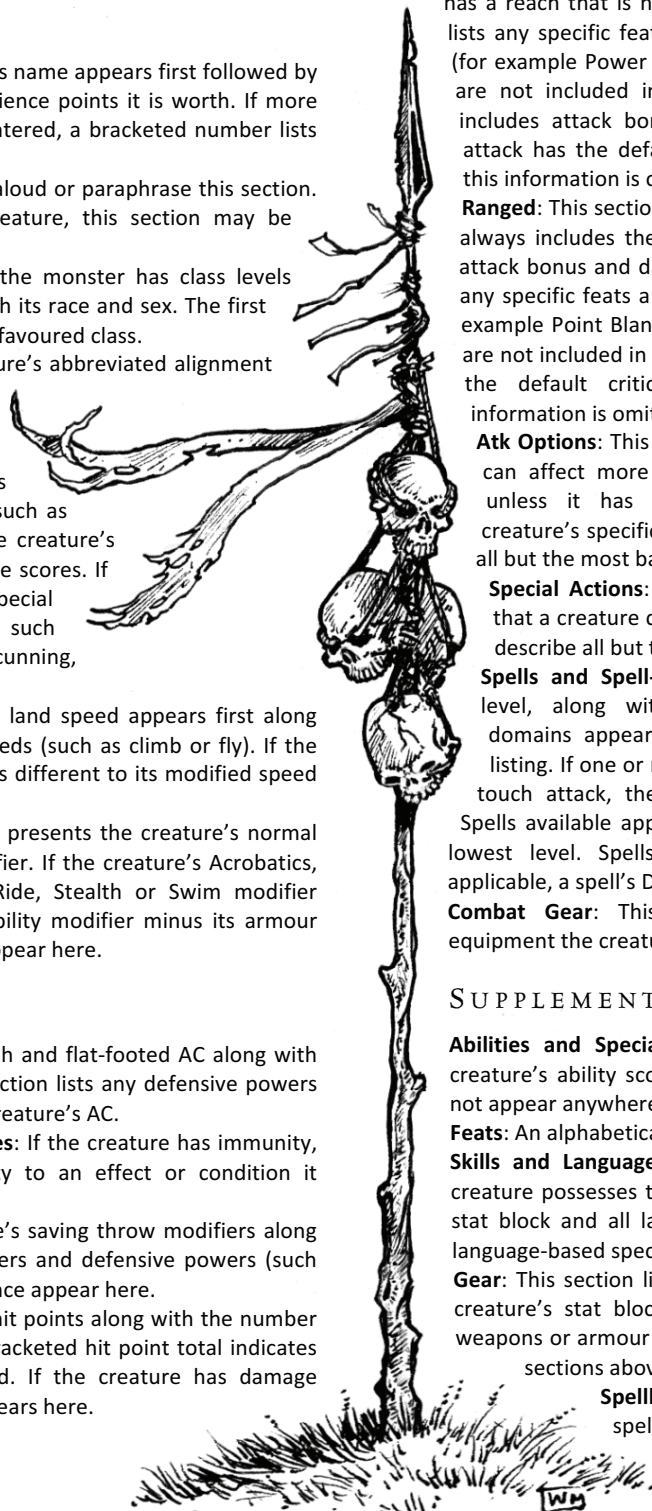
Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.



WHAT HAS GONE BEFORE

In the ancient days before man claimed the surrounding land, a cult of heretical sahuagin and skum lurked in the waters below the wave-lashed cliffs of a windswept headland.

The sahuagin were debased and ill-favoured even when measured against others of their ilk. Turning from the blood-soaked gods of their fellows, they instead worshipped Dagon, Shadow in the Sea and brought him many sacrifices to die screaming upon their sunken altars. The skum for their part had cast off the yoke of their aboleth overlords and instead turned to Dagon's fell embrace.

As in any cult, however, rivalry and jealousy seethed beneath the surface with the various acolytes and cultists fighting among themselves for advancement and glory in the eyes of their blasphemous patron. Inevitably the factions split along racial lines and eventually their rivalry escalated into open warfare.

The skum—more numerous and even more savage than their sahuagin foe—eventually triumphed. The sahuagin were all but wiped out and only their leader, Amoxtil, survived. In triumph, the skum interred the yet living Amoxtil in a sarcophagus in their temple as a mark of their victory. To celebrate their victory, the sahuagin renamed the place the Fane of the Undying Sleeper and prayed to their fell patron that Amoxtil would lie within forever. Amoxtil eventually starved to death, but his rage and lust for revenge coupled with Dagon's "blessing" granted him a semblance of unlife. Transformed into a skeletal champion, Amoxtil nevertheless could not escape. Thus, has he been trapped for long centuries waiting for a chance to escape and wreak his revenge.

DAGON, SHADOW IN THE SEA

Dagon is worshipped primarily by boggards, heretical sahuagins and skums, marsh giants and degenerate or insane coastal dwellers. Most of his worshippers are horribly misshapen, deformed folk that interbreed with strange aquatic creatures. Others are warped by Dagon's own terrible influence and have the deformed template (page 5). Example deformed creatures include:

- **Deformed Villager (CR 1/3; page 14):** CN deformed human commoner 1.
- **Amoxtil (CR 5; page 21):** LE male skeletal champion deformed half-fiend sahuagin oracle (waves) 2.
- **Deformed Spider (CR 2; page 26):** N advanced deformed giant spider.
- **Dagon Cultist (CR 1/2; page 27):** NE male deformed human warrior 2.

Dagon's holy places are always in or near the sea. Therein his worshippers engage in strange and abhorrent practices and often also venerate the Great Old Ones. Followers of Cthulhu and Dagon are often allied. Dagon rules an Abyssal ocean dotted with strange and terrible islands and scarred by deep ocean trenches filled with impossible sunken cities.

AN ANCIENT EVIL

Fane of the Undying Sleeper require an evil patron—in this case Dagon—with a link to the sea who is worshipped by evil aquatic creatures. Such a power would likely be relatively obscure in many campaign worlds, making its inclusion simple. However, any power linked to the sea and deformity will do!

Epithets: Shadow in the Sea

Symbol: A gold disk inscribed with sinister runes around an open octopus eye

Alignment: Chaotic evil

Portfolio: Deformity, the sea and sea monsters

Domains: Chaos, Destruction, Evil and Water

Favoured Weapon: Trident

Holy Texts: Dagon's worshippers follow no set, laid down doctrine. Dagon's cares not exactly how his aberrant followers worship him as long as they worship him.



NEW TEMPLATE: DEFORMED CREATURE

Deformed creatures have been horribly altered by their proximity to a place of power dedicated to the demon lord of deformity, Dagon. These blasphemous aberrations often worship the Shadow in the Sea, but creatures can also unknowingly acquire this template.

CREATING A DEFORMED CREATURE

“Deformed” is an inherited or acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature). A deformed creature retains all the base creature’s statistics and special abilities except as noted below.

CR: Same as the base creature.

Type: The base creature gains the augmented subtype.

AC: The base creature’s natural armour increases by +1.

Special Qualities and Abilities: A deformed creature rolls twice on the table below. Ignore duplicate rolls or results that makes no sense given the base creature’s characteristics.

D12 DEFORMITY

1	The creature’s skin is thick and leathery. Increase its natural armour bonus by an additional +1 and modify its abilities as follows: -2 Dex.
2	The creature has powerful limbs and is particularly fast; increase all its speeds by 10 ft. and modify its abilities as follows: +2 Dex, -2 Wis.
3	The creature’s senses are dulled, but it is of robust constitution. Modify its abilities as follows: +2 Con, -2 Wis.
4	The creature emits a powerful stench and gains the stench ability with a radius of 10 ft. Creatures with scent can detect it at twice the normal distance.
5	The creature’s legs are horribly misshapen and its land speed (and climb and swim speeds) are reduced by 10 ft. Modify its abilities as follows: +2 Str, -2 Dex.
6	The creature is stronger, but clumsier than normal. Modify its abilities as follows: +2 Str, -2 Dex.
7	The creature is blind, but gains blindsense 20 ft.
8	The creature gains light sensitivity and low-light vision. Creatures that already have light sensitivity gain light blindness and darkvision 60 ft.
9	One of the creature’s natural weapons is monstrosly oversized and is treated as if it were one size category larger. Modify its abilities as follows: +2 Str, -2 Dex.
10	The creature is slow-witted and gains Iron Will as a bonus feat. Its brain is relatively primitive. Modify its abilities as follows: -2 Int, -2 Wis.
11	The creature has a hunchback. Modify its abilities as follows: +2 Str, -2 Dex.
12	The creature’s eyes, ears and nose are freakishly oversized. It gains a +2 racial bonus to Perception checks and light sensitivity.

Cosmetic Deformities: A deformed creature’s body is often obviously warped and twisted by its condition. Roll once on the table below to flesh out such deformities.

D20 COSMETIC DEFORMITIES

1	The creature drools uncontrollably.
2	The creature’s limbs are twisted at unnatural angles.
3	The creature’s facial features are bloated.
4	The creature’s fur, skin or scales are a strange, otherworldly colour.
5	Vestigial horns grow from the creature’s forehead.
6	The creature’s body is riddled with sores and ulcers.
7	Patches of thick hair grow all over its body.
8	The creature smells terrible and is wildly flatulent.
9	The creature’s skin becomes pallid and drawn tight across its skeletal frame.
10	The creature is corpulent.
11	Vestigial wings grow from the creature’s shoulders, but it cannot fly.
12	The creature’s body is horribly scarred as if it had been burnt or wrinkled and puckered as if it had been immersed in water for a long time.

Abilities: Modify the base creature’s statistics as follows: -2 Cha.

Skills: A deformed creature gains a +4 racial bonus to Intimidate skill checks.



THE ADVENTURE BEGINS

The adventure proper begins, when the PCs investigate the slimy, seaweed-mantled stone steps leading to the Fane of the Undying Sleeper. However, first, the GM must engineer the PCs' visit to the gloomy village of Coldwater. There are few good reasons to visit this dreary village, and it is unlikely the PCs voluntarily visit the village for no good reason.

HOOKS

Either design your own hook to explain why the PCs are visiting Coldwater, or use one of those below:

- **Accident:** The PCs are the survivors of a shipwreck and are washed ashore near Coldwater. Alternatively, they are searching for a smugglers' lair when they stumble upon the Sunken Stair.
- **Escorts:** The PCs have been hired by Aila Ojanen (NG female wizard [universalist] 7), a native of Languard, to escort her to Coldwater. Aila has business with Elina Vuolle (Coldwater, location 1)—namely she wishes to open negotiations regarding purchasing the *staff of fire* Elina is said to possess.
- **Intrigued Sage:** The sage Ragold Feros (N male human expert 2) has heard rumours of a hidden stair that lead to a set of stone doors inscribed with a great eye. Intrigued, he offers the PCs 200 gp to investigate and recover any ancient items that could shed light on the complex's provenance.
- **Local Legend:** Sitting in a tavern one night, the PCs hear a bard tell of a mysterious set of slimy stone steps lying near the dismal village of Coldwater that lead to a sunken chamber. The stairs are only accessible at particularly low tides. Luckily, one

such tide will shortly occur. Every now and then intrepid explorers dare the sunken chamber, but none have yet breached the great stone doors.

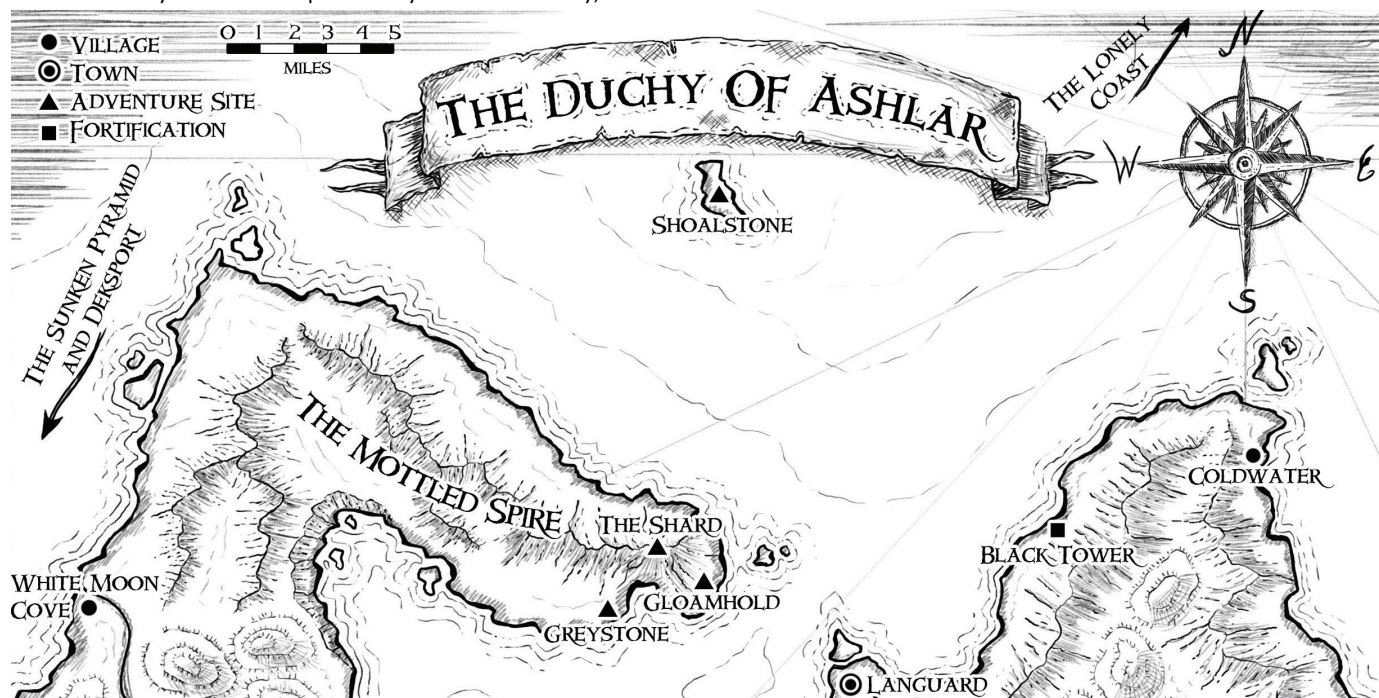
GATHERING INFORMATION

The PCs may wish to learn more information about the steps and the stone doors. A PC can use Diplomacy to gather information about the stairs. This takes 1d4 hours spent in the nearby community and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below, to determine which rumour(s) the PC learns.

