

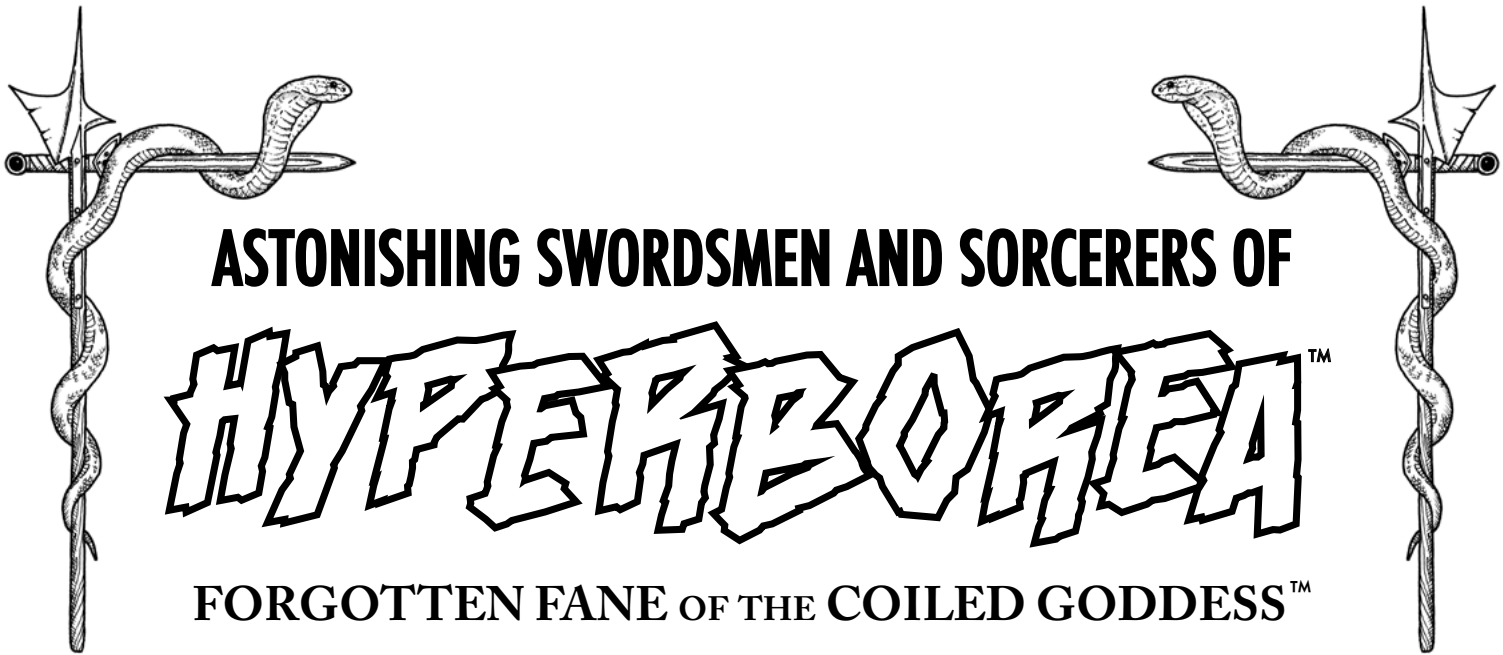
ASTONISHING SWORDSMEN AND SORCERERS OF

HYPERBOREA



**FORGOTTEN FANE
OF THE
COILED GODDESS**

BY JOSEPH D. SALVADOR



ASTONISHING SWORDSMEN AND SORCERERS OF
HYPERBOREATM

FORGOTTEN FANE OF THE COILED GODDESSTM

An adventure in Hyperborea
designed for from four to six characters of 5th through 7th level

by Joseph D. Salvador



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Forgotten Fane of the Coiled Goddess[™] takes players into an action-packed realm of adventure: the mythical world of Hyperborea, a sword-and-sorcery campaign setting inspired by the fantastic fiction of Robert E. Howard, H.P. Lovecraft, Clark Ashton Smith, and others. This Hyperborean adventure takes place in the Lemurian Remnant, a mini-setting inspired by the “lost world” tales of Edgar Rice Burroughs and Sir Arthur Conan Doyle. It is designed for use with *Astonishing Swordsmen & Sorcerers of Hyperborea*[™] (*AS&SH*[™]), a role-playing game descended from the original 1974 fantasy wargame and miniatures campaign rules as conceived by E. Gary Gygax and Dave Arneson. *AS&SH*[™] is compatible with most traditional fantasy role-playing games (c. 1974 to 1999) and their modern simulacra, such as *OSRIC*[™] and *Swords & Wizardry*[™].

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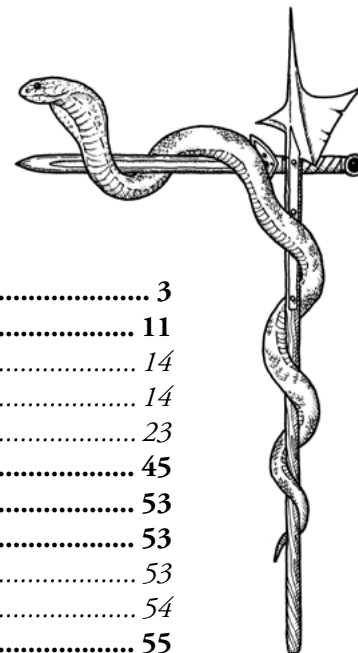
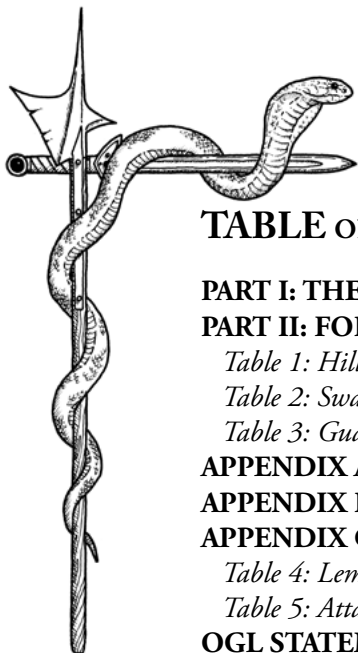


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AUTHOR'S NOTE: This module is divided into two major sections, the first being a treatment of the Lemurian Remnant mini-setting, describing the peoples, society, and geography of the area. Heavily influenced by Asian cultures, this “lost world” setting brings Eastern influences into Hyperborea. The adventure comprises the second section and is meant for referees only. After these sections, the reader will find appendices on monsters, magic, and equipage.

PART I: THE LEMURIAN REMNANT

INTRODUCTION

Æons ago, before Atlantis disappeared below the waves of Old Earth, the lost continent of Lemuria was itself subject to destruction and chaos. Volcanoes and earthquakes rent the land asunder, and great storms swept across the continent creating impossible cyclones and whirlwinds that swept it away to far-flung Hyperborea. Now, this Lemurian Remnant exists in a dimensional anomaly at the ultimate edge of Hyperborea, where the seas spill into the Black Gulf.

Those wishing to reach Lemuria from mainland Hyperborea face the ceaseless windstorms that surround the archipelago and the deadly pull of the Rapids at the End of the World. Coupled with the Lemurians’ isolationist mentality, the Lemurian Remnant remains a place of mystery to the varied peoples of Hyperborea. Regardless of the dangers involved, Hyperborean adventurers might be lured

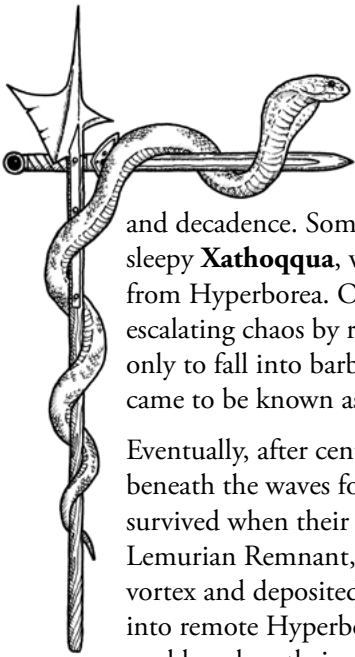
to the Remnant by tales of Lemurian splendour and the wealth of its cities: the valuable jade, emeralds, and pearls and the rare silks and fruit wine that Lemurian traders bring to Khromarium. Alternatively, they may have heard of the vine-shrouded ruins and probable wealth hidden in the Lemurian jungles.

The Lemurian Remnant is a mini-setting written as a supplement for use with *Astonishing Swordsman & Sorcerers of Hyperborea*. However, with but little modification, the Lemurian Remnant could be dropped into any campaign setting, perhaps as a “lost world” to be discovered and explored by the player characters. Too, it could be used as a stand-alone setting.

A BRIEF HISTORY OF LEMURIA

During the immemorial past of Old Earth, long before the advent of the Greek or even the Sumerian society, Lemuria was one of several early continents that supported high civilization. After long wars against the pre-human **snake-men** who reigned during ancient epochs, Lemurians achieved unimagined scientific and sorcerous advancement. Their progress was second only to the Hyperboreans, to whom the Lemurians sent extravagant tributes of gold, jade, pearls, and silk.

Though its civilization flourished for thousands of years, Lemuria, like Atlantis, was destined for destruction. Increasing earthquakes, volcanic eruptions, and titanic storms caused many to abandon their ancient gods and embrace corruption



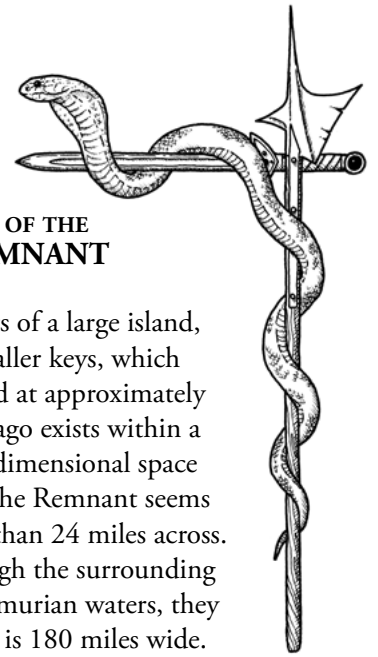
and decadence. Some turned to the worship of sleepy **Xathoqqua**, whose cult they imported from Hyperborea. Others sought escape from the escalating chaos by retreating into the wilderness, only to fall into barbarity; these latter Lemurians came to be known as the *Linyi*.

Eventually, after centuries of turmoil, Lemuria sank beneath the waves forever. But some Lemurians survived when their region, later known as the Lemurian Remnant, was swallowed by a mystical vortex and deposited through time and space into remote Hyperborea. Before the survivors could explore their new surroundings, the great plague known as the Green Death struck, and the Lemurian Remnant remained unknown to mainland Hyperborea throughout the subsequent Dark Age.

Since the destruction wrought by the Green Death, the Lemurians have recovered, sending expeditions to investigate their new home and making new contacts throughout Hyperborea, including the timeless city of Khromarium. Notwithstanding these introductions, Lemurians have consistently declined to create deeper, more lasting ties to any people. Secretly, the sorcerer-king **Zao Shah** attempts to find other pockets of Lemurian culture, which his scholars believe must exist.

The city-state of Angkarta, capital of the sorcerer-king, has rebounded in population and splendour, and its people have founded many new colonies throughout the Lemurian Remnant. Even the *Linyi*, who fell yet deeper into barbarism during the Dark Age, have organized themselves into stable clans. Similarly, their great enemies the snake-men, once driven to near extinction, have also bourgeoned, and they now haunt the jungle-covered mountains of the interior.

Lemurian scholars believe the snake-men have re-established themselves in the laboratories of their former glory, deep in the caverns below Mount Larashtra. Perhaps the snake-men work to reclaim the ancient science of their forefathers under the direction of a powerful new ruler, but this supposition remains unproven. Whatever the case, the encroachment of snake-man slavers has become increasingly common in recent years.



GEOGRAPHY OF THE LEMURIAN REMNANT

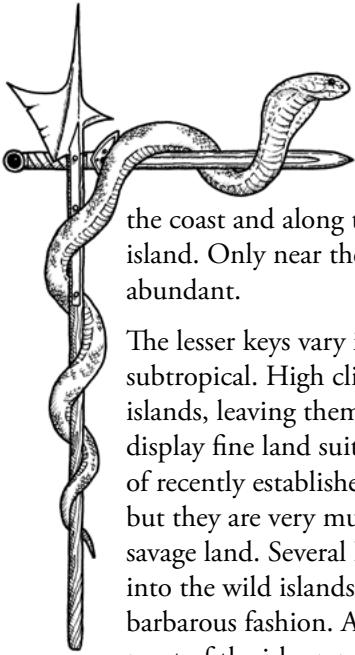
The Lemurian Remnant consists of a large island, surrounded by a number of smaller keys, which sits at the very edge of the world at approximately 143°W longitude. The archipelago exists within a spatial anomaly. An hexagonal dimensional space similar to greater Hyperborea, the Remnant seems to encompass an area no more than 24 miles across. However, once ships pass through the surrounding tempests and winds to enter Lemurian waters, they find themselves in a region that is 180 miles wide.

At each of the hexagon's six corners, massive square pedestals rise from the ocean. These obsidian structures measure 55 feet on each side and rise 330 feet above the sea. Resting atop the pedestals and facing toward Lemuria are intricately carved guardian dæmons, part lion and part serpentine dragon. The statues are an additional 55 feet high. Men of learning have drawn diverse conclusions about the similarities betwixt these pedestals and the Great Obelisks that surround Hyperborea.

Ceaseless volcanic and geothermic activity warms Lemuria from below, maintaining a subtropical climate in the vicinity of the islands; indeed, Lemuria is something of a paradise for those brave and lucky enough to reach its coast. Hot springs, geysers, mud pots, steam vents, and other geothermal anomalies abound in the interior regions of the islands. Too, some sages believe that the *boreas* assists in creating the sultry climate.

