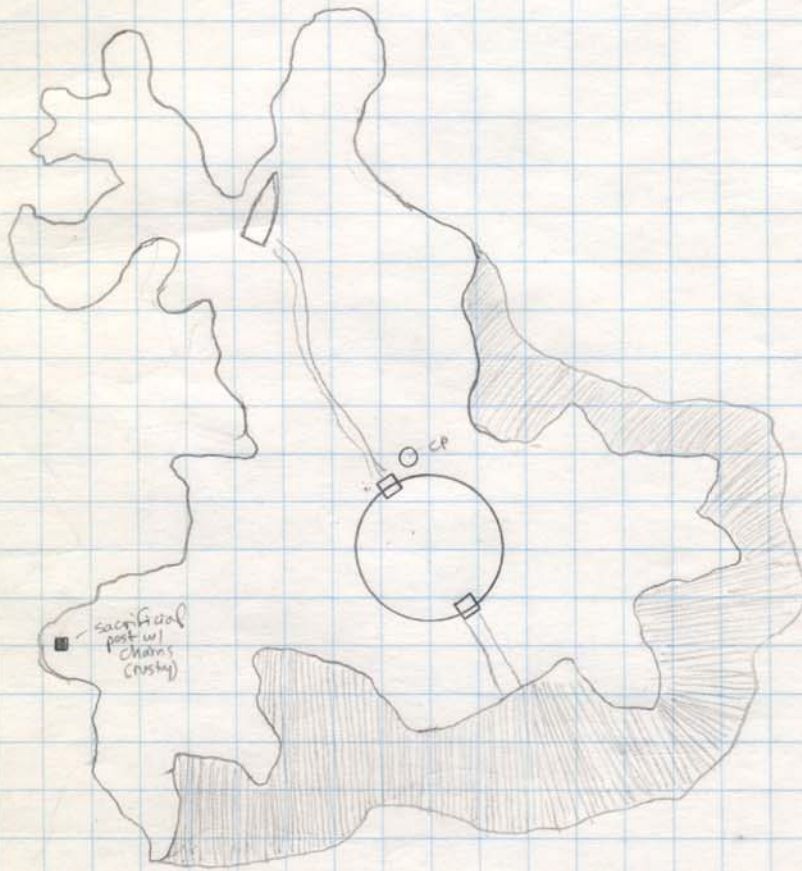
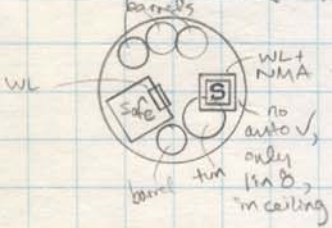


# Sorcerer's Isle

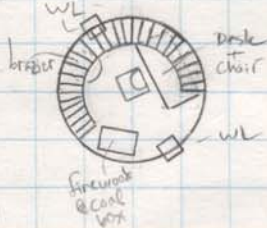
1 square = 5 feet



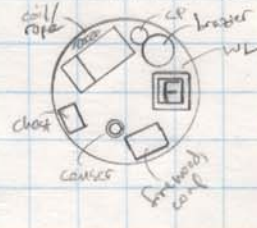
Secret Root Cellar (-10')



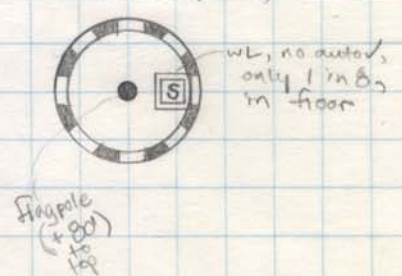
Ground Floor



Second Floor (+15')



Roof (+30')



