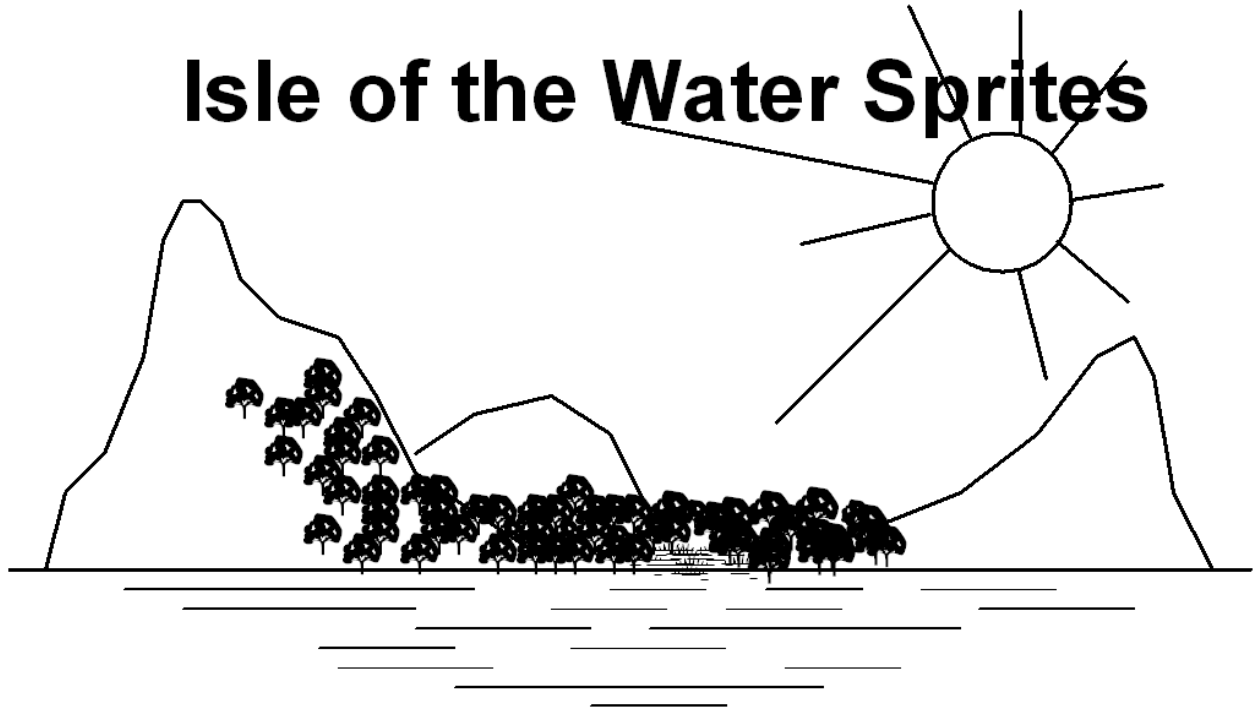
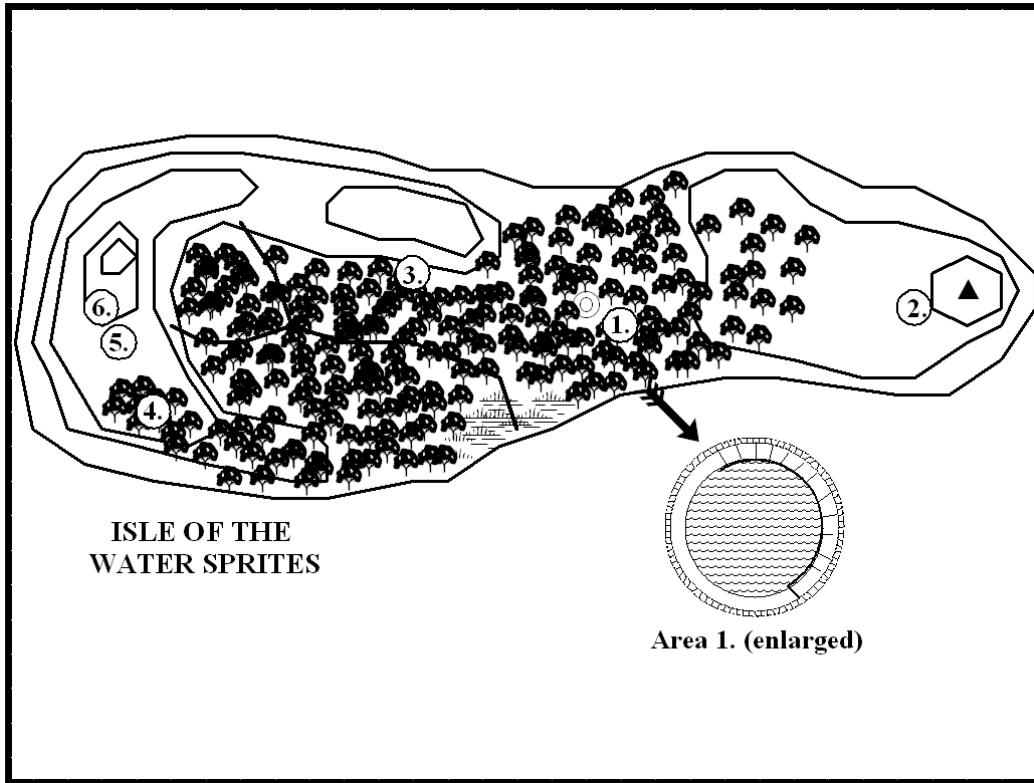