The central region of the largest island is an upland hill country dominated at its centre by the great volcano Mount Larashtra, which looms over the landscape. Since the Lemurian Remnant arrived in Hyperborea, Mount Larashtra has quiesced into dormancy. It awakens perhaps once every Hyperborean cycle, when it steams and spews ash into the atmosphere; violent eruptions are mercifully less frequent.

Surrounding the uplands is a broad band of coastal flatlands that offer the best areas for habitation. Vast savannahs can be found in some of these regions, though much of the island lies hidden behind thick jungle. Dank mangrove swamps are common near



the coast and along the many streams found on the island. Only near the towns are fields and pastures abundant.

The lesser keys vary in topography, though all are subtropical. High cliffs surround some of these islands, leaving them all but unexplored; others display fine land suitable for agriculture. A handful of recently established villages dot the island coasts, but they are very much outposts on the edge of a savage land. Several Linyi clans have also migrated into the wild islands, where they survive in their barbarous fashion. Aside from this sparse habitation, most of the isles remain jungle-covered wildernesses waiting to be explored and settled by men.

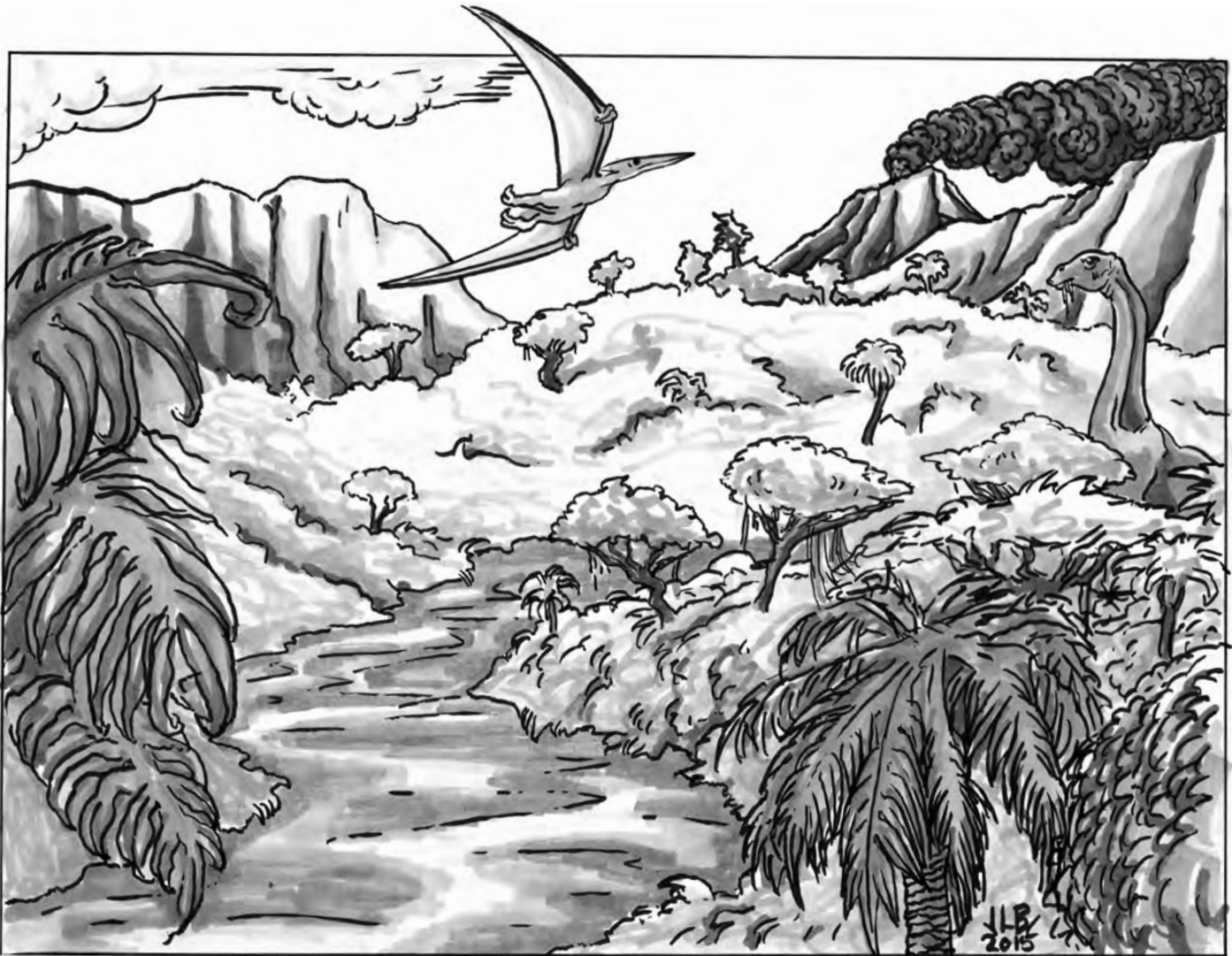
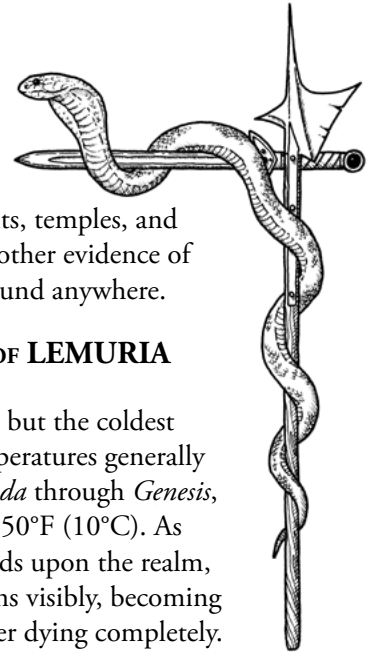
Immediately after Lemuria's arrival in Hyperborea, the population was still sizeable, with many islets inhabited by civilized folk. However, the pestilence and destruction wrought by the Green Death and other catastrophes obliterated many communities.

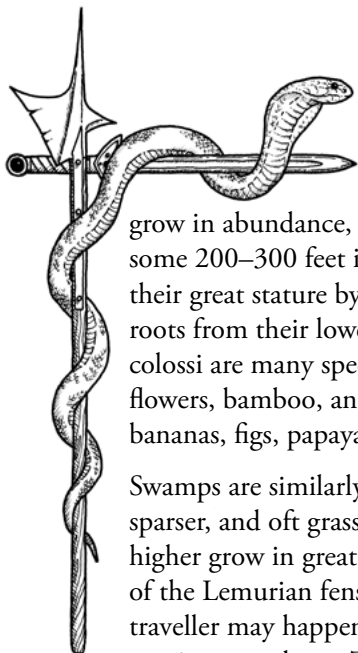
Consequently, ruined settlements, temples, and towers; stone-paved roads; and other evidence of previous habitation might be found anywhere.

FLORA AND FAUNA OF LEMURIA

Nature thrives in Lemuria in all but the coldest years of the cycle. Summer temperatures generally exceed 100°F (~40°C); from *Coda* through *Genesis*, temperatures rarely drop below 50°F (10°C). As the darkness of *Nightfall* descends upon the realm, the plant life of Lemuria weakens visibly, becoming wilted and sagging, though never dying completely. The animals of the subtropical islands have adapted similarly: Some hibernate, whilst others survive by frequenting the hot springs and thermal areas to supplement their own body heat.

The jungles of Lemuria teem with exotic and prehistoric denizens. Massive trees, including the durian, ebony, kapok, mahogany, and rosewood,





grow in abundance, rising to create a jungle canopy some 200–300 feet in height. Many trees support their great stature by growing impressive buttress roots from their lower trunks. Below these arboreal colossi are many species of gigantic ferns, palms, flowers, bamboo, and fruit-bearing trees, including bananas, figs, papayas, and jambu.

Swamps are similarly foliaged, though trees are sparser, and oft grasses and reeds 10 feet tall or higher grow in great wet fields. In the remotest parts of the Lemurian fens and jungles, the incautious traveller may happen upon any number of carnivorous plants. Though they generally prey on wildlife, the opportunistic plants oft devour men as well.

The wildlife of Lemuria differs greatly from that found in other areas of Hyperborea, for mammals are fairly uncommon. Only lemurs, lesser apes, the camel-like **auchenia**^[1], and the giant ground sloth roam the wilds of Lemuria. Humans have domesticated the auchenia, which is raised primarily for its woolly fur used to spin cloth. Birds of all types are plentiful, from colourful parrots and songbirds to predatory, giant flightless **terror birds**^[2] that stalk the jungles and swamps.

The primary forms of wildlife, however, are the reptiles and dinosaurs that thrive in the hot, wet clime of Lemuria. Though the Lemurians have domesticated a few species of herbivores, which are used as mounts and beasts of burden, the snake-men are known to raise several of the most vicious species in captivity, which they use as steeds and hunting animals. Giant snakes, giant frogs, pterodactyls, shambling plant things, and other strange creatures can also be found. The seas surrounding the Lemurian Remnant are the warmest in Hyperborea and support a host of fish species as well as hydras, giant crocodiles, ichthyosaurs, and plesiosaurs.

LOTUS SPECIES OF LEMURIA: Two species of lotus are known to grow in the jungles of Lemuria: the russet lotus, which grows in volcanic areas, and the **scarlet lotus**, valued for its aphrodisiac properties.

Scarlet Lotus: Lemurian and snake-man alchemists oft travel to the darkest reaches of the jungles in

search of the rare scarlet lotus, which thrives in the heat and humidity of the Remnant. Because of the climate, the lotus grows throughout the cycle, except from *Coda* to *Genesis*, but it has never been found growing wild on mainland Hyperborea. This blood-red flower resembles the torch ginger in shape but is of much greater size, with stems growing some seven feet in height and flowers up to 15 inches in diameter.

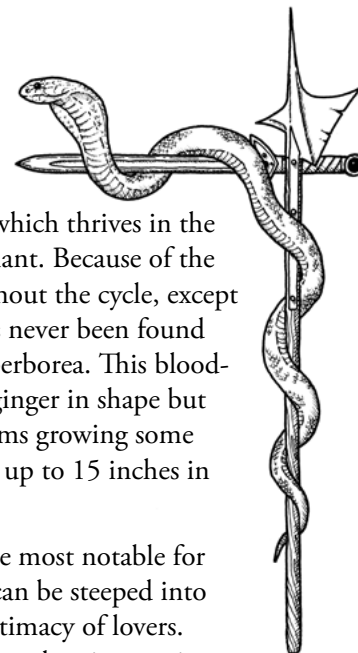
The petals of the scarlet lotus are most notable for their aphrodisiac qualities and can be steeped into a bitter tea that enhances the intimacy of lovers. Alchemists, however, have perfected various recipes combining the lotus with mandrake and other ingredients to create **love potions** of uncommon potency. Regardless, the concoction is quite volatile, and achieving accuracy with the ingredients is difficult. Errors can have disastrous effects upon the imbiber, even causing rage and hatred that oft result in violent action against nearby persons.

THE PEOPLES OF LEMURIA

Lemurians are a small people, averaging just over five feet in height, with lean bodies and long arms. Their skin ranges from a light tan to a jaundiced complexion, and their hair is straight and dark. The eyes of Lemurians are slanted and likewise dark. Men oft wear long moustaches, goatees, or beards, notoriously thin and wispy.

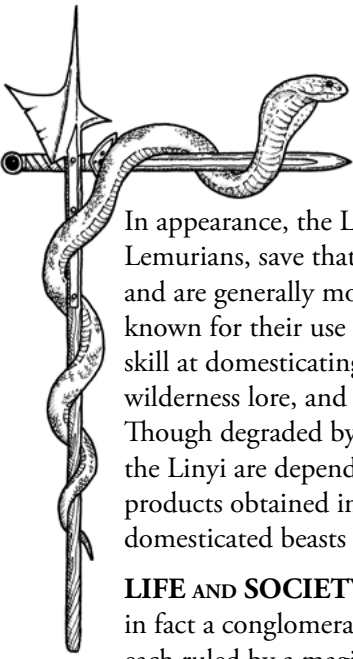
Both sexes wear long, buttoned robes or jackets, oft over loose-fitting trousers, with long cloth sashes and sandals or slipper-like shoes. Silk is a common fabric, and even the most impoverished peasant is likely to have a silken robe set aside for special occasions. Linen and auchenia wool are similarly abundant. Most Lemurians are quite urbane, dwelling largely in towns or organized villages and displaying strong ideals concerning law, society, and hierarchy.

Thriving in the intractable jungles, clans of less couth Lemurians live in semi-nomadic barbarism. The Linyi are descended from those Lemurians who fell into barbarity ages ago, and they have embraced life in the wilderness. Though the more numerous civilized Lemurians claim dominance over these clans, they have little real control over the rebellious warrior people.



1. See APPENDIX A.

2. *ibid.*



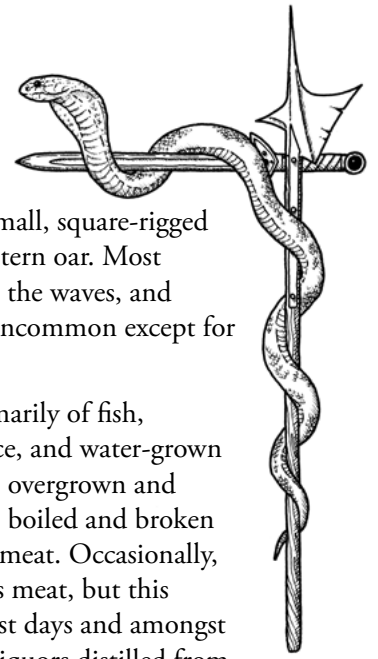
In appearance, the Linyi largely resemble other Lemurians, save that they sport sun-darkened skin and are generally more stoutly thewed. They are known for their use of poison-tipped weapons, their skill at domesticating megafauna, their uncanny wilderness lore, and their impressive warrior prowess. Though degraded by their urban cousins, in sooth the Linyi are depended on for the supply of certain products obtained in the jungles, as well as for the domesticated beasts that the clansmen tame.