D8 RUMOUR

1*	A vampire or lich lurks beyond the stone doors, waiting for foolish adventurers to release it into the world!
2	None have ever breached the stone doors beyond the slippery stairs.
3*	The doors lead to a watery abyss unknown to man.
4	Over the last few months, several travellers have gone missing while wandering the nearby cliffs.
5	The folk of nearby Coldwater are an ill-favoured, ugly lot plagued by horrible dreams of a deep, watery abyss.
6*	The stairs lead to the sunken treasure hoard of a long-forgotten pirate captain.
7*	All those who dare the Sunken Stair die agonising deaths shortly thereafter.
8*	The sea itself wants the stairs to remain hidden. The tide races in to drown would-be explorers.

*False rumour



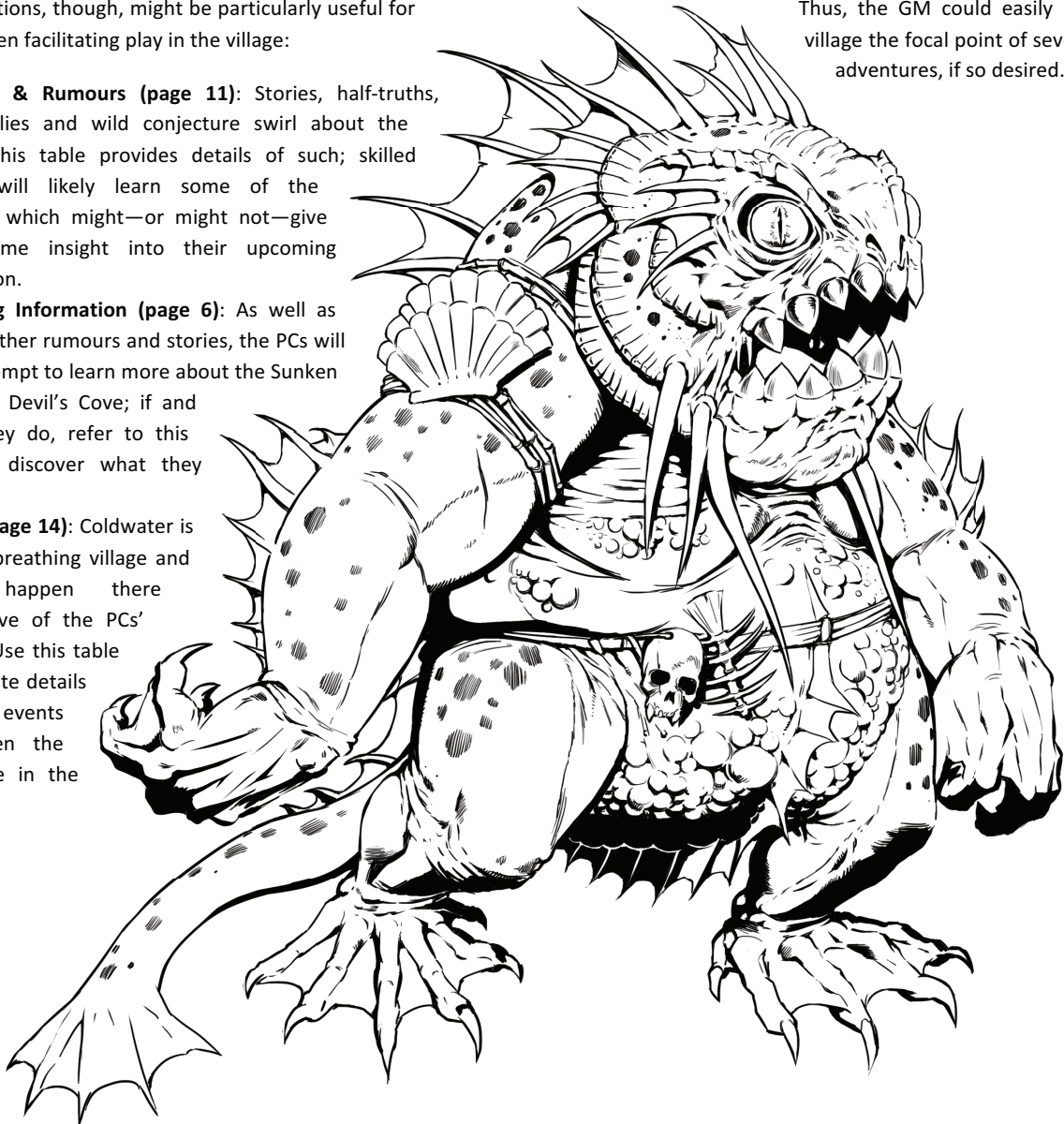
FACILITATING PLAY IN COLDWATER

As fate would have it, for whatever reason the PCs decide to travel to Coldwater, they arrive just two days before the tides are low enough to permit exploration of the Sunken Stair. This gives the PCs time to explore Coldwater and to locate the general location of the Sunken Stair.

Depending on your group's play style you might want to quickly gloss over such urban explorations—as although the village is dreary, dismal and a smugglers' haunt opportunities for actual combat are rare. However, a large part of this module is the feel and flavour of both the village and fane. If you have time, allowing the PCs to poke about the village, try to learn some rumours and generally interact with the surly residents is time well spent.

Pages 10-14 provide plenty of detail about Coldwater. Several sections, though, might be particularly useful for the GM when facilitating play in the village:

- **Whispers & Rumours (page 11):** Stories, half-truths, outright lies and wild conjecture swirl about the village. This table provides details of such; skilled players will likely learn some of the rumours, which might—or might not—give them some insight into their upcoming exploration.
- **Gathering Information (page 6):** As well as hearing other rumours and stories, the PCs will likely attempt to learn more about the Sunken Stair and Devil's Cove; if and when they do, refer to this table to discover what they learn.
- **Events (page 14):** Coldwater is a living, breathing village and things happen there irrespective of the PCs' actions. Use this table to generate details of minor events to enliven the PCs' time in the village.



OTHER ADVENTURES

Coldwater has other adventures to offer beyond the mystery of what lies beyond the Sunken Stair. While none of these other adventures will likely occur before the PCs' exploration of the Fane of the Undying Sleeper, a wise GM could begin to set the scene so the adventures seem more natural, organic and perhaps interlinked.

Of particular interest is the rival smuggling operations of the Purho and Eerola families. The PCs could easily overhear whispers of this rivalry in the Stopped Man's common room or observe small sailing boats setting sail or berthing in the harbour at strange times.

The party could even decide to spend a week or two after exploring the fane searching out evidence of Dagon's fell influence on the village.

Thus, the GM could easily make the village the focal point of several other adventures, if so desired.

WHAT'S TO DO IN COLDWATER?

Coldwater is a dreary, depressing place. The adventurers will probably rapidly run out of things to do in the village. However, a couple of locations, activities or individuals might be of interest to bored adventurers:

Shopping at the Waterside: The Waterside (Coldwater, location 2) is the centre of Coldwater's industry and the best place for the PCs to find someone willing to sail them to Devil's Cove. One such hulking brute of a man—Arvo Purho (CN male human expert [fisherman] 1)—offers to take them on his small fishing boat—the *Emmi* (named after wife) for 2 gp. (Of course, once he gets the PCs to the cove he plans to charge them double to bring them back again...)

Drinking at the Stooped Man: Coldwater's only inn (Coldwater, location 7) is as uninviting and unenticing as the rest of the village. Sadly, it is the only place to get a drink or rent a room.

Visiting the Chapel of the Mistress: The two priests at the Chapel of the Mistress (Coldwater, location 6) welcome all guests—particularly those that might be enticed to part with a small (or large) donation. The two are happy to cast spells for the PCs—if paid—and even have a few magic items for sale (the divine items listed in "Marketplace").

Find the Sunken Stair: The general location of the Sunken Stair (Coldwater, location 10) is a well-known local legend, although few have seen the stairs—and none of the populace admit to exploring them.

Of more immediate importance to the PCs is how they plan to reach the Sunken Stair—they must either hire a fisherman to take them there or prepare to scale the cliffs fringing Devil's Cove. Refer to the Sidebars on page 16 for more information.

Meet Armas Hujanen: Armas Hujanen (LE male half-elf wizard [universalist] 5) is dishevelled and slighted depressed. In Coldwater to investigate the high incidence of deformity among the populace he often visits the Stooped Man (Coldwater, location 7). The party inevitably spot the obvious outsider in the inn's taproom. Armas finds the villagers' condition fascinating, but the place itself claustrophobic. The PCs' arrival delights him and he makes every effort to make their acquaintance. He is open about his desire to understand the villagers' deformities, but cagey about his reasons for doing so. (He hopes to be able to harness whatever is causing the deformities to breed a new race of servitor creatures). He has noticed, the deformities seem more prevalent in the northern section of the village, but has not (yet) connected this with Devil's Cove and the Sunken Stair.



THE VILLAGE OF COLDWATER

COLDWATER AT A GLANCE

An isolated place, perched upon an inhospitable coast at the head of a muddy coastal path, Coldwater is not an easy, or pleasant, place to visit. The village huddles at the mouth of a steep-sided valley leading down to the sea. Here, the seabed quickly drops away and the waters are deep, dark and cold.

Widely thought of as a haven for smugglers and other miscreants, rumours swirl as thickly about the village as the persistent sea fogs that sometimes blanket the place for days at a time. Other rumours—whispered in taprooms up and down the coast—speak of darker things: of unwholesome practises carried out in worship of some ancient, depraved power, of travellers going missing near the village and of an ancient set of steps buried at the base of nearby cliffs and revealed only at particularly low tides.

Whatever the truth, Coldwater's folk are sullen, distrustful of outsiders and some are said to suffer from horrible deformities. Even the village's ruler—the aged Elina Vuolle—hates the place and leaves its folk to fend for themselves. Two families dominate day-to-day life: the Eerolas and the Purhos. Trapped in a low-grade, but vicious, family feud the two families subtly work against one another and use the other villagers as their pawns.

DEMOGRAPHICS

Ruler Elina Vuolle

Government Overlord

Population 188 (109 humans, 59 deformed humans, 18 half-orcs, 1 gnome, 1 half-elf)

Alignments CN, N, NE

Languages Common, Orc

Corruption +2; **Crime** -1; **Economy** +0; **Law** -2; **Lore** +1; **Society** -2

Qualities Insular, notorious

Danger +10; **Disadvantages** Cursed

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Armas Hujanen (location 5; LE male half-elf wizard [universalist] 5) Armas has come to Coldwater to study the high incidence of deformity in the populace.

Atro Purho (location 8; N male deformed human rogue 4) Young and dynamic, Atro has an implacable hatred for the Eerolas and blames them for his own ill fortunes.

Elina Vuolle (location 1; LN female old human aristocrat 2/sorcerer [abyssal] 6) Elina hates Coldwater (and her lot).

Sauli Eerola (location 4; NE male middle-aged human expert 2/fighter 2) Patriarch of the Eerola family, Sauli once served as a soldier but now runs the family "shipping" business.

Uzlen Itkonen (location 3; N female half-orc expert 2/barbarian 1) Uzlen runs the local shipbuilding business and tries to stay out of the Eerola's and Purho's feuding as much as possible.

NOTABLE LOCATIONS

Most of Coldwater comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Vuolle Manor:** Perched on the side of the valley, Vuolle Manor overlooks the village. Its walls give spectacular views of the surrounds.
2. **Waterside:** The harbour is the busiest—and smelliest—place in the village. Here, a gallimaufry of fishing vessels and small merchant craft jostle for berths.
3. **Itkonen's:** Here, Uzlen Itkonen builds and repairs fishing vessels and small merchant craft. The dockyard is always busy.
4. **Sauli's Home:** Here dwells the patriarch of the Eerola family.
5. **Crooked House:** This partially sunken building is the home of Armas Hujanen. Part of the cellar's foundations has collapsed, giving the house its name.
6. **Chapel of the Mistress:** Dedicated to Serat (the uncaring Mistress of Storms) this small chapel is one of the most substantial buildings in the village. On misty nights, its bells toll endlessly to guide home those still out on the water.
7. **The Stooped Man:** Coldwater's only inn and tavern, the Stooped Man is a bastion of cheap alcohol, surly service and draughty, flea-infested accommodation.
8. **Atro's Home:** Atro Purho dwells in this large, ramshackle building. Extensive cellars intersect with a sea cave; here much of the Purho's clandestine business is conducted.
9. **Devil's Cove:** Strange goings on and several disappearances conspire to keep the populace away from this nearby cove.
10. **The Sunken Stair:** Only exposed at particularly low tides, these stairs lead to a chamber containing a seemingly unopenable pair of stone doors.

MARKETPLACE

Resources & Industry Smuggling, fishing

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Coldwater, the following items are for sale:

- **Potions & Oils** *cure light wounds* (50 gp), *hide from animals* (50 gp), *protection from energy (fire)* (750 gp)
- **Rings** *feather falling* (2,200 gp), *sustenance* (2,500 gp)
- **Rod** *lesser metamagic rod of extend spell* (3,000 gp)
- **Scrolls (Arcane)** *charm person*, *disguise self* and *erase* (75 gp) *disrupt undead* (12.5 gp), *scorching ray* (150 gp)
- **Scroll (Divine)** *inflict light wounds* (25 gp)
- **Staff** *fire* (18,950 gp; location 1)
- **Weapon** +1 *flaming longsword* (8,315 gp; location 1)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Coldwater. A successful check reveals all the information revealed by a lesser result.

DC 10: Coldwater is a dump—the place is a dismal cesspit of the worst sort. The people are sullen and tremendously ugly; there is no reason to go there.

DC 15: The folk of Coldwater are of the worst moral fibre. Many are smugglers and rumours of an evil cult based in the village refuse to die.

DC 20: Devil's Cove has a strange feature buried in its cliffs—a sunken staircase that only becomes visible at particularly low tides.

VILLAGERS

Appearance: Dark of hair and pale of skin, many of the villagers appear to be unwell in a general, non-descript way. Some are horribly disfigured.

Dress: Villagers wear loose, ill-fitting woollen or leather clothes suited to their trade.

Nomenclature: *male* Arvo, Ilari, Kaarlo, Valto, Viljo; *female* Aila, Eeva, Helmi, Pia, Ulla; *family* Eerola, Itkonen, Purho, Varala.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Coldwater and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Unguessable things lurk in the waters off Devil's Cove. Strange figures have been seen moving in the mists and people have gone missing there.
2*	Armas Hujanen is digging in his cellar for something best left buried. He dug so deep, his house almost collapsed!
3	The Eerola and the Purho hate each other; the two families have been implacable foes for generations.
4	Elina Vuolle has nothing but disdain for Coldwater and its folk. She's tried to sell it—and her title—several times.
5	A mysterious set of stairs pierces the cliffs of Devil's Cove; they are only accessible at particularly low tides.
6*	Many of the Purho are horribly disfigured; they take a perverse pleasure in their appearance and often drown healthy babies born into the family.