Isle of the Water Sprites

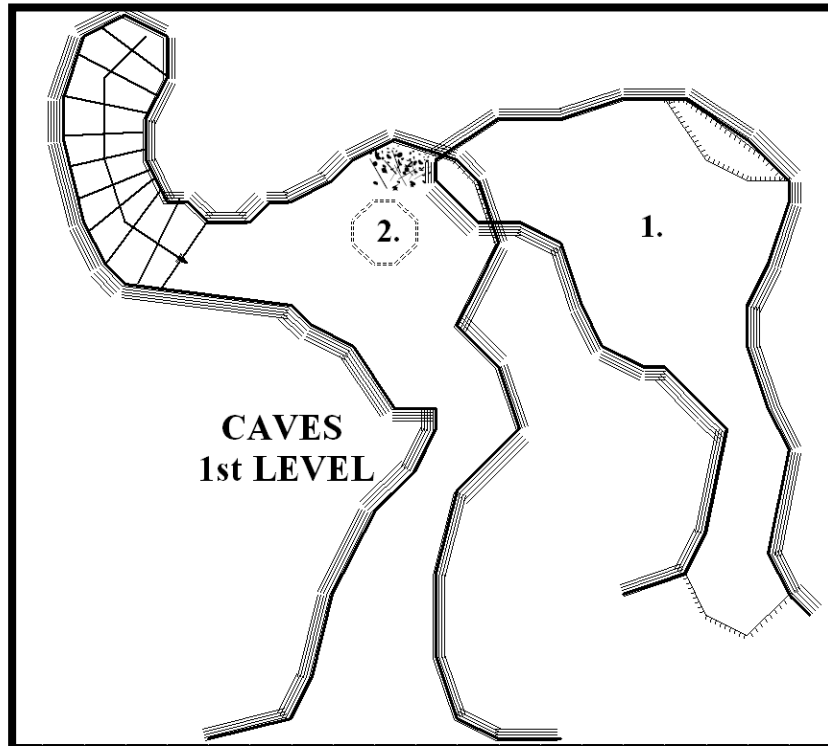


by: Gabor Lux

Map of the Wilderness



Map of the Caves, 1st level



Isle of the Water Sprites

Writing, cartography, cover and layout: Gabor Lux

Special thanks to: Erol Otus, whose aesthetics has inspired many of my adventures – including this one. Erica Balsley for the bonesucker – get it off me! Aaaaa! Get it off me!

© 2005 by Gabor Lux. All rights reserved.



Introduction

Isle of the Water Sprites is a challenging adventure location based on an encounter in the *Wilderlands of High Fantasy* boxed set. Whereas the box provides a mere paragraph of description, this module is an example of what a Judge may come up based on the official material. Unlike most of my previously released adventures, this one has not seen playtest yet: with the size of the *Wilderlands*, it is easy to miss any particular location, move on to other things or just never learn of its location. Naturally, the Judge may feel free to invent a „quest” to involve the PCs and ensure they will seek out the island and confront its denizens. It is also possible to insert it somewhere else in the milieu, even if the Judge doesn't use the *Wilderlands* setting. Also note that the adventure doesn't even **pretend** to be balanced or fair. It may also violate several rules of the game; well, it most likely does. Proceed with caution and have fun!

Gabor Lux

Isle of the Water Sprites (Map 5, City State – 4101)

This densely wooded, hill-crowned isle appears to be a veritable paradise. A calm river with pure water winds its way through pastoral meadows, finally ending in a small marsh where wild ducks and other game nest. On both „ends” of this landscape stand rugged, stony hills which protect the land from harsh winds and help maintain the pleasant climate. Both hills are quite steep, with the western one reaching a height of 1200 feet at its summit. The waters around the isle are safe to navigate, although there are some rocky reefs to the east.

Despite its innocent appearance, the place is anything but safe. Grynelda, a sea hag possessing impressive spellcasting powers, and her six daughters inhabit a cavern on the isle, commanding their winged ape servants to do their bidding. They are always looking for victims to devour or torment, having dispatched numerous sailors and castaways during the years.



