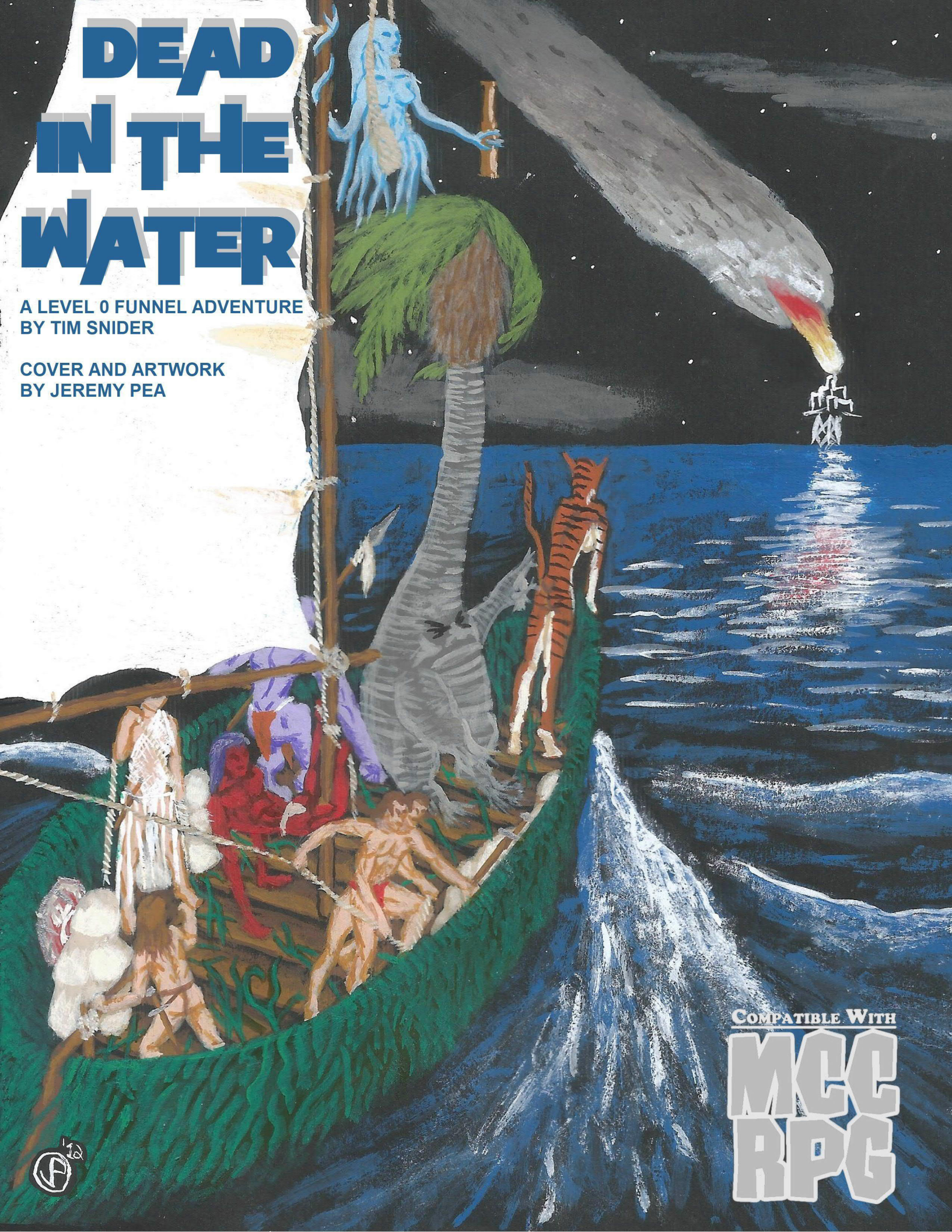


DEAD IN THE WATER

A LEVEL 0 FUNNEL ADVENTURE
BY TIM SNIDER

COVER AND ARTWORK
BY JEREMY PEA



COMPATIBLE WITH
**MCC
RPG**



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**THE SAVAGE
AFTERWORLD**

COMPATIBLE WITH
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INTRODUCTION

The players begin this adventure in the village of Narleen, a small fishing outpost. It is located on the coast of The Rainbow Sea, which gets its name from the multicolored hues that reflect off the oil-slickened surface when the sun is highest in the reddish sky. At night, the “Horizon Star”, a low-lying bright light in the far distance, casts the same multicolored reflections. The players can be either resident Narleen villagers or nomads just passing through the town when the adventure begins.

Rumors have reached Narleen that monstrous aquatic creatures have been attacking anglers on the sea and villages up and down the coast, dragging their victims into the waters. Most of these villages now lie abandoned due to the decimation and fears of the creatures’ return. The villagers are fearful that a similar fate lies in store for them as well.

Dead in the Water is a level 0 funnel adventure for 12-16 starting player characters. Once the players leave Narleen and head out on the sea toward The Island of Fire, the source of the legendary Horizon Star, there will be no one to assist or join their team, so they should be well-equipped before their voyage into the unknown.

BACKGROUND

During the Times of the Ancients, mutations were nonexistent (or at most, rare), and thus many experiments were performed to try to alter and improve humanity’s genome. One

such experiment was Operation Deep Six, an attempt to biologically introduce the ability to breathe underwater. The secret experimental laboratory was disguised as a nondescript oil-drilling derrick located in the gulf, where scientists could conduct their underwater research away from prying eyes. After years of genetic manipulation of a captive *Architeuthus dux* (giant squid), the Deep Six scientists cultivated a small squid-like creature capable of bestowing water-breathing on a human subject. If the subject held the creature’s larvae in the mouth and allowed it to attach itself to the subject’s soft palate, the creature extracted breathable oxygen from the water for the subject, allowing them to function underwater. Although the experiments were promising, the researchers were unaware of another mutational effect: all those who underwent the process were now in metaconcert with each other and mind-linked to the host “parent”, which was now becoming overwhelmed with each new “voice” in its primitive brain. Enraged, the giant squid (nicknamed “The Sea-wraith”) broke loose from its captors and sent its mind-controlled thralls into the underwater research facility. Its minions forced the panicked scientists to join the hive-mind by dragging them into the seas, where they could either drown or accept one of the larva offspring, letting them live but as yet another mindless drone. The facility was abandoned and forgotten over the millenia. The Sea-wraith, sensing its tormentors were now either gone or had become part of itself, sank to the bottom of the gulf and slept over the centuries until it “sensed” the brainwave activity of sentient beings on the surface of The Rainbow Sea.