LIFE AND SOCIETY: The “state” of Lemuria is in fact a conglomeration of three small city-states, each ruled by a magistrate and council of judges. Over these reigns the sorcerer-king, Zao Shah, who guides foreign policy and other matters concerning the Remnant as a whole. Having usurped the throne from the previous king, Zao Shah’s power has become greatly feared; he is respected as the most powerful magician of Lemuria. However, he rarely uses his political power, being more interested in his magical studies and thaumaturgies; he thus allows the city-states to govern themselves semi-independently. Regardless, each sends valuable tributes to him regularly.

The few large Lemurian towns house the majority of the civilized populace, who huddle behind great, carved granite walls for protection against the terrifying creatures of the wilderness. Architecture is almost entirely of ruddy stone with pyramidal, clay-shingled roofs. Colossal statuaries are common and adorn walls, cornices, and columns throughout the towns. Townsmen work any number of trades, and notably a large class of bureaucrats exists to tend the needs of the oligarchic government.

Surrounding the towns are great agricultural fields worked by farmers who dwell within or nearby. Many smaller villages dot the Lemurian Remnant as well. Stone or wood ramparts surround even the smallest settlements, for though village life can be quite mundane, the hardy peasants know to expect their labours to be interrupted by the occasional rampaging dinosaur or other monstrosity.

The inland farmers work rice paddies, grow vegetables, and raise livestock, whilst coastal people specialize in fishing, diving for oysters, and netting crabs and lobsters. These men and women are highly



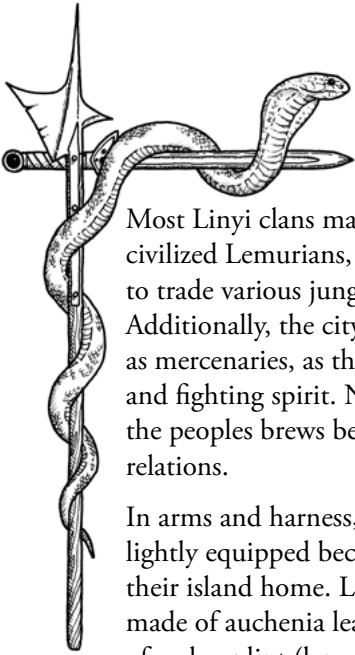
proficient sailors who employ small, square-rigged boats, each fitted with a single stern oar. Most intercourse is conducted astride the waves, and overland travel is in fact quite uncommon except for the shortest routes.

The Lemurian diet consists primarily of fish, crustaceans, waterfowl, fruit, rice, and water-grown vegetables. Additionally, certain overgrown and primitive insects and beetles are boiled and broken open to yield a white, jelly-like meat. Occasionally, the auchenia is butchered for its meat, but this practice is only common on feast days and amongst the wealthy. Lemurians favour liquors distilled from coconut milk or sugarcane (called *arrack* in both cases) and wines made from local fruits, as well as a variety of teas.

Ancient Lemuria was a place of high technological advancement, whose educated people utilized various scientific apparatuses to understand their world. However, Lemurian science was intricately blended with sorcery, and its creation relied upon a select few sorcerer-scientists who practiced a trade now long forgotten. Some artefacts of those ancient magicians remain, lying hidden in the ancient ruins that litter the Lemurian Remnant. Though few in number, sorcerers continue to maintain a respected place in Lemurian society, and many hold influential sway in political circles.

Lemurians continue to be a highly educated and literate people. Most townsmen go through at least rudimentary schooling where they learn mathematics, writing, and history, and those of means undergo advanced education in law, philosophy, and the sciences. The civilized and savage branches of Lemurians share a complex language and a writing system that employs both graceful characters and pictograms.

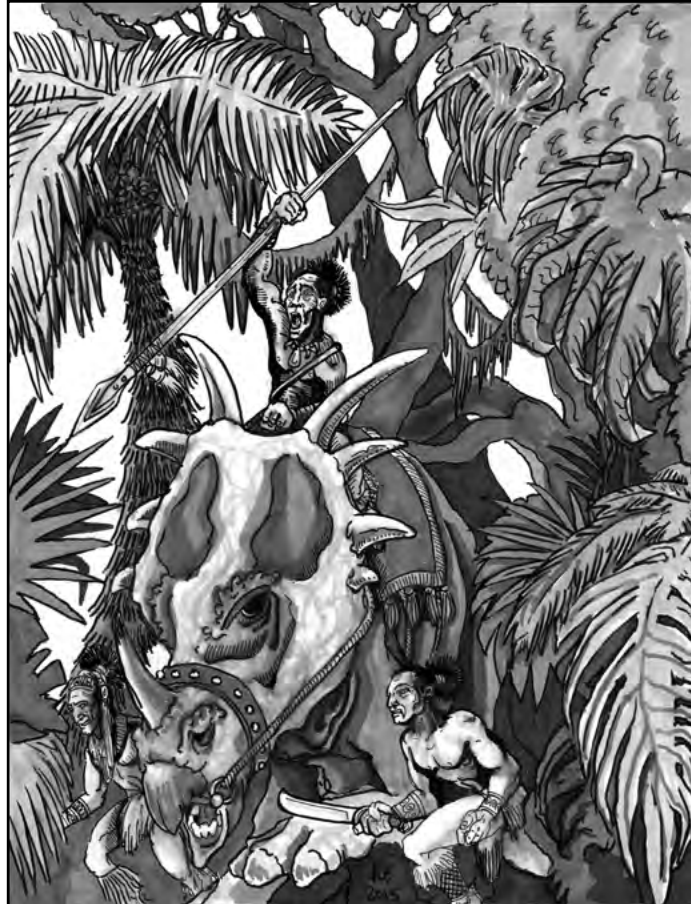
The Linyi live quite differently than the city-dwellers. The resilient clansmen make their lives in the dangerous jungles, gathering edible plants, farming small plots, and hunting game for their sustenance. They make homes of wood with thatched roofs, sometimes even building in the branches of great trees. Highly skilled with animals, Linyi barbarians raise and train various beasts and dinosaurs as draught animals, pets, and steeds.



Most Linyi clans maintain close ties with the civilized Lemurians, commonly visiting settlements to trade various jungle products, including lotus. Additionally, the city dwellers hire Linyi warriors as mercenaries, as they are known for their ferocity and fighting spirit. Nevertheless, animosity betwixt the peoples brews below the surface of everyday relations.

In arms and harness, all Lemurians prefer to be lightly equipped because of the stifling humidity of their island home. Leather armour is most common, made of auchenia leather or dinosaur hide; versions of scale, splint (lamellar), and banded armour are made of these materials to reduce the weight, though at the expense of protection. Brigandine coats are common as well. Heavy armours are not unknown but are reserved almost entirely for ceremony.

Round shields of iron and bronze are both in use, though the Linyi prefer lighter shields of hardened skins. Weapons of all types can be found amongst the Lemurians, though oft of slightly different design. Some unusual weapons can be seen amongst



Lemurian warriors, including hooked swords^[3], meteor hammers^[4], and other specialized arms.

RELIGIONS OF LEMURIA: Lemurians worship a number of deities: some who are remembered from Old Earth, and others who have been imported from Hyperborea. Before the Time of Chaos, Lemurians worshipped a host of seven deities. Each deity was associated with one of the six elements that combine to form the fabric of reality. Lemurian sorcerers utilized the elements to manipulate the world and create magic, and this philosophy continues to be the basis of Lemurian sorcery.

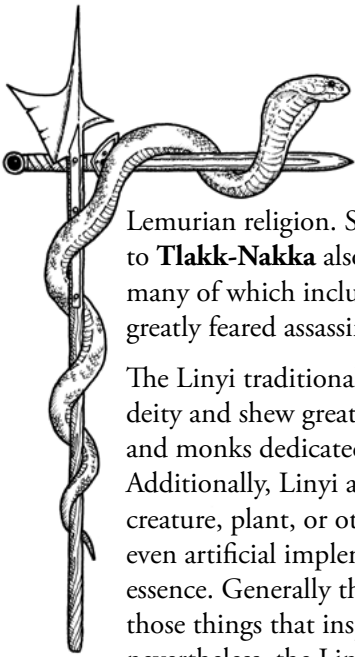
Three of these ancient deities, **Ramma** “The Thunderer”, **Jhama** “The Destroyer”, and **Gorma-Shorath** “The Ape from the Moon”, are remembered now only as dæmons or guardian spirits and in magical formulæ. **Dharugo** continues to be venerated by Linyi and those travelling the jungles, and **Yaggtá-Noga**’s cult, though small, is found amongst all Lemurians. **Boetzu** and **Yig** complete the pantheon and are both associated with the element referred to as Void, Æther, or Nothingness, which is divided into two parts: Boetzu representing the Light and Yig representing the Dark. Void is considered the creative element that binds the cosmos together and controls the circle of Life, Death, and Reincarnation.

Boetzu “The Celestial Serpent” has traditionally presided as the patron deity of the Lemurian people. Its veneration is now rivalled (if not surpassed) by that of Xathoqqua, whose cult was borrowed from the Hyperboreans and grew in import during the chaotic age of Lemuria’s destruction. Those who maintain the worship of Boetzu are oft viewed with a mix of ridicule (for what some see as outdated beliefs) and awe (for their stubborn convictions and austere lifestyles). In truth, the philosophy of Boetzu includes important ideas concerning government and human relations that have crept into the broad social norms of Lemurian society.

Lemurians have venerated Yig since they learnt of him through their contact with the snake-men in the immemorial past, and he is considered a member of the ancient pantheon. Yig is primarily the patron of magicians and tyrants, but he is also considered the antithesis of Boetzu and holds some importance in

3. See **APPENDIX C**.

4. *ibid.*



Lemurian religion. Secret, isolated sects dedicated to **Tlakk-Nakka** also have arisen in recent decades, many of which include a cadre of highly skilled and greatly feared assassins.

The Linyi traditionally venerate Boetzu as a supreme deity and shew great respect and reverence to priests and monks dedicated to “The Celestial Serpent”. Additionally, Linyi are animists who believe that any creature, plant, or other natural phenomenon—and even artificial implements—can possess a spiritual essence. Generally these beliefs are restricted to those things that inspire awe in an individual, but nevertheless, the Linyi see in their surroundings the existence of thousands of spiritual entities.

Boetzu “The Celestial Serpent”: The ancient Lemurian deity of Law, Boetzu is associated with the sun, light, law, agriculture, society, protection, duty, enlightenment, and the circle of life. The philosophy of Boetzu includes ideas about filial piety, hierarchy, stoicism, loyalty, and proper government. Boetzu is said to manifest in the guise of a gargantuan, serpentine dragon, or as a grizzled old sage in the garb of an itinerant monk. Boetzu’s celestial dwelling is said to lie in the three mythical Shamballa Mountains. Some upstart revisionists purport that these mountains are none other than the treble-peaked Mount Vhuurmithadon. *Typical followers:* men (esp. Lemurians).

Dharugo “The Beast Lord”: This Neutral, hermaphroditic deity commands the forces of the wild. Dharugo watches over the natural world, and all manner of animals, beasts, and dinosaurs are said to be its children. “The Beast Lord” prowls the jungles and is quite unpredictable, sometimes helpful and sometimes extremely dangerous. Dharugo may appear in any form it chooses, but it is always a frightening amalgam of man and beast. It is the steward of the element of Wood. *Typical followers:* men (esp. Linyi, rangers, barbarians), **monkey-men**, animals.

Yaghta-Noga: This goddess of Evil is the Queen of the Hell of Burning Souls, where reside those who were so evil in life that they have been cast out of the circle of reincarnation. Yaghta-Noga is the goddess of torture, murder, darkness, and death, and her shrines are ofttest located in cremation grounds and

cemeteries. She is said to protect those who commit crimes in the night.

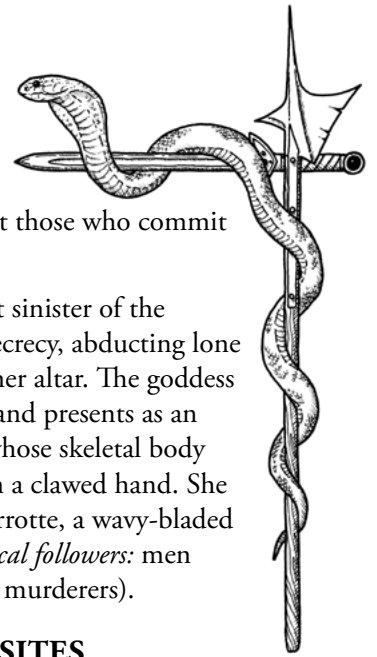
Yaghta-Noga’s cults are the most sinister of the ancient deities and operate in secrecy, abducting lone travellers to be strangled upon her altar. The goddess commands the element of Fire and presents as an emaciated, black-skinned hag whose skeletal body shews four arms, each ending in a clawed hand. She is usually depicted holding a garrotte, a wavy-bladed sword, and a severed head. *Typical followers:* men (esp. Lemurians, criminals, and murderers).