3/13/2011 The Black Reservoir  
10:46 PM

Key	Monster	1	2	3	4
R1-4 <sup>1</sup>	Raft: R1-4 dB: 1-3 R1, 4-5 R2, 6 R3, 7 R4, 8 no raft				
P1-3 <sup>2</sup>	Punt: P1-3 dB: 1-3 P1, 4 P2, 5 P3, 6 roll twice (roll 6s again, too)				
Depths	3				
	4	Aquamarine 0-15'	Surface WM:	1 in 6, √ ea 3 turns	3d6-2
	5	Light Blue 16-35'		1 in 6, √ ea 2 turns	<del>3d6</del> 3d6+2
	6	True Blue 36-60'	Uwater:	1 in 8, √ ea 2 turns	3d6
	7	Ultramarine 61-100'	= reduce rate of vs by 1 turn	1 in 8, √ ea 2 turns	3d6+4
	8	Indigo Blue 101-150'		1 in 8, √ ea 3 turns	4d6
	9	Violet 151-250'		1 in 8, √ ea <sup>3</sup> / <sub>4</sub> turns	4d6+2
10	Purple 251- <del>300</del> '		1 in 8, √ ea <sup>3</sup> / <sub>4</sub> turns	5d6+4	
11					

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3/19/2011

## The Black Reservoir - Wandering Monsters

## - The Shallows -

3d6	1	2	3	4	
Die Roll	Monster / Enctr	#	AC / HD	HP	#AT / D Special
1	<sup>1-4</sup> Rogue Wave / <sup>5-6</sup> Buried Treasure	1			
2	Giant Crayfish	1-4	4 / 4+4	30, 26, 24, 27	2 / 2-12x2 Surp 1-3
3	Trapper	1	3 / 12	59	
4	<sup>1-4</sup> Black Pudding / <sup>5-6</sup> Grey Coze <sup>BP 1-4</sup>	90 1-3	6 / 10	50, 58, 55, 48	1 / 3-24 MM 10
5	<sup>1-3</sup> Eels / <sup>4-6</sup> Jellyfish <sup>Eel 1-3</sup>	1-3	8 / 3+3	24, 16, 16	1 / 2-16 MM 49
6	Sandbar / Shoals / Reef		9 / 2	8, 9, 5	1 / 1-3 Joint mms
7	Piercers	1-12	3 / 1+6		1 / 1-6x6
8	<sup>1-4</sup> Fish / <sup>5-6</sup> Flying Fish				
9	Giant Crabs	1-6	3 / 3	13, 9, 19, 8, 10, 14	2 / 2-8x2 Surpl-
10	<sup>1-2</sup> Bats / <sup>3-5</sup> Stingrs / <sup>6</sup> Pteranodons	3-12	8 / 1+1	9, 5, 6, 5, 7, 4	1 / 1-3 AT as 4HD
11	Giant Crabs - Albino	1-4	0 / 3+3	23, 16, 19, 21	2 / 2-10x2 Surp 1-3, Spell Turn, Swallow on 20
12	Giant Gar	1-2	3 / 8	46, 40	1 / 5-20
13	Giant Water Spider	1-6	5 / 3+3	15, 12, 20, 15, 20, 13	1 / 1-4 Poison Save vs Poison Hypnosis
14	Floating Eye (@ re-roll w/ +2)	1-3	9 / 1/2	3, 2, 1	
15	Masher	1-2	7 / 8	51, 40	1 / 5-20 Pen Spines AT as 6HD save vs Poison carry off 200 st
16	Water Weird	1	4 / 3+3	13	Drawn
17	Pteranodons	2-12	7 / 3+3	16, 17, 8, 14, 16, 21	3 / <del>1-10</del> 2-10x2 200 st
18	Sea Snake	1	5 / 8	48	2 / 1-6 / 3-10 constrict
19	<sup>1-3</sup> Black Pudding / <sup>4-6</sup> Grey Coze				
20	Rogue Wave				
21	Sea Hag	1	7 / 3	22	1 / 1-4 lag Fright = lose 50% swim down 90% 3/day - Same vs RR
22	<sup>1-4</sup> Message in a Bottle / <sup>5-6</sup> Submarine				
23					
24					
25					
26					
27					
28					
29					
30					
31					