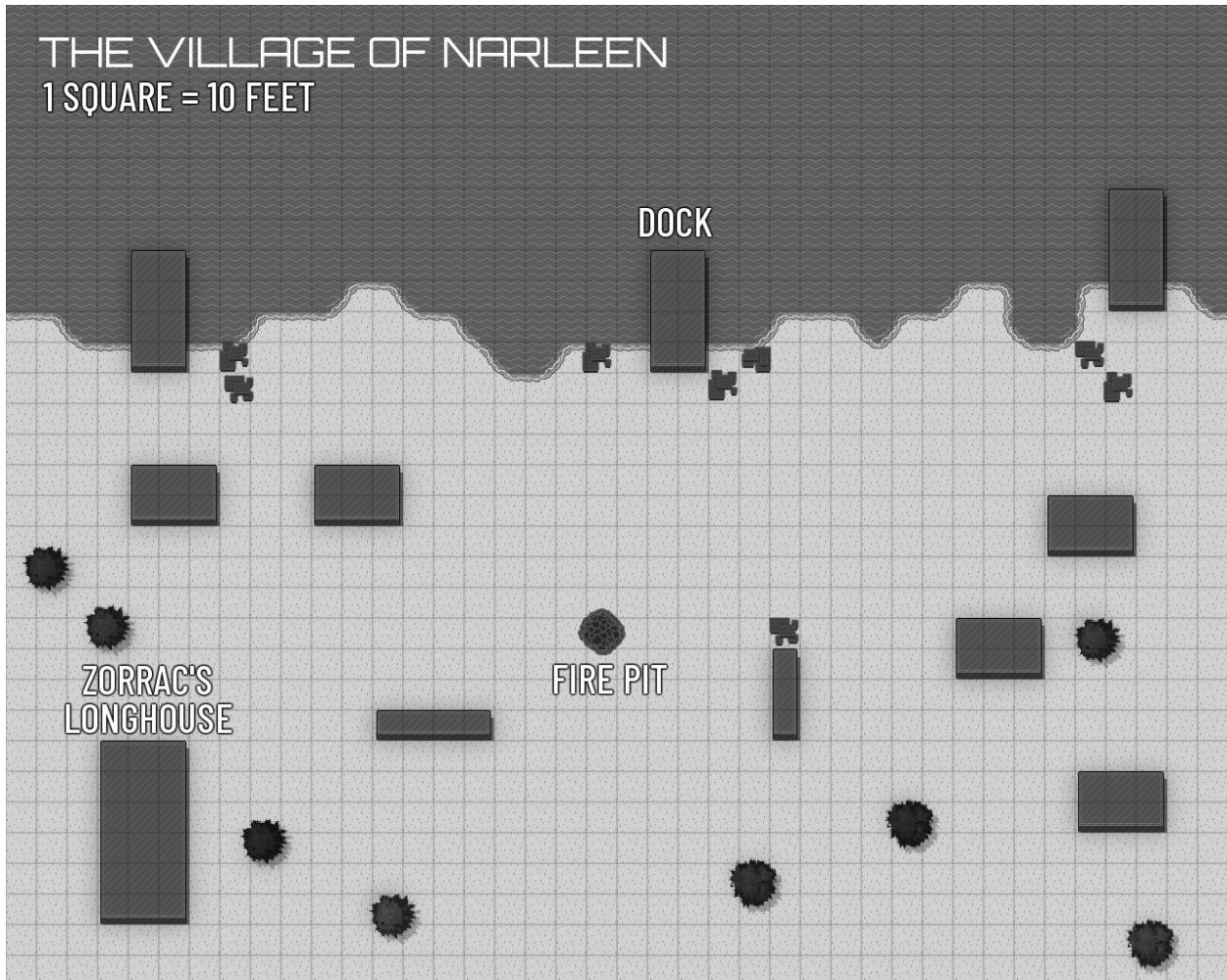
It sent its Ancient minions, the “Drenched”, to investigate. The fishermen were horrified to find themselves grabbed and dragged under the surface of the waters by waterlogged decaying un-dead humanoids, who then forced these new victims to accept the Sea-wraith’s “blessing”, adding to its ever-growing army of mindless slaves.

The Sea-wraith has already usurped the residents of several villages as well as numerous victims who never returned from the sea. The Sea-wraith has returned to its place of initial torment where it now lurks. If the secret behind the Drenched’s onslaught is not discovered and ended, The

Rainbow Sea will become an un-dead wasteland with the Sea-wraith as its aquatic ruler.

THE VILLAGE OF NARLEEN

The characters begin in the fishing village of Narleen as either residents or visitors passing through (left to the discretion of the judge). Narleen is a collection of permanent, although ramshackle buildings that house about 30-40 citizens. The town supports itself with a robust fishing industry, with most of the citizenry trawling on the open



waters of The Rainbow Sea, helping to clean and process the day's catch, or acting as merchants for the sea's bounty. Narleen actively trades with several of the other villages and towns in the area, and there is an active fish market in the village square.

During the past few months, there have been rumors from visiting travelers and merchants that a number of neighboring villages have seen their entire population disappear virtually overnight without a trace. Also, a few weeks ago, two fishermen returned to Narleen claiming that monsters tried to overturn their boats and pull them under the water. Everyone in the village is on edge due to these rumors, and Zorrac, the village human elder, has posted guards along the coastline to watch for anything unusual coming from the sea.