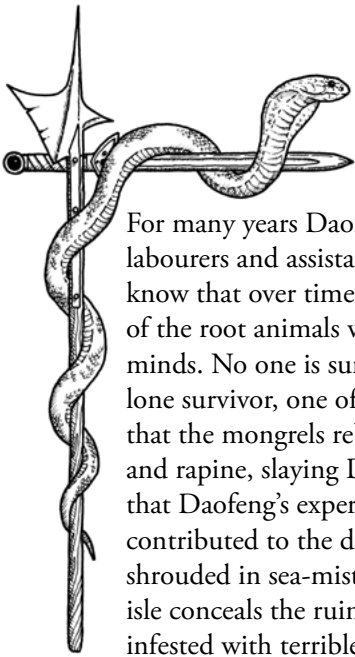
IMPORTANT SITES

ANGKARTA: The premier city of Lemuria, Angkarta has survived from the ancient times of Old Earth and has rebounded in splendour since its arrival in Hyperborea and subsequent decline during the Green Death. Even so, parts of the city remain nearly unoccupied. The city-state acts as the capital of the Lemurian Remnant and is the site of the Azure Tower, domicile and laboratory of the sorcerer-king, Zao Shah. The great magician takes little part in the civic affairs of the city, instead allowing the oligarchic council to govern the town. Nevertheless, his power is undisputed, and when his processions appear in public, the townsmen prostrate themselves on the cobbles.

Angkarta sports an excellent natural harbour and thriving merchant houses, whose junks and galleys ply the sea on voyages of trade and discovery. Angkarta claims dominion over much of the surrounding countryside and controls most of the silk production in Lemuria. Similarly, Angkartan entrepreneurs have sunk numerous mines in the nearby hills, which produce a variety of ores and minerals used in construction and manufacturing.

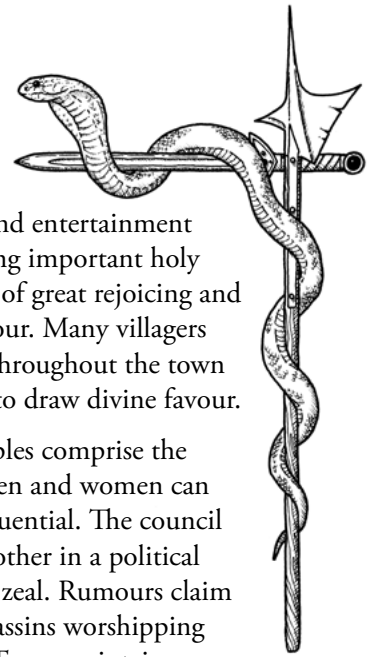
ISLE OF DAOFENG: This small, outlying island sits very near the Rim of the World. It was once the domain of a powerful sorcerer-scientist, who used wizardry and technology to create horrible aberrations that mixed the blood of men and beasts. **Daofeng the Twice-Blind** and his pupils thought to create a new, more powerful race of men, one that combined the intelligence and resourcefulness of humans with the physical attributes of beasts. They succeeded—to an extent.





For many years Daofeng's creations served him as labourers and assistants, but Daofeng could not know that over time the untamed, bestial nature of the root animals would slowly creep into their minds. No one is sure what happened exactly, but a lone survivor, one of Daofeng's apprentices, claimed that the mongrels rebelled in an orgy of slaughter and rapine, slaying Daofeng. Philosophers believe that Daofeng's experiments angered the gods and contributed to the downfall of Lemuria. Perpetually shrouded in sea-mists, the rugged, densely foliaged isle conceals the ruin of Daofeng's laboratory and is infested with terrible abominations. Nevertheless, some say that extensive magical treasures and knowledge might still lie on the island, waiting to be claimed by men once again.

JHAMAN KET: Smallest of the three city-states, Jhaman Ket is the centre of worship for the whole of the Lemurian Remnant, housing temples for all the recognized deities and boasting hundreds of priests. Small shrines to minor cults are also evident. The town's economy revolves around tending the needs of the temples and serving the uncountable masses who pilgrimage to the city throughout the



year. Shops, restaurants, inns, and entertainment of all kinds can be found. During important holy days, the town becomes a place of great rejoicing and demonstration of religious fervour. Many villagers construct idols that they carry throughout the town in something of a competition to draw divine favour.

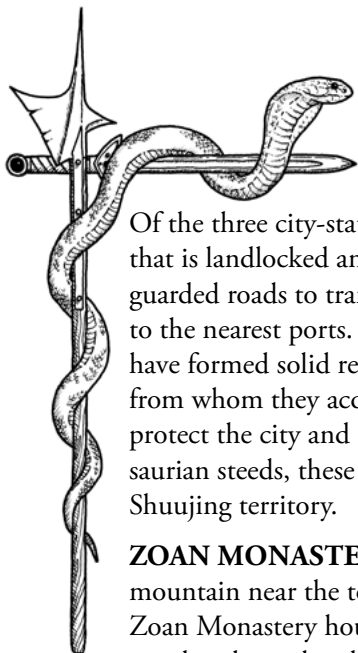
The high priests of various temples comprise the governing council, and these men and women can become quite powerful and influential. The council members oft vie against one another in a political atmosphere charged with pious zeal. Rumours claim that a secret organization of assassins worshipping Tlakk-Nakka, called the Nyen Tong, maintain a hidden base in the city.

MOUNT LARASHTRA: Sitting nearly at the exact centre of the largest Lemurian isle, the volcanic Mount Larashtra watches over the remotest jungle valleys. Dry lava flows creep away from the volcano like black rivers of stone, but when Larashtra awakens, these lava beds become molten torrents of fiery doom. Many of these flows stretch all the way to the sea, where lava cools in hissing chaos as it pours into the ocean.

The mountain was once believed to be the domicile of ancient gods, but that superstition was discarded as the Lemurians grew in scientific knowledge. Low but rugged jungle-covered mountains surround Larashtra for many miles; they are commonly haunted by the resurgent snake-men. Learned Lemurians suspect that the snake-men survived all these millennia by secreting themselves in deep vaults below Larashtra, but no men know the whole truth of snake-man history.

SHUJING: The second-largest city-state of the Lemurian Remnant, Shujing, "The Jade City", sits atop a high hill and (so it is said) the richest and most extensive jade deposits in the archipelago. For millennia, Lemurians have delved deep mines far below the city, some reaching thousands of feet underground. The shallowest caves have been incorporated into the city plan, creating a veritable maze that connects the basements of buildings and serves as underground avenues and storage areas. Other sections of the mines have been sealed and forgotten for centuries, having become the reputed haunt of ghosts and dæmons.





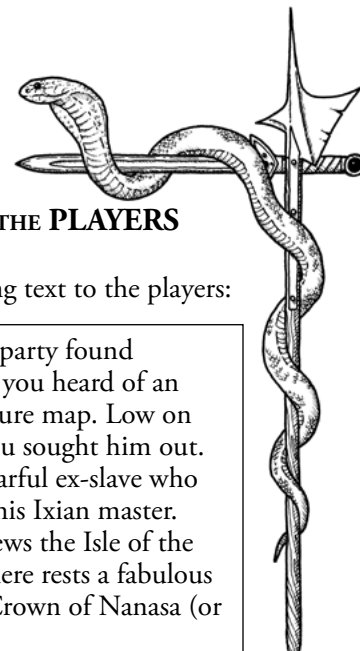
Of the three city-states, Shuujing is the only one that is landlocked and accordingly must rely on well-guarded roads to transport its precious trade goods to the nearest ports. Necessarily, the city leaders have formed solid relations with several Linyi clans, from whom they acquire mercenaries and scouts to protect the city and its caravans. Mounted on their saurian steeds, these warriors are a common sight in Shuujing territory.

ZOAN MONASTERY: Situated on a small mountain near the town of Shuujing, the fortified Zoan Monastery houses a large body of martial monks who seek enlightenment through ascetic physical disciplines and study of the philosophies of Boetzu “The Celestial Serpent”. The monastery is a walled complex with three interior temples linked together by gardens and prayer halls. The pyramidal temples are arranged to represent the Shamballa Mountains, the fabled celestial abode of Boetzu. Though their belief system embraces seclusion from worldly affairs, the Zoan monks represent a formidable quasi-military organization that has oft been drawn into political disputes in Lemuria, usually by the landless or retired nobles who join their order. Owing to their daily esoteric practices and their mastery of secret mantras, Zoan monks are oft attributed with strange supernatural powers, said to impart the ability to command the elements and natural things of the world, eventually even leading to immortality.

PART II: FORGOTTEN FANE OF THE COILED GODDESS

Many centuries ago a grand temple stood upon the Plateau of Enmei. There dwelt a child spawned of the Great Serpent, a child blessed with powers over life and death and possessed of the infinite knowledge of the Outer Void. Many were the child's followers, for they came to hear her prophecies and receive her healing touch. They piled heaps of gold and jewels about the child and raised her upon a throne of jade; they called her Nanasa, and they worshipped her. But during the Time of Chaos, the temple was ruined, the flock fled, and Nanasa's feathered crown was lost. The star-dwellers say the child slumbers until such a time that her crown is returned.

—as related in the *Scrolls of Yao*



INFORMATION FOR THE PLAYERS

Read or paraphrase the following text to the players:

More than a month ago, your party found itself in Port Zangerios, where you heard of an Esquimaux thief selling a treasure map. Low on wealth but high in courage, you sought him out. The man turned out to be a fearful ex-slave who had “acquired” the map from his Ixian master. The map is incomplete but shews the Isle of the Serpent in far-off Lemuria, where rests a fabulous treasure called the Feathered Crown of Nanasa (or so thought the Ixian).

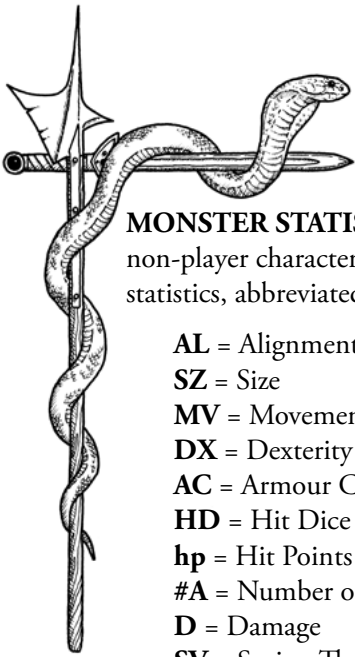
Pooling your money to purchase the unfinished map, you bought passage on an Amazonian trade ship. After passing through tempests and torrential rains that shimmered with auroral light, you have come to the great city of Jhaman Ket. Now you must seek out the location of the Isle of the Serpent.

INFORMATION FOR THE REFEREE

Those planning to play this adventure as player characters (PCs) should read no further, as the remainder of this booklet is for the referee's use alone. The information given in the above boxed text offers only hints to the entire story, which players may piece together as they progress through this module. If using the above introduction, the referee should give the players the unfinished **PLAYERS' MAP**.

The scenario described above proposes one method of introducing Hyperborean adventurers into the Lemurian Remnant, though the referee may find it expedient to have the characters marooned on the Isle of the Serpent or come to it in some other manner. A group of Lemurian characters might similarly shipwreck here. On the other hand, they may be hired by the merchants of Jhaman Ket to locate the pirate stronghold or to explore the island for possible settlement. Another possibility is that they have come here in search of the missing settlers (q.v.).





MONSTER STATISTICS: All monsters and non-player characters (NPCs) have the following statistics, abbreviated as noted:

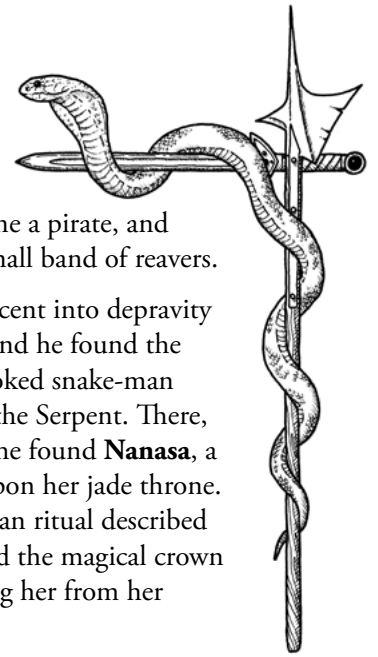
- AL** = Alignment
- SZ** = Size
- MV** = Movement
- DX** = Dexterity
- AC** = Armour Class
- HD** = Hit Dice
- hp** = Hit Points
- #A** = Number of Attacks
- D** = Damage
- SV** = Saving Throw
- ML** = Morale
- XP** = Experience Point Value
- Special** = Special Abilities

NPC STATISTICS: Non-player character statistics may also include the below abbreviations:

- FA** = Fighting Ability
- CA** = Casting Ability
- TA** = Turning Ability
- ST** = Strength
- CN** = Constitution
- IN** = Intelligence
- WS** = Wisdom
- CH** = Charisma

“To hit” bonuses are noted for each weapon in the *Number of Attacks (#A)* entry. *Armour Class (AC)* and *Damage (D)* figures are calculated to include all pertinent modifiers from attribute scores, magic items, *weapon mastery*, and the like. Those familiar with traditional fantasy role-playing games will cognize immediately that these statistics are compatible with those games, as well as with their modern simulacra. Some variances in interpretation of course may exist amongst systems.

BACKGROUND: Some seven years past, a monk of the Zoan Monastery chanced upon the tale of Nanasa in the temple library. He became obsessed with seeking out the secrets of Yig and acquiring the **Feathered Crown**. The monk, **Kang Som**, grew increasingly troublesome for the monastery, for he was power-hungry and bent towards self-aggrandizement, so the Zoan monks turned Kang out and proclaimed him an enemy of the monastery.



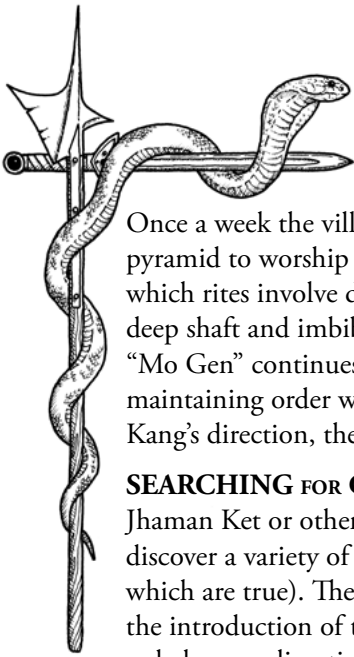
Kang turned to outlawry, became a pirate, and quickly assumed control of a small band of reavers.