*False rumour



NOTABLE LOCATIONS

1: VUOLLE MANOR

Overlooking the village proper, this looming edifice is part home and part redoubt. Built long ago by Einar Vuolle—a black-hearted, vicious man—the so-called manor house is heavily fortified. Extensive cellars provide access to certain hidden sea caves and it was here Einar carried out his sinister trade—for as well as a sideline in piracy and smuggling, Einar dabbled in slavery and human trafficking.

Over the years, Einar's line has dwindled. Now, along with her servants and a handful of guards only the aged Elina Vuolle (LN female old human aristocrat 2/sorcerer [abyssal] 6) dwells here. The wife of Jaska Vuolle, who disappeared nine years ago and is now presumed dead, Elina married into the family at an early age. She hates life in Coldwater and has tried to sell her home and title several times. However, few people with the necessary funds actually want to live in Coldwater, and one trip around the village has put off all potential buyers thus far.

The Vuolle's fortunes have waned since Jaska disappeared. Elina yet possesses her husband's *+1 flaming longsword*—a family relic—and a *staff of fire* of unknown provenance recovered from the manor's deep cellars. She has no attachment to the sword, but would prefer to keep the staff unless selling it means she can escape Coldwater for good.

2: WATERSIDE

The mercantile heart of the village, the harbour is always busy. Here, fishing boats jostle for position on the docks alongside merchantmen hailing from distant ports and other small craft of less obvious purpose and intent.

A small line of shops stands hard upon the docks along the aptly named Smelly Alley. Here one can find fresh or salted fish, nautical supplies and so on. Several businesses also have rowboats and suchlike for hire (1 gp/day)—and can even provide a brawny rower for the right price (1 sp/day).

- **Holg's Locker (2A):** This small shop abuts a large warehouse. Holg (NE male old human expert 1/rogue 3) is an old, foul-tempered man but he has a keen mind for business and has done well for himself—at least as well as anyone who has not yet left Coldwater—and his warehouse is bursting with goods (many of dubious origin). Holg keeps meticulous records of what he has in stock. No one is allowed to browse the teetering stacks of his warehouse, but he can often find what a customer seeks—given a day or two.
- **Addabar's (2B):** This small shop is home to the apothecary Addabar Erklen (NG male gnome sorcerer [destined] 3/bard 2) a gregarious, but slightly eccentric apothecary who settled in Coldwater after a serious misunderstanding involving an accidental poisoning in nearby Languard. Addabar thinks there

is something seriously wrong in the village, but is not brave enough to investigate; he suspects an evil cult is at work, and that they lair in Devil's Cove.

3: ITKONEN'S

The largest legitimate business in the village, this shipwright remains steadily busy. Repairing and maintaining the many watercraft the village relies on for both its legitimate and illegitimate trades forms a large part of Itkonen's trade. However, the shipyard is also often engaged in some larger project—perhaps for a merchant or privateer desirous of certain modifications to his vessel.

Owned by Uzlen Itkonen (N female middle-aged half-orc expert 2/barbarian 1), a hardworking, hard drinking half-orc, the shipyard comprises its own private dockyard along with associated warehouses, offices and so on. The half-orc herself is somewhat of a local talking point. She has lived in the village for almost 20 years, and is widely assumed to have been a pirate before settling down. At any given time, she employs a small staff of between 4-8 skilled shipwrights (N human expert 1) depending on the amount of work she has on. Uzlen normally has several small rowboats for sale (35 gp) or hire (1 gp/day).

4: SAULI'S HOME

This two-storey home is of much finer quality than its nearby brethren for the Eerola are a wealthy family, at least in relation to their neighbours. This large family has thrived over recent generations as the strange deformities afflicting their rival smugglers—the Purho—have become more pronounced. Led by Sauli Eerola (NE male middle-aged human expert 2/fighter 2), the family now also run operations in several nearby ports.

Sauli dreams of one day buying Coldwater and elevating himself to the nobility. His feud with the Purho, however, acts as a constant drain on his resources and this goal yet remains elusively beyond his reach.

5: CROOKED HOUSE

This house has a strange, slanted look to it, and the wing nearest the docks appears to have partially sunk into the ground. Two years ago, Armas Hujanen (LE male half-elf wizard [universalist] 5) moved to Coldwater and purchased the house. Roughly six months later, the northern part of the building sunk several feet overnight causing great cracks in the masonry and hasty repairs to the shingled roof. The villagers now dub the place the "Crooked House" and rumours continue to swirl about the cause of the house's sudden partial collapse and the purpose of its mysterious resident.

6: CHAPEL OF THE MISTRESS

The only church in Coldwater, the Chapel of the Mistress is dedicated to Serat, Mistress of Storms (CN goddess of seas, storms and voyages). Staffed by but two clerics, Aune Laitnen (CN female human cleric [Serat] 4) and Irja Outila (CN female human cleric [Serat] 2), services here are well attended. The folk of Coldwater are superstitious and devout; unsurprisingly given that most of their livelihoods revolve around the sea. Burials take place at sea and so there is no graveyard at the chapel. However, its does have its own dock, where the clergy's sacred sloop is moored. A high bell tower—the tallest structure in the village—serves as an excellent lookout and storm watching post. When fog shrouds the village, the bells ring continuously until all the faithful out on the water have returned safely to port.

7: THE STOOPED MAN

Marked by a faded sign depicting a stooped cloaked figure carrying a heavy sack, the Stoopd Man is Coldwater's only tavern. The taproom is shadowy and smoky. All manner of nautical decorations—lobster pots, old harpoons, stuffed fish and so on—cover the walls. Old fishing nets hang from the ceiling's wooden beams. The whole place smells of smoke, cheap beer and sweat.

- **Food & Drink** meal (typically fish soup with bread, rolled seaweed stuffed with beans or spiced fish with parsnip and onion) 1 sp, ale 4 cp, wine (pitcher) 1 sp.
- **Accommodation** A standard room costs 2 sp a night. The room is draughty, probably has no lock on the door and is sparsely furnished.

Run by Arvo Eerola (N male middle-aged half-orc expert 1/warrior 2) the Stoopd Man is always busy when the village's fishing vessels return to port. Many of his patrons pay their bills with the fruits of their labours, and thus he greatly values customers with actual coin.

SERAT

CN goddess of the sea, storms and voyages

Epithets: Mistress of Storms, the Uncaring

Symbol: A cresting wave

Domains: Chaos, Travel, Water, Weather

Favoured Weapon: Trident

Holy Text: Book of Tides

Additional Notes: As wild and unpredictable as the sea, sailors, merchants and pirates alike placate Serat with glittering gifts to guarantee a safe voyage. Some believe Serat to be the physical embodiment of the sea while others believe she dwells in a glittering, crystal city far beneath the waves. During services, offerings are cast into the sea. Her priests are often shipwrights, navigators or sea captains.

At night, the Stoopd Man is busy for the simple reason there is nothing else to do in Coldwater (bar smuggling) once darkness falls except stay at home to stare at one's hearth.

8: ATRO'S HOME

Perched dangerously closely to Devil's Cove this large, ramshackle house is the centre of the Purho's power. Atro Purho (N male deformed human rogue 4) lives here with his wife Elena Purho (NE female deformed human fighter 2) and their three daughters (CN female deformed human commoner 1).

Atro keeps a pack of five vicious dogs (N advanced deformed dog) to ensure his privacy and the dogs run wild throughout the home's fenced grounds. The house's cellars link Atro's home to a nearby sea cave in which the family store the goods they are either smuggling or storing for other unscrupulous individuals. At any one time, there are four or five of Atro's minions in the cellar guarding, cataloguing or packing his goods.

9: DEVIL'S COVE

Although relatively close to the village, Devil's Cove is shunned by the populace. Rumours of strange goings on and sinister figures in the mist serve to keep away all but the bravest (or maddest) explorers. Some who explore the cove do not return.

Devil's Cove is a barren place; a rocky, flotsam-strewn beach runs right up to lofty, precipitous and wind-blasted cliffs. No path runs down from the cliff tops to the beach far below. Most people who arrive in the cove do so by boat.

A pair of deformed giant spiders (N advanced deformed giant spiders) dwell in a cave buried deep in the cliffs; a narrow fissure in the rock links the cave to the surface.

10: THE SUNKEN STAIR

Although the stair's general location is well known among Coldwater's populace, few have ever seen them. Set in the wind-blasted headland of Devil's Cove they are only accessible during particularly low tides—and even then, the tide returns to flood

the stairs within an hour; thus, explorers must be quick.



LIFE IN COLDWATER

Life in Coldwater is dismal. The village's remote location and the physical deformities of many of its residents do not make it a happy place. Laughter or song is rarely heard within its bounds. Surprisingly, despite persistent rumours to the contrary, no cult of sinister intent operates in the village.

TRADE & INDUSTRY

Both Coldwater's legitimate and illegitimate businesses are focused on the water. Fishing accounts for much of its mercantile business; merchantmen call weekly to exchange barrels of salted fish for meat, flour and other staples. Coldwater's remote location also makes it a perfect smugglers' haven. Here, unscrupulous merchants (and the occasional pirate) unload their goods on moonless or fog-shrouded nights for sale on Ashlar's black market.

LAW & ORDER

Technically, Elina Vuolle rules Coldwater, but in practice if her interests are not interfered with she leaves the villagers much to themselves. Thus, the burden of law and order nominally falls upon the shoulders of Sauli Eerola and Atro Purho. Their competing interests make for some lively arguments between the two when agreeing suitable punishments for wrongdoers.

NORMAL VILLAGER CR 1/3 (XP 135)

Human commoner 1
CN Medium humanoid (human)
Init +0; **Senses** Perception +1, Sense Motive +1
Speed 30 ft.; **ACP** 0; **Climb** +5, **Swim** +5
AC 10, **touch** 10, **flat-footed** 10; **CMD** 11
Fort +2, **Ref** +0, **Will** -1
hp 6 (1 HD)
Space 5 ft.; **Base Atk** +0; **CMB** +1
Melee dagger +1 (1d4+1/19-20)
Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9
Feats Alertness^B, Skill Focus (Profession [fisherman])
Skills as above plus Profession (fisherman) +6
Languages Common
Gear as above plus belt pouch, 2d4 cp, peasant's outfit

Prepared for battle, a villager has the following altered statistics:

AC 11, **touch** 10, **flat-footed** 11; **CMD** 11
(+1 armour [padded])
Melee dagger +1 (1d4+1/19-20) or
Melee spear -3 (1d8/x3)
Ranged sling (range 50 ft.) -4 (1d4+1)
Combat Gear bullets (10)

EVENTS

While the PCs are in Coldwater, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A fistfight between members of the Eerola and Purho families breaks out in the street; bystanders stay well out of it; nothing more than a few broken bones results.
2	A thick mist rolls in from the sea. It could burn off by midday (50% chance), last all day (30% chance) or linger for 1d3 days (20% chance).
3	Armas Hujanen tries to hire a deformed villager to come to his home so he can examine him more closely. The villager refuses—violently and loudly.
4	A drunken villager loudly proclaims his plans to explore Devil's Cove. Several of his friends try to talk him out of it, but he is adamant. He subsequently goes missing.
5	A merchantman drops anchor. She carries several sealed crates marked for delivery to Armas Hujanen.
6	An adventuring group comes to explore the Sunken Stairs. The tides are not right and they soon leave.

DEFORMED VILLAGER

CR 1/3 (XP 135)

Deformed human commoner 1
CN Medium humanoid (human)
Init +0; **Senses** Perception +1, Sense Motive +1
Speed 30 ft.; **ACP** 0; **Climb** +5, **Swim** +5
AC 11, **touch** 10, **flat-footed** 11; **CMD** 11
(+1 natural)
Fort +2, **Ref** +0, **Will** -1
hp 6 (1 HD)
Space 5 ft.; **Base Atk** +0; **CMB** +1
Melee dagger +1 (1d4+1/19-20)
Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 7
Feats Alertness^B, Skill Focus (Profession [fisherman])
Skills as above plus Intimidate +2, Profession (fisherman) +6
Languages Common
Gear as above plus belt pouch, 2d4 cp, peasant's outfit

Prepared for battle, a deformed villager has the following altered statistics:

AC 12, **touch** 10, **flat-footed** 12; **CMD** 11
(+1 armour [padded], +1 natural)
Melee dagger +1 (1d4+1/19-20) or
Melee spear -3 (1d8/x3)
Ranged sling (range 50 ft.) -4 (1d4+1)
Combat Gear bullets (10)

Special Note: To personalise this deformed villager roll on the Deformity and Cosmetic Deformities tables (page 5).

THE FANE

DEVIL'S COVE

Although they are only accessible a few times a year, the Sunken Stair's general location is a relatively well-known legend among Coldwater's populace. Few of the villagers have seen the stairs as they shun the cove—rumours of strange goings on and sinister figures stalking the beach conspire to keep casual visitors away. However, most villagers can give the PCs a general idea of where the Sunken Stair lies—a rocky beach at the base of the nearby wind-blasted headland.

ON THE BEACH

The Sunken Stair is not immediately evident. The PCs must find it, to proceed.

A great field of tumbled, jagged and slick rocks interspersed by tidal pools choked with slippery seaweed lie at the base of the cliffs. Above, seabirds wheel overhead as the surf pounds the rocks rearing from the sea's turbulent waters.

A half-hour of searching reveals the Sunken Stair; their discovery coincides with the tide reaching its lowest point—from that moment, the PCs have one hour to explore the fane. A PC making a DC 10 Perception check also finds something else on the beach.

GETTING THERE BY BOAT

Few villagers willingly sail to Devil's Cove, but the PCs can secure passage with Arvo Purho (CN male human expert [fisherman] 1) on his small fishing boat—the *Emmi* (named for wife)—for 2 gp. Because the tide is going out, it takes one hour to reach Devil's Cove. During the voyage, the PCs experience one or more minor events. Roll on the table below, to determine what happens.

D8	EVENT
1	Dark clouds scud across the sky and plunge the sailing boat and party into a chilling shadow.
2	A school of fish swarm under the boat. Several seem bloated and malformed.
3	A large, submerged object bumps up against the boat. Investigations reveal it is a large piece of driftwood.
4	Arvo gets talkative and relates a piece of local lore. Roll on the Whispers & Rumours table (page 11).
5	As the <i>Emmi</i> gets closer to Devil's Cove, Arvo gets noticeably more nervous.
6	The <i>Emmi</i> breaks through a particularly large wave; everyone gets wet (and quickly cold).
7	A large seagull circles above the <i>Emmi</i> , cawing loudly.
8	Roll twice, rerolling any duplicate events.