General Features

As stated previously, the isle appears pastoral on first sight. Vegetation is lush and green, mostly composed of majestic oaks, olive trees and scrub. Wild goats and feral sheep are common and easy to hunt – they panic on the sight of flying creatures, but otherwise don't recognize humans as dangerous. The hills are devoid of trees, but a kind of hardy weeds still grow between the rocks. Both hills appear „timeworn”, and their cliffs are shades of red and brown, with a hint of orange.

Random Encounters

Roll for random encounters four times per day as the PCs are on the island. Encounters occur with a 1 in 6 chance. Roll 1d6 to determine what is encountered:

1-3. winged ape

4-5. sea hag

6. two sea hags (25% chance of two winged apes)

There are a total of **five winged apes** and **six sea hags** on the island (not counting Grynelda, who never leaves her cave). Once any of them has been slain, there will be no further encounters outside the caves, but there is a 50% chance Grynelda prepares for the PCs or sends out an expedition to hunt them down. Sea hags are usually carried to their destinations by winged apes, who then depart unless specifically commanded not to. Refer to the wilderness key, area 5. and the cave key, areas 4. and 11., respectively, for statistics.

Key to the Wilderness Areas

1. Spring

A small clearing in the middle of the woods reveals a round stone basin filled by a shallow pool. Its sides are reinforced by old, mossy stones, and circular stairs climb down 10' to the surface of the water. The water is ankle deep, and trickles from a gap in the

stones. It is safe to drink and tastes pleasant. An electrum goblet (worth 22 gp) sits on a small ledge. If someone grasps the goblet, the PC detects „something in the water” out of the corner of his eye. If he looks – a certainty unless he specifically states to avert his eyes – he beholds the hideous image of Grynelda within the pool and must roll a DC 15 Fortitude save or die as his lungs fill with foul sea water (25%) or fall into a coma (75%). Even if the save is successful, another DC 15 Fortitude save is required to prevent the loss of 2d8 Strength due to the hag's horrific appearance. Grynelda always knows where the goblet is merely by looking into her cauldron, and can send servants to retrieve it and slay the transgressor. The goblet has no other magical properties.

2. Observation point

At one time, a shipwrecked pirate prepared a lookout at this point. Iron nails pounded into the rocks are the only way up, although the rope which at one time helped ascent is long gone (Climb DC 14, 30' fall). From this point, one may see the ruined city on the Isle of the Elect to the south (4102), the mirage of the Isle of Basolith to the north (Valon, 4134), or, if looking at the western hill, winged apes (25% chance, Spot DC 12 – they appear as small winged figures).

3. Secret Hall

Waters have eroded the hillside here, revealing a wall made of roughly worked bricks (Spot DC 16 to notice). Creating an opening is easy enough with the right tools, and allows entrance into an arched hall of ancient design, 20' wide and 50' long. The roof is supported by thick, old stone columns, some of which have fallen in the preceding millenia. The whole construction is of the reddish brown stone which dominates the island. At the end of the hall, there is a dais with the figure of a large bull, a bronze statue with a valuable gemstone between its eyes. The gemstone is a cut ruby

valued at 1240 gp, whereas the statue is an **iron gorgon**, a merciless engine of destruction.

Iron Gorgon: CR 8; HD 8d10+40; hp 90; Init +4; Spd 30; AC 20 (-1 size, +11 natural); Atk +8 gore 1d8+7 plus trample 1d8+7; SA breath weapon; SQ **DR 10/+2, SR 15**; AL N; SV Fort +11, Ref +6, Will +5; Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9. Breath Weapon (Su): 60' cone once 1d4 rounds (five per day max), Fortitude save DC 19 or turn to stone.

4. Edge of the forest

This is the upper range of the wooded area. A lone trail through the rockslide from the mountain climbs even further, and one may easily see two dark cave entrances below the piercing peak of the summit. Next to a tree, there lies a moss-covered humanoid form, obviously dead. This is the body of an armoured knight, a worshipper of Mitra, whose plate mail has been corroded so thoroughly that it crumbles on touch. If the body is disturbed, a mass of (harmless) creamy white centipedes swarm from the empty skull.

5. Incline

This is a treacherous and steep climb. As the PCs progress upwards, they are spotted by the **winged apes** (if those roll a DC 14 Spot check, three attempts) unless they take appropriate precautions. 1d3 apes attack at once, and another 1d3 (up to the maximum of five) join the fray in a few moments. The apes resemble grotesque, black chimpanzes, with leathery, 20' wide bat wings. They prefer to snatch characters, carry them over the mountainside and let them drop into their doom (6d6 damage). If the PC survives the fall, more apes sweep in to swarm and eliminate him. They are expert climbers and may reach PCs that way if necessary. Fighting on the incline requires DC 8 Balance checks for the PCs to avoid

straining a leg – fall down, take 1d6 subdual damage and fight at –2 if the check fails.