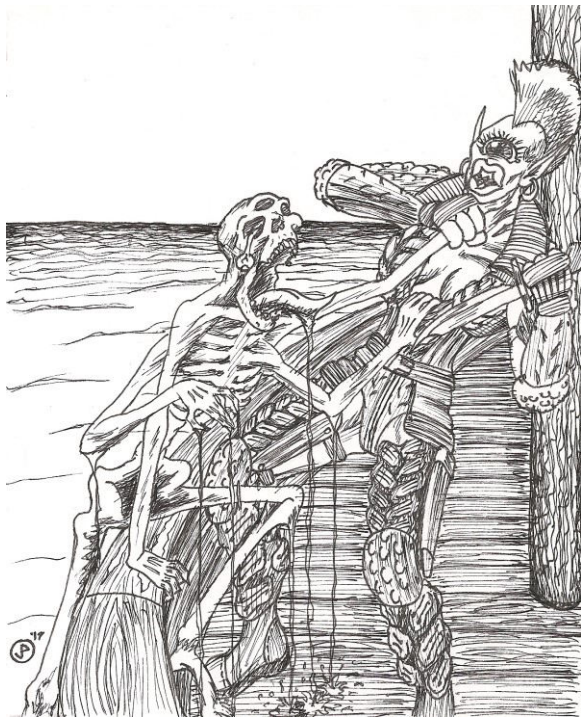
As the players go about their daily activities in the village, they will hear screaming and a bell ringing down at the docks. There is chaos in the village as residents run in panicked random directions. When the players arrive at the docks, they see what looks to be a dead mutant crawling and clawing its way out of the surf. (Judge's note: The Drenched can be any kind of genotype EXCEPT plantients; so only pure strain humans, manimals, and mutants will be seen amongst the un-dead.) The saturated creature stands and staggers its way drunkenly toward the bell-ringer, grabs him, and pulls him into the water. As they watch, they see another waterlogged creature climb onto the shore, then another and another. By the time the players can react, five of the Drenched have come ashore and are clawing and grasping, attempting to pull any villager they can reach back into the watery depths for conversion into one of their ranks.

The Drenched (12): Init -3; Atk pummel +3 melee (1d4), grapple +3 (1d4, DC 15 Will save to break free); AC 11; HD 2d6 6 hp; MV 20'; Act 1d20; SP explosive if exposed to fire (2d6 to all within 20', DC 15 Ref save for ½ damage), un-dead; SV Fort +3, Ref -3, Will +3.

The battle is joined as these waterlogged abominations continue to come ashore at the rate of one new Drenched each round until 12 total have come ashore. If a PC makes a DC 15 Intelligence check, they may recognize one of the Drenched as a missing member of their own village.

The judge should keep two things in mind about these creatures:

1. Because they are mentally linked, they are able to work in concert as each sees what the others also see, i.e., if one of their number seems to be overwhelmed, the others will come to assist.



2. All of the Drenched reek of strong petroleum fumes due to their “nest” under The Island of Fire. All Drenched are highly flammable, and they will explode into a blazing inferno with any fire-based attack. This explosion will do 2d6 damage to the creature and any within 20 feet of the explosion (DC 15 Ref save for ½ damage). If the Drenched is still “alive”, the now-blazing un-dead will continue its mindless mission, doing an additional 1d6 damage per round to anyone or anything hit by the fiery creature.

Any PC who is grappled or knocked unconscious by one of the Drenched will be dragged back to the sea where they will suffer drowning damage (1d6 per round) until they either escape or their captor manages to force a Sea-wraith larva into their mouth, at which point they are lost.

When the battle is over, the PCs will have a chance to inspect the bodies of the Drenched. They appear to be a random collection of various genotypes (except for plantients), some recently dead and some showing signs of advanced decay. If the players have not yet made the connection, Zorrac, the village elder, approaches one of the corpses and recognizes it as the corpse of a local fisherman who never returned home several weeks ago (he can be identified by a seashell charm he wears around his neck). Zorrac leans forward, sniffs the body, scowls, and orders the PCs to bring the corpse to his longhouse.

Upon entering, Zorrac, who is also the village shaman, begins performing The Ritual of Cleansing to prepare the body for interment. He burns exotic herbs in a brazier and applies fragrant oils to the body’s face. If one of the PCs makes a successful Luck check, they see a small worm-like tendril wriggling between the lips of the dead body.

Once alerted, Zorrac reaches into the mouth to find a small squid-like creature clinging to the roof of the mouth. As he pulls it out, the PCs will see that several tentacles have bored into the soft palate and—considering their length—have possibly passed all the way into the victim’s brain. Zorrac frowns at

the discovery and, sighing, he gathers the PCs around. He explains that he recognizes the powerful odor; it comes from the very potent flammable liquid that coats the Drenched, and the source of this liquid is The Island of Fire. When questioned further, Zorrac reveals that the mysterious “Horizon Star” visible at night is actually a flaming beacon coming from The Island of Fire. The island became too dangerous to approach due to the explosive nature of this liquid, so elder villagers generations ago explained away the fiery marker as the “Horizon Star” to sway fishermen from venturing out so far to a place so dangerous.

“However, this fluid on these creatures points to The Island of Fire as the likely place to search for answers as to the nature of these horrors,” he says.

Zorrac tasks the PCs to begin their Rite of Passage immediately by going to The Island of Fire and putting an end to these attacks.

BOAT RIDE TO DOOM

The Island of Fire is roughly 40 miles away. Because all of the boats in the village are powered by either rowing or sailing, it would take nearly 12 hours to reach the island using any of these conveyances.

