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T H E F A M O U S
F I V E A N D
O N E

The official AD&D® module of
Win-Games VI. Written by Jeff
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The Famous Five and One

The messenger had obviously been exhausted when she entered the royal dome. Still her message was clear. The village she came from was being decimated by a voracious morkoth. Many made the sign to avert such evil, but something had to be done. What happened wasn't very cheering. You and five other guardstah had your leaves cancelled and were dispatched to deal with threat. So it's up eels and away, as it often is in the guard. Still it beats herding fish.

The messenger returned with you to her village where the situation was made somewhat clearer by a speckled elder with flaking scales. 'Until recently this morkoth was no trouble. Once a week we would herd tuna up that way and he would leave us alone. Then 17 brights ago sahaugin started showing up and causing trouble. Well we got the miltia out and were badly beaten, with a lot of good thah ending up as shark bait. That's when we sent the messenger. Since then things have gotten so bad that we're afraid to tend the kelpfields. More sahaugin have showed up too. That Morkoth has got something kind of funny buisness going, and no doubt about it.' Some questioning determines that maybe 20 sahuagin and half a dozen sharks were in the battle, with maybe twice that number around now. After answering any other questions, the villagers direct you the morkoths cavern complex, also warning you to stay away from the large weed filled grotto which is known to harbour an Eye of the Deep.

The survivors of the village line up and watch you mount up and plunge off, sending their best wishes with you.

Journey to the Morkoths Caverns

Terrian (1 hex=1") Weed - are 6" tall visual range is 4" and all movement is at 50% (except for Eye of the Deep which is normal) Mud - on the 2nd rd. of combat within 2" of mud hex, mud reduces visual range to 4"(2" in weeds).

Tunnel - vision restricted to line of sight. Progression is single file (no eels).

Combat is at -2 due to darkness.

Notes

Lightning - treat lightning as a fireball, (5 hex diameter, fills 19 hexs). Gets 3 targets unless otherwise stated

Sharks (frenzy) - once a shark has less than 10 H.P. it will attack

the nearest target. Sharks will always attack the eels when options are similar.

Hold Person - will work on Sahaugin and Morkoth.

Journey to the Morkoth's Cavern

As you leave the domes of the village you pass over the kelp fields and into slightly rougher land beyond. Another hour of brisk swimming brings you into some very broken and weed filled volcanic terrain. Off to your left is the grotto the villagers warned you against. (Optional encounter.) At this point you swim closer to the surface to follow the landmarks the villagers gave you. Keeping a careful eye in this prime ambush country you are still caught off guard by a swarm of quarrels leaping up at you from a dense patch of weeds at the base of one of particularly tall and forboding cliff (encounter 1). Having finished of the Sahaugin another two hours of hard riding brings you into the area of the Morkoth's cavern.

Entering the Morkoth Cavern

A large guarded entrance is the first thing the group sees. It is guarded by Squad#3 and a portugese man of war at the entrance proper. The compulsion to just swim right in strong so the group now has the option to use there emok. Emok is an emotion numbing drug wich renders the user immune to such things as charms, fear, etc. It has the unfortunate side effect of adding one point of damage to every hit you take. Each character also has an antidote.

[If a character does not take his emok he must save every round vs. spell or be hypnotised, and then walk into the nearest entrance (could actually be useful), and then heading straight for the morkoth. This holds true even if you wait till your inside then take you antidote.]

[if the party exercises any stealth at all they can circle the area and spot one entrance at the top (which has sharks from Squads #4,5 and 6 there) and a second weed filled entrance. The other three entrance can only be found by a hypnotised PC or from the inside.]

The PC's soon realize that eels won't fit in the tunnels. If they leave their eels behind they'll gain one surprise round with either the sharks or Squad#3, but the eels won't get in the fight. (encounter #2).

Optional Encounter

Eye of the Deep

AC=5 , Mv6, HTK+80(12hd),THAC(0)=13
Atks+2,Dam=2d6,Special - Main eye - stun cone(3"x2"base,save
or 2d4 rnds). both minor eyes - cast imp. phantasmal force
or minor eye#1 - hold 1 person (-3),6" range
#2 - hold 1 monster (-3),6" range

Any turn an eye is used,the eye may not meelee combat.Hold
monster may also hold person.

The Eye of the deep will hide itself in the mud at the bot-
tom of the groto and cast an illasion of itself. this illu-
sion will attack the party as soon as they enter the weeds.
If any members of the party searches the mud they will spot
the real Eye. If the first eye is slain a second illasion-
ary Eye will appear. Terrain = Weed and Mud

Inside the Morkoth Cavern

Once inside the cavern quickly into a twisting maze of tunnels. You quickly lose all sense of direction and proceed more or less at random.