Lesser Winged Apes (5): CR 2; HD 4d10+8; hp 25, 35, 27, 29, 31; Init +2; Spd 30 Fly, Climb; AC 14 (-1 size, +2 Dex, +3 natural); Atk 2*+7 claws 1d6+5[+rend], +2 bite 1d6+2, 10' reach; +12 Grapple; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +14, Listen +6, Spot +6.

Rend (Ex): A winged ape which hits with both claws in a round inflicts an additional 2d6+9 points of damage.

6. Cave

There are two cave entrances: the lower one leads to area 2. in the caves, while the upper one (which is above a ledge and may be entered



Key to the Cave areas

1. Ape cavern

This filthy den has a domed ceiling, which had partially collapsed in the past. A narrow fissure leads upwards. A curious sound of steady murmuring – perhaps from a vast hall? – may be heard from above. The fissure is impossible to traverse without some kind of size reduction for most PCs, and leads to area 6. Another connection leads down into area 2. Gnawed on bones of wild goats, sheep, birds and a bovine-skulled humanoid (a minotaur) litter the floor. The only other item of interest is an old two handed axe, which also belonged to the minotaur at one time.

2. Lower cavern

A round chimney in the ceiling leads upwards for a total of 100 feet before it

arrives in room 7. Beneath the well, the sandy floor is littered with bits of rotted fish, seaweed and clam shells – all of which had been dumped here by the hags living above. Next to the wall are two leather harnesses attached to large wooden barrels used to transport water from the island. A staircase climbs up. Its steps are rough hewn and of a crude workmanship.

3. Sand covered hall

Fine sand covers the floor here. From far away comes the unmistakable murmuring of the sea and its salty smell, mixed with the sweet stench of decomposing meat. There is a 50% chance that cries of help and insane cackling mixed with the sounds of a whip may be heard from the north. Otherwise, a character of acute hearing (Listen DC 16) can hear faint metallic rattling from the east or sickly wheezing and coughing from the north.

4. Prisoner of the hags

There is a 50% chance **three sea hags** are here, tormenting a sailor chained to the western wall and feasting on raw fish. They dip their steel-and-leather whips in a large bucket of sea water to increase their victim's pain.

Grynelda's Daughters, Sea Hags (3): CR 4; HD 3d8+3; hp 13, 15, 19; Init +1; Spd 30, swim 40; AC 14 (+1 Dex, +3 natural); Atk 2*+6 claws 1d4+4, reach 10'; SA horrific appearance, evil eye; SQ SR 14, water breathing; AL CE; SV Fort +2, Ref +4, Will +4, Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone who sets eyes upon one must succeed at a DC 13 Fortitude save or instantly be weakened, taking 2d8 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this

power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based. During any combat, a PC may only be affected once by horrific appearance.

Evil Eye (Su): A character who looks into the eyes of a sea hag must roll a DC 13 Fortitude save or fall into a coma (75%) or die (25%) as his lungs fill with foul sea water. This ability may be used by the hag three times per day.

Characters who die from the gaze of the hags die coughing as they drown, and their bodies decompose and bloat in 1d4 rounds. Thereafter, the character rises as a mindless **sea zombie**:

Sea Zombie: CR 2; HD 4d12; Init -1; Spd 30; AC (as previously); Atk +3 by weapon or +3 slam 1d6+3; SQ ½ damage from bludgeoning weapons; SV Fort +6, Dex +0, Will +2; Str 16; Dex 9; Con -; Int -; Wis 9; Cha 8.

If the hags are done away with, the PCs may free their prisoner. The prisoner is a tied up man with his back turned, naked from the waist up. His back is full of festering, long wounds. His name is Savid, formerly a minion of the knight (and vampire) Odo Ragnarök, and a sailor in Wolfstone after Odo's curious disappearance. He was swept overboard in a sea storm and ended up captured on the island. He recalls the horrors of daily beatings, foul rape by the hags and other unpleasantness. Savid is too weakened to be of any use, and in fact suffers from the Shakes (Fort DC 13 [contact], incubation period 1 day, 1d8 Dex, followed by Con loss). He constantly complains of headache, the sound of clashing waves and seeing the ghostly faces of his tormentors. Unless cured of the disease, he dies in 1d6 days.

5. Corpses

A pool of salty water fills a stone pit. Horribly mutilated, bloated corpses – sea zombies – hang from thick iron hooks affixed to chains over the pool, hands tied behind their backs. The bodies are covered in a thin crust of salt. They still move and shift faintly, and occasionally emit moans and gurgling noises.

6. Low cavern

This is an extensive yet low cavern: the ceiling is 12 feet above the sand-covered floor. The sound of the sea is very strong here, as is the smell of salty air, and apparently comes from the south. The narrow fissure in the floor leads down into area 1. (it is a 80' drop), but it is too narrow to travel normally. However, the edges collapse easily (1 in 6), and a character who fails a DC 14 Balance check may easily find himself wedged between the rocks, suffering 2d6 points of damage and requiring a DC 16 Escape Artist check to wriggle free – if pulled out without caution, another 1d6 points are lost.