In the distance, the PCs hear the chug-chug-chug of an Ancient motor, and a grimace resembling a smile crosses Zorrac’s face. He leads the PCs to the docks to watch an unmanned fishing boat powered by a

functioning Ancient outboard motor coming up to port. The boat is covered from stem to stern by thick ropy seaweed tendrils. If the PCs are new to the village, this will likely be an unusual sight. If they are residents, however, they recognize the fishing vessel as being piloted by “Captain Laird.”

Captain Laird, a plantient, is a living mass of seaweed draped over the entirety of the fishing boat. Captain Laird has no humanoid limbs or features and cannot speak or leave the boat. It makes their way in Terra AD by bringing in fish to The Rainbow Sea villages and trading for whatever it needs. Captain Laird communicates by forming its vines and leaves into two “hands” to communicate via hand motions as necessary to get its point across.

Zorrac tells the PCs that Captain Laird’s motor-powered vessel could reach the island in just a few hours, so securing the Captain’s assistance is imperative. The judge and the players are encouraged to role-play the give-and-take with Captain Laird as they try to convince it to take the team to The Island of Fire. (The judge should wordlessly point, shrug, give thumbs-up/thumbs-down, etc. when communicating as Captain Laird.) There is a natural hesitancy from the plant-based creature to go to an “island on fire” but the promise of a potent fuel to power his vessel might be what tips the scales in the party’s favor.

Once underway, the voyage to The Island of Fire will take just 2 hours. Because The Island of Fire is brightly visible at night as the Horizon Star, the PCs should wait until

nightfall before attempting the voyage. If they try to make the trip during daylight hours, they'll have to rely on their memory as to what direction to go as the bright beacon will be invisible in the hothouse sun. If they do try this approach during the day, the voyage to The Island of Fire will take 8 hours as they will need to adjust their course on the fly, as well as trying to communicate the change in direction to a mute plantient mass of seaweed.

For every hour on The Rainbow Sea, roll 1d6 on the following table for random encounters during the voyage:

- 1 and 2. Nothing happens.
3. Six of the Drenched swim up from the seafloor and try to climb aboard the vessel to attack the PCs or damage the boat as much as they can. (The Sea-wraith is testing the strength of the team approaching its lair.)
4. The PCs watch as several birds circling overhead dive down to attack. They are large white birds with a 4-foot wingspan with the head of a shark. Great white gulls are a known nuisance to those who live along The Rainbow Sea coast, but they can be very dangerous if several attack the same target at once.

Great White Gull (6): Init +2; Atk bite +3 melee (1d3); AC 12; HD 1d8 4 hp; MV 30' flying; Act 1d20; SP none; SV Fort +1, Ref +3, Will +1.

5. A storm whips up, and Captain Laird needs the PCs' assistance to keep the boat from swamping in the violent waters. Because Captain Laird cannot speak, it



frantically motions to various lines, rigging, wheels, and the motor. The judge should have each PC make a DC 15 roll versus either their Strength (to hold a guideline in place), Agility (to dodge a wildly swinging crossbeam), or Stamina (to keep from becoming seasick during the tempest). Each failed roll should result in an appropriate penalty. For example, a failed Strength roll results in a slipped guideline, sending the boat off-course and adding another hour to the voyage. A failed Agility roll results in the PC being knocked overboard and who must be quickly retrieved before the Drenched or the Sea-wraith notices their vulnerability. A failed Stamina roll results in the PC taking 1d4 hp damage from the wildly careening vessel and a temporary loss of 1d3 points of Stamina until they are able to rest for 24 hours.

6. The Sea-wraith itself senses the boat overhead and sends two of its tentacles out of the water to pull the boat under. Because

the PCs have not yet encountered the Sea-wraith (nor have they found any information about the creature at this stage of the adventure), the judge should describe the pale-white tentacles exploding from the watery depths to land across the boat.

Sea-wraith (1): Init +4; Atk tentacle swat +5 melee (1d10), bite +5 melee (1d8); AC 14; HD 6d10 30 hp; MV 30' swimming; Act 1d20; SP none; SV Fort +3, Ref +3, Will +3.

One tentacle will thrash about, damaging the boat while the other tentacle will attack the players. If a PC is seized by a tentacle, they have one round to escape (DC 20 Ref save) or be pulled overboard and into the depths. The Sea-wraith will break off its attack when it takes more than 8 hp of damage.

