



(One hex = 50')

This adventure is based on the short story "The Black Reservoir" by Gary Gygax, 1975

This adventure is intended as a level in a larger dungeon, but could be used as an independent locale. If used with **Castle of the Mad Archmage™**, area A is at the bottom of the staircase found on level 3, area #23, after some twists and turns. The ceiling is at least 50' high, and the air is damp and echoes over the water. There is a slight current; water comes in from an underground river to the northwest, and out to the northeast. Freshwater fish live in the water, most of which are harmless.

- A. Entry. A long narrow staircase deposits the PCs at this point. They are on a ledge some 3' above the surface of the water. A few feet to the west, a large (10'x14') raft is moored to the ledge by an iron ring.
- B. Another staircase goes up here, to another dungeon level.
- C. Giant crab.
- D. Water. The water is cold and immediately drops off to more than 30' deep in most places.
- E. Hexagonal pillars. Every fifty feet or so (as marked on the map) is a hexagonal stone pillar that reaches up to the ceiling. They are not perfectly spaced.
- F. Empty space. Careful observers will note that there are two pillars missing here; they have fallen into the water. A giant octopus guards a sunken skiff with 2,550 g.p. and a *wand of frost* in a waterproof case.
- G. Sea monster. The hexagonal pillars that make up this oval are 8' apart, making it impossible to pass through with the raft from area A. The pillar that "dips in" to the oval has an old rusted metal lever. A successful Open Doors check will move the lever, causing the pillar to sink into the water, releasing the sea monster who dwells within (a plesiosaurus). The water is some 150' deep here, and at the bottom is an iron chest with 6,780 g.p., 10 gems, and a *ring of swimming*.
- H. Western ledge. 2-3' above the surface of the water. Five pteranodons nest here. There is a small wooden punt (4'x6') on the ledge.
- I. Island. A two-story stone tower is on an island of stone. On the second floor is a sorcerer (9th level magic-user). When found, he will be in a drug-induced stupor (the vapors caused by the burning censor in the room allow him to magically control the sea serpent). He has a chest with 3,740 g.p. and ten gems. He is crafty and will feign being in a stupor to get a chance to escape. His spell book is *ethereal*.
- J. Northern Ledge. A trio of sea ghouls. If PCs come within 150', they will stalk and attack. One is wearing a 150 g.p. necklace.
- K. Eastern Ledge. A weight of 100+ lbs. on either portion will sink it beneath the water in 3 rounds (15' depth). The only way to stop this is to have equal weight in each portion. Northern portion has 4 scrolls, will become ruined if they get wet. Southern portion has *luckstone* bolted to the ledge 4' under the waterline (visible when the ledge goes up).