Each item can be found only once.

D8 DISCOVERY

1	A charred chunk of driftwood, obviously from a vessel of some sort, wedged between two rocks.
2	A sodden, heavy tree trunk denuded of leaves. All its branches have been snapped off.
3	A tidal pool choked with thick growths of seaweed. Strangely large, but deformed, crabs lair within.
4	A ripped, waterlogged brown hemp sack.
5	A half-eaten rotting corpse of a large fish.
6	A ripped fishing net caught on an outcrop of rock.
7	A stone—clearly worked, but now smoothed by the sea. Faint carvings of an indeterminate kind mar its surface. A DC 20 Perception check spots what might be runes, but they are illegible.
8	A human skull bobs in the surf. A DC 15 heal check reveals a puncture wound through one temple.

Once the PCs have found the staircase, proceed to “The Sunken Stair”.

GETTING THERE BY CLIMBING

Walking overland to Devil's Cove along a faint winding trail takes 20 minutes or so. When the PCs reach the clifftop, it is a simple matter to secure ropes to one of several rocky outcrops. However, a PC searching the area to find an easy way down who makes a DC 25 Perception check discovers the top of the chimney leading to Area 7, which may change their plans. Scaling the cliffs is challenging (DC 15 Climb checks), but the PCs can take 10 on their checks.

When the PCs are ready to climb down the cliffs, roll on the table below to determine what minor event(s) they experience.

D8 DISCOVERY/EVENT

1	The party discovers an abandoned bird's nest in a small niche in the cliff. Several small skeletons of horribly disfigured birds lie in the nest.
2	A climbing PC dislodges a small piece of rock that crumbles away and falls to the beach below.
3	A PC discovers a rusty iron spike sticking out of the cliff.
4	Dark clouds scud across the sky and plunge the climbing party into deep shadow.
5	A sudden gust of chill wind plucks at the party as they descend the cliffs.
6	A large seagull wheels through the air above the party, cawing loudly—as if protesting their presence.
7	A PC climbs down through a section of strangely miscoloured lichen.
8	Roll twice, rerolling any duplicate events.

THE SUNKEN STAIR

This is the main entrance to the Fane of the Undying Sleeper and the one the PCs will likely use.

Partially hidden by a great jumble of rocks and the thick shadows filling a slender crevice in the rock, a worn set of seaweed-covered stairs climbs upwards into the living rock of the cliff.

The Sunken Stair leading to the fane is only accessible at extremely low tides. Covered with seaweed and puddles of water, these worn stairs are slippery and count as difficult terrain. Characters cannot run or charge on the stairs and the DC of Acrobatics checks increases by 4.

The stairs rise 30 ft. to Area 1.

Worked: Even a cursory examination of the stairs reveals they are likely very old. A DC 15 Knowledge (engineering) check confirms they are likely hundreds of years old, but it is impossible to determine who built them—the sea’s remorseless action having long ago eroded any obvious clues to their origin.

Dripping Water: The sound of dripping water emanates from the stairway (DC 5 Perception hears).

Noxious Smell: A faint unwholesome smell—that of rotting seaweed—drifts from the crevice (DC 15 Perception notices).

THE TIDE WAITS FOR NO MAN

A big part of the challenge of *Fane of the Undying Sleeper* is the time constraint imposed by the incoming tide. If the PCs take too long in their explorations they might get trapped, while if they rush through the complex too quickly they will likely miss treasure. Additionally, because of the tides and an incoming storm, there will be no second chance to explore the fane. Thus, the GM should frequently mention how long certain tasks take without spelling out why he is doing so. Perceptive players will catch on quickly; reward them for their insights.

Explorers have but an hour to explore the fane before the sea begins to flood the stairs. PCs trapped in the fane likely drown, unless they find another way out. (Rules for moving and fighting underwater appear on pages 36 and 37; it is highly recommended you review these rules and have copies of the handouts available for the players).

Keep track of how long the PCs spend exploring the fane. There is no need to be too precise; the GM can simply have the tide reach the steps in Area 1 when it suits the situation. Having the tide breach the complex at a dramatic moment not only changes the dynamics of any combat or challenge the PCs face, but also act as a salient reminder that to linger too long invites death. Some PCs may even see Dagon’s hand in the suddenly advancing tide and wonder at his fell interest in them...



THE FANE OF THE UNDYING SLEEPER

Dedicated to the worship of Dagon, Shadow in the Sea, the Fane of the Undying Sleeper is an ancient, fell place. Hidden for long centuries by the tireless, roiling ocean waves at the end of a wind-blasted headland it has never known the footsteps of man.

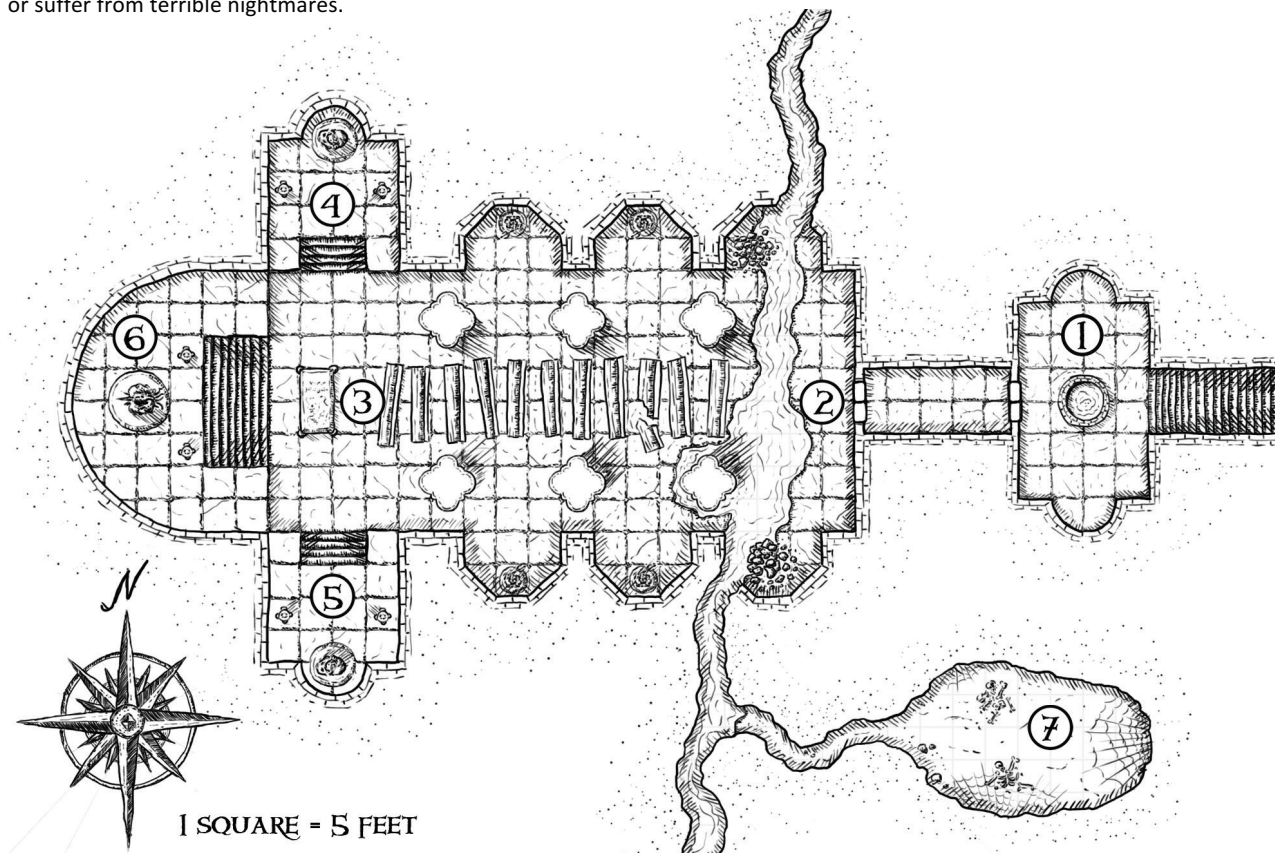
Although a few brave explorers have searched the entrance vestibule, none have fathomed the secret of the stone doors warding the complex proper and thus the complex remains untouched and unexplored—a relic of a long since faded cult.

Built and used by a heretical cult of sahuagin and skum for centuries, a great schism eventually sundered the worshippers' ranks. The leader of the vanquished faction was incarcerated in the fane as a warning to all those who would work against Dagon's glory.

Although Dagon's worshippers no longer visit the shrine, his fell influence still lurks within. The shrine was built around a gigantic statue of the Shadow in the Sea. Its architect incorporated fragments of rock brought up from some of the deepest trenches extant in Dagon's watery Abyssal realm. The rock emits a form of fell energy that warps and deforms those spending much time in close proximity. Amoxtil, the trapped sahuagin oracle (Area 3), and a pair of deformed hunting spiders (Area 7) have been affected by this radiation. While its influence is weak outside the shrine, some of the folk of Coldwater have also been affected; many dwelling therein are spectacularly ugly or suffer from terrible nightmares.

LOCATION KEY

1. **Entrance Vestibule:** Here stand a pair of watertight doors. Explorers must breach the doors, to explore the fane beyond.
2. **Nave of Ruin:** Dagon's worshippers once used this large chamber to venerate their dark lord.
3. **Sepulchre of the Sleeper (CR 5):** Within this sarcophagus languishes the Undying Sleeper—Amoxtil, a deformed skeletal sahuagin. If released, he mercilessly attacks his rescuers.
4. **Northern Guardian (CR 5):** Here stands a variant caryatid column; it animates if anyone mounts the nearby stairs or if its twin to the south begins to battle intruders.
5. **Southern Guardian:** Here stands the twin of the caryatid column in location 4. It acts identically to its northern companion.
6. **Shadow in the Sea (CR 3):** A huge, grotesque statue of Dagon dominates this area. If the PCs interfere with the statue, the fragment of Dagon's consciousness trapped within awakens. Unless placated, it raises the water level in the fane to drown the interlopers.
7. **Lair of the Lurkers (CR 4):** Here lurk a pair of giant deformed giant spiders. They guard a natural crevice leading to the surface and occasionally prey on the surrounding area.



1: ENTRANCE VESTIBULE

This area is normally inundated by the sea. However, several times during the spring the tides are low enough to expose its entrance. Unfortunately, the steps only remain accessible for one hour; after that the sea starts to flood the stairs, vestibule and (probably) the fane beyond.

Thick, sickly yellow seaweed covers the stairs which ascend for about 20 ft. to a rectangular chamber. Here, more of the sickly seaweed covers the floor and a stone double doors inscribed with a huge eye surrounded by strange runes bars further progress. A hewn stone pool pierces the chamber's floor.

CEREMONIAL POOL

Saltwater and sand fill a shallow pool about two-foot deep hewn into the vestibule's floor. A DC 15 Perception check reveals the edges of a mosaic covered by the sand at the bottom of the pool. The ceremonial pool radiates moderate necromancy (DC 18 Knowledge [arcana] identifies).

Clearing off the sand (which takes 5 minutes) reveals Abyssal runes (DC 20 Linguistics identifies) around the edge of the pool and a depiction of a huge open eye.

Runes: The runes read, "Awaken the eye with the Abyss' power, to enter the Shadow's home." Mystic symbols within the Abyssal runes are a spell fragment linked to the doors in some mystical fashion (DC 18 Spellcraft identifies; see the "Spell Fragment" sidebar). Beating this check by 5 or more reveals that activating the spell fragment will call forth negative energy.

SPELL FRAGMENT

To activate the spell fragment, a PC must make a Knowledge (religion), Knowledge (arcana) or Use Magic Device check. A PC using Knowledge (arcana) takes a -2 penalty to the check. A PC may only attempt this check once, and other PCs may not use the Aid Another action. Refer to the table below, to determine the results of the attempt.

DC	SPELL EFFECT
1-10	Thick shadows gather around the runes and drift upwards to surround the PC (+2 ranged touch, <i>inflict moderate wounds</i> ; CL 3, 2d8+3, DC 13 Will halves).
11-15	Wisps of shadow rise from the runes, and cluster about the PC before dissipating without any discernible effect.
16+	Deep shadows rise from the runes and wreath the PC, imbuing him with negative energy. Treat the PC as if he was holding the charge of an <i>inflict moderate wounds</i> (CL 3, 2d8+3 negative energy, DC 13 Will halves).

Eye Mosaic: The mosaic is virtually identical to the eye inscribed onto the nearby doors. Refer to "Eye Carving" below.

DOUBLE STONE DOORS

The carving of an eye surrounded by fell (Abyssal) symbols decorates these watertight double stone doors. A DC 15 Knowledge (engineering) check reveals the doors are watertight while a DC 20 Perception check discovers the octopus eye conceals a minute keyhole (the key is long lost).

Eye Carving: Characters examining the carvings may identify the carved eye as that of a giant octopus (DC 18 Knowledge [nature] reveals) which is Dagon's unholy symbol (DC 20 Knowledge [religion] identifies).

The doors radiate moderate necromancy (DC 18 Knowledge [arcana] identifies).

Breaching the Doors: Bathing the eye carving with negative energy (for example with an *inflict* spell or channel negative energy) causes the doors to open. (The PCs may have such magic themselves or they can use the spell fragment in the pool.) Alternatively, the PCs can smash their way through the doors (4 in. thick; hardness 8; hp 60; DC 30 Disable Device; DC 28 Break) or pick the stone lock (DC 30 Disable Device).

WALL CARVINGS

The walls here were once decorated with fine carvings dedicated to Dagon's glory. The sea's remorseless action has effaced much of the carvings. A DC 20 Perception check reveals their faint residue, but not enough detail remain to make them out.

MINOR AREA FEATURES

Illumination: Darkness; **Ceiling:** 10 ft.; water drips from the ceiling; **Walls:** Wet reinforced masonry (DC 25 Climb); **Floor:** Covered in seaweed, the flagstone floor is slippery and counts as difficult terrain.

Seaweed: The yellow seaweed is sickly (DC 10 [nature] reveals). Its growth lessens toward the top of the stairs and none grows in the immediate vicinity of the pool or doors. This is a symptom of Dagon's fell influence.



2: NAVE OF RUIN

Here worshippers venerated the Shadow in the Sea. To reach the chamber proper, the PCs must cross a stream cutting across the chamber floor.

Stone Doors: Plain unlocked stone double doors (4 in. thick; hardness 8; hp 60; DC 28 Break). The faint sound of running water comes from beyond (DC 16 Perception hears).