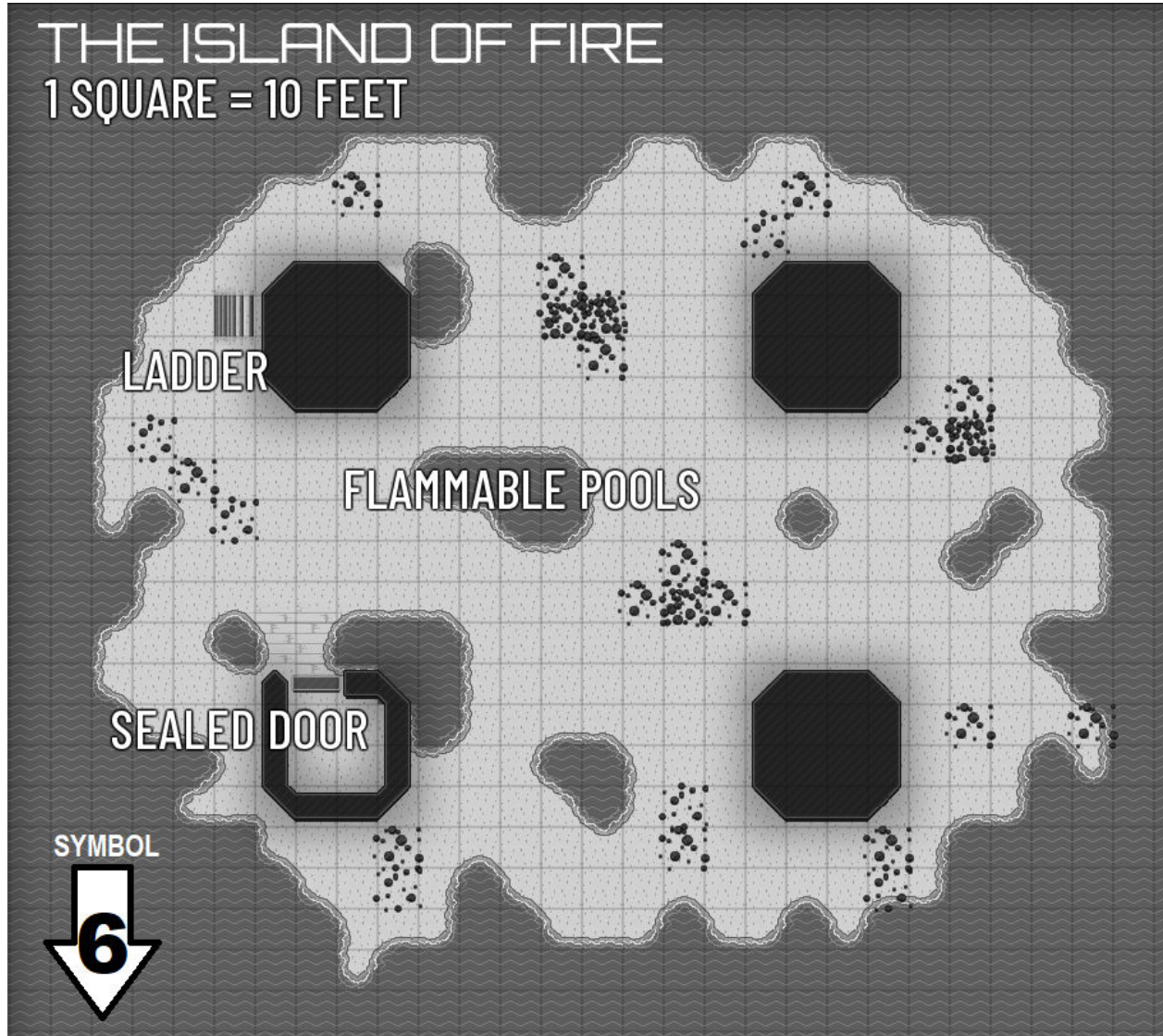
THE ISLAND OF FIRE

As the PCs head across The Rainbow Sea, they use a small pinpoint of light as bright as a star on the horizon as their guide. As they approach The Island of Fire, their destination, they will see a large tower silhouetted against the sky—a monstrous gout of acrid flame sprays from the top. In actuality, this is an Ancient oil derrick that was anchored off the coast. (Although the derrick is more than it initially appears...) At some point in the past, the derrick began spewing crude oil into the sky, which eventually ignited, creating a fiery torch visible for many miles. A long-ago elder of Narleen saw the dangers of the flammable ooze and created the legend of the Horizon Star to keep the curious from venturing out

to the hazardous site. Midway up the derrick is what appears to be an enclosed level surrounded by a railed walkway. There also appears to be artificial light shining through some of the windows of that upper level.

Surrounding the tower is an assortment of flotsam and jetsam that has washed up and accumulated around the base of the derrick. Over the centuries, this material has solidified and hardened into a circular “island” that surrounds the tower in a circle approximately 250 feet across. (If a PC searches through the exposed bits and pieces, they may find a broken piece of scrap or a non-functioning Ancient device.) The island is covered in a thin sheen of oil, and PCs should make a DC 5 Reflex save whenever they move at any speed faster than a steady walk. Failure means they’ve fallen down and must spend a round to stand back up. Also, there are puddles of the highly flammable liquid scattered around the island, so any sparks or flames will cause those to ignite violently. The judge should roll 1d8 for each turn they are on the island’s surface. On a 1 or 2, a stray ember from the flaming beacon above drifts down and ignites one of the puddles which violently explodes for 2d6 hp of damage to any within 20 feet. (The judge should randomly determine which puddle ignites.)

(Designer’s note: One clever playtest party emptied their waterskins and filled them with the fluid, creating Molotov cocktails that were handy later in the adventure!)



Inspecting the pylons that make up the structure will reveal a steel door long rusted shut. This is fused by eons of decay, rust, salt, and corrosion and is unopenable by any means. Etched on the door is an Ancient sigil that looks like an arrow pointing downward with the number 6 on it. This is the symbol for Operation Deep Six—the mysterious Ancient scientific operation located here. The sealed door was once a water-level dock/elevator opening to the facility below. The hollow pylon acts as an elevator shaft with openings in the “control

room” above and the facility on the sea floor below. If a PC attempts to force the door open, keep in mind that striking it with any metal object will likely create a spark, igniting a highly flammable puddle right under their feet!

Once the PCs are safely on the island and have explored it for 1d10 turns, the Drenched will begin to come out of the sea, crawling and lumbering toward them. There will be two Drenched coming onto the island each round until the island is overrun

by the waterlogged un-dead. (Any fire-based attacks will likely set the Drenched, the island, the derrick, and the PCs ablaze in a magnificent fireball visible in Narleen.) Captain Laird pulls away and begins to trawl around the island in a distant circle. (Laird's not leaving the PCs to their doom, rather it is moving the boat into deeper water so it isn't swamped.)

The Drenched (unending wave; 2 per round): Init -3; Atk pummel +3 melee (1d4), grapple +3 (1d4, DC 15 Will save to break free); AC 11; HD 2d6 7 hp; MV 20'; Act 1d20; SP explosive if exposed to fire (2d6 to all within 20', DC 15 Ref save for ½ damage), un-dead; SV Fort +3, Ref -3, Will +3.