7. Well

This is the upper end of the well above room 2. A wooden bucket is affixed to a long chain, which is in turn connected to a pulley system. There are more buckets and a small, slightly corroded brass cauldron next to the wall.

8. Salt chamber

Salt crystals in the walls reflect all light, dispersing and magnifying them to give an illusion of almost magical radiance. The semi-transparent salt blocks contain massive dark shapes encased within. Some blocks have already been excavated, as evident from the broken shards on the floor and the rusty, salt covered stoneworking equipment – multiple chisels and a pickaxe. The dark shapes are more winged apes, 2d8 of them. Unless the appropriate spells are used when

one frees them (these are unknown to all but Grynelda), the apes will be hostile when released. Under a pile of hardened and cemented salt dust lies a human corpse – it has been so thoroughly calcified that even its clothes are rock-hard.

9. On the forlorn island

Emerging from a cave mouth, the PCs behold a strange, alien landscape. They stand by a seashore on another world (or *their* world in an undetermined far future? Could this island be the same mountain top they saw on the island?). The sky is indigo with a huge, dark purple sun hanging over the horizon. The air is perpetually chilly, even during daytime. At night, the sole illumination is provided by a fist-sized blue star. The sea is dark and still, moving like a lumbering beast in a steady monotone. It reaches in all directions as far as one can see, for it covers all land save for a few islets, the remains of tall mountain chains: the rest of the world had been swallowed by the waters long ago. The immediate surroundings are rather limited: this place is a small rocky isle, easily explored in a few hours. Thick, fleshy red leaves cling to brownish-red rocks, being the only plants here; yet even they can only live in narrow cracks. With the flora comes the last inhabitants of this barren era. They are **bonesuckers**, bizarre abominations with bodies composed of a round pod, propelled by six rubbery appendages resembling thick roots and crowned by a mass of eight writhing tentacles that constantly ooze and drip with digestive fluids. Near the top of the body is a ring of black, unblinking eyes that allow the creatures to see in all directions at once. The bonesuckers emerge from their hiding place (Spot DC 16 or the party is surprised) to dissolve the bones of their victims and reduce their flesh to a quivering, jelly-like mass which they can then consume.

Bonesuckers (5): CR 4; HD 6d8+9; hp 37, 31, 45, 39, 37; Init +0; Spd 20 (can't run); AC 18 (+8 natural); Atk 4*+6 tentacle 1d4+4 plus dissolution plus grab, 10' reach, Grapple +10; SA dissolution, improved grab, constriction; SQ DR 10/+1, all-around vision, darkvision 90'; SV Fort +5, Ref +2, Will +3; Str 15, Dex 11, Con 13, Int 2, Wis 13, Cha 3.

Constrict (Ex): a bonesucker which grabs its victim can constrict for a further 1d4+4 points of damage.

Dissolution (Ex): the enzymes on the tentacles of the bonesucker cause a horrible transformation, as they dissolve the bones of its victim through the flesh. Anyone hit by the monster must roll a DC 12 Fortitude save or lose 1d4 points of Strength and 1d4 points of Dexterity. This loss is temporary; however, unless the victim's limbs are set in their correct form before they harden again, deformation occurs and the loss is permanent. This requires a DC 14 Heal check; only a *regeneration* spell helps a character whose bones harden the wrong way.

All-around Vision (Ex): bonesuckers see in all directions.

[Note: this is a slightly revised variant of the creature found in the *Tome of Horrors*.]

10. Tall cave

The ceiling of this long cavern gradually rises to the north, finally reaching a height of 25 feet. The closer one gets to the southern cave exit, the stronger the unnatural glow of the dying sun becomes.

11. Sea hag lair

This place is the lair of the sea hags, and the retreat of **Grynelda**. There are **four sea hags** plus their leader, minus any hags that had already been killed on the island. The hags are toiling around a huge black cauldron, measuring vile liquids, cutting poisonous plants and brewing a thick, viscous stew with an almost rubber-like character. Rotting

seaweed lies everywhere, accompanied by a pile of chopped firewood, wooden buckets with sea water and a long table with miscellaneous odds and ends. The hags are, of course, hostile. Grynelda begins combat with a *lightning bolt* and her evil eye. She also uses her scroll if hard pressed. The rest of the hags use their evil eye and then join melee.

(Note: a PC may only be affected once by horrific appearance during this combat.)