The complete tale of Kang’s descent into depravity is for another time, but in the end he found the **Feathered Crown** in a dust-choked snake-man tomb and took it to the Isle of the Serpent. There, deep below the ruined temple, he found **Nanasa**, a primordial **naga**, slumbering upon her jade throne. After conducting the antediluvian ritual described in the *Scrolls of Yao*, Kang placed the magical crown upon the naga’s head, awakening her from her ageless dreams.

Nanasa promised dark wisdom and power to Kang, and in return he worshipped her and brought her sacrifices. The pair are now re-establishing the temple as a monastery, called Enmei, but they have yet to reveal themselves to other Yig priesthoods. To support that effort, a group of **snake-men** have been summoned to the island to renew the ancient facility and assist Kang in its founding as a power in Lemuria. They have repaired the machines that provide energy to the temple, but they struggle to complete a **communicator** and **teleporter** that will allow interaction with other snake-man enclaves, including those living amongst the Ixians.

Seven months ago a group of settlers, all young men and women drawn from northern villages, went to establish themselves on the Isle of the Serpent. Led by **Mo Gen**, who had taken on the role of village headman, the settlers began clearing land for rice paddies and exploring the island. They were quickly noticed by Kang and the snake-men, who schemed to bring the newcomers under their control.

Kang and some of his henchmen visited the village, inviting the settlers to join his community and live under his protection. Mo Gen and a few settlers returned with Kang to visit the temple settlement; there Mo Gen was quietly eliminated and replaced with an *altered* snake-man. Under the false headman’s direction, the settlers relocated to the temple. Most were inducted into the Yig cult but are unaware of the presence of the snake-men, though they believe the goddess of the island lives below the temple. Only one Linyi settler, **Tengku Joyo**, spurned Kang’s offer of protection.



Once a week the villagers are brought into the pyramid to worship in the central temple, during which rites involve dropping sacrificial beasts into a deep shaft and imbibing coconut wine.

“Mo Gen” continues to reside amongst the villagers, maintaining order with his minor tyranny. Under Kang’s direction, the temple flourishes.

SEARCHING FOR CLUES: If the party investigate Jhaman Ket or other places for clues, they may discover a variety of rumours and hints (not all of which are true). The tale of Nanasa recounted in the introduction of this adventure may be learnt only by spending time in libraries or temples, or by consulting a knowledgeable sage. Such a sage will inform the party that the Plateau of Enmei is now called the Isle of the Serpent. If the party do not already have the **PLAYERS’ MAP**, they may acquire it at this time.

Rumours about the Island:

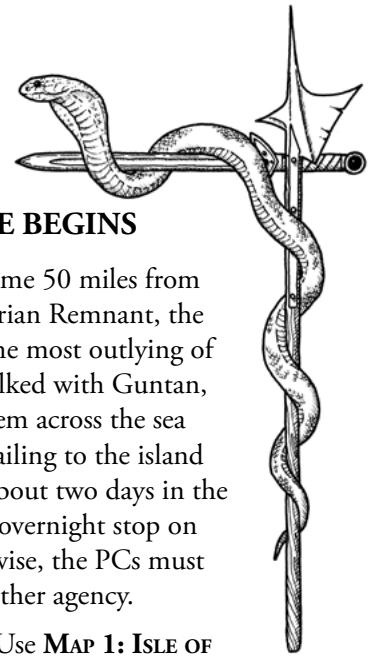
- ★ Snake-men infest the Isle of the Serpent. *False.*
- ★ The Isle of the Serpent is named for a gargantuan **sea serpent** that encircles the island and destroys any vessels that approach. *False.*
- ★ The ruins of an ancient temple are said to rest behind the island’s jungle curtain. *True.*
- ★ The island is unexplored. *Mostly true.*

Rumours about the Pirates:

- ★ For the past year, occasional piracy has occurred along the northern coast. *True.*
- ★ Piracy has been quite small in scale. *True.*
- ★ A great pirate fleet is hiding somewhere in the northern islands. *False.*
- ★ The merchants of Jhaman Ket have offered a **500-gp** reward for locating the pirates’ stronghold and **20 gp** for the head of every slain pirate. *True.*

Rumours about the Settlers:

- ★ The island is uninhabited by men. *Officially true.*
- ★ Several leaders have proposed settling the island, but no concerted effort has been made. *True.*
- ★ A group of settlers went to the island months ago but disappeared. A village headman, named **Guntan**, plans to send a search party to find his daughter **Kaori**, who was with them. *True.*
- ★ A sailor reports that the settlers’ boats were swallowed by a mighty wave. *False.*



THE ADVENTURE BEGINS

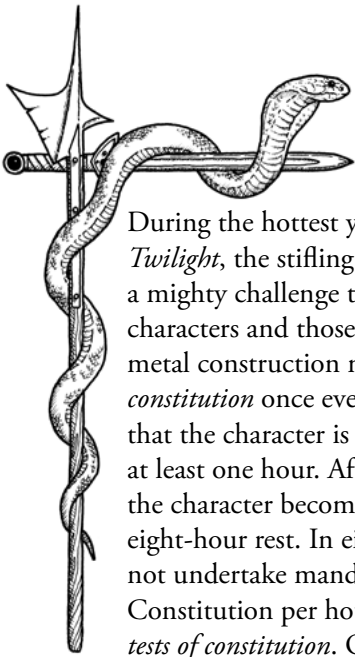
SAILING TO THE ISLAND: Some 50 miles from the northern coast of the Lemurian Remnant, the Isle of the Serpent is amongst the most outlying of the small islands. If the party talked with Guntan, the villagers might transport them across the sea in small boats, free of charge. Sailing to the island from Jhaman Ket will require about two days in the villagers’ boats, allowing for an overnight stop on an island along the way. Otherwise, the PCs must acquire passage through some other agency.

ARRIVING AT THE ISLAND: Use **MAP 1: ISLE OF THE SERPENT** to determine where the party come ashore. Though most of the coast is dominated by 200-foot-high cliffs, several safe harbours (**AREA C**) are scattered around the island. In certain areas the sea mingles with broad swamps; the party could feasibly come ashore at any of these hexes, but making camp would be nearly impossible. Finally, a hidden cove (**AREA D**) on the eastern coast forms an excellent natural harbour, though it is difficult to approach and is used by the pirates.

EXPLORING THE ISLAND: Approximately 6.5 hexes represent 1 mile on **MAP 1**. Though the Isle of the Serpent is just over three miles in length, its dense jungle makes travel difficult. Numerous streams and marshes will undoubtedly keep the characters wet and uncomfortable. Rain soaks the island at least once a day and combines with the heat to create nigh-unbearable humidity.

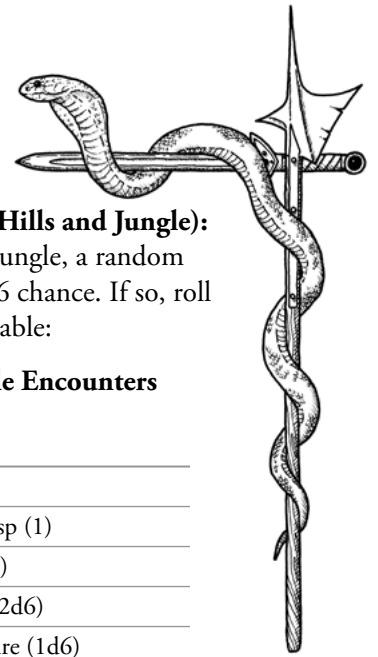
The beaches are sandy, with seaweed and driftwood scattered about. Jungles have canopies of from 200- to 300-foot height with broadleaf undergrowth, and swamps are a mix of tall sawgrass and flooded mangroves. Hill hexes have more rugged, rocky terrain, covered with sparser jungles. Overgrown ruins might be encountered anywhere on the island, including bridges over streams or crevices, hieroglyph-covered columns, stone walls, paving stones, crumbled statues, and the like.

Cliffs encircle much of the island and rise in the interior to create several plateaus. The lowest plateau rises approximately 200 feet, the plateau at **AREA F** rises an additional 100 feet, and that at **AREA N** rises another 150 feet in height. More specific elevation numbers are shown on **MAP 1**.



During the hottest years, from *Renaissance* to *Twilight*, the stifling heat of Lemuria presents a mighty challenge to overcome. Encumbered characters and those wearing armour of primarily metal construction must succeed on *tests of constitution* once every two hours; failure indicates that the character is exhausted and must rest for at least one hour. After two consecutive failures, the character becomes faint and requires a full eight-hour rest. In either case, characters who do not undertake mandatory rests lose one point of Constitution per hour and must continue to make *tests of constitution*. One point of lost Constitution is regained for every two hours of complete rest.

Pests present another problem: Leeches, ticks, and biting flies are common, and many overgrown beetles, spiders, and centipedes inhabit the island as well. Likewise, small primates (e.g., gibbons, lemurs, surilis), lizards, amphibians, and birds abound in the island wilderness. To help set the scene, the referee should mention these denizens regularly, though most should not be dangerous. During daylight hours, the party will hear a symphony of bird songs and monkey cries; at night they will be greeted by a cacophony of insect noise. The monstrous roars of dinosaurs punctuate these sounds at all hours.



RANDOM ENCOUNTERS (Hills and Jungle):

For each hour spent in hills or jungle, a random encounter will occur on a 1-in-6 chance. If so, roll 3d6 and consult the following table:

Table 1: Hill and Jungle Encounters

3d6 Result	Encounter
3	Allosaurus (1)
4	Snake, Giant Asp (1)
5	Equijubus (1d6)
6	Monkey-Man (2d6)
7	Beetle, Giant Fire (1d6)
8	Terror Bird, Typical (1d4)
9	Tick, Giant (1d6)
10	Man, Pirate (1d3+3) (<i>day</i>) or Centipede, Giant (3d4) (<i>night</i>)
11	Tuojiangosaurus (1d2)
12	Snake, Giant Python (1)
13	Cœlurus (1d6)
14	Archæopteryx (1)
15	Trap (Monkey-Men)
16	Special Encounter
17	Hazard (Steam Vent)
18	Hazard (Quicksand)

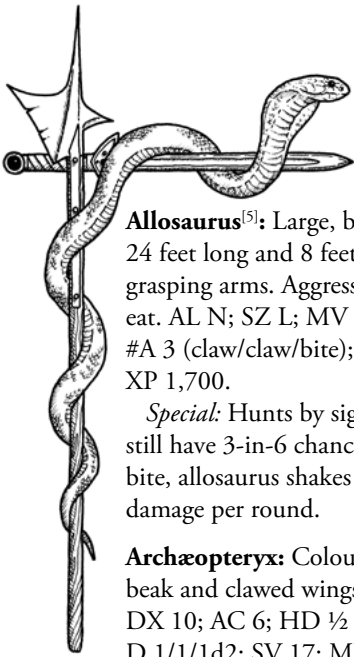
RANDOM ENCOUNTERS (Swamp):

For each hour spent in the swamp, a random encounter will occur on a 1-in-6 chance. If so, roll 2d6 and consult the following table:

Table 2: Swamp Encounters

2d6 Result	Encounter
2	Crocodile (1d6)
3	Pterodactyl (2d4)
4	Frog, Giant (2d4)
5	Dragonfly, Giant (2d4) (<i>day</i>) or Bat, Giant (1d10) (<i>night</i>)
6	Leech, Giant (1d4)
7	Snake, Python (1)
8	Snake, Viper (1)
9	Dimetrodon (1d3)
10	Shunosaurus (1d4)
11	Hazard (Swamp Gas)
12	Hazard (Carnivorous Plant)





Allosaurus⁵: Large, bipedal, carnivorous dinosaur, 24 feet long and 8 feet tall. Has long hind legs and small, grasping arms. Aggressive and will attack anything it can eat. AL N; SZ L; MV 60; DX 10; AC 4; HD 12 (hp 48); #A 3 (claw/claw/bite); D 1d6/1d6/3d6; SV 11; ML 10; XP 1,700.

Special: Hunts by sight; characters who *hide* or remain still have 3-in-6 chance to go undetected. On successful bite, allosaurus shakes victim for 2d6 hp additional damage per round.

Archæopteryx: Colourful, lizard-like bird with a toothy beak and clawed wings. AL N; SZ S; MV 20 (fly 60); DX 10; AC 6; HD ½ (hp 2); #A 3 (claw/claw/bite); D 1/1/1d2; SV 17; ML 5; XP 9.

Bat, Giant: The bloodthirsty, brown-furred, giant vampire bats of Lemuria roost in the shadowed jungle canopy as well as in caves, but they remain nocturnal creatures. AL N; SZ S; MV 10 (fly 70); DX 12; AC 6; HD 2 (hp 8); #A 1 (bite); D 1d4; SV 16; ML 7; XP 64.

Special: Bite causes paralysis for 1d10 rounds unless *death* save made; will then drain blood for 1d4 hp damage per round for 2d4 rounds before flying away. 1-in-4 bats carries disease; bite victim must make *death* (poison) save or die in 2d6 days unless *cure disease* is cast.

Beetle, Giant Fire: Three-foot-diameter, darkly coloured beetle with glowing glands visible above its eyes and on its abdomen. Attacks with huge serrated pincers. AL N; SZ S; MV 40; DX 9; AC 4; HD 1+1 (hp 5); #A 1 (bite); D 2d4; SV 16; ML 7; XP 20.

Special: Glands above eyes and by abdomen radiate red light in 10-foot radius; if carefully extracted, they continue to glow for 1d6 days.

Centipede, Giant Black: Multi-legged, segmented insects of 2½-foot length, feared for their painful, poisonous bite. Rarely encountered during the day. AL N; SZ S; MV 20; DX 13; AC 9; HD ½ (hp 4); #A 1 (bite); D 1d2; SV 17; ML 7; XP 25.