3/19/2011

The Black Reservoir - Wandering Monsters  
- The Depths -

AVIARD EFFICIENCY LINE® 22-208

4d6 Roll	Monster / Enctr	1	2	3	4	Special	
1							
2							
3							
4	Whirlpool	1					
5	<sup>1-2</sup> Bats / <sup>4-6</sup> Stirges						
6	Pteranadons						
7	Black Pudding / Grey Ooze						
8	Piercers						
9	Giant Crayfish						
10	Giant Water Spider						
11	The Black Sorcerer						
12	Lacedons & Tsagadons	L 2-24 Ts 2-8	6 / 2+3 4 / 4+3	17, 11, 12, 14, 9 21, 25, 24, 23	3 ♀ 1-3x2/1+6 3 ♀ 1-4x2/1-8	paral paral, stand	
13	Giant Pike	1-4	5 / 4	24, 28, 20, 28	1 ♀ 4-16	Surp 1-4	
14	Pteranadons / Piercers						
15	Ghost	1	0 / 8	10+3	57	1 / Aging	Seas
16	Wraiths	1-6	4 / 5+3	38, 29, 27, 33, 32, 39	1 / 1-6+11vl	fear; silver or magic to w Surp 1-3, psn strands AT as 12 HD	
17	Sea Maw	1	0 / 10	68	1 / 5-20	psn strands AT as 12 HD	
18	Water Weird ( <sup>1-2</sup> std / <sup>4-6</sup> big)	1-3	4 / 6+6	29, 47, 41	1 / 1-4 +	Drown Poison, immu to cold	
19	Sea Snake ( <sup>1-2</sup> std / <sup>4-6</sup> Amph.)	1-2	3 / 12	79, 44	2 / 2-8x2	Surp 1-3, 6 psn strands swallow on	
20	Sea Hag <sup>1-2</sup> / Sea Maw <sup>3-6</sup>	1	-4 / 16	89	1 / 8-32	19-20 / 20 Surp 1-4, 10' snap attack	
21	<del>Sea Hydra</del> Dinichtys	1-2	7 / 10	78, 49	1 / 5-20		
22	Giant Snapping Turtle	1-2	0 / 5	10	60, 42	1 / 6-24	
23	<sup>1-4</sup> Reef / <sup>5-6</sup> Wreck						
24	<sup>1-2</sup> Dragon Turtle / <sup>3-6</sup> Plesiosaurus P.	DT: 1	0 / 13	71	3 / 8-12x2/4-32	bw	
25	<sup>1-4</sup> Sea Hydra / <sup>5-6</sup> Lank Germ w/ Sea Maw	SH: 1 SH: 1	7 / 20 5 / 14	121 112	3 / 2-12x2/5-20 14+2 / 1-12x14+3-10x2 (frakes)	Constrict	
26	Sea Hydra / Plesiosaur	P: 1	3 / 8 5 / 20	56 160	2 / 1-6 / 3-18 20+2 ♀ 1-20x20/3-12x2 (frakes)		
27	<sup>1-3</sup> Mottled Worm / <sup>4-6</sup> Whirlpool		7 / 20	121	3 ♀ 2-12x2/5-20		
28	<sup>1-4</sup> Special / <sup>5-6</sup> Whirlpool						
29							
30							
31							