Grynelda, Sea Hag Wiz5: CR 9; HD 3d8+3 plus 5d4+5; hp 37; Init +1; Spd 30, swim 40; AC 14 (+1 Dex, +3 natural); Atk 2*+8 claws 1d4+4, reach 10', or +10 masterwork light crossbow 1d8 (19-20/x2); SA horrific appearance, evil eye; SQ SR 14, water breathing; AL CE; SV Fort +3, Ref +5, Will +8, Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 10.

Skills: Alchemy +6, Concentration +7, Knowledge (arcana) +6, Hide +4, Listen +8, Scry +7, Spellcraft +7, Spot +9. *Feats:* Alertness, Combat Casting, Maximize Spell. *Spells Prepared* (4/4/3/1, DC 12 + spell level): 0 – dancing lights, daze, flare, resistance; 1st – magic missile (x2), ray of enfeeblement, shocking grasp; 2nd – blur, invisibility (x2); 3rd – lightning bolt.

Possessions: scroll of 2 spells (*fireball* x2), wand of magic missiles (27 charges), masterwork light crossbow, 20 bolts.

Horrific Appearance (Su): The sight of Grynelda is so revolting that anyone who sets eyes upon her must succeed on a DC 15 Fortitude save or instantly be weakened, taking 2d8 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by Grynelda's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): A character who looks into the eyes of Grynelda must roll a DC 15

Fortitude save or fall into a coma (75%) or die (25%) as his lungs fill with foul sea water. This ability may be used by the hag three times per day.

Grynelda's Daughters, Sea Hags (4): CR 4; HD 3d8+3; hp 22, 23, 13, 21; Init +1; Spd 30, swim 40; AC 14 (+1 Dex, +3 natural); Atk 2*+6 claws 1d4+4, reach 10'; SA horrific appearance, evil eye; SQ SR 14, water breathing; AL CE; SV Fort +2, Ref +4, Will +4, Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d8 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based. During any combat, a PC may only be affected once by horrific appearance.

Evil Eye (Su): A character who looks into the eyes of a sea hag must roll a DC 13 Fortitude save or fall into a coma (75%) or die (25%) as his lungs fill with foul sea water. This ability may be used by the hag three times per day.

Characters who die from the gaze of the hags die coughing as they drown, and their bodies decompose and bloat in 1d4 rounds. Thereafter, the character rises as a mindless **sea zombie**:

Sea Zombie: CR 2; HD 4d12; Init -1; Spd 30; AC (as previously); Atk +3 by weapon or +3 slam 1d6+3; SQ ½ damage from bludgeoning weapons; SV Fort +6, Dex +0, Will +2; Str 16; Dex 9; Con -; Int -; Wis 9; Cha 8.

Once the hags are defeated, their treasure are there for the taking. These are:

- Grynelda's spell books. The books contain the following spells: 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, prestidigitation, ray of frost, resistance; 1st – grease, magic missile, ray of enfeeblement, shocking grasp; 2nd – blur, darkness, invisibility, Mel's acid arrow; 3rd – blink, lightning bolt. If the Judges so desires, the words needed to command the winged apes are also there, maybe in some unknown language...

- three jars of a greasy balm, which turns the skin of anyone into that of a toad, with painful, oozing and bleeding warts and pustules. This skin is mildly poisonous to the touch and the transformation reduces Charisma by 4 points. The effects last 1d6 weeks.

- a *potion of cure serious wounds*

- a *potion of enfeeblement* (as *ray of enfeeblement* spell, no save)

- an amphora full of salty-vinegary liquid with mud and seaweed

- the contents of the cauldron: this brew requires a DC 20 Fortitude save upon imbibing. If the save fails, the results are excruciating pain, stiffening limbs and painful death following a short agony (2d12 minutes). If the save is successful, the character gains +4 Strength but loses -6 Dex as his muscles grow and harden. These effects last for a full year before the character returns to normal.

- pearl necklace (65 gp) in a ceramic container (Search DC 14)

- a sack of seashells

- chewed fish (rotting)

- a skinned, severed head with rotting flesh. The skull rolls its eyes and groans if it senses anyone nearby. These nervous activities are stimulated by a puddinglike **black mass** within the cranium. The parasite is currently in search of a new host: if someone approaches, it jumps out through the mouth

(Jump +8) with a nasty „glomp” sound, trying to hit a character straight in the face. It thereafter bores through the skull (Atk +10) in one round and **gnaws out the brain** in 1d4 more. It is impervious to weapons (being as elastic as hard rubber) and may only be dispatched by a liberal application of fire or acid, or some spells (Judge’s discretion). Of course, once it is inside the head, killing the mass does little to help its victim.

- gems worth 9000 gp total
- a primitive copper ceremonial knife with runes. It is not magical.
- a keg of frothing green gunk, accompanied by four large clay decanters of the same. It is an excellent beverage for quenching thirst, but ingesting it also infects the character with the Shakes (Fort DC 13 [contact], incubation period 1 day, 1d8 Dex, followed by Con loss).