A long chamber lies beyond the stone double doors. Just in front of the doors, the sea has eroded part of the floor, cutting the room in two. Huge, strangely carved pillars hold aloft the high ceiling and statues stand in niches along the walls. Beyond, the chamber extends away into darkness.

MINOR AREA FEATURES

Illumination: Darkness; **Ceiling:** 30 ft. in the main chamber, 2 ft. above the stream where it exits the fane; **Walls:** Reinforced masonry (DC 20 Climb); **Floor:** Flagstones.

Floor: The flagstone floor is dusty. A DC 10 Perception check reveals the floor slopes slightly downwards toward Area 3.

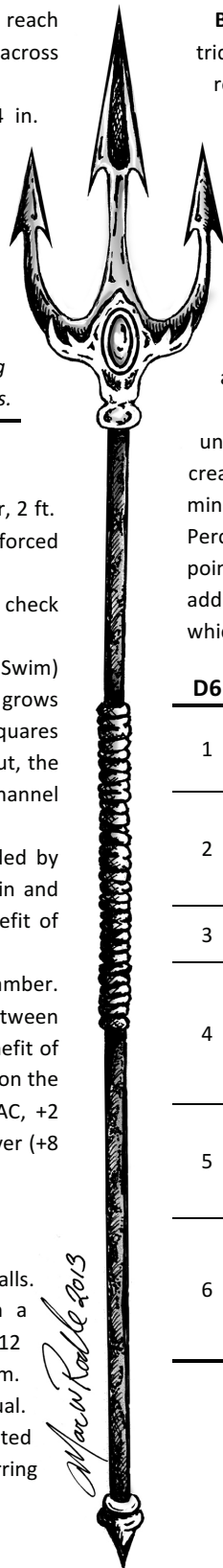
Tidal Stream: This tidal stream flows swiftly (DC 15 Swim) from north to south. Sickly yellowy green seaweed grows sparsely over the surrounding rock making adjacent squares slippery (Acrobatic DCs increase by 5). When the tide is out, the water is only 5 ft. deep, but it rises to completely fill the channel (10 ft. deep) at high tide.

Rubble: In two places, the floor has collapsed—eroded by the sea's remorseless action. The rubble is difficult terrain and slick (Acrobatic DCs increase by 5) but provides the benefit of higher ground (+1 on melee attacks).

Pews: Rotting driftwood pews fill the centre of the chamber. Characters can leap atop a pew (DC 8 Acrobatics) or between pews (DC 5 Acrobatics). Characters on a pew gain the benefit of higher ground (+1 to melee attacks), but due to its condition the pew collapses after two rounds. Pews grant cover (+4 AC, +2 Reflex); characters prone behind a pew gain improved cover (+8 AC, +4 Reflex and improved evasion).

LESSER STATUES

Four statues stand in niches along the south and north walls. Each depicts a hideously hunchbacked humanoid with a wide, frog-like head holding a bronze trident. A DC 12 Knowledge (nature) check reveals the statues depict skum. Each is subtly different and represents a different individual. Beating this check by five or more reveals skum were created by the aboleth to serve as slaves. They do not age and barring violent death or disease are immortal.



Bronze Trident: A green patina covers these bronze tridents (hardness 5 [fragile], hp 10). They can be removed (DC 10 Strength or DC 10 Disable Device) in one round, but gain the broken condition if the wielder rolls a natural 1 while attacking with it. If a fragile weapon is already broken when the wielder rolls a natural 1 it is destroyed.

TENTACLE PILLARS

A great mass of carven writhing tentacles (DC 15 Climb) covers these gigantic pillars. They hold the roof aloft and provide cover (+4 AC, +2 Reflex).

Carvings: Intricate carvings depicting bleak underwater scenes and impossibly vast or deformed sea creatures cover the nave's walls. A PC spending 10 minutes examining the carvings and who makes a DC 15 Perception check spots a carving of note. For every 5 points by which the PC exceeds DC 15, he finds one additional carving. Use the table below, to determine which carvings he discovers:

D6	CARVING
1	A stairway penetrates the rock at the base of a cliff. Several hunched, heavily cloaked figures are shown approaching the stairs.
2	A huge creature with a nightmarish body of tentacles and a leering maw consumes a winged being. A DC 20 Knowledge (religion) check reveals this is Dagon.
3	Several areas have been deliberately defaced; it is impossible to make out the destroyed carvings.
4	Hunchbacked humanoids (skum, DC 12 Knowledge [nature] identifies) and deformed scaly humanoids with long, fish-like tails (sahuagin; DC 12 Knowledge [nature] identifies) worship together before a hideous statue.
5	A horribly deformed human sails a small fishing boat away from a harbour. In the boat, lie two human corpses. Under the boat, swims a bloated, strangely proportioned shark.
6	Hooded figures kneel in prayer before a monstrous statue of a gigantic, tentacled humanoid. A PC seeing this carving gains a +2 bonus to Knowledge (religion) checks made to placate the Dagon statue in Area 6.

3: SEPULCHRE OF THE SLEEPER (CR 5)

Within this sarcophagus languishes Amotil, interred here at his rivals' behest. If released, he fights mercilessly, and to the end.

A heavy, rectangular stone sarcophagus stands in front of a set of stairs leading up to a gigantic shadow-wreathed statue of a hideous, blasphemous creature.

What Lurks Within? A DC 25 Perception check reveals faint sounds of scratching coming from within the sarcophagus. If the PCs are unaware something lurks within the sarcophagus, Amoxtil gains surprise when they remove its lid. If he hears the PCs trying to open the sarcophagus, he prepares for combat.

THE SARCOPHAGUS

Confused, weird carvings of strange underwater scenes cover the sarcophagus. The carvings depict a lifeless, rocky underwater chasm and strangely misshapen fish men (sahuagin—DC 12 Knowledge [nature] identifies).

Carvings: Carved into the sarcophagus' lid, in Abyssal, are the words, "Traitor, Heretic."

Opening the Sarcophagus: The sarcophagus' lid is heavy (DC 25 Strength opens; up to five characters may aid this check). A PC making a DC 25 Perception check notices a slightly raised rock carving. Pushing inwards pushes up the sarcophagus' lid an inch. With the lid raised, a DC 20 Strength check is sufficient to open the sarcophagus, or the PCs can smash it open (6-inches thick; hardness 8, hp 90, DC 30 Break).

Inside: Seawater fills the sarcophagus. This, along with the sarcophagus itself, blocks *detect magic* and the like. A great mass of scratches covers the underside of the sarcophagus' lid.

Treasure: To mock and torment him in his eternal imprisonment, Amoxtil's rival interred him on a bed of silver and gold coins (428 sp, 438 gp). Buried amid the coins is a hollowed out great white shark tooth containing *dust of dryness* (moderate [DC 21 Knowledge {arcana} transmutation]; DC 26 Spellcraft identifies; worth 850 gp).

MINOR AREA FEATURES

Illumination: Darkness; **Ceiling:** 30 ft. high; **Walls:** Reinforced masonry (DC 20 Climb); **Floor:** Flagstones.

SCALING THE ENCOUNTER

Apply these changes, to modify the encounter:

- **CR 4 (XP 1,200):** Apply the young creature template to Amoxtil (+2 to all Dex-based rolls, -2 on all other rolls; hp 32).
- **CR 6 (XP 2,400):** Apply the advanced creature template to Amoxtil (+2 on all rolls [including damage], +2 on the DCs of spells and spell-like abilities; AC 24, touch 20, flat-footed 18; CMD 30; hp 52).

AMOXTIL

CR 5 (XP 1,600)

Tarnished scales hang from this humanoid's horribly deformed skeletal frame. It has a long bony tail, arms and legs ending in sharp claws and a monstrosly oversized toothy maw. It carries a trident.

Male skeletal champion deformed half-fiend sahuagin oracle (waves) 1

LE Medium undead (aquatic, augmented)

Init +9; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11, Sense Motive +8

Speed 40 ft., swim 70 ft.; **ACP** 0; Acrobatics +11 (+15 jumping), Ride +10, Stealth +12, Swim +20

AC 19, touch 15, flat-footed 14; **CMD** 25; ice armour (+5 Dex, +4 natural)

Ice Armour (Su [standard]) Amoxtil can conjure armour of ice (+4 armour bonus, duration 1 hour).

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Resist** acid 10, electricity 10, fire 10; **Weakness** light blindness

Light Blindness (Ex) Amoxtil is blinded for 1 round if exposed to bright light and is dazzled until he leaves the area.

Fort +6, **Ref** +6, **Will** +9 (+13 vs. channelling); **SR** 16

hp 42 (5 HD); blood frenzy **DR** bludgeoning/5 or magic/5

Blood Frenzy (Ex [1/day]) When damaged in combat, Amoxtil flies into a frenzy in the following round. He gains +2 Str and +2 Cha but takes a -2 penalty to AC until the battle is over or 1 minute passes, whichever is shorter.

Space 5 ft.; **Base Atk** +3; **CMB** +10

Melee trident +11 (1d8+10) and bite +5 (1d6+3) or

Melee 2 claws +10 (1d4+7) and bite +10 (1d6+7)

Atk Options smite good (1/day; +5 damage)

Oracle Spells Known (CL 1; concentration +4 [+8 casting defensively or grappling])

1st (4/day)—*cause fear* (DC 14), *inflict light wounds* (DC 14)

0—*bleed* (DC 12), *detect magic*, *guidance*, *virtue*

Spell-Like Abilities (CL 5; concentration +6)

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 17)

Abilities Str 24, Dex 21, Con —, Int 16, Wis 17, Cha 16

SQ curse (tongues [Abyssal]), revelation (ice armour)

Feats Combat Casting, Great Fortitude, Improved Initiative^B, Weapon Focus (trident)

Skills as above plus Knowledge (arcana) +9, Knowledge (planes) +9, Knowledge (religion) +10, Spellcraft +9

Languages Abyssal, Aquan, Common, Draconic Infernal; speak with sharks

Gear as above plus spell component pouch, unholy symbol (Dagon), belt pouch, coral necklace (worth 50 gp)

4: NORTHERN GUARDIAN (CR 5)

A variant caryatid column guards this area. It animates, if an intruder reaches the top of the stairs in front of its plinth or three rounds after its twin in Area 5 animates. Three rounds after it has animated, its twin animates.

Lurking Danger: A PC making a DC 20 Perception check realises the statues are alive. A caryatid column gains surprise if it animates before the PCs realise its true nature.

Atop a short flight of shallow steps stands a stone statue of a slender humanoid wearing a mouldy cloak. Two iron braziers flank the statue. Darkness and shadow cluster about the figure, which seems to gaze at you from the depths of its cowl.

BRAZIER

Two 3 ft. tall braziers stand in this alcove. Both radiate faint evocation magic (DC 17 Knowledge [arcana] identifies). When a living creature comes within 15 ft. of the caryatid column, purple heatless flames (DC 18 Spellcraft identifies as a variant *continual flame*) burst forth from both braziers providing illumination equal to a torch for one hour. The braziers' magic fails, if they are removed from the fane.

Improvised Weapon: In extremis, the braziers (hardness 5, hp 5) can be used as improvised weapons (two-handed melee; 1d8 bludgeoning or piercing damage; critical x2).

PLINTH

The caryatid column stands on a 3-ft. high plinth (DC 12 Acrobatics or 2 squares of movement to mount). The plinth provides the benefit of higher ground (+1 on melee attacks).

Inscription: Etched into the plinth in Abyssal are the words, "To placate the endless waves, worship the Shadow." (This is a reference to the statue of Dagon in Area 6 and how to defeat it).

Hidden Treasure: The plinth has a secret niche (DC 25 Perception locates). It contains a golden holy symbol made in an alien, but strangely beautiful style. The symbol depicts an octopus eye surrounded by Abyssal runes—Dagon's symbol (DC 20 Knowledge [religion] reveals) worth 300 gp and two *elixirs of swimming* (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft or Perception identifies; worth 250 gp) stored in glass vials.

MINOR AREA FEATURES

Illumination: Darkness, but see "Braziers" below; **Ceiling:** 20 ft.;

Walls: Reinforced masonry (DC 20 Climb); **Floor:** Flagstones.

Shallow Stairs: Characters cannot run or charge on the stairs and they increase the DC of Acrobatics checks by 4.

Wall Carvings: Complicated carvings of undersea battles cover the walls of this niche. A PC making a DC 5 Perception check realises they depict hideously hunchbacked humanoids

with wide, frog-like heads (skum; DC 12 Knowledge [nature] identifies) slaying a great horde of scaly humanoids with long, fish-like tails (sahuagin; DC 12 Knowledge [nature] identifies).

SCALING THE ENCOUNTER

Apply these changes, to modify the encounter:

- **CR 4 (XP 1,200):** Apply the young creature template to both caryatid columns (+2 to all Dex-based rolls, -2 to all other rolls; hp 30).
- **CR 6 (XP 2,400):** Apply the giant creature template to both caryatid columns (+2 to all rolls based on Str or Con, -1 to all rolls based on Dex; hp 42).

CARYATID COLUMN (2)

CR 3 (XP 800)

This stone statue wears a mouldy cowled cloak. As it begins to move its cloak parts to reveal a horribly twisted torso with a single tentacle growing from its chest.

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 20 ft.; **ACP** 0; **Acrobatics** -1 (-5 jumping), **Stealth** -1 (statue)

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue. An observer must make a DC 20 Perception check to notice the caryatid column is alive.

AC 14, touch 9, flat-footed 14; **CMD** 16 (cannot be disarmed) (-1 Dex, +5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, massive damage, any effect that requires a Fortitude save, magic

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. *Transmute rock to mud* deals 1d6 damage per caster level with no saving throw. *Transmute mud to rock* heals any lost hit points. *Stone to flesh* negates the statue's damage reduction and immunity to magic for one full round.

Fort +1, **Ref** +0, **Will** +1

hp 36 (3 HD); **DR** —/5; shatter weapons

Shatter Weapons (Ex) When a character strikes a caryatid column with a weapon (magical or normal), the weapon takes 3d6 damage. Apply the weapon's hardness normally.

Space 5 ft.; **Base Atk** +3; **CMB** +7

Melee mwk tentacle +8 (1d8+6/x3)

Abilities Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

The caryatid columns attack the nearest target to Area 6 and position themselves between intruders and the statue of Dagon therein. If the PCs cross the stream in Area 2, the statues return to their plinths to resume their eternal vigil.

5: SOUTHERN GUARDIAN

A variant caryatid column guards this area. It animates, if an intruder reaches the top of the stairs in front of its plinth or three rounds after its twin in Area 4 animates.

Atop a short flight of shallow steps stands a stone statue of a slender humanoid wearing a mouldy cloak. Two iron braziers flank the statue, but one has toppled over to point directly at the stairs. Darkness and shadow cluster about the figure, which seems to gaze at you from the depths of its cowl.