Key	Monster/ Enctr	1	2	3	4
The Crab Shallows	1 Giant Crabs				
	2 Giant Albino Crabs - have spell turning of 50-100% (d6+4)				} no treasure, tho albino carapace retains ST props. & 2d6 days to death
The Gulch	3 A series of large caves; labs of:				
	4 - more crabs				
	5 - sea hag (see WM); treasure: 5000 sp, 2000 ep, 16,000 gp, 1 tiara 9000 gp				
	6 - 3 <sup>big</sup> water weards; treasure: 2000cp, 2000 sp, 2000 ep, 6500 gp, 20 gems, 2 jewelry, Qual's F. Token - Anchor				
	7 - giant water spiders; treasure: 1) 19 cp, 6 sp, 7 ep, 3 ge, 4 pp; 2) 12cp, 5 sp, 11 ep, 6 sp, 6 pp				
	8 3) 7cp, 14 sp, 10 ep, 8 ge, 2 pp, gems 50 gp, 250gp, 750gp				
	9 4) 11cp, 9 sp, 2 ep, 5 ge, 6 pp, gems 500 gp, 2000 gp				
Trapper	10 treasure: 20,000 gp, 1700 ep, 2 potions (H2O breath x4, poison), 2 scrolls (prot by magic; 3 cleric spells: CLW x2, slow poison at 12 <sup>th</sup> ); Large Shield +2, Belt of Staying Thieves				
Secret Cave	13 rotten stones in barrels, 2 wren racks w/ leather, spears, arrows, bows, javelins = all traps				
The Cage	15 Careful searching reveals a lever to lower the hexagons & to open the cage; roll 1d6: 1 = lowers that pillar, 2-4 = lowers that pillar + adjacent 2, 5-6 = lowers all				
	17 - Sea Hydra treasure: 7000cp, 2000 sp, 6 gems (50 gp x 2, 100 gp, 1000 gp, 5000 gp), +2 bastard sword				
Wraiths	19 treasure: 11,000 sp, 6000 ep, potion of vampire control, scroll of prot +1, wand of illumination (51 Δ), scroll of 7 spells: powerword kill, incendiary cloud, mass charm, gas, wizard eye, dimensions door, blink				
Mottled Worm	21 1000 cp, 3000 ep, 3000 gp, 17 gems (25 gp x 6, 50 gp x 3, 100 gp, 500 gp x 2, 1000 gp x 4, 10,000 gp), 7 arrows +3, potion of longevity, helm of brilliance w/ 3 diamonds, 12 rubies, 14 fire opals, 29 opals				
Dragon Turtle	24 11,000 gp, 5000 ep, 24 gems (25 gp x 7, 50 gp x 5, 100 gp x 8, 500 gp x 4, 1000 gp), 14 jewelry worth 76,000 gp, 4 potions (elixir of life, red dragon control, cursed gaseous form - perm, fire resistance <sup>x2</sup> ), 3 scrolls (protection from angels; CLR: raise dead x2 at 14 <sup>th</sup> ; illusionist: twisted tongue, phantom vessel, reality maelstrom at 16 <sup>th</sup> ), ring of invisibility & inaudibility, ring of prot +2/+4 on saves, rod of beguiling (27 Δs), rod of cancellation, jewel of attacks, short sword +3, l.sword +1/+3 vs. reptiles, axe - flametongue, 3 sling bullets of slaying: MUs, golems, sea monsters				

Key	Monster/ Encounter	1	#	2 AC/HD	3 HP	4 #Att/D	Special
Das Boot	A barren rocky isle with a wrecked ship (pirates) — the crew turned to cannibalism & all became Lacedons & Tsagedons, w/ the Ghost being their first victim, a beautiful Suel princess/hostage (she cannot rest until all of the ghouls & ghosts have been destroyed)						
Marut Senthels	2 marut carved/formed as 30' tall demonic titans w/ bat wings, 3 horns, barbs, hooves, bristly fur — The marut stand/crouch forbiddingly preventing access to the still falls for the main BR chamber; the gate they used to guard, however, has moved & is now not behind the falls, instead in the dry cave to the N of Sorcerer's Isle	2		-5/20	145, 133	4 ccbt of 7-10x2/5-15/1-6	
The Bliathouse	This lighthouse stands 110' tall & sends out a cone of darkness, malaise, & disease in a 100' radius; save vs. Poison or be afflicted w/ Black Reservoir Lung Rot, or some other horrible wasting disease (fatal in 1d10-2 days); the "light" is currently shut down; the lighthouse itself is sacred to Incabulos & features carvings, bas-reliefs, statuettes, etc. of daemons, disease, wasting away, etc. * WM vs are reduced in frequency by 1/2 while in its radius if the light is reactivated						
The Gate	A giant demonic mouth/maw w/o face/head — w/in the fangs/teeth seethes a gate to 1) <u>The Pandemonium</u> , 2) <u>The Wall of Blades</u> , 3) <u>The Abyss</u> - 101 - <u>The Endless Enigma</u> , 4) <u>Wonderland/Neverland (100 Acre Wood)</u> , 5) <u>Babylon 5</u> , 6) The gate is ringed & circumscribed w/ a gold & silver & cold iron inward → a nested (from inner to outer) novagram, hexagram, pentagram The gate is active, activated by walking thru (std), always on but cycles w/ the new moon b/n destinations, sweetness = incapacitating & exuded aura reaches out 80' (decreasing in impact per 10'), symmetry - std, temporality - std, gate is two-way, untrapped, no usage restrictions						
Ropers	The sea maws worship the gate's "maw" & will defend the entrance to the gate cavern						