THIS ENDS THE EXPEDITION TO THE ISLE OF THE WATER SPRITES

Legal

This version of *Isle of the Water Sprites* is done under version 1.0a of the of the Open Game License, below, and version 3.0 of the d20 System Trademark License and the d20 System Trademark Logo Guide.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: All text containing game-related content within this book is hereby designated as Open Game Content, subject to the Product Identity designation below.

Use of Content from Judges Guild: This product contains content from Judges Guild that is used by permission and pursuant to license, including but not limited to any names or content that appear in this product that has previously appeared in a Judges Guild product. Any such content is **not** Open Game Content. Any failure in this designation does not cause such content to become Open Game Content.

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to:

1. All artwork, symbols, designs, depictions, likenesses, formats, poses, illustration, graphic design, maps, and cartography, including any text contained within such items;

2. The names, personality, descriptions and/or motivations of all creatures, characters, personalities, teams, personas, likenesses and special abilities, places, locations, environments, magical or supernatural abilities or effects, gods, races, countries, cities, city states, political or geographic features, historic events, groups, spells, skills, organizations, planes or deities in this book as well as the name of any other thing originating from original Judges Guild products and not stemming from the System Reference Document, but not their stat blocks or other game mechanic descriptions (if any); the intent of this designation is to protect every name, concept and description in this product, regardless of what that name is attached to, as well as every name that comes from the original

Judges Guild products on which this product is based; the strictest possible designation is desired;

3. All stories, storylines, histories, plots, thematic elements;

4. Any and all content that is not otherwise Open Game Content by virtue of appearing in the System Reference Document or being provided as Open Game Content in a work listed in Section 15, below. Basically, if it doesn’t have to be open by operation of the license, it is not open in this product. And if it can be claimed as Product Identity, it is.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs;

and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game

Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

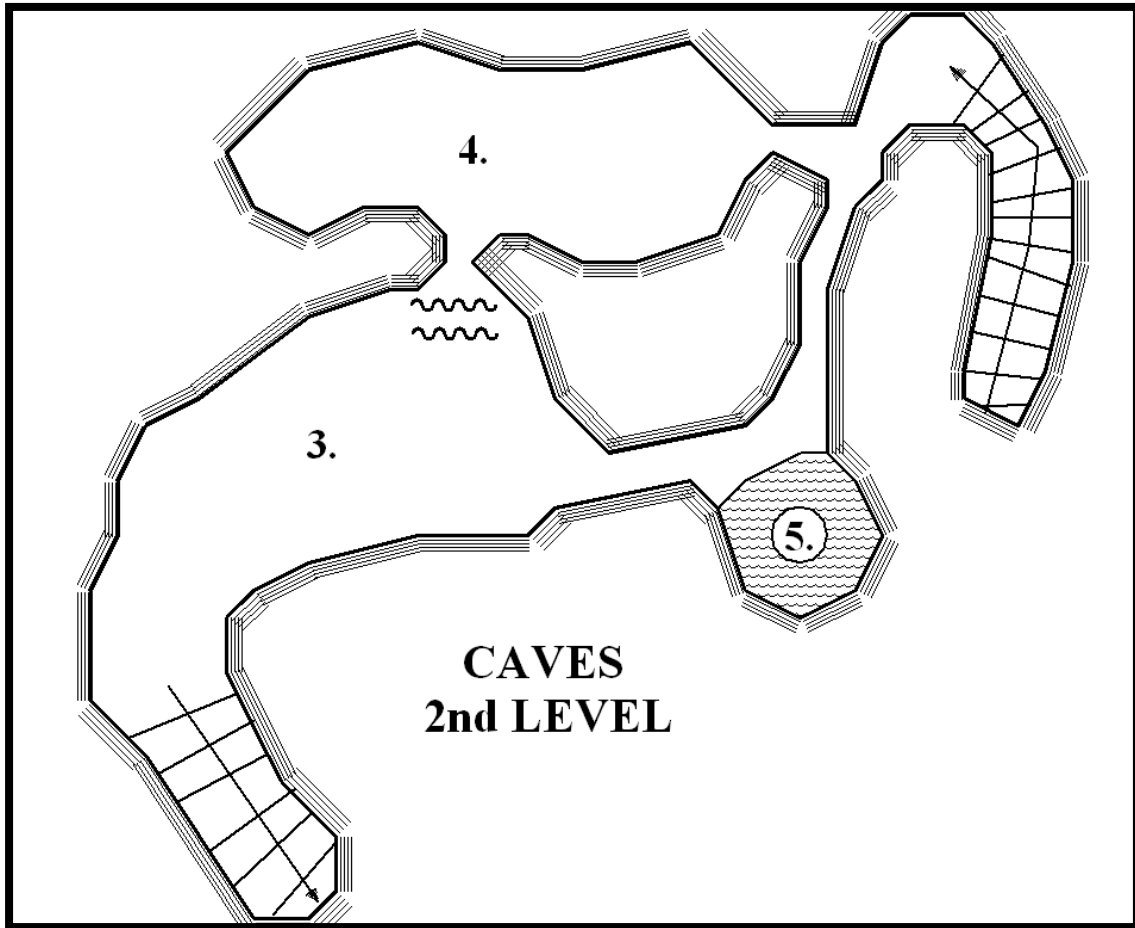
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