[Outside of getting luck on rolls you can also find the maze center by following a hypnotized member, who will take the most direct route to the Morkoth. The maze itself is a flow chart progression. When you leave each box you roll a D6 and follow that arrow. An augury will eliminate one passage or confirm a correct choice (all auguries work correctly for this). Encounter #3 can be met any number of times, the others can only be fought once, though the aftermath will be passed thru 33% of the time. If the PC think to mark their route they get a -1 on the D6 roll, when you leave each box, for each previous time they've passed thru it. Hypnotized members are always the last PC to be attacked. Should the PC's exit the caverns, they will have to fight any unfought encounter at that exit.]

For a short period you follow a main tunnel but you come to a small cavern with (2 or 3) tunnels leading out. You choose one and proceed on. [Mention whether passing thru coral or basalt.]

Encounters

#1

Squad #1 is hidden in the weeds at the cliff base. Squad #2 is hidden on the cliff top. There are weeds at the base of the cliff base.

Surprise Round - Squad #1 fires at PC's at(+0)(range=6")
round #1 -Sahagin win, squad#2 delays

Squad #1 firres at the PC's

PC's go-Squad #1 are in area effect of lightning(if PC's retreat or state watching clifftop ,they spot Squad#2)

Squad#2 moves above PC's Round#2-PC's win(will spot -squad#2 if conditions met)

-sahaugin go-Squad#2 will use nets at(+2) if not spotted
Round#3+ - resolve as normal

if PC's retreat follow firing 1 crossbow for every 2 sahaugin alive. After the first round lightning,you can get max of 3 targets in area effect

Some how , no matter how contrived,the PC's will get at least 1 prisoner. This prisoner, while making blustering threats,will reveal that the boss is expecting Duke Skrongo next bright to sign an alliance that will fix you dumb Lorcathah but good. -if questioned about the boss he will suspiciously shut up. (the PC's know that Duke Skrongo is a near by Sahaugin noble, and that he is extraordinarily cautious, to the point of cowardice. It is likely that if he has no one to lead him, he will retreat back to his stronghold. Perhaps a good idea especially with the present sour relations with the Tritons. Nobody wants a two front war.)

#2

If the party has left the eels behind they gain an automatic surprise round. Otherwise the sharks/sauhaugin gain initiative the first round (even if surprised last round). Finish combat normally. The third entrance is blocked by strangle weed. First person in line is grabbed. Takes D6/round until somebody cuts him free. This entrance cannot be passed.

Encounters

#3 Moray Eels

AC=9 MU=12 HD=2 THAC(0)=16

Attacks=1 Damage=D6

Special- after 1st hit make no roll but do automatic D4 til dead.

1st Enc HTK=11 12 13 14

2nd Enc HTK=10 11 12 13 14

3rd Enc HTK=12 13 14 15

4th Enc HTK=16

5th Enc HTK=12 13 14 15

6th Enc HTK=15 15 (7th Enc goto 1st)

As the party passes thru this section they are attacked by the eels. Each eel rolls to see who it attacks. PC's can attack into the adjacent hex only. Automatic initiative on 1st rnd.

#4 Lurker

AC=6 MU=6 HTK=60 (10HD) THAC(0)=auto hit

Size=Large Attacks=1 Damage=D6+2 Special- always hits

As you swim down the tunnels, the tunnel walls suddenly collapse and constrict around the lead character. [Ask the lead character what he is doing. If he draws a dagger he may fight normally.] A lurker has enveloped the point man. Only the 2nd man may melee attack. The point man may successfully cast a spell if he saves vs poison, otherwise the spell is wasted. Automatic initiative on 1st round.

#5 Bran MacBran, his rhino, Squad #4

Lately you've been encountering air pockets in this section of basalt tunnels. Some of them quite large. So far you've just run across them but as you approach the next you hear a fair amount of noise. The lead man cautiously pokes his head above the surface and then ducks in time to avoid a burning object which flies by his head and lands hissing in the water. You see a figure struggling in a net with 3 Sahaugin stabbing at it, while another 3 Sahaugin are fighting a large 4 legged animal.

Encounters

#5 cont.

PC'S GET SURPRISE 1ST ROUND

[The group will not be spotted until they act against the Sahaugin. Each round they don't intervene Bran MacBran takes D6+6 hits. The Rhino takes D6+6 hits and a random Sahaugin takes 2D6. The object that fell in the water is Bran MacBran's flaming two handed sword (+3 vs water based). The Rhino will attack the nearest target to Bran as long as he is entangled, after that Sahaugin only. Once the PC's intervene Bran can free himself of nets in 2 rnds. He will try and retrieve his sword first. After the combat, 1 random PC will happen to speak Bran's language. Bran was transported here by a wizard. He wants to help reach the surface. The only thing Bran can do for the group is hand his Periapt of Wound Closure around.]