# ADVANCED D & D™

## Non-Player Character Record Sheet

godog's *graypunk* CAMPAIGN NUMBER            #           

**The Black Sorcerer**

self

NAME: The Black Sorcerer PRESENT EMPLOYER:             
 CLASS: MU LEVEL/HIT DICE: 13<sup>th</sup> HIT DIE TYPE: d4  
 RACE: Human ALIGNMENT: Chaotic Evil  
 PATRON DEITY:            RELIGION:           

### ABILITIES:

9	S	-	OPEN DOORS	1-2	BEND BARS/LIFT GATES	1%	12"	MOVE	SPECIAL MOVE	POISON	(11)
18	I	55	% KNOW SPELL	9	MIN SPELL	18			MAGIC RESIST.	PETRIFY	(9)
15	W		SPELL BONUS		SPELL FAILURE				IMMUNITIES	RODS, ET AL	(7)
15	D		WISDOM		REACT ADJ.				SAVES ADJUSTMENTS:	BREATH	(11)
16	C	95%	RESURRECT. SURVIVAL		SYSTEM SHOCK	96%			+1 wis	SPELL	(8)
12	CH		CONSTITUTION		MAX HENCH				+2 rina/prot		

PSIONICS: Nil

MORALE: LOYALTY/OBEDIENCE LISTENING: 3 in 20 VISION: 24"/12" infra  
 DETECT: almost everything, usually

LANGUAGES: Common, CE, Sueli, Dryad, Abysmal, Cold Dragon



### \*COMBAT\*



DEX. ADJ. +1 MAGIC ADJ. +2 BASE AC 10 none (rins +2)  
 HIT POINTS 67 CONST. ADJ. +2 HD: 4, 9, 2, 4, 3, 4, 4  
 IMMUNE SURPRISE 1 REAR ATTACKS ADJ. - WOUNDS -  
 # ATTACKS 1 RATE OF FIRE 3 WEAKNESSES/FEARS - GRAPPLING - OVERBEARING -

WEAPON	MAG. ADJ.	ROOM RANGE	SPEED	ADJUSTED SCORE TO HIT	ARMOR CLASS	S.M/L	DAMAGE
staff							1-6/1-6
dagger							1-4/1-3
dart		15/3/4/5					1-3/1-2

TURNING UNDEAD/GOOD: Nil  
 SKELETON ZOMBIE GHOUL SHADOW WIGHT GHOST  
 WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

SPECIAL ATTACKS:             
 SPECIAL DEFENSES: robe of eyes; serpentine owl sentry  
 TACTICS:             
 SPECIAL ABILITIES:           

AGE 47 MAGICAL AGE 37 SEX M HAIR black EYES black  
 HEIGHT/LENGTH 5'10" GENERAL APPEARANCE non-descript SOCIAL CLASS (IF ANY)            STANDING (IF ANY)             
 WEIGHT 130# HATRED/ENEMIES Evil, thieves in gen. DESIRES/LOVES           

THIEVING SKILLS: Nil

PICK POCKETS	OPEN LOCKS	REMOVE/ FIND TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES
0/0	0/0	0/0	0/0	0/0	3 in 20	0/0	0/0

\*TRY ONCE ONLY PER LOCK OR TRAP

### SPELLS

SPELLS/LEVELS

	5	5	5	4	4	2	7TH	8TH	9TH
1 <sup>st</sup>	Read Magic	Magic Missile	Shield	Screen Sense					
2 <sup>nd</sup>	Nystul's Magic	Spider Climb	Write	Charm Person					
3 <sup>rd</sup>	Prot. f. Good	Affect N. Fires	Comp. Lang.	Push					
4 <sup>th</sup>	Detect Magic	Mirror Image	ESP	Locate Object					
5 <sup>th</sup>	Detect Good	Wizard Lock	Pyrotechnics	Detect Evil					
6 <sup>th</sup>	Ray of Enfeebl.	Stinking Cloud							
7 <sup>th</sup>	Infravision	Clairvoyance	Prot. f. N. Miss.	Feign Death					
8 <sup>th</sup>	Gift of Wind	Fly	Water Breathing	Dispel Magic					
9 <sup>th</sup>	Dimension Door	Fire Charm	Minor Globe	Charm Monster					
	M. Summon II	Confusion	Ench. Weapon						
	Army Water	Foiblemind	Cloudkill	Stone Shape					
	Teleport								
	Glasses	Chiluk's Fr. Sp.	Project Image						

MAGICAL ITEMS/COMPONENTS: robe of eyes scroll: timestop at 19<sup>th</sup>  
 potions: healing (2), human control, levitation (2), ring +2;  
figurine - serpentine owl (black) - "Harry"  
 SABB: longsword +3 (glows always, NSA),  
potions of frost giant str.