At some point, the PCs will realize they have only one true course to pursue—up a series of ladder rungs that runs up one of the pylons from the island's surface to the enclosed mid-level section of the derrick (about 100 feet up). Climbing the ladder's rungs will be a challenge as the ladder is also coated with slippery petroleum, as well as being rusty and crumbling with several rungs missing. Any time a PC is startled or attacked while on the ladder, they will need to make a DC 10 Reflex save to keep from falling back into the clutching hands of the Drenched below.

With all of the fighting, shaking, and jostling of the ladder, the PCs have disturbed a nest of batrachnids—hand-sized spiders with webbed membranes between their legs that they use to glide and fly. These giant flying spiders spin very strong webs they

use to entangle their prey. They also have a poisonous bite that causes weakness, so PCs who are bitten have a higher chance of falling off the ladder and into the arms of the waiting Drenched, which have now completely overrun the island.

Batrachnid (5): Init +2; Atk bite +2 melee (1d3), web entangle +2 missile fire (DC 10 Ref save or be pulled off the ladder, falling to their death); AC 13; HD 1d4 2 hp; MV 30' flying; Act 1d20; SP poisonous bite (if bitten, DC 13 Fort save or additional 1d3 damage and -3 to AGL for 1d4 hours); SV Fort -1, Ref +4, Will -1.



The top of the ladder empties onto a walkway that runs around an enclosed level midway up the derrick's structure. It is uncomfortably hot on this level due to the giant blazing inferno about 50 feet overhead.

The walkway and railing is broken and crumbling, and players will need to gingerly move around to the other side where the only door to the enclosed area is located (DC 5 Ref save max). Upon forcing the door open, the players will enter a well-lit control room for the petroleum-pumping derrick. There are workstations and control panels covered with dials, gauges, and buttons lining the walls, all appearing to be active and functioning. If the players decide to fool around with the controls, a simple Intelligence check reveals that the various gauges and buttons don't seem to control the derrick—in fact, they don't seem to control anything at all. (As this was all a front for the Deep Six researchers, the control room doesn't truly control anything with regards to the derrick as it is fully automated.)

If the room is thoroughly searched, players will find an assortment of Ancient office supplies (stapler, envelope opener, nameplate, etc.) as well as a black fist-sized sphere with the symbol for infinity sketched on a white circle. If a question is asked and the sphere is turned upside-down, an answer to the asker's query in the tongue of the Ancients will magically appear in a window on the bottom of the sphere. (This is a simple office desk toy that does not have any precognitive powers.)

In one of the desk drawers, the players will find a blue key card with the Deep Six symbol and a stack of paperwork on a clipboard that discusses "Operation Deep Six" in an Ancient language. Even if a PC can read the Ancient language, they will have trouble making sense of it due to the

highly technical terminology. At best, they can glean the following:

- The symbol seen on the pylon represents "Operation Deep Six", a secret scientific operation run by the Ancients.
- The derrick is fully automated and was never controlled by the devices in this room.
- The derrick was used as a façade to hide Ancient experiments conducted in an undersea laboratory.

In the corner of the room (corresponding to the symbol-marked pylon below it) is a small slot about waist-high. If the blue key card is inserted into the slot, a hidden door slides open to reveal a cylindrical elevator cabin that runs up and down through the hollow derrick pylon. There are three buttons within corresponding to the upper level (where they now are); the water level (which is rusted shut, broken, and unopenable); and the lower level (leading to the undersea laboratory).