Area 5 is identical to Area 4, with the following exceptions:

BRAZIER

Two 3 ft. tall braziers stand in this alcove. They are identical to those in Area 4 except one has fallen over and lies on its side.

PLINTH

The caryatid column stands upon a 3-ft. high plinth.

Inscription: Etched into the plinth in Abyssal are the words, “For his worshippers, the Shadow will come. Fear his wrath.” (This is a warning about the statue of Dagon in Area 6.)

Hidden Treasure: The plinth has a secret niche (DC 25 Perception locates) used to store a forgotten scroll, containing a musty *scroll of silence, make whole* and *stone shape* (CL 5; worth 675 gp) scribed on flayed skin of an unidentifiable origin wrapped around a cracked leg bone.

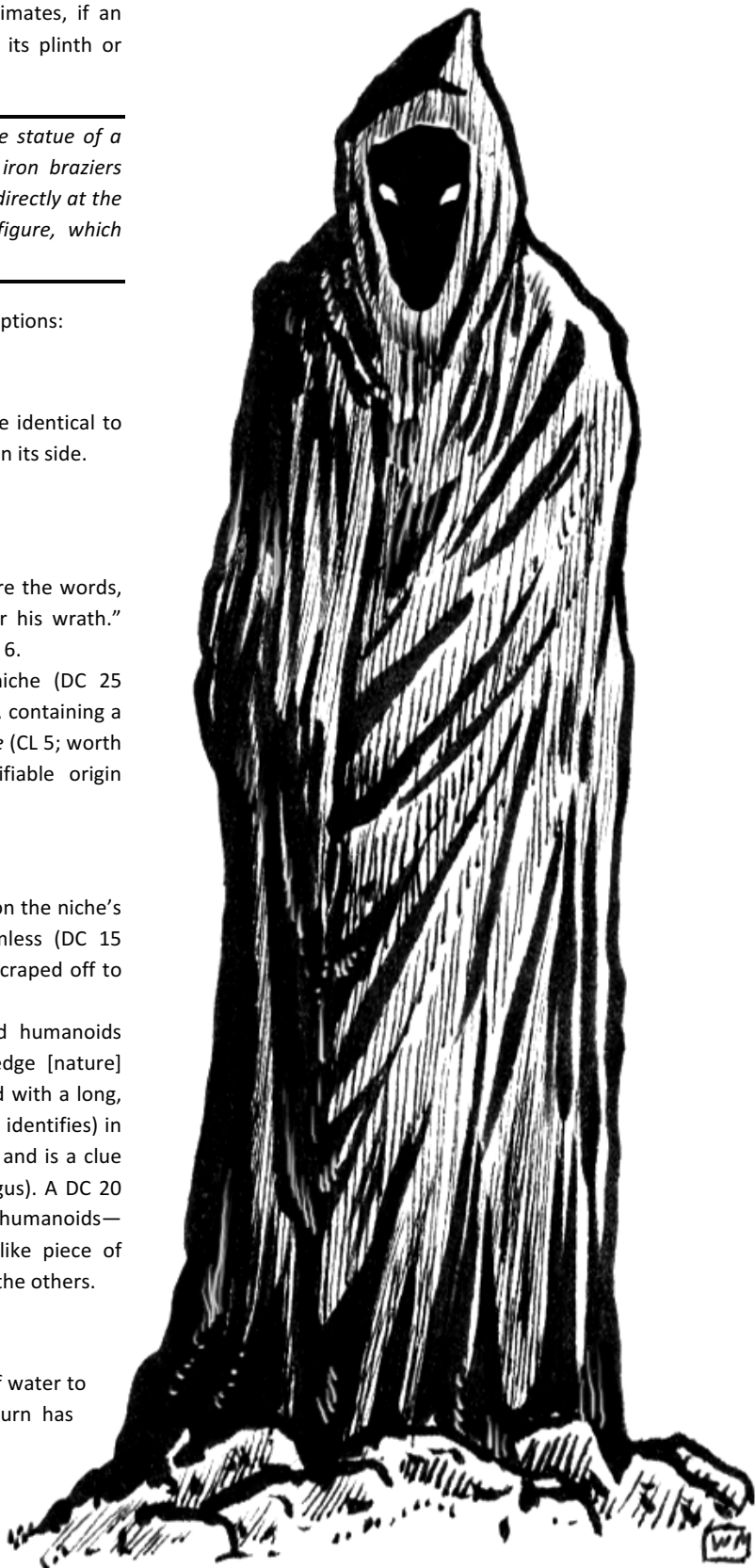
WALL CARVINGS

A thick greenish brown mould covers the carvings on the niche’s walls. While obviously sickly, the mould is harmless (DC 15 Knowledge [nature] reveals). Enough of it can be scraped off to reveal the carvings with ten minutes’ work.

Cleared Off Carvings: Hideously hunchbacked humanoids with wide, frog-like heads (skum; DC 12 Knowledge [nature] identifies) are interring a struggling scaly humanoid with a long, fish-like tail (a sahuagin; DC 12 Knowledge [nature] identifies) in a sarcophagus. (This carving depicts Amoxtil’s fate and is a clue that something or someone lurks in the sarcophagus). A DC 20 Perception check reveals one of the hunchbacked humanoids—wearing a strange, freakishly proportioned tiara-like piece of jewellery atop its wide, frog-like head—is directing the others.

MINOR AREA FEATURES

Ceiling: Cracks in the ceiling allow small amounts of water to ooze down the wall behind the statue. This in turn has enabled mould to grow on the wall.



6: SHADOW IN THE SEA (CR 3)

The centrepiece of this chamber is a huge statue of the Shadow in the Sea, the demon lord Dagon. A sliver of the demon lord's power infuses the statue. Thus, it has a semblance of sentience.

A huge statue dominates this area. It is a foul, maddening thing depicting a vaguely humanoid creature with writhing tentacles and slippery coils below a leering maw surmounted by glittering purple eyes. Two brazier stand before the statue.

A DC 10 Perception check reveals shadows seem to cluster thickly about the statue.

MINOR AREA FEATURES

Illumination: Darkness, but see “Braziers” below; **Ceiling:** 30 ft.; **Walls:** Reinforced masonry (DC 20 Climb); **Floor:** Flagstones.

Shallow Stairs: These stairs rise 5 ft. to the maddening, blasphemous statue of Dagon. Characters cannot run or charge on the stairs and they increase the DC of Acrobatics checks by 4.

Braziers: Both radiate faint evocation magic (DC 17 Knowledge [arcana] identifies). Once a creature ascends the stairs in front of the statue, the braziers burst into life, filling the area with crimson light (a variant *continual flame*; DC 18 Spellcraft identifies). The flames remain for an hour. Their magic fails, if they are removed from the fane.

DAGON STATUE

Depicting the demon lord Dagon (DC 20 Knowledge [religion] identifies), this 20-foot tall statue is a blasphemous, evil thing. It is of an unknown type of rock (DC 20 Knowledge [dungeoneering] confirms).

Plinth: The statue stands upon a smooth 5 ft. high plinth (DC 20 Acrobatics or DC 20 Climb to scale). The plinth provides the benefit of higher ground (+1 on melee attacks).

Glittering Eyes: The statue's eyes are amethysts and worth 400 gp each (DC 20 Appraise values).

Evil Aura: A *detect evil* spel reveals the statue radiates moderate evil.

Scaling the Statue: Scaling the statue requires a DC 15 Climb check. Once a PC reaches its head, refer to “Dagon Awakes.”

DAGON AWAKES!

Normally, the statue would animate when worshippers gathered in Area 2 but its senses have grown dim over long centuries of inactivity. If a PC scales or attacks the statue or interferes with its eyes, it awakens.

With a shudder, the statue starts to move. Its tentacles writhe and heave as it turns its eyes toward you. It speaks in a muffled, distant voice, “Worship me, or suffer my wrath.”

The statue is not truly alive and cannot physically attack. Rather, the essence of Dagon within the statue dimly perceives a disturbance and assumes worshippers have come to offer it praise and adulation. However, although impossibly distant, Dagon starts to realise those who have awoken his statue are unbelievers. Every time the PCs earn a failure, the statue again demands veneration.

The PCs can react in several ways:

Attack: The statue is physically tough (hardness 8; hp 540) Each attack inflicting damage counts as a failure.

Do Nothing: Every two rounds the PCs do nothing, they gain another failure.

Removing an Eye: The PC removes one gem (requiring a DC 20 Disable Device and 2d4 rounds effort). Failure by 5 or more destroys the gem, rendering it worthless. Destroying an eye (hardness 5, hp 5) counts as two failures. Every round spent removing an eye counts as a failure.

Venerate: Venerating the statue can mollify Dagon's ire. PCs can do this in several ways (or they may come up with other strategies—as always, reward inventive play):

- **DC 15 Knowledge (religion):** The PC chants an unholy prayer in veneration of Dagon.
- **DC 20 Knowledge (religion):** The PC chants a powerful prayer to the forces of light and good to ward off Dagon's influence.
- **DC 15 Bluff or DC 15 Perform (acting):** The PC acts as a debased follower of Dagon. He abases himself, chants meaningless words and so on.
- **Displaying Dagon's Unholy Symbol:** Forcefully displaying Amoxtil's unholy symbol (found in Area 3) counts as two successes, but the PCs only gain the benefit of this once.

Each skill can only be used once per round in this fashion. A failed check counts as a failure, but a successful check reduces the PCs' failure total by one, which in turn may cause the flood waters to recede (depending on how many failures the party has already accumulated).

- **Failure 1:** The light from the braziers grows faint and provides only dim illumination.
- **Failure 2:** The brazier's light diminishes to that of a candle.
- **Failure 3:** The PCs' lack of reverence angers the statue. Dagon extends his fell presence into the fane and uses a variant of *control water* to drown the interlopers. The brazier's flames gutter out and the sound of rushing water fills the air as Dagon's fell magic causes the stream in Area 2 to rise far beyond its normal high tide mark. It overflows its banks; treat Areas 1, 2 and 3 as wet.
- **Failure 4:** The water continues to rise. Treat Areas 1, 2 and 3 as swamped and Areas 4 and 5 as wet.

- **Failure 5:** The water continues to rise. Treat Areas 1, 2 and 3 as flooded, Areas 4 and 5 as swamped and Area 6 as wet.
- **Subsequent Failures:** Subsequent failures increase the depth of the water in all areas by one step.

Deactivating the Statue Removing or destroying both eyes frees the small portion of Dagon's essence imbuing the statue. It becomes nothing more than an inanimate statue and the waters quickly thereafter subside to their normal level.

If the statue is left alone for one hour, the water level in the fane returns to normal.

SCALING THE ENCOUNTER

Apply these changes, to modify the encounter:

- **CR 2 (XP 600):** Decrease all DCs in the "Venerate" section by 2; each amethyst is worth 250 gp.
- **CR 4 (XP 1,200):** Increase all DCs in the "Venerate" section by 2; each amethyst is worth 500 gp.

INTERLUDE: THE RISING TIDE

One hour after the PCs discover the Sunken Stair, the incoming tide begins to flood the fane. If the PCs are busy, they might not notice the danger until seawater is literally lapping at their ankles.

The GM should use the information in this section to describe the rising water level (either because of the incoming tide or the PCs' meddling with the statue of Dagon in Area 6). The four levels of flooding are (in order of severity):

Wet: The water is only a few inches deep. The DCs of Acrobatic checks are increased by 2.

Swamped: The water is a few feet deep (roughly thigh-deep for a human). Each square costs 2 squares of movement to enter and Acrobatics DCs increase by 5. Small characters treat this water level as "Flooded."

Flooded: The water is four to five feet deep (roughly chest deep for a human). Each square costs 4 squares of movement to enter, although PCs may move by swimming (DC 15 Swim checks) if desired. Tumbling is impossible. Small PCs treat this water level as "Submerged." Once an area becomes flooded the water rises at a speed of roughly 1 ft. a minute until it eventually becomes submerged.

Submerged: The room is filled with water, although air pockets will likely remain near the ceiling in Areas 5, 6 and 6. Movement requires DC 15 Swim checks.

Every 10 minutes thereafter, the water deepens by one condition in each area until the entire fane is submerged.

GETTING OUT

For characters unused to the mechanic of swimming, the sudden deceleration of their characters could prove unsettling. The fane is, after all, surprisingly long when you are only moving at half your normal speed as a full-round action!

- **Full-Round Action:** With a successful Swim check, the PC moves half his normal speed.
- **Move Action:** With a successful Swim check, the PC moves a quarter of his normal speed.

Similarly, if the PCs are engaged in combat when the complex starts to flood, things could go badly for the party.

If the party tarry too long and Area 1 is inundated by the tide, a kindly GM can drop hints that the water is rushing down the stream to the south particularly fast—perhaps suggesting the water is draining away somewhere. Any PCs daring this route discovers Area 7 and the potential salvation it offers. Remember, though, the stream is likely submerged by the time the PCs attempt to traverse it and so only magical lights can guide their way.

DROWNING

A character can hold its breath for a number of rounds equal to twice its Constitution score. If a character takes a standard or full-round action, the remaining duration is reduced by 1 round.

- **After This Period:** The character must make a DC 10 (+1 per previous check) Constitution check, every round.
- **Drowning:** When the character fails this check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hp and is dying. In the third round, he drowns.
- **Unconscious Characters:** An unconscious PC must make Constitution checks as soon as he is submerged. Once he fails a check he drops to -1 hp; the next round he drowns.

THE WATER'S PROGRESS

Use these timings as a guideline to determine conditions in the fane after it begins to flood. All times are taken from when the PCs discover the Sunken Stair.

- **60 Minutes:** The fane begins to flood; treat Areas 1 and 2 as wet.
- **70 Minutes:** The water reaches Area 3; treat is as wet. The condition of previously flooded areas worsens by one step.
- **80 Minutes:** The rising water reaches Areas 4 and 5; treat them as wet. The condition of previously flooded areas worsens by one step.
- **90 Minutes:** The water reaches Area 6; treat is as wet. The condition of previously flooded areas worsens by one step.

7: LAIR OF THE LURKERS (CR 4)

Two deformed giant spiders, warped by their proximity to the Fane of the Undying Sleeper, lair here. If the spiders hear the party's approach they lurk on the ceiling above the cavern entrance and wait to pounce on intruders. Otherwise, they are resting in their web.

Entrance: A four-foot high passageway leads to this chamber. The passageway is above the level of the water in the stream; characters must make a DC 12 Strength check to pull themselves out of the water. Medium or larger characters are squeezing in the passageway.