Special: Bite delivers poison; make *death* (poison) save or suffer 2d6 hp additional damage.

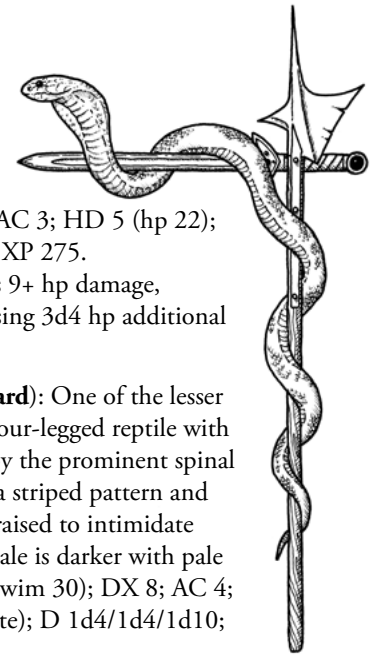
Coelurus⁶: Small bipedal dinosaur up to six feet long and three feet tall. Hunts in packs; attacks by grasping prey with short forelegs and ripping with long rear claws. Roughly ostrich-like in appearance but lupine in temperament. AL N; SZ S; MV 60; DX 12; AC 7; HD 2+2 (hp 10); #A 3 (claw/claw/bite); D 1d4/1d4/1d6; SV 16; ML 8; XP 47.

Special: Camouflage: chance to surprize opponents increased by 1-in-6.

Crocodile: Semi-aquatic reptile with powerful jaws and armour-like skin. Often 20 or more feet in length. AL N;

5. See APPENDIX A.

6. *ibid.*



SZ L; MV 30 (swim 40); DX 10; AC 3; HD 5 (hp 22); #A 1 (bite); D 2d8; SV 14; ML 7; XP 275.

Special: On any bite that delivers 9+ hp damage, crocodile goes into *death spin*, causing 3d4 hp additional damage per round.

Dimetrodon (as **giant tuatara lizard**): One of the lesser dinosaurs, an 8- to 15-foot-long, four-legged reptile with mottled green skin distinguished by the prominent spinal sail rising from its back. Male has a striped pattern and a bright, red-orange sail, which is raised to intimidate aggressors and impress mates. Female is darker with pale yellow sail. AL N; SZ L; MV 40 (swim 30); DX 8; AC 4; HD 6 (hp 24); #A 3 (claw/claw/bite); D 1d4/1d4/1d10; SV 14; ML 7; XP 380.

Special: *Infrared vision* (as the spell) to 120-foot range. Saliva carries deadly bacteria; unless *cure disease* cast, bite victims suffer infection, fever, and weakness. After 2d4+1 days, must make *death* (poison) saves to recover, or die.

Dragonfly, Giant: Swift-flying, carnivorous dragonflies of two-foot length dwell near water and are common in the Lemurian swamps. AL N; SZ S; MV 10 (fly 70); DX 10; AC 6; HD 1 (hp 4); #A 1 (bite); D 1d4; SV 16; ML 6; XP 13.

Equijubus⁷: Large, herbivorous dinosaur that moves about on two or four legs; 15 feet long and 6 feet tall with heavy tail, short neck, and broad snout. When more than two are encountered, they will be a family group of parents and young. Generally flee if approached. AL N; SZ L; MV 40; DX 10; AC 8; HD 7 (hp 28); #A 1 (tail); D 2d6; SV 13; ML 6; XP 510.

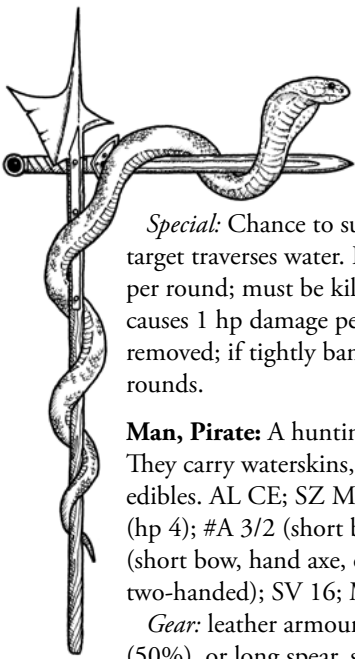
Special: Can treble movement in short bursts (typically 1 turn).

Frog, Giant: Weighing up to 500 pounds, these seven-foot-long chamæleonic amphibians catch prey with their sticky tongues and can swallow a full-grown man whole. AL N; SZ L; MV 10 (hop 60, swim 30); DX 12; AC 7; HD 3 (hp 12); #A 1 (bite); D 1d6; SV 15; ML 7; XP 101.

Special: Surprize on 4-in-6 chance when leaping from water or muck. On a natural 20, tongue reels in and swallows victim whole, inflicting 1d6 hp damage per round thereafter. Swallowed prey can cut its way out with a WC 1-3 blade, with "to hit" penalty equal to weapon class. If 6 hp damage inflicted from within, large enough rent is cut for escape.

Leech, Giant: Aquatic, bloodsucking worms of up to five-foot length, giant leeches adhere to prey with sucker-like mouths. AL N; SZ M; MV 0 (swim 10); DX 8; AC 7; HD 5 (hp 20); #A 1 (bite); D 1d6; SV 14; ML 11; XP 225.

7. *ibid.*



Special: Chance to surprize increased by 2-in-6 when target traverses water. Following a hit, drains 1d6 hp per round; must be killed to be removed. Anticoagulant causes 1 hp damage per round for 2d4 rounds after leech removed; if tightly bandaged, blood loss reduced to 1d4 rounds.

Man, Pirate: A hunting party of pirates from **AREA E**. They carry waterskins, bags, and basket-packs of gathered edibles. AL CE; SZ M; MV 40; DX 9; AC 7; HD 1 (hp 4); #A 3/2 (short bow) or 1 (melee weapon); D 1d6 (short bow, hand axe, or short sword) or 1d8 (long spear, two-handed); SV 16; ML 6; XP 13.

Gear: leather armour; short bow, 2d6 arrows, hand axe (50%), or long spear, short sword (50%); **3d4 ep.**

Monkey-Man^[8]: A party of inquisitive, arboreal monkey-men: short, hairy man-apes with prehensile tails. Will not immediately attack. These random groups are parties from the main settlement (**AREA H**). AL N; SZ M; MV 30 (brachiate 40); DX 13; AC 8; HD 1 (hp 4); #A 1 (pummel); D 1d4+1; SV 16; ML 6; XP 13.

Special: *Climb* 11-in-12, at 40 MV.

Pterodactyl: Long-necked, flying reptile with membranous wings and toothy beak. Flocks will swarm to prey. AL N; SZ L; MV 10 (fly 80); DX 15; AC 6; HD 3+3 (hp 15); #A 1 (bite); D 2d4; SV 15; ML 7; XP 90.

Shunosaurus^[9]: Large, sauropod dinosaur with long neck and small head, some 30 feet long and weighing up to three tons. Long tail ends in spiked bulb. This herbivore generally flees danger. AL N; SZ L; MV 40; DX 7; AC 6; HD 16 (hp 70); #A 1 (stomp or tail); D 5d6 or 3d6; SV 9; ML 7; XP 3,300.

Special: Tail swipe can hit up to three adjacent foes with a single attack roll.

Snake, Giant Asp: Twelve-foot-long, narrow-hooded cobra with mottled green scales and terrible venom. Dwells in the branches of Lemurian jungles. AL N; SZ L; MV 40; DX 9; AC 5; HD 6 (hp 24); #A 1 (bite); D 1d6; SV 14; ML 9; XP 500.

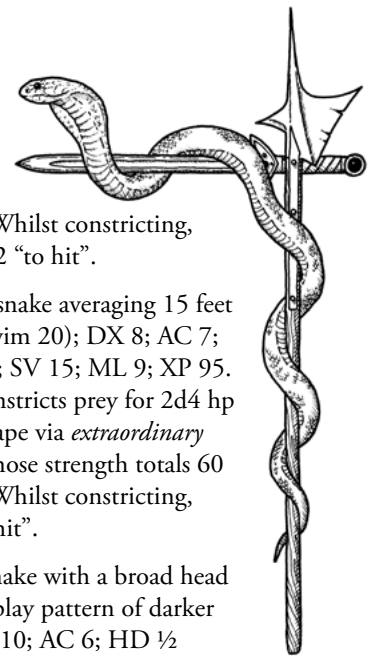
Special: Bite injects venom thrice per day. Victim must make *death* (poison) save or die at once; even if save is successful, 6d6 hp damage sustained. Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Snake, Giant Python: Enormous constrictor snake averaging 30 feet in length. AL N; SZ L; MV 30 (swim 20); DX 8; AC 6; HD 5 (hp 20); #A 1 (bite); D 1d4; SV 14; ML 8; XP 275.

Special: Upon successful bite, constricts prey for 2d6 hp damage per round. Victim can escape via *extraordinary feat of strength* or *dexterity*; allies whose strength totals 75

8. See **APPENDIX A**.

9. *ibid.*



can remove snake in 1d4 rounds. Whilst constricting, giant python may be attacked at +2 "to hit".

Snake, Python: Large constrictor snake averaging 15 feet in length. AL N; SZ L; MV 30 (swim 20); DX 8; AC 7; HD 3 (hp 12); #A 1 (bite); D 1d4; SV 15; ML 9; XP 95.

Special: Upon successful bite, constricts prey for 2d4 hp damage per round. Victim can escape via *extraordinary feat of strength* or *dexterity*; allies whose strength totals 60 can remove snake in 1d4 rounds. Whilst constricting, python may be attacked at +2 "to hit".

Snake, Viper: Brightly coloured snake with a broad head and length of three feet. Scales display pattern of darker colours. AL N; SZ S; MV 40; DX 10; AC 6; HD ½ (hp 4); #A 1 (bite); D 1; SV 17; ML 8; XP 25.

Special: Bite injects venom once per day. Victim must make *death* (poison) save or suffer 1 hp additional damage per round for 3d4 rounds. Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Styracosaurus^[10]: Herbivorous, quadrupedal dinosaur that defends itself with a horned, bony skull plate. Generally docile but dangerous if molested. Ranges up to 18 feet long and 6 feet at the shoulder, weighing three tons. AL N; SZ L; MV 40; DX 8; AC 2 (6 from rear); HD 8 (hp 32); #A 1 (gore); D 4d4; SV 13; ML 7; XP 680.

Special: Initial gore as *charge attack* at +2 "to hit" and double damage dice. Can gore two adjacent foes on a single attack roll.

Terror Bird, Typical^[11]: Man-sized flightless bird of beautiful plumage, terrible talons, and carnivorous appetite. Runs down prey and attacks with razor-sharp beak. AL N; SZ M; MV 60; DX 14; AC 6; HD 3 (hp 12); #A 1 (bite); D 2d4; SV 14; ML 7; XP 53.

Special: Chance to surprize opponents increased by 1-in-6. Chance to be surprized decreased by 1-in-6. On natural 19–20, will automatically rake victim with claws, causing 1d6+1 hp additional damage.

Tick, Giant: Bloodsucking arachnid that lurks in foliage and drops onto victims. Body is up to three feet in diameter. AL N; SZ M; MV 20; DX 5; AC 3; HD 3 (hp 12); #A 1 (bite); D 1d4; SV 15; ML 12; XP 107.

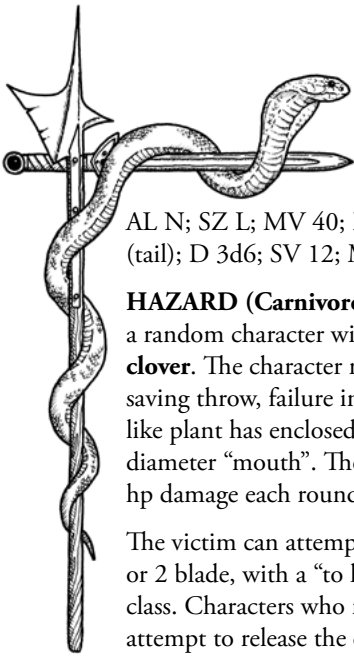
Special: Chance to surprize increased by 1-in-6 when dropping from tree. Bite transmits venom; make *death* (poison) save at +2 bonus or suffer paralysis for 1d2 turns. Tick remains attached once bite is established, draining blood for 1d6 hp damage per round. Can be driven off with fire; 3-in-6 chance it releases if attached.

Tuojiangosaurus^[12]: Herbivorous, quadrupedal dinosaur some 20 feet long and weighing four tons. Pointed, bony plates on spine and spiked tail defend it from attacks.

10. *ibid.*

11. *ibid.*

12. *ibid.*



AL N; SZ L; MV 40; DX 8; AC 4; HD 10 (hp 40); #A 1 (tail); D 3d6; SV 12; ML 8; XP 1,000.

HAZARD (Carnivorous Plant): On a 2-in-6 chance, a random character will fall victim to a dreaded **blood clover**. The character must make a successful *avoidance* saving throw, failure indicating that a sticky, flytrap-like plant has enclosed the character inside its six-foot-diameter “mouth”. The trapped character will suffer 1d4 hp damage each round from the plant’s acidic saliva.

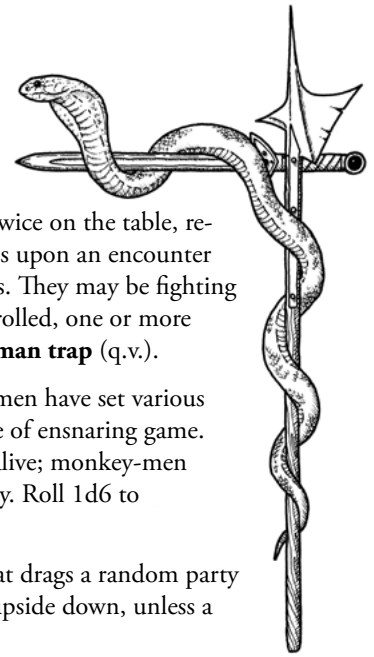
The victim can attempt to cut himself free with a WC 1 or 2 blade, with a “to hit” penalty equal to the weapon class. Characters who remain unimpeded may also attempt to release the character by attacking the plant, but damage from such attacks is split evenly betwixt the plant and its victim. The blood clover has no means to defend itself but has AC 8 on the interior and AC 6 on its rough exterior. If 8 hp damage is inflicted, a rent has been created large enough to allow escape. Alternatively, the plant’s maw may be forced open with a successful *extraordinary feat of strength* from within, or a successful *test of strength* from without.