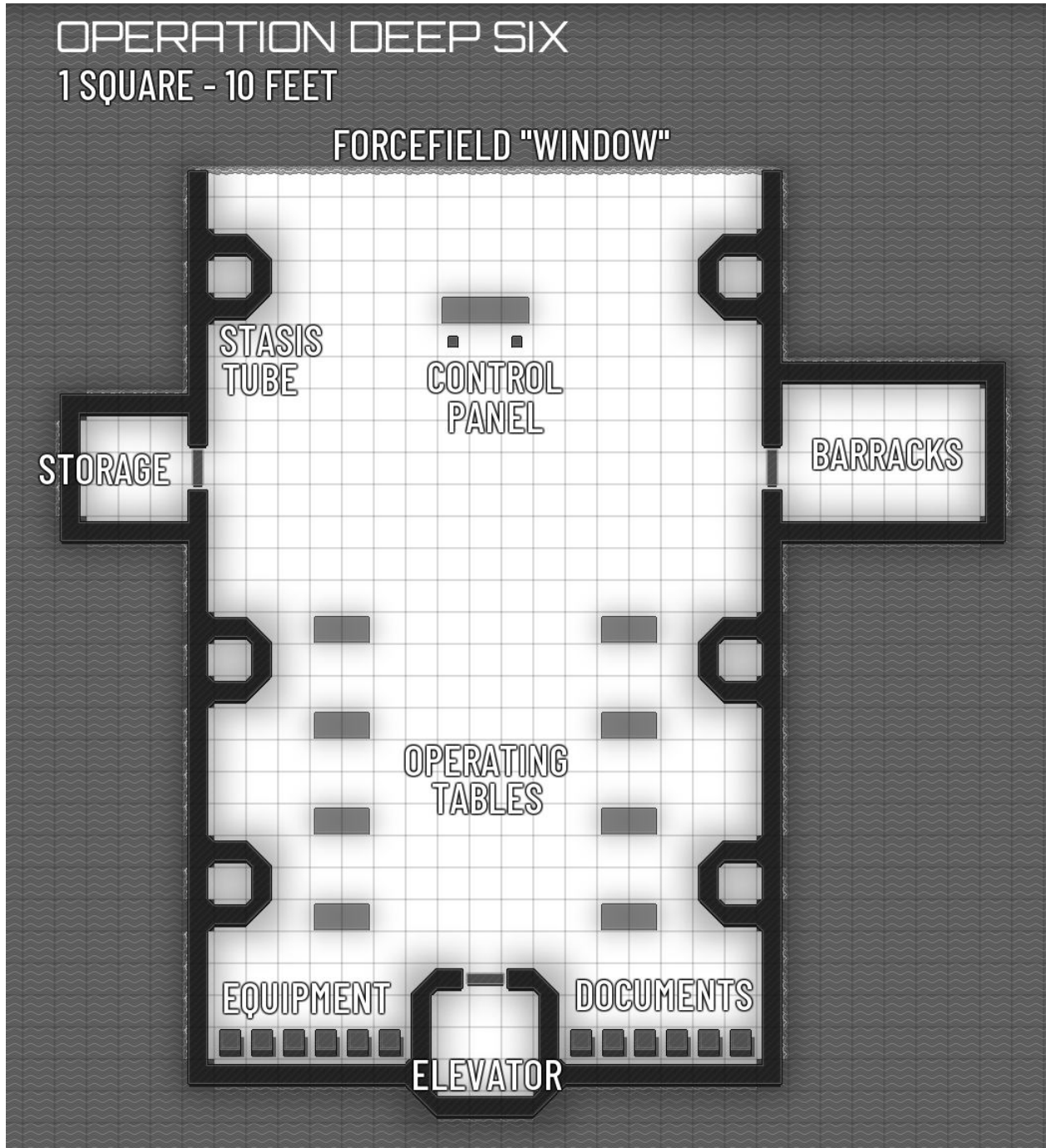
OPERATION DEEP SIX

As the players descend in the elevator, they can feel the temperature dropping as the cabin goes below the water's surface and continues to descend to the sea floor about 1500 ft (450 m) below. The elevator makes a "bing" sound and the doors slide open revealing a massive manmade underwater chamber. The room is dark as they first walk in, lit by a few computer panels and diodes

in the distance. When they step in, the artificial lights overhead blaze to life lighting up the gargantuan research laboratory.

The Deep Six Research Facility is a huge warehouse-sized underwater station. About a dozen researchers would be stationed here

at a time, studying the undersea environment and how humankind may one day be able to survive the ocean depths without artificial means. Operating tables and various research stations are scattered about the chamber with a variety of medical devices, research equipment, and Ancient machines and tools at each area.



Lining the sides of the chamber are stasis tubes with the preserved remains of various aquatic experiments and specimens. One tube holds the preserved remains of a half-man, half-amphibian crossbreed, which may be mistaken for a Terran mutant (the creature is long-since dead). The most interesting stasis tube holds several of the small albino squid creatures like the one pulled out of the Drenched villager's mouth (Sea-wraith larvae). When the players approach the tube, the creatures cluster against the side nearest the PC, as if trying to reach them through the glass. (The larvae are weakened but still alive after all of these centuries and are also in contact with the Sea-Wraith who will shortly be aware of the players' presence.)

Along the back wall is row of document cabinets filled with notebooks, research papers, and other paperwork detailing the experiments that have been conducted here (refer to the Background at the beginning of this adventure). Even if a player cannot read the Ancient texts, there are many photos and sketches imparting the general idea of the research that was once performed here.

There are two rooms off the main research chamber consisting of storage on one side and a simple barracks for those who may have stayed in the facility for a few days. (No real residential facilities are located on the premises, as the laboratory was close enough to shore to allow expedient travel to the mainland.) If the players search the storage room or equipment cabinets for items of use, they may find the following useful artifacts:

- Aqua-gills (7 available; TL 3; CM 1) These small mouth-held appliances allow anyone to breathe underwater unbothered by depths of up to 3000 feet for 20 minutes. The user can also clearly see underwater, however speaking underwater is impossible. The devices cannot be recharged once the air chamber is depleted.
- Shock batons (3 available; TL 4; CM 2) These 4-foot-long staffs have two sharp prongs on one end that will shock a target for 2d6 electric damage when they make contact. These were used to control any experiments that got out of hand.
- Spear guns (3 available with 8 spears each; TL 2; CM 2) These rifle-like devices can fire a barbed steel spear up to 80 feet and strikes for 1d8 damage. They hold only one round and must be reloaded after each shot.
- Tridents (3 available) These tri-barbed metal spears do 1d8 damage and were used for defensive or protective reasons when conducting research in the sea's depths.
- Medishot (4 available; TL 4; CM 3) These small cylindrical devices heal 2d8 hp when used.