#6

As you approach the next corner you hear several Sahaugin talking. It appears that they're cutting something to pieces. [The round the PC's attack they have initiative. They are in a large waterfilled chamber that has butchered fish and Locathah scattered about it. Squad #5 is here and spends their 1st round preparing weapons.]

#7

As you move down this section of tunnel you notice that more and more tunnels are converging and that the tunnel is getting larger as a result (2 people wide). Finally the tunnel opens into a much larger space. This cavern is a rough sphere about 100 feet in diameter. The top 30' is an air pocket. The party is about 30' up from the bottom. In about the exact center of this cavern is a dim, shadowy figure you recognize as a Morkoth (save vs charm(-4)). A long chain descends from the ceiling to him. Scattered about the room are 6 Sahaugin (Squad #6).

[A maximum of 3 figures can be caught in an area effect spell. If one is the Morlock remember its spell reflection. The Morlock will only fight someone who melee attacks it. The Ixit starts against the wall above the tunnel entrance. The 2nd round it fights normally (spells) and with surprise if no PC has looked that way.]

Sahaugin Squad

1 Sargeant, 5 flunkies, 2 Large Sharks

AC= 3/5/6 MU= 12/12/24 HTK=30(5hd)/30(5hd)/40(6hd)
THAC(0)=15/16/13 Atks=1/1/1 Damage=D6+3/D6+1/2D6+1

Armed with Xbow, Trident, War net (as/PC)

Squad #1	30	13	14	15	16	17	40	35
" #2	30	13	14	15	16	17	40	35
" #3	30	13	14	15	16	17	40	35
" #4	30	13	14	15	16	17	40	35
" #5	30	13	14	15	16	17	40	35
" #6	30	13	14	15	16	17	40	35

Morkoth

AC=3 MU=18 HTK=50(7hd) THAC(0)=13 Atk=1 Damage=2D6
Special- (-4) charm within 6" radius
- home is hypnotic structure, save or take direct route
into interior to Morkoth
- reflects all spells cast at it unless simultaneous
dispell magic cast

Ixitxachitl

AC=4 MU=12 HTK=70(12th lvl Cleric) THAC(0)=9
Atks=1 Damage=2D6+2 Size=Large
Special - vampiric - drains 1 level (FTR then MU/CLR)
- regenerates 3 per round
- saves at 12 level cleric