HAZARD (Quicksand): This sucking pit of watery clay and sand appears to be solid ground until disturbed. A random party member will blunder into the quicksand on a 2-in-6 chance. (This chance is reduced to 1-in-6 if the party include a ranger or barbarian.) Any PC who slips into the quicksand sinks slowly and will be completely submerged in 5 rounds, drowning 10 rounds later unless rescued. Stranded characters can be pulled out with a rope or branch by a companion with 13 strength or greater. Unless safety measures are taken, the rescuer has a 1-in-6 chance of slipping in as well.

HAZARD (Steam Vent): A steam vent erupts next to a random character, causing 1d6 hp damage (*avoidance* save for no damage). A ranger or barbarian has a 1-in-6 chance to notice the hazard before it erupts, granting a +4 bonus to the save.

HAZARD (Swamp Gas): One or more characters have walked into soft mud and released a pocket of deadly swamp gas in a 10 × 10-foot area. The gas persists for 3 rounds before dispersing. Characters caught in the gas must make *death* (poison) saving throws or fall unconscious for 1d4 rounds.

Even if saves are successful, the characters become nauseated for 1 turn, incurring -2 “to hit” penalties during that time. Unconscious victims suffer the same effects after awakening. The sound of their retching may attract nearby predators; roll for an additional random encounter with a 2-in-6 chance.

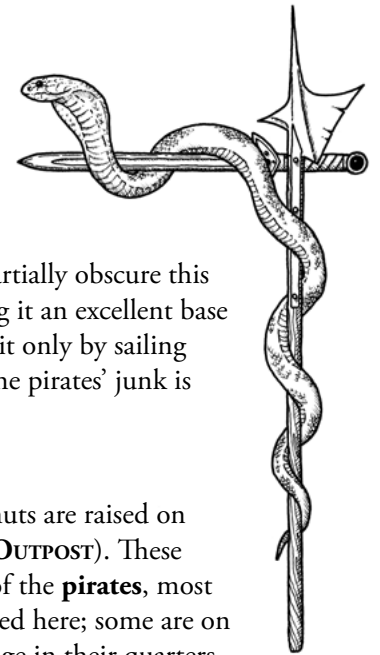
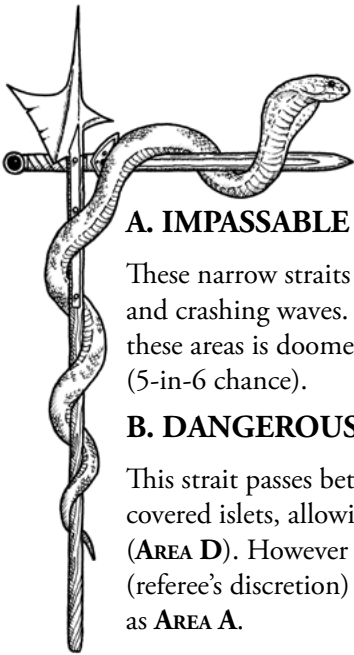


SPECIAL ENCOUNTER: Roll twice on the table, re-rolling **hazards**. The party stumbles upon an encounter betwixt the two indicated monsters. They may be fighting or chasing each other. If “Trap” is rolled, one or more creatures are caught in a **monkey-man trap** (q.v.).

TRAP (Monkey-Men): Monkey-men have set various traps around the island in the hope of ensnaring game. The traps are meant to take game alive; monkey-men patrols will inspect them once a day. Roll 1d6 to determine the nature of the trap:

- 1–2: The trap is an **ankle snare** that drags a random party member into the trees to swing upside down, unless a *device* saving throw is made.
- 3–4: The trap is a **15 × 15-foot net** that targets all party members in its area; unless *device* saves are made, victims are wrapped inside the net, which rises 20 feet into the trees.
- 5–6: Unless an *avoidance* save is made, a random party member falls into a hidden **15-foot-deep pit**, sustaining 1d6 hp damage.





A. IMPASSABLE STRAITS

These narrow straits are replete with jagged rocks and crashing waves. Any fool attempting to navigate these areas is doomed to wreck his boat (5-in-6 chance).

B. DANGEROUS NARROWS

This strait passes betwixt two 150-foot-high, jungle-covered islets, allowing entry into the hidden cove (AREA D). However it is only passable at high tide (referee's discretion) and should otherwise be treated as AREA A.

C. SAFE HARBOUR

A number of these sandy beaches are scattered around the coastline. These areas offer safe anchour for large vessels, and smaller boats can be pulled ashore. A broad strip of beach, good fishing, and nearby firewood make these suitable campsites.

C-1. ABANDONED VILLAGE: This is the site of the settlers' temporary village^[13]. It is mostly destroyed, with but remnants of buildings and thatch remaining. A wooden palisade is partially constructed, and some felled trees indicate where the colonists had begun clearing land for paddies. Nothing of value has been left behind, but the area could be rebuilt as a campsite.

13. See **INFORMATION FOR THE REFEREE**, background.

D. HIDDEN COVE

Massive jungle-covered islets partially obscure this cove from seaward view, making it an excellent base for the pirates. Ships can reach it only by sailing through AREA B at high tide. The pirates' junk is anchored near AREA E.

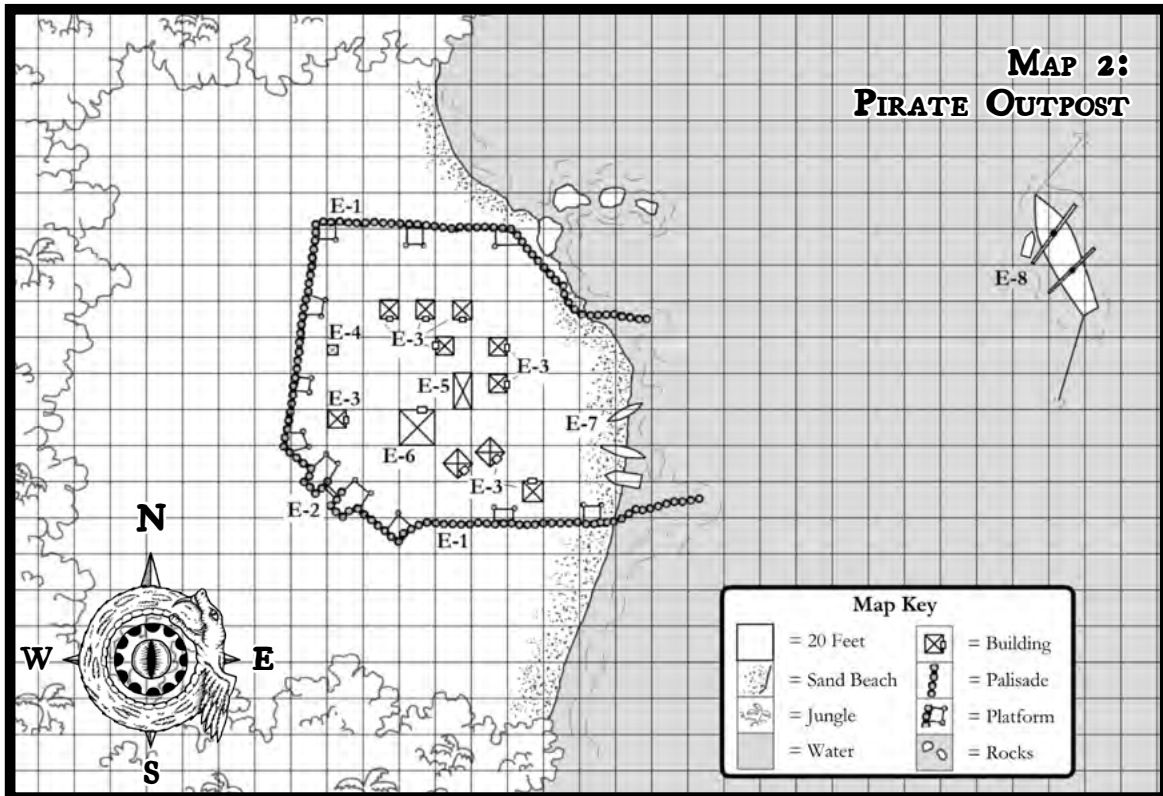
E. PIRATE OUTPOST

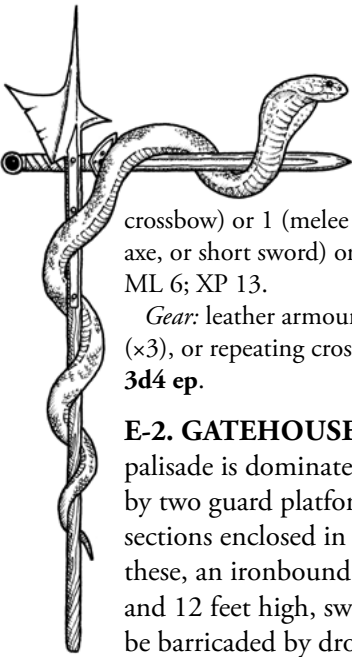
A cluster of thatched bamboo huts are raised on short stilts (see **MAP 2: PIRATE OUTPOST**). These shelters are the living quarters of the **pirates**, most of whom will generally be located here; some are on duty, whilst the remainder lounge in their quarters (E-3) or in the mess hall (E-5). Each morning they send hunting parties into the forest, whilst others cast fishing nets into the cove.

N.B.: A total of **40 pirates** inhabit the Isle of the Serpent; those encountered elsewhere on the island should be deducted from this total.

E-1. WALL: A protective wooden palisade has been constructed around the huts. It is 10 feet high and topped with spikes. Guard platforms, accessible by ladders, have been placed at 40-foot intervals, allowing for wall defence. Always stationed singly on the guard platforms are **4 pirates**.

Men, Pirates (x4): AL CE; SZ M; MV 40; DX 9; AC 7; HD 1 (hp 4); #A 3/2 (short bow) or 3 (repeating





crossbow) or 1 (melee weapon); D 1d6 (short bow, hand axe, or short sword) or 1d4 (repeating crossbow); SV 16; ML 6; XP 13.

Gear: leather armour; short bow, 2d6 arrows, hand axe (×3), or repeating crossbow, 3d4 bolts, short sword (×1); **3d4 ep.**

E-2. GATEHOUSE: The southwest corner of the palisade is dominated by a large gatehouse formed by two guard platforms with forward-projecting sections enclosed in stout wooden poles. Betwixt these, an ironbound wooden door, 8 feet wide and 12 feet high, swings on rude hinges and can be barricaded by dropping a heavy wooden bar into place. Always present atop the gatehouse are **1d3+1 pirates**. A conch shell horn is always in the possession of these pirates and is used to alert the camp to danger.

Men, Pirates: AL CE; SZ M; MV 40; DX 9; AC 7; HD 1 (hp 4); #A 3/2 (short bow) or 1 (hand axe); D 1d6; SV 16; ML 6; XP 13.

Gear: leather armour, short bow, 2d6 arrows, hand axe, **3d4 ep.**

E-3. QUARTERS: Bunking in each of these unkempt 10 × 10-foot huts are **1d4–1 pirates**. Four rough bamboo cots, lanterns, several articles of clothing, and various personal accoutrements are in each hut. If all 10 huts are thoroughly searched, characters may find 1d6 daggers, 1d4 **silver tankards** (3-gp value each), and a **bronze vase** (25-gp value), which the pirates use as a spittoon.

Men, Pirates: AL CE; SZ M; MV 40; DX 9; AC 7; HD 1 (hp 4); #A 3/2 (short bow) or 1 (melee weapon); D 1d6 (short bow, hand axe, or short sword) or 1d8 (long spear, two-handed); SV 16; ML 6; XP 13.

Gear: leather armour; short bow, 2d6 arrows, hand axe (50%), or long spear, short sword (50%); **3d4 ep.**

E-4. LATRINE: A simple four-foot-square structure with a cesspit dug in the centre and a bench upon which to squat.

E-5. MESS HALL: This 10-foot-wide, 20-foot-long open pavilion has long, rough tables and benches within. The pirates congregate here for eating, gaming, and lounging.

E-6. STOREHOUSE: This 20 × 20-foot building has heavier walls than the others and a tightly woven insulating layer under the roof thatch. It is the driest

building in the camp and is used to store barrels, boxes, chests, and sacks holding 12 spears, 150 arrows, 90 light crossbow bolts, oil, rope, tar, *arrack*, bananas, coconuts, pickled fish, fresh game, millet, rice, tea, and wine. A toolbox contains 4 hammers, 200 nails, 2 saws, 5 wood axes, 6 shovels, wood-carving wedges, and a pry bar.

E-7. BEACH: Two canoes and a rowboat here are used to reach the ship (**E-8**) and for fishing. Nets, poles, and lines are strewn about inside the boats.

E-8. JUNK: The junk is anchored 80 yards out in the cove. A second rowboat remains at the ship. Stationed on the ship at all times are **10 pirates**. One is always positioned in the crow's nest (though his attentiveness may be lacking), whilst the remainder generally lounge on the deck. They are commanded by the **pirate captain**, Kang's trusted agent, who spends most of his time aboard ship.

The junk is 70 feet long and 20 feet abeam, with two masts and fully battened sails. It has a single rock-throwing ballista mounted in the bow and another on the poop deck. Otherwise, treat the junk as a **cog**.