The faint scent of carrion lingers in the passageway (DC 20 Perception smells) while particularly perceptive characters (DC 25 Perception) feel a faint breeze issuing from the passage.

Two piles of bones cover the floor of this large natural chamber. Thick webbing covers much of the 20-ft. high ceiling.

BONE PILES

Two piles of human bones flank the entrance to the spiders' lair. Mouldering rags, broken equipment and suchlike are mixed in with the bones. Treat squares containing bones as difficult terrain. PCs searching through the piles may discover some discarded treasures:

DC 15 Perception: The PC discovers a belt pouch containing 24 sp, 37 gp and 5 pp.

DC 20 Perception: The PC uncovers a short, tapered wand of ash tipped with onyx (DC 20 Appraise identifies). It is a *wand of bull's strength* (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies) with 8 charges remaining (worth 720 gp; command word, "aranazath").

DC 25 Perception: A cut transparent yellow stone (an amber worth 200 gp; DC 20 Appraise values) is wedged in a skull's eye socket.

THICK WEBBING

Obscuring the ceiling, the spiders' thick webbing serves as their lair.

- **Burn the Webs** The webs burn easily; it takes one minute for them to be completely consumed; the breeze blowing down the chimney pushes the smoke into the chamber and passageway, however, creating concealment (20% miss chance) for five minutes.
- **DC 10 Perception** A section of gently swaying webbing indicates the chimney's location.

NATURAL CHIMNEY

Thick webbing obscures the entrance to a natural chimney—little more than a wide crack in the rock—which the spiders use to reach the surface. The chimney is 60 ft. high and emerges in an isolated cliff top depression unknown to local inhabitants. Climbing the chimney is relatively easy (DC 5 Climb).

MINOR AREA FEATURES

Illumination: Darkness; **Ceiling:** 20 ft., unworked stone (DC 25 Climb); **Walls:** Unworked stone (DC 15 Climb); **Floor:** Sand deposited by very high tides covers the natural stone floor.

SCALING THE ENCOUNTER

Apply these changes, to modify the encounter:

- **CR 3 (XP 800)** Apply the young creature template to both deformed spiders (+2 to all Dex-based rolls, -2 to all other rolls; hp 16).
- **CR 5 (XP 1,600)** Add one additional deformed spider modified with the young creature template (+2 to all Dex-based rolls, -2 to all other rolls; hp 16).

DEFORMED SPIDER (2)

CR 2 (XP 600)

Sores and ulcers cover this gigantic spider's black body. Its legs are misshapen and bent. A horrific stench emanates from its twisted form.

Advanced deformed giant spider

N Medium vermin (augmented)

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +6 (+10 in webs), Sense Motive +2

Speed 20 ft., climb 20 ft.; **ACP** 0; Acrobatics +12 (+8 jumping), Climb +19, Stealth +8 (+12 in webs)

AC 18, touch 14, flat-footed 14; **CMD** 19 (31 vs. trip) (+4 Dex, +4 natural)

Immune mind-affecting effects

Fort +6, **Ref** +5, **Will** +3

hp 22 (3 HD)

Space 5 ft.; stench (10 ft.) **Base Atk** +2; **CMB** +5

Stench (Ex) A stench surrounds the deformed spider; creatures within 10 ft. are sickened for 1d6+4 minutes (DC 14 Fortitude negates). A creature that successfully saves against the stench cannot be affected by the same stench for 24 hours. This is a poison affect.

Melee bite +5 (1d6+3 plus poison [freq. 1 rd./ 4 rds.; effect 1d2 Str damage; cure 1 DC 13 Fortitude save])

Abilities Str 17, Dex 19, Con 16, Int –, Wis 14, Cha 4

Skills as above Intimidate +1

The deformed spiders' tactics are simple and brutal: they attack the nearest target until it stops moving. They do not pursue fleeing intruders and if reduced to 6 hp or less retreat into the chimney.

CONCLUSION

Once the PCs have explored the fane, or the encroaching tide forces them to leave, the adventure is essentially over. The party can return to Coldwater and tell of their exploits—which will be met with incredulity and awe by the simple folk dwelling therein.

If the PCs leave the watertight doors in Area 1 open, the sea floods the fane. If the PCs subsequently return, the area is wrecked and most things of value have been washed away.

However, if the PCs shut the watertight doors in Area 1 and discover the natural chimney in Area 7, they can return at their leisure to finish clearing the fane or to delve deeper into its mysteries. A particularly broad-minded group could even re-consecrate the area and use it as a secret bolthole.

DAGON ACOLYTE

CR 4 (XP 1,200)

This hunchbacked, green-skinned humanoid has a wide frog-like head and a mouth akin to that of a toothy fish.

Male skum cleric (Dagon) 3

CE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +10 (+14 underwater), Sense Motive +0

Speed 20 ft., swim 40 ft.; **ACP** -1; **Stealth** +6 (+10 underwater), **Swim** +14

AC 18, touch 11, flat-footed 17; **CMD** 16

(+4 armour [mwk chain shirt], +1 Dex, +2 natural, +1 shield [mwk buckler])

Resist cold 10

Fort +7, **Ref** +5, **Will** +8

hp 54 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +5

Melee mwk cold iron trident +6 (1d8+1),
claw +3 (1d4) and
bite +3 (1d6) or

Melee Touch touch of evil (5/day) +5 (sickened [1 rd.])

Ranged trident (range 10 ft.) +5 (1d8+2) or

Ranged Touch icicle (range 30 ft.; 5/day) +5 (1d6+1 cold)

Special Actions channel negative energy (5/day; 2d6; DC 13)

Cleric Spells Prepared (CL 3; concentration +5; evil, water; spontaneous casting [inflict spells])

2nd—*fog cloud*^D, *hold person* (DC 14), *sound burst* (DC 14)

1st—*bless*, *cause fear* (DC 13), *cure light wounds*, *protection from good*^D

0—*bleed* (DC 12), *detect magic*, *guidance*, *resistance*

Combat Gear *elixir of hiding*, *scroll of cure moderate wounds*

Abilities Str 13, Dex 13, Con 19, Int 12, Wis 15, Cha 10

SQ amphibious, evil aura (moderate)

Feats Extra Channel, Improved Channel, Multiattack^B, Toughness

Skills as above plus Intimidate +5, Knowledge (arcana) +5, Knowledge (planes) +6, Knowledge (religion) +6, Linguistics +6, Spellcraft +6

Languages Aboleth, Abyssal, Common, Undercommon

Gear as above plus silver unholy symbol, spell component pouch, 2 gp, pearl (worth 300 gp)

FURTHER ADVENTURES

Even once the PCs have finished the adventure, the events in the *Fane of the Undying Sleeper* can affect subsequent adventures.

Dagon Cultists (EL 6) If the PCs boast of their adventures in the Fane of the Undying Sleeper and other cultists of Dagon hear of their exploits trouble could find the party. The cultists would be keen to both slaughter the PCs in revenge for their profaned such a sacred place and to recover any looted items.

Such a group could strike almost anywhere near to the coast. Six cultists led by a heavily cloaked Dagon acolyte sneak into the settlement in which the PCs are resting and ambush them at an opportune time. This might happen late at night, once the PCs have retired for the evening. If the cultists encounter the PCs on the road, they lurk nearby their campsite and strike in the dead of night.

Interested Parties: Similarly, if the PCs make their exploits known other parties take an interest in their ongoing adventuring careers. Any number of good or lawful groups or religions (particularly those dealing with the sea in some way) would be aligned against Dagon's cultists. To such a group, the PCs could represent useful allies. Such parties might seek the group out to learn more of their exploits or to ask them to delve further into the cult and its fell mysteries.

DAGON CULTIST

CR 1/2 (XP 200)

Clad in scale mail this warrior has pallid, drawn skin and carries shield and spear.

Male deformed human warrior 2

NE Medium humanoid (augmented, human)

Init +0; **Senses** low-light vision; Perception -1, Sense Motive -1

Speed 30 ft.; **ACP** -1; **Swim** +6

AC 15, touch 10, flat-footed 15; **CMD** 14

(+3 armour [mwk studded leather], +1 natural, +1 shield [light wooden])

Weakness light sensitivity

Light Sensitivity (Ex) Cultists are dazzled in areas of bright light or within a *daylight* spell.

Fort +4, **Ref** +0, **Will** +0

hp 20 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee trident +5 (1d8+2/x3) or

Melee dagger +4 (1d4+2/19-20)

Ranged dagger (range 10 ft.) +2 (1d4+2/19-20)

Combat Gear dagger (2), thunderstone

Abilities Str 15, Dex 11, Con 15, Int 9, Wis 10, Cha 6

Feats Toughness^B, Weapon Focus (trident)

Skills as above plus Knowledge (religion) +1

Languages Common

Gear as above plus belt pouch, unholy symbol, 2d6 sp

ADVENTURES IN GLOAMHOLD

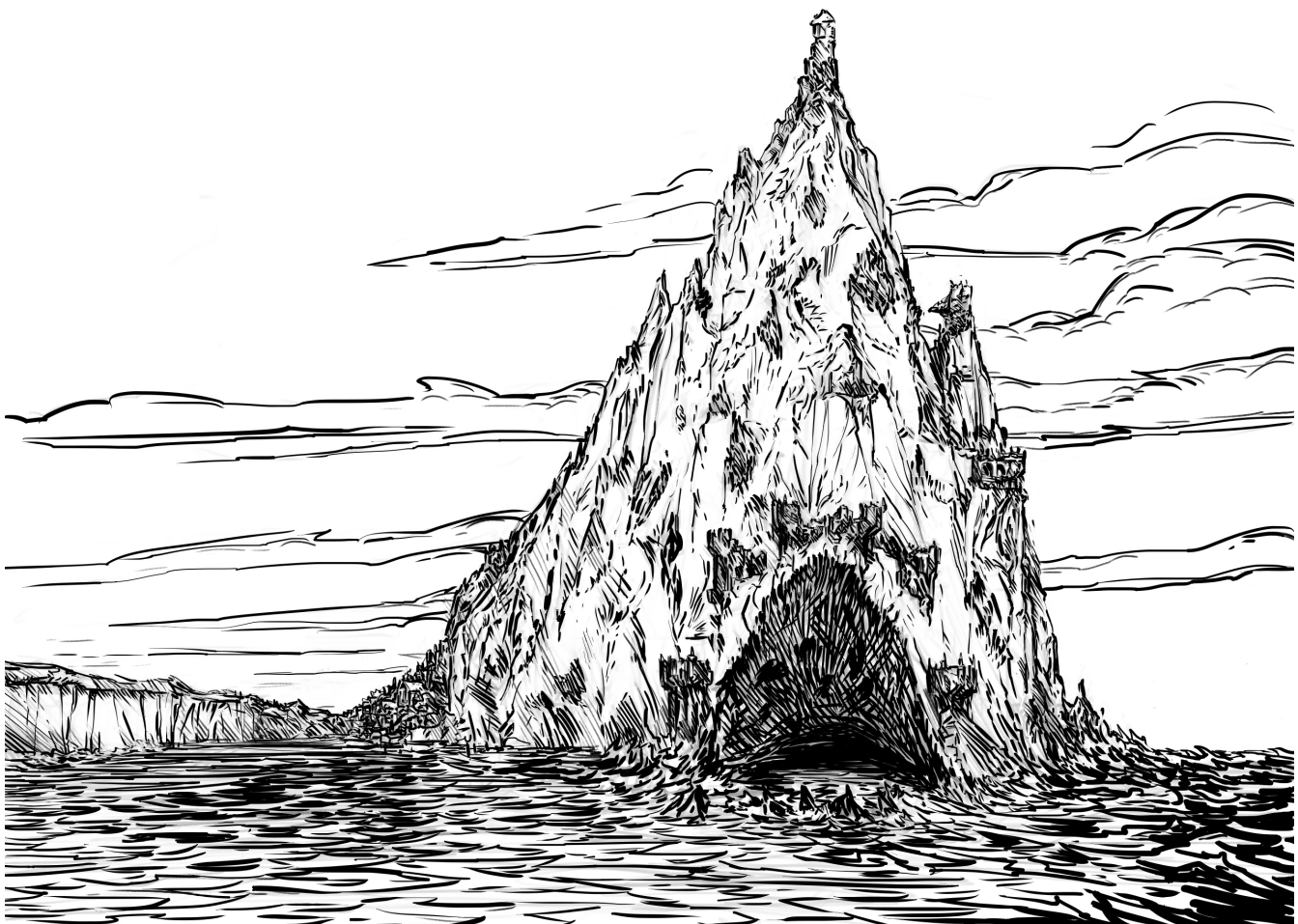
Glowing amid dark rumours and terrible stories of desperate adventure, death, betrayal and glimmering treasures squat the unutterably ancient halls of Gloamhold.

This crumbling, benighted, haunted dungeon complex of unknown, but undeniably vast, extent is buried deep within the grim and brooding spray-drenched headland of the Mottled Spire. It is a place of legends, madness and death.

Even reaching Gloamhold is difficult. By land, adventurers must negotiate miles of trackless, jagged crags and sullen, dark gorges, chasms and valleys. Those approaching by sea have it no better. They must brave over a mile of savage, foam-flecked waves. Tides about the headland are notoriously treacherous; wrecks of ships large and small driven to destruction on the rocks litter the seabed. Winter storms render Gloamhold all but inaccessible by sea for several months every year.

A harsh chunk of limestone rearing hundreds of feet into the perpetually cloudy sky the Mottled Spire looms over the turbulent waters of Hard Bay like a malevolent giant. Attempts to colonise the barren headland have all ended in failure and death. Surrounded by crumbled outbuildings, a now ruined lighthouse—now colloquially known as simply “The Shard”—stands atop the promontory’s highest, most wind lashed bluff. Elsewhere, on the spire’s landward side, languish the weed choked, tumbled ruins of Greystone—a fishing village abandoned decades ago. Occasionally, redoubtable bands of adventurers poke around both sets of ruins. Some return, while others simply disappear—perhaps finding certain secret connections rumoured to lead into the upper levels of Rivengate and from thence deeper into Gloamhold’s lightless depths.

COMING SOON FROM RAGING SWAN PRESS



PLAYER MATERIAL

LG male half-elf cleric (Darlen) 3

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3

Speed 20 ft.; base speed 30 ft.