### DEBTS/OBLIGATIONS:

FACTS & TRAITS:

scant	neurotic	cruel/cold	arrogant	haughty
brilliant	hard-hearted	avg	avaricious	energetic
intellect	nature	thrift	materialism	energy
lustful	truthful	fearless	zealot	collector-books, scrolls

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION	WT.

ENCUMBRANCE: STR. ADJ.            CAPACITY VS. MOVE RATE:            TOTAL CARRIED           

WAGES: MONTHLY            ADVENTURE            BONUSES            CONDITIONS           

WEALTH: WEIGHT: <u>          </u> TOTAL: <u>          </u>	EXPERIENCE POINTS: <u>          </u>
COPPER— <u>2000</u>	GEMS— <u>12,000 gp worth</u>
SILVER— <u>1000</u>	JEWELS— <u>          </u>
ELECTRUM— <u>1000</u>	MISC— <u>books/lab - 42,000 gp worth</u>
GOLD— <u>3000</u>	OTHER... <u>          </u>
PLATINUM— <u>500</u>	TOTAL <u>          </u>

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

#	NAME	RACE	CLASS	LEVEL	#	NAME	RACE	CLASS	LEVEL

LOCALES FREQUENTED: The Black Reservoir

WHERE	TIME/CONDITION	NAME	DUR.	NOTES



## **El Cabodor** ("the sea maw")

FREQUENCY: *Rare*

NO. APPEARING: 1-3 | 1-2

ARMOR CLASS: 0 | 0 to -4 (see below)

MOVE: 3"/9" | 3"/12"

HIT DICE: 8-12 | 12-16

% IN LAIR: 75%

TREASURE TYPE: *See below*

NO. OF ATTACKS: *6 poisonous strands, 1 bite*

DAMAGE/ATTACK: *Varies by size, see below*

SPECIAL ATTACKS: *6 poisonous strands*

SPECIAL DEFENSES: *Disguise ability, immune to lightning, half or no damage from cold (but very susceptible to fire)*

MAGIC RESISTANCE: 80%

INTELLIGENCE: *Highly to Exceptional | Exceptional to Supra-Genius*

ALIGNMENT: *Chaotic Evil*

SIZE: *L*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

The aquatic roper goes by various names among sailors, including "el cabodor" (and sometimes "la cuerdadora" for the smaller versions), and "the sea maw." Both freshwater and salt water varieties are known to exist, with the salt-water versions being even larger and more fearsome than their land-bound cousins:

Fresh Water: AC 0, Mv 3"/9", HD 8-12, Bite Damage 4-16 (8-9 HD)/5-20 (10-12 HD), Int High to Exceptional

Salt Water: AC 0 to -4, 3"/12", HD 12-16, Bite Damage 5-20 (12 HD)/6-24 (13-14 HD)/7-28 (15 HD)/8-32 (16 HD), Int Exceptional to Supra-Genius

Both versions are able to swim more quickly than they can walk. Older salt water ropers (14 or more HD) are often (65%) covered with barnacles and other crustaceous accumulations that improve their AC by 1-4 places (AC base 0 - 1d4). Like their land-based cousins, los cabodores prefer to lair in subterranean caverns, as well as kelp beds, coral reefs, and just below the surface of the sea floor. From these locations they can remain well-camouflaged and strike at their prey (they usually surprise 1-3 in these conditions).

The sea maw has the same special abilities and vulnerabilities as the standard roper, although being immersed in water strongly mitigates their weaknesses against fire (unless they lair in air-filled aquatic caverns, of course). Some aquatic ropers have been reported to have as many as 12 strength-draining tentacles, while others have been reported with virulent poison that drains strength even more quickly and for a longer duration. Such rumors have never been proven to be more than sailors' tales, however.