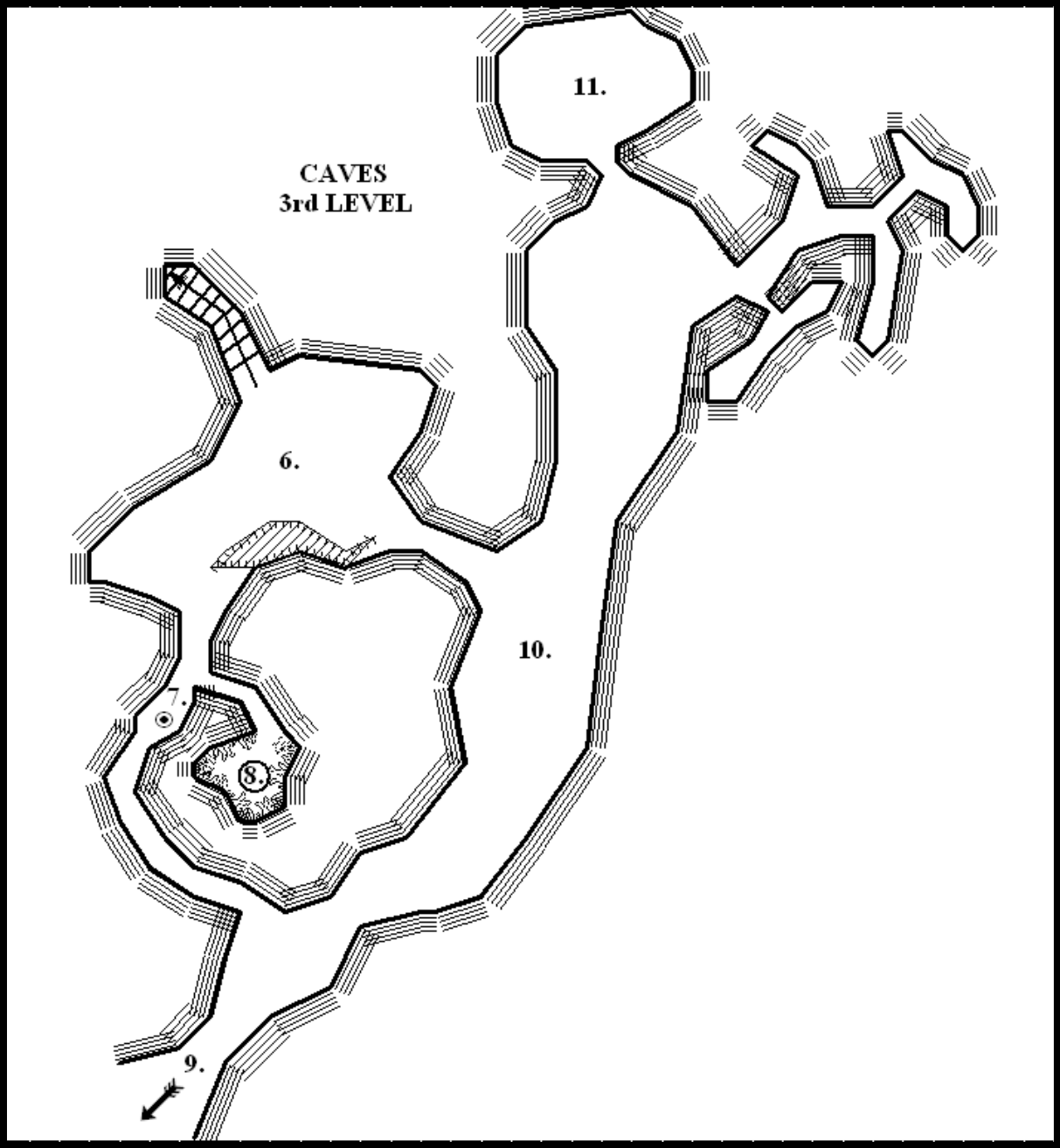
Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPC-named spells from the *Player's Handbook* that were renamed in the System Reference Document. The *Compendium* can be found on the legal page of www.necromancergames.com.

Bonesucker from the **Tome of Horrors**, Copyright 2002, Necromancer Games, Inc.; Author Erica Balsley.

Isle of the Water Sprites © Copyright 2005 by Gabor Lux. All rights reserved.



Map of the Caves, 2nd level



Map of the Caves, 3rd level