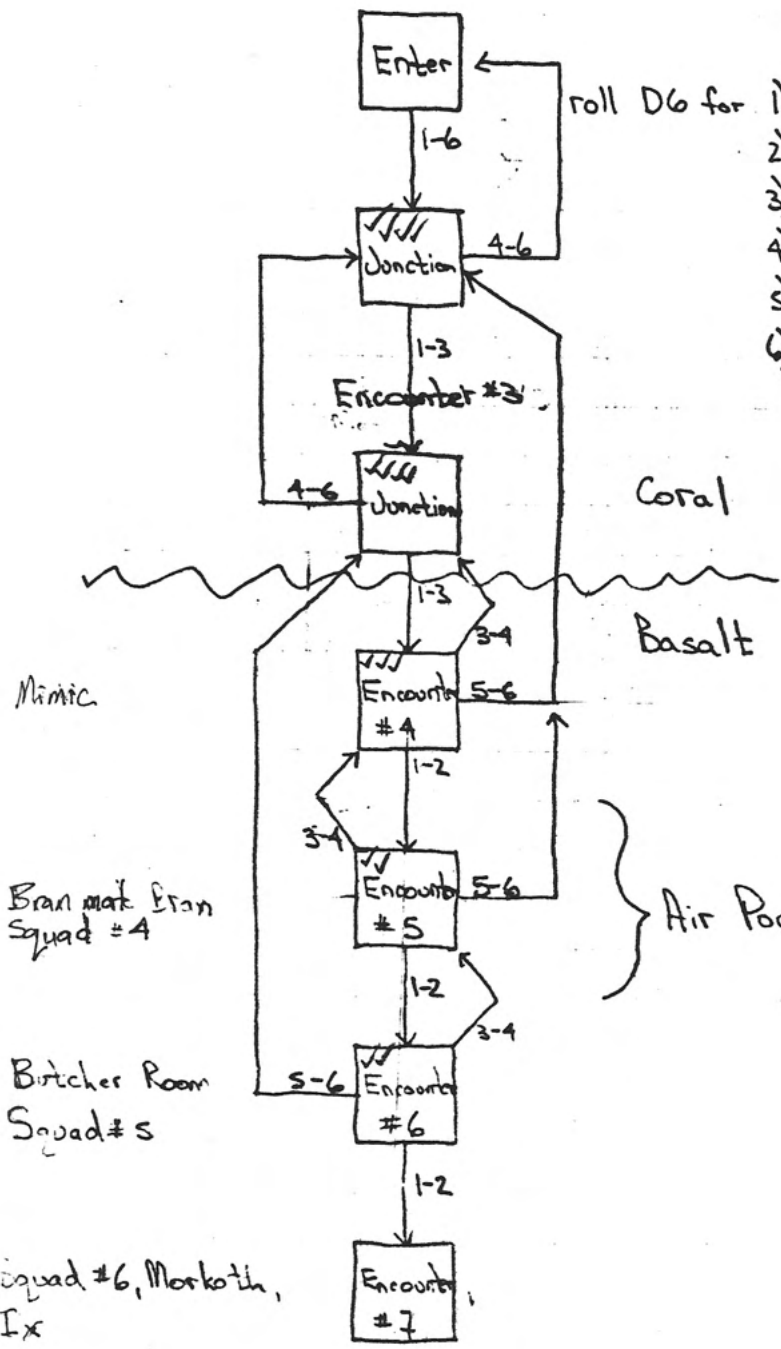
Spells

- 1) Sanc, Fear, Fear, Resist Cold, Det Good
- 2) HoldP, HoldP, Res Fire, Sil 5'r, Det Charm
- 3) Animate Dead, Dis Mag, Dis Mag, Curse, Blindness
- 4) Neut Poi, ChP, ChP
- 5) Make Dead, Plane Shift
- 6) Harm, Heal

Inside the Markoth Cavern

Squad #3
Sharks

- roll D6 for
- 1) main entrance
 - 2) top entrance
 - 3) strangle weed - blocked
 - 4) hidden
 - 5) "
 - 6) "



Mimic

Brain mark Bran
Squad #4

Butcher Room
Squad #5

Squad #6, Markoth,
Ix

Coral

Basalt

Air Pockets

Locathah Fighter Cleric

STR 17	Level 6	Align N	Saves
CON 16	Exp 50,000	God Straasha	Poison 9
DEX 15	Hits 60	HT 5' 9"	Pet/Para 12
WIS 14	AC 2	WT 120lb	RSW 13
INT 14	THAC(0) 15	Attacks 1	Breath 13
CHA 14		Move 9"	Magic 14

WEAPONS

+2 trident D6+1/2D6+1
Ag lance 2D6/3D6
Ag Xbow D6/D6 3/6/9
War Net (spec)
Bone Dagger D3/D3

EQUIPMENT

+1 Bone Scale
1 Potion healing 3D6+3
+1 ring
Emok Herb (antidote)
20 Bolts
Extra War Net

Languages: Locahahi, Mermish, Aquatic Elvish, Sauhauginian, Triton

SPELLS: CLW,CLW,CLW,CLW,Light,Augury,Hold,Hold,Dispel Magic,Prayer

Mount

Giant Eel
AC 6,Hits 30 (5HD)
1 atK for 3D6
THAC(0)=15

War Net

Range 3 Hexes, Connected by thong to wrist. A hit immobilizes for D6 rds. (unless save vs. poison made), or can be cut free in one rnd. May still cast spells. May only used once every other rnd. It must be released on a Successful hit.

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CON 16	Exp 50,000	God Straasha	Poison 9
DEX 15	Hits 60	HT 5' 9"	Pet/Para 12
WIS 14	AC 2	WT 120lb	RSW 13
INT 14	THAC(0) 15	Attacks 1	Breath 13
CHA 14		Move 9"	Magic 14

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Locathah Fighter MU

STR 17	Level 6	Align N	Saves
CON 16	Exp 50,000	God Straasha	Poison 11
DEX 15	Hits 48	HT 5' 9"	Pet/Para 11
WIS 12	AC 2	WT 120lb	RSW 9
INT 16	THAC(0) 15	Attacks 1	Breath 13
CHA 14		Move 9"	Magic 10

WEAPONS

+2 trident D6+1/2D6+1
Ag lance 2D6/3D6
Ag Xbow D6/D6 3/6/9
War Net (spec)
Bone Dagger D3/D3

EQUIPMENT

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1 Potion NEUTRALIZE POISON
+1 ring
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SPELLS: MM,MM,MM,LIGHT,MIRROR IMAGE,WEB,LIGHTNING,LIGHTNING

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