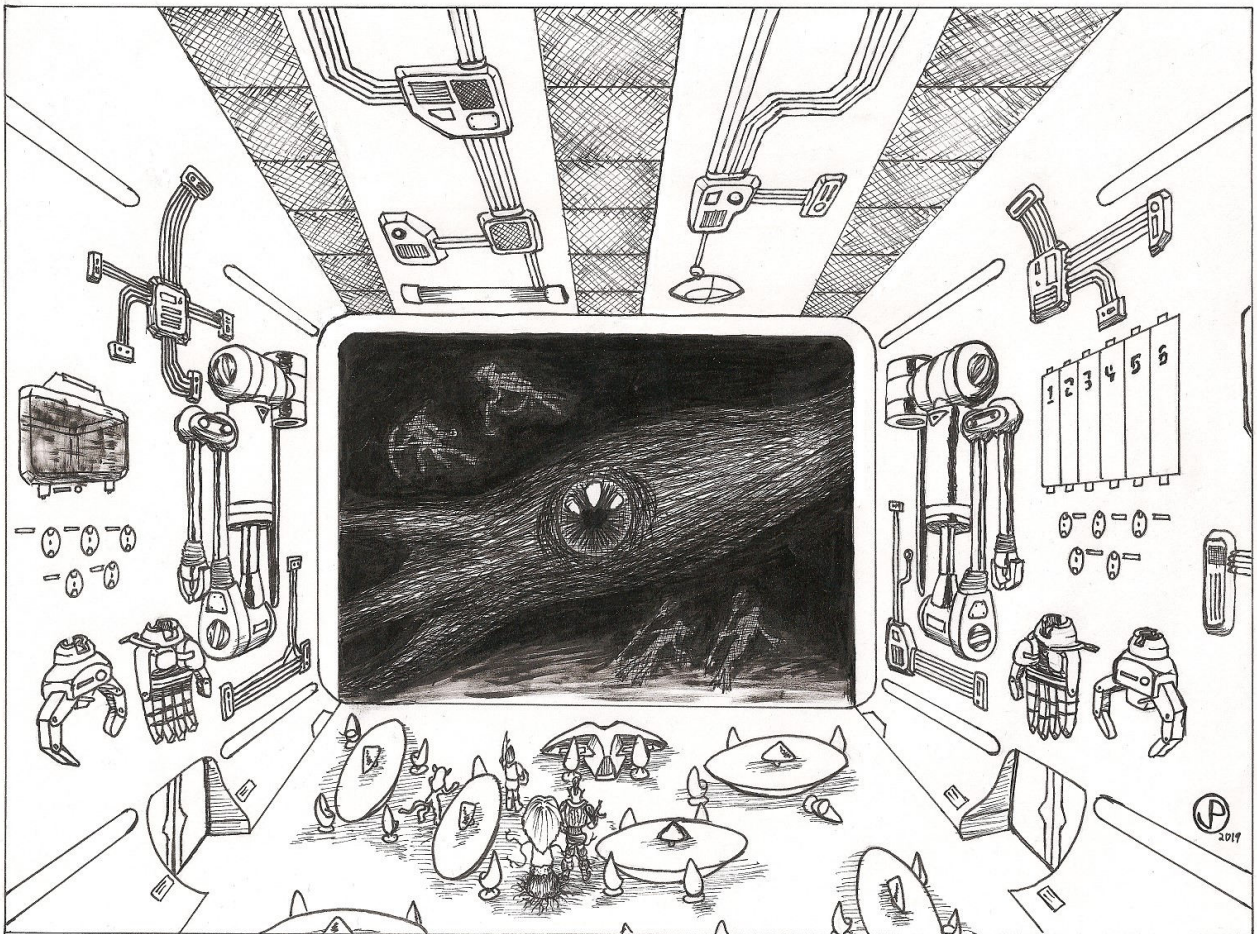
At the far end of the chamber is what appears to be a ceiling-to-floor, wall-to-wall window that overlooks the seafloor outside of the facility. In actuality, this is a water-repellant forcefield that holds the ocean's waters at bay. It also allowed the Ancient researchers easy access to the ocean environment as the field only holds back water—people and objects can pass through

the barrier into the sea and back again, so there is no need for an airlock. If a PC is brave enough to push their hand through the field, they can feel the water on the other side, but when they bring their hand back into the room, it's dry.

A control panel sits in front of the forcefield "window" facing outside. The panel controls the field itself (TL 5; CM 6), allowing it to be expanded further onto the seafloor as well as shut off entirely. If the field is shut down, a klaxon siren will sound for 10 seconds before the field disappears, instantly flooding the room and crushing anyone who cannot breathe underwater (unless outfitted

with an Aqua-gill or similar safety device). The control panel can also be used to operate a set of large manipulator arms found on the walls of the facility (TL 4; CM 4). These were used to hold and manipulate larger specimens.

The first time someone touches one of the buttons on this control panel, floodlights outside of the forcefield will activate, illuminating the ocean floor outside. The players can now easily see many of the Drenched wandering aimlessly along the sea floor in the distance as well as swimming slowly past the facility. Some of these Drenched are gripping rudimentary weapons



like spears and clubs. Unless the players have done something to attract their attention, they will ignore the players' presence...for a while.

As the players investigate and scavenge the laboratory, have the player with the highest Luck score roll a general check. If successful, they will see a large shadow pass the forcefield in the distance. They will only get a vague idea of the shape ("Very, very large..."). They will also notice that some of the Drenched have now turned toward the forcefield and are slowly making their way toward the laboratory.

The players will have 3 rounds to arm themselves before the first of the Drenched arrive, walking through the forcefield and into the facility to attack the players.

The Drenched (1d3 arrive each round): Init -3; Atk pummel +3 melee (1d4), grapple +3 (1d4, DC 15 Will save to break free), weapon +3 (spear or club – 1d6); AC 11; HD 2d6 7 hp; MV 20'; Act 1d20; SP explosive if exposed to fire (2d6 to all within 20', DC 15 Ref save for ½ damage), un-dead; SV Fort +3, Ref -3, Will +3.

The Drenched will attempt to subdue the players and either drag them through the forcefield and into the ocean beyond (where they will be crushed by the sea pressure) or they will try to force a Sea-wraith larvae into the PC's mouth.

With each round of combat, more of the players should become aware of the slowly approaching monstrous shadow. After 5

rounds of combat, one of the Sea-wraith's tentacles passes through the forcefield to crash into the laboratory, attempting to crush one of the players. On its next round of combat, a second tentacle crashes down into the facility, giving the Sea-wraith two attacks per round. On its third round of combat, it pulls its "face" through the forcefield, filling the opening, as its greedy beak-like mouth snaps angrily at the players.

Sea-wraith (1): Init +4; Atk tentacle swat +5 melee (1d10), bite +5 melee (1d8); AC 14; HD 6d10 30 hp; MV 30' swimming; Act 1d20; SP none; SV Fort +3, Ref +3, Will +3.

The battle will continue until the Sea-wraith is defeated. Once it is killed, the mind-link will be severed, its larvae will die from the shock, and all of the Drenched will drop where they stand...their bodies now at rest.

THE VOYAGE HOME

When the players return to the island's surface, they will see that Captain Laird has pulled up alongside it awaiting the passengers for the return home. (Laird assumed the players were successful once it saw the Drenched fall to the ground.) The trip back is uneventful now that the crisis has been thwarted.

When the party returns, those who survived will be named as the village's Seeker team. Zorrac then bestows upon the group the highest honor of the village, one that has been passed down from the Ancient days to the present: the title of "Narleen's Saints".

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