ACP -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 19, touch 10, flat-footed 19; **CMD** 13

(+8 armour [mwk half-plate], +1 shield [light wooden])

Immune *sleep*

Fort +4, **Ref** +2, **Will** +7; +2 vs. enchantments

hp 20

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee mwk longsword +4 (1d8+1/19-20) or

Melee short spear +3 (1d8+1/x3)

Ranged short spear (range 20 ft.) +2 (1d8+1/x3)

Ranged sling (range 50 ft.) +2 (1d4+1)

sling bullets □□□□□□□□□□

Special Actions channel positive energy (5/day; 2d6; DC 13), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 3 extra points of damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp; 6/day [standard]) When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

Combat Gear *pearl of power (1st-level), silversheen*

Potions *cure moderate wounds, spider climb*

SPELLS

Concentration +6 (+10 casting defensively or grappling)

Cleric Spells Prepared (CL 3rd; DC 13 + spell level); Domains: Protection, Sun)

2nd (2+1)—*align weapon, lesser restoration, shield other*^D

1st (3+1)—*bless, endure elements*^D, *inflict light wounds* (DC 14), *shield of faith*

0 (at-will)—*detect magic, guidance, light, stabilize*

ABILITIES

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 17, Cha 14

Feats Armour Proficiency (heavy), Combat Casting, Skill Focus (Heal)^B

SQ good aura (moderate), multitalented (cleric, fighter)

Skills Heal +12, Knowledge (religion) +6

Languages Common, Elven

GEAR

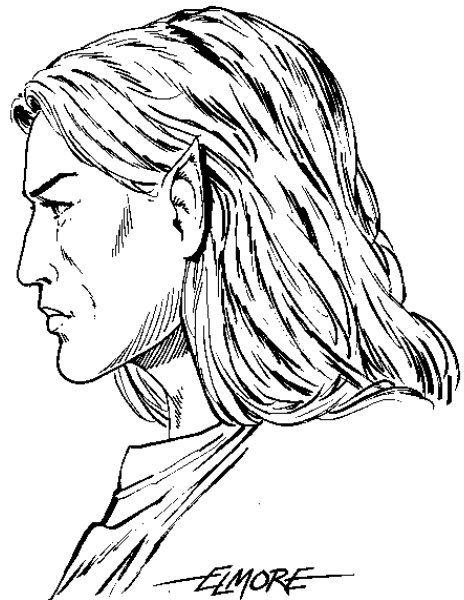
Traveller's outfit, wooden holy symbol

Backpack (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Spell component pouch

Belt pouch (6 gp, 4 sp, 12 cp)



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets The Justicar, the Shining Light, the Noble One

Symbol The rising sun

Domains Good, Law, Protection, Sun

Favoured Weapon Longsword

Raiment Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

WERTHIC BOLHAK

LG male dwarf fighter 3

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.

ACP -5; Acrobatics -5 (-9 jumping), Climb +1, Swim +1

DEFENCE

AC 21, touch 10, flat-footed 21; **CMD** 15 (19 vs. bull rush or trip); +4 dodge vs. giant type opponents

(+9 armour [mwk full plate], +2 shield [mwk heavy steel])

Fort +6 (+8 vs. poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 33

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk dwarven waraxe (Power Attack [-1/+2]) +7 (1d10+2/x3)

Ranged javelin (range 30 ft.; Point Blank Shot) +3 (1d6+2) javelins □□□

Atk Options Cleave, +1 attack vs. orc and goblin type opponents

Combat Gear oil of magic weapon (2)

Potions cure moderate wounds, elixir of swimming, shield of faith

ABILITIES

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 14, Cha 9

SQ armour training (1)

Feats Cleave^B, Point Blank Shot, Power Attack^B, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common, Dwarven

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



NG male halfling rogue 3

SENSES AND MOVEMENT

Init +7; **Senses** Perception +9 (+10 vs. traps), Sense Motive +1

Speed 20 ft.

ACP 0; Acrobatics +11 (+7 jumping), Climb +7, Escape Artist +7, Stealth +13 (fast stealth), Swim +5

DEFENCE

AC 18, touch 14, flat-footed 14; +1 vs. traps; **CMD** 13

(+4 armour [mithral chain shirt], +3 Dex, +1 size)

Fort +3, **Ref** +7 (+8 vs. traps; evasion), **Will** +3; +2 vs. fear

hp 22

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee mwk short sword +7 (1d4-1/19-20)

Ranged mwk light crossbow (range 80 ft.) +7 (1d6/19-20)

bolts □□□□□□□□□□

Atk Options sneak attack (+2d6)

Combat Gear *screaming bolt*

Potions *cure moderate wounds, darkvision, spider climb*

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11

SQ rogue talents (fast stealth), trapfinding

Feats Improved Initiative, Weapon Finesse

Skills Appraise +7, Diplomacy +6, Disable Device +12, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +9

Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (masterwork thieves' tools)

Belt pouch (49 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 3

SENSES AND MOVEMENT

Init +5; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.

DEFENCE

AC 12, touch 12, flat-footed 11; **CMD** 12

(+1 deflection [*ring of protection* +1], +1 Dex)

Fort +2, **Ref** +2, **Will** +4








hp 18








OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee dagger +0 (1d4-1/19-20)

Ranged sling (range 50 ft.) +2 (1d4-1/19-20)

sling bullets       

Blinding Ray (**Sp**; **7/day**        [standard]) +2 ranged touch (range 30 ft.); creatures with up to 3 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 3 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

Combat Gear alchemist's fire (2), *bonded ring*, smokestick

Potions *aid*, *cure light wounds*, *levitate*

Scrolls *detect secret doors*, *invisibility*, *magic missile* (2; CL 3), *protection from evil*, *web*

SPELLS

Concentration +7 (+11 when casting defensively or grappled, +2 ranged touch)

Wizard Spells Prepared (CL 3rd; DC 14 + spell level; barred schools: transmutation, necromancy)

2nd (3/day)—*invisibility*, *scorching ray*, *web* (DC 16)

1st (4/day)—*mage armour*, *magic missile* (2), *silent image* (DC 16)

0 (5/day; at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *read magic*

Bonded Object Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (**Su**) Any illusion Paradan casts with a duration of "concentration" lasts one additional round.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (illusion)

Skills Appraise +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (history) +10, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (planes) +10, Knowledge (religion) +8, Linguistics +8, Spellcraft +10

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 2nd—*invisibility*, *mirror image*, *scorching ray*, *web*, 1st—*colour spray*, *detect secret doors*, *disguise self*, *feather fall*, *mage armour*, *magic missile*, *obscuring mist*, *protection from evil*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

CG female elf ranger 3

SENSES AND MOVEMENT

Init +2 (+4 underground); **Senses** low-light vision; Perception +9 (+11 vs. goblinoids or underground, +13 underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids)

Speed 30 ft.

ACP 0; Climb +8, Stealth +8 (+10 underground), Swim +8

DEFENCE

AC 17, touch 12, flat-footed 15; **CMD** 17 (+4 armour [mithral chain shirt], +2 Dex, +1 shield [mwk buckler])

Immune *sleep*

Fort +3, **Ref** +5, **Will** +2; +2 vs. enchantments

hp 24

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk longsword +6 (1d8+2/19-20) or

Melee cold iron dagger +5 (1d4+2/19-20)

Ranged mwk composite longbow (range 100 ft.; Point Blank Shot, Precise Shot) +7 (1d8+2/x3)

arrows □□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options favoured enemy (goblinoid [+2])

Combat Gear cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)

Potions *cure moderate wounds*, *resist energy*

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10

SQ combat style (archery), favoured terrain (underground [+2])

Feats Endurance^B, Point Blank Shot^B, Precise Shot, Weapon Focus (longbow)

Skills Bluff +0 (+2 vs. goblinoids), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +7 (+9 underground), Knowledge (nature) +8, Survival +7 (+8 tracking, +9 underground, +10 tracking goblinoids, +11 tracking goblinoids underground)

Languages Common, Elven, Goblin, Sylvan

Abilities track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope, 1 sunrod)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (43 gp, 14 sp, 23 cp)

NG male half-orc fighter 2/rogue 1

SENSES AND MOVEMENT

Init +2; **Senses** darkvision 60 ft.; Perception +5 (+6 vs. traps), Sense Motive +0

Speed 30 ft.

ACP 0; Acrobatics +8, Climb +7, Stealth +8, Swim +7

DEFENCE

AC 17, touch 13, flat-footed 14; **CMD** 18; Dodge (+4 armour [mithral chain shirt], +2 Dex, +1 dodge [Dodge])

Fort +5, **Ref** +4 (+5 vs. traps), **Will** +0; +1 vs fear

hp 27; ferocity

Ferocity (Ex; 1/day) Once per day, when brought below 0 hit points (but not killed) Talek can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee mwk falchion +6 (2d4+4/18-20)

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot,) +6 (1d8+3/x3)

arrows □□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options sneak attack (+1d6)

Combat Gear antitoxin

Potions cure moderate wounds, invisibility (2)

ABILITIES

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

SQ orc blood, trapfinding

Feats Dodge, Point Blank Shot^B, Precise Shot, Weapon Focus (longbow)^B

Skills as above plus Intimidate +7

Languages Common, Orc

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. silk rope with grapple hook, 5 pitons, small hammer)

Belt pouch (flint and steel, whetstone, candle, tindertwig)

Belt pouch (35 gp, 17 sp)



WATER & MOVEMENT

Moving in water for creatures not native to the environment creates many extra challenges to overcome.

SWIM

A character must make a Swim check every round while swimming. Underwater, characters can move in any direction.

WATER CONDITION	DC
Calm water	10 or 0 ¹
Rough water	15
Stormy water	20 ²

1: A character can wade in calm water that isn't over its head, without making a check.

2: A character can't take 10 on a Swim check in stormy water, even if it isn't otherwise threatened or distracted.

- **Success:** A character moves half its speed (as a full-round action) or quarter speed (as a move action).
- **Failure:** If a character fails by 4 or less, it makes no progress. If it fails by 5 or more, it goes underwater and must hold its breath or drown.

Each hour spent swimming, a character must make a DC 20 Swim check or take 1d6 nonlethal damage from fatigue.

CREATURES WITH A SWIM SPEED

Creatures with a swim speed have several advantages:

- They can move through water at its indicated speed without making Swim checks.
- They can take 10 on a Swim check even if distracted or endangered.
- They can use the run action while swimming provided they swim in a straight line.

HOLDING YOUR BREATH

A character can hold his breath for a number of rounds equal to twice his Constitution score. If a character takes a standard or full-round action, the remaining duration is reduced by 1 round.

- **After This Period:** The character must make a DC 10 (+1 per previous check) Constitution check, every round.
- **Drowning:** When the character fails this check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hp and is dying. In the third round, he drowns.
- **Unconscious Characters:** An unconscious character must make Constitution checks as soon as he is submerged. Once he fails a check he drops to -1 hp; the next round he drowns.

NON-FLOWING WATER

Lakes and oceans require a swim speed or successful Swim checks to move through. Characters need a way to breathe if they're underwater; failing that, they risk drowning.

FLOWING WATER

Large, placid rivers move at only a few miles per hour, so they function as still water. But some rivers and streams are swifter.

WATER SPEED	DOWNSTREAM MOVEMENT ¹	SWIM DC ²
Fast	10-40 ft.	15
Rapid	60-90 ft.	20 ³

1: Move a creature in flowing water downstream the indicated distance at the end of its turn. A creature trying to maintain position relative to the riverbank can spend some or all its turn swimming upstream.

2: On a failed check, the character takes 1d3 nonlethal damage a round (or 1d6 lethal damage if the water flows over rocks etc).

3: A character failing its Swim check is swept away.

SWEPT AWAY

- Creatures swept away must make DC 20 Swim checks every round to avoid going under.
- **Success By 5 Or More:** The creature arrests its motion by catching a rock, tree limb or bottom snag and is no longer being carried along by the flow of the water.
- **Escape:** Escaping the rapids by reaching the bank requires three consecutive DC 20 Swim checks. Characters arrested by a rock, limb or snag can't escape under their own power unless they swim their way clear.
- **Rescue** Pulling out a character trapped in rapids is difficult. A rescuer needs a branch, spear haft, rope or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

VERY DEEP WATER

The water pressure of very deep water deals 1d6 damage per minute to characters for every 100 ft. they are below the surface (DC 15+1 per previous check Fortitude save negates).

VERY COLD WATER

Very cold water deals 1d6 nonlethal damage from hypothermia per minute of exposure.

WATER & COMBAT

Fighting in water for creatures not native to the environment creates many extra challenges to overcome.

STEALTH AND DETECTION UNDERWATER

- **Clear Water:** Creatures can see 4d8 × 10 feet.
- **Murky Water:** Creatures can see 1d8 × 10 feet. Moving water is always murky, unless it's in a particularly large, slow-moving river.
- **Very Deep Water:** It is generally pitch black in very deep water.

ATTACKS FROM LAND

- **Cover:** Creatures swimming, floating or treading water or wading in water at least chest deep have improved cover (+8 AC, +4 Reflex saves) from opponents on land (unless the opponent benefits from a *freedom of movement* effect).
- **Completely Submerged Target:** A completely submerged creature has total cover against opponents on land unless the opponents have a *freedom of movement* effect.

RANGED ATTACKS

- **Thrown Weapons:** Thrown weapons are ineffective underwater, even when launched from land.
- **Other Ranged Attacks:** Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

SPELLCASTING UNDERWATER

Some spells might function differently underwater, subject to GM discretion.

Casting spells while submerged is difficult for those who cannot breathe underwater.

- **Concentration Check:** Such a creature must make a DC 15 + spell level concentration check) to cast a spell underwater

Creatures that can breathe water are unaffected and can cast spells normally.

INVISIBILITY

An invisible creature displaces water and leaves a visible, body-shaped “bubble” where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

NONMAGICAL FIRE

- **Nonmagical Fire:** Nonmagical fire is ineffective underwater.

MAGIC FIRE

- **Blocks Line of Effect:** The surface of a body of water blocks line of effect for any fire spell.
- **Magical Fire:** Spells or abilities with the fire descriptor are ineffective unless the caster makes a DC 20 + spell level caster level check.
- **Supernatural Fire:** Supernatural fire is ineffective underwater unless its description states otherwise.

COMBAT ADJUSTMENTS UNDERWATER*

CONDITION	ATTACK/DAMAGE			OFF BALANCE? ¹
	SLASHING/ BLUDGEONING	PIERCING	MOVEMENT	
<i>Freedom of movement</i>	Normal/normal	Normal/normal	Normal	No
Has a swim speed	-2/half	Normal	Normal	No
Successful Swim check	-2/half ²	Normal	Quarter or half ³	No
Firm Footing ⁴	-2/half ²	Normal	Half	No
None of the above	-2/half ²	-2/half	Normal	Yes

*The effects of this table apply whenever a character is swimming, walking in chest-deep water or walking along the bottom of a body of water.

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

4: Creatures have firm footing when walking along the bottom, braved against a ship's hull and so on. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

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