Men, Pirates (×10): AL CE; SZ M; MV 40; DX 9; AC 7; HD 1 (hp 4); #A 3/2 (short bow) or 3 (repeating crossbow) or 1 (melee weapon); D 1d6 (short bow, hand axe, or short sword) or 1d8 (long spear, two-handed) or 1d4 (repeating crossbow); SV 16; ML 6; XP 13.

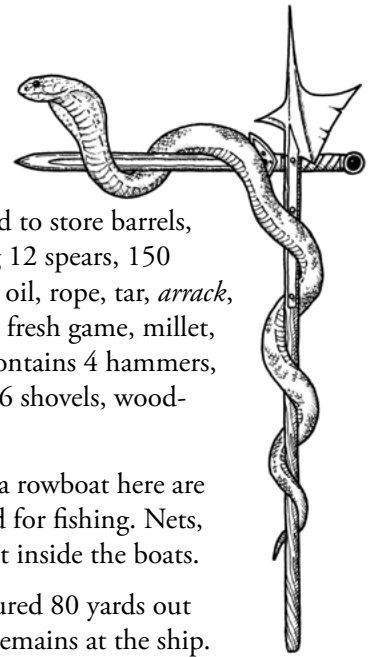
Gear: leather armour; short bow, 2d6 arrows, hand axe (×4), or long spear, short sword (×4), or repeating crossbow, 3d4 bolts, short sword (×2); **3d4 ep.**

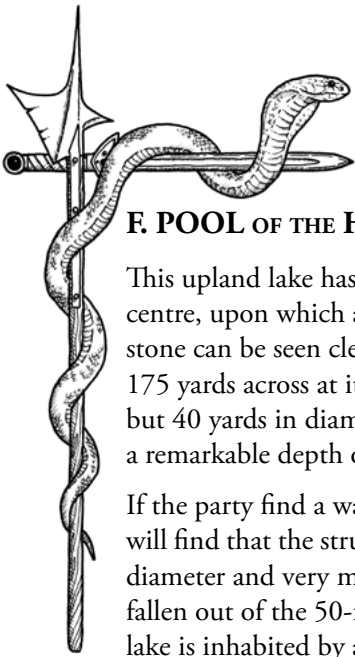
Pirate Captain: AL CE; SZ M; MV 40; DX 13; AC 6; HD 5 (hp 24); #A 3/2 (scimitar [+1] or dagger [+2, +3 hurled]); D 1d10+1 (scimitar, two-handed) or 1d4+2 (dagger); SV 14; ML 8; XP 175.

Special: *Weapon mastery* (scimitar, dagger).

Gear: (banded) leather armour, scimitar, **+1 dagger**.

His quarters are located in the aftcastle at the rear of the ship; if they search, the party will find a stout strongbox **locked** with a heavy padlock. The key is hidden under a chamber pot. The strongbox contains **117 pp**, an **onyx** (50-gp value), a **garnet** (100-gp value), a **fire opal** (1,000-gp value), and the **captain's log** (revealing that the pirates are followers of the serpent god Yig and that they supply the temple atop the central plateau).





F. POOL OF THE HYDRA

This upland lake has a small, overgrown island in the centre, upon which a domed structure of greenish stone can be seen clearly. The lake is approximately 175 yards across at its widest point, and the island is but 40 yards in diameter. Though small, the lake has a remarkable depth of 200 feet.

If the party find a way to cross to the island, they will find that the structure is an open dome 50 feet in diameter and very much in ruin, with large sections fallen out of the 50-foot-high stone ceiling. The lake is inhabited by a **5-headed aqua-hydra**, and the dome is its lair. At the centre of the structure is a five-foot-high stone pedestal in the shape of an eight-pointed star; upon this dais is the aqua-hydra's treasure: **5,026 cp, 2,180 ep, 6,486 gp**, and a **+1 two-handed scimitar**.

Aqua-Hydra (5-headed): AL N; SZ L; MV 40 (swim 80); DX 9; AC 5; HD 5 (hp 40); #A 5 (bite ×5); D 1d10 (×5); SV 14; ML 9; XP 525.

Special: Each head has its own 7 hp; if destroyed it regenerates in 3 rounds. Venomous bite: make *death* (poison) save or suffer 2d6 hp damage. Wound infected unless *cure disease* cast (multiple bites not cumulative). Each head can deliver venom once per 3 turns (30 minutes).

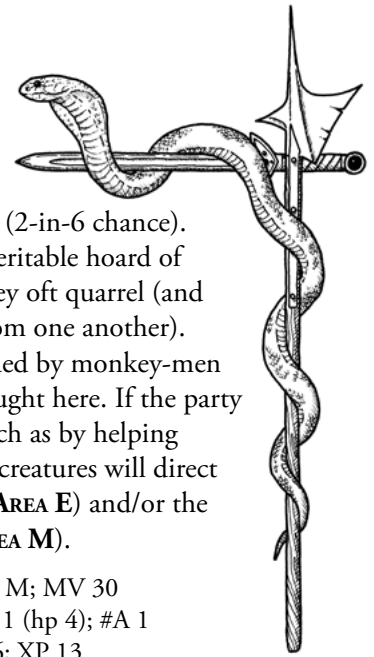
G. STREAM CAVE

Characters following this small stream, or exploring the base of the cliff in this hex, will find a cave here; otherwise those passing through have a 1-in-6 chance of stumbling upon it. The stream gushes out of a low, broad cave, which characters can enter easily. The cave is approximately 10 feet wide and 7 feet high.

This channel extends 450 yards to its source, a large underground lake (see **MAP 9: SUBTERRANEAN LAKE**). It travels in a winding route and has a gradual uphill grade; the floor is wet and slippery. The referee may expand this area with further adventures by introducing additional branches or underground rooms.

H. MONKEY-MAN TRIBE

A tribe of **monkey-men** live in the trees of this area. They have constructed amongst the branches a number of crude, nest-like shelters, which are



difficult to perceive from below (2-in-6 chance). Hidden within these huts is a veritable hoard of gold (**5,280 gp**), over which they oft quarrel (and which they incessantly pilfer from one another). Characters captured or befriended by monkey-men whilst on the island will be brought here. If the party propitiate the monkey-men (such as by helping them or giving them gifts), the creatures will direct the party to the pirates' camp (**AREA E**) and/or the rear entrance of the temple (**AREA M**).

Monkey-Men^[14] (×50): AL N; SZ M; MV 30 (brachiate 40); DX 13; AC 8; HD 1 (hp 4); #A 1 (pummel); D 1d4+1; SV 16; ML 6; XP 13.

Special: *Climb* 11-in-12, at 40 MV.

A lone Linyi barbarian, **Tengku Joyo**, lives amongst these monkey-men whilst searching for a way off the island. He comprehends the language of the monkey-men and can make himself understood. Around twenty years of age, Tengku is strongly built, wears his black hair loose, and is clean-shaven. He wears a simple loincloth, sandals, and armour of leather scales.

Tengku is brave but cautious and highly skilled in jungle lore. Since rebuffing Kang's offer of protection, he has hidden with the monkey-men here. He occasionally spies on the pirates at **AREA E** and the temple settlement at **AREA N**. Consequently, he can provide information about these areas, as well as **AREAS C-1** and **M**.

Tengku Joyo (2nd-level barbarian): AL CG; SZ M; MV 50; AC 7; HD 2 (hp 15); FA 2; #A 3/2 (kujang [+1]) or 1 (dagger [+1 hurled] or short spear [+1 hurled]); D 1d6+2 (kujang) or 1d4+1 (dagger) or 1d6+1 (short spear, hurled) or 1d8+1 (short spear, two-handed); SV 14; ML 10; XP 40; ST 13, DX 13, CN 14, IN 8, WS 10, CH 10.

Special: *Alertness* (-1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 8-in-12. *Leap* 25 feet. *Move silently* 5-in-12. *Weapon mastery* (kujang).

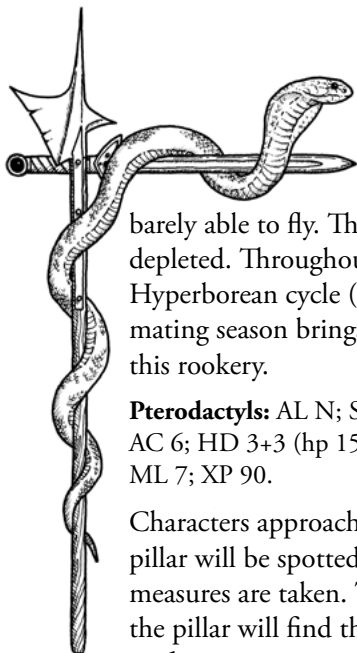
Gear: leather (scale) armour, kujang^[15], kris dagger, short spear.

I. PTERODACTYL ROOKERY

A 100-foot-high pillar of rock rises from the surrounding swamp. This column is the nesting area for most of the pterodactyls on the island. At any time **5d6 pterodactyls** can be encountered here, though 20% will be non-combatant young,

14. See **APPENDIX A**.

15. See **APPENDIX C**.



barely able to fly. Their numbers can never be depleted. Throughout the spring years of the 13-year Hyperborean cycle (mid-*Renaissance* to *Tempest*), the mating season brings thousands of pterodactyls to this rookery.

Pterodactyls: AL N; SZ L; MV 10 (fly 80); DX 15; AC 6; HD 3+3 (hp 15); #A 1 (bite); D 2d4; SV 15; ML 7; XP 90.

Characters approaching within 200 feet of the pillar will be spotted and attacked, unless stealthy measures are taken. Those investigating the base of the pillar will find the remains of a partially eaten **snake-man** amongst heaps of guano. On its utility belt are a **red cylinder key**¹⁶ (*opens all locks*), a **+2 shocking whip**, and a copper pillbox containing **2 pills of healing** and a **pill of water breathing**.

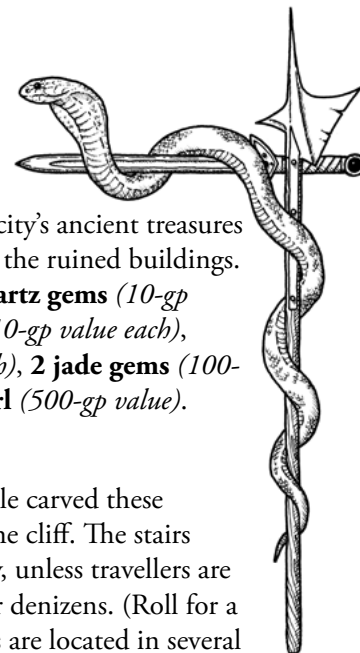
J. RUINS

The crumbled ruins of an ancient city are strewn around a roughly 200 × 200-foot area. Little remains save partial walls and towers covered in vines and vegetation. The stone has a purplish hue. The ruins are stalked by a **tree-man**, the embodiment of the ancient evil of this place.

Tree-Man, Old: A 14-foot-tall creature resembling a humanoid tree, with long arms ending in terrible claws. AL CE; SZ L; MV 40; DX 7; AC 1; HD 12 (hp 60); #A 2 (claw/claw); D 3d6/3d6; SV 11; ML 10; XP 1,500.

Special: Vulnerable to fire attacks: +2 hp per die of damage.

16. See **AREA N**, cylindrical keys.



The tree-man has collected the city's ancient treasures into the sunken cellar of one of the ruined buildings. The cache comprises **5 blue quartz gems** (10-gp value each), **4 obsidian gems** (10-gp value each), **3 zircon gems** (50-gp value each), **2 jade gems** (100-gp value each), and a **black pearl** (500-gp value).

K. STAIRS

The hands of a primordial people carved these twisting stairs into the face of the cliff. The stairs can be climbed in relative safety, unless travellers are spotted by pterodactyls or other denizens. (Roll for a random encounter.) These steps are located in several places on the island.

L. SLOPES

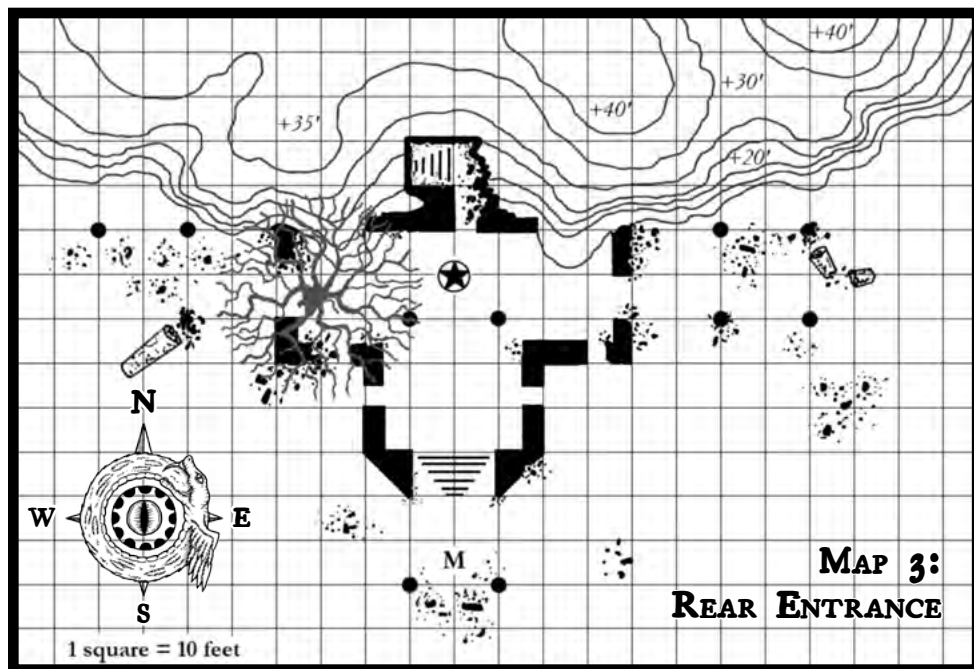
A natural slope creates a break in the escarpment, allowing passage betwixt the various elevations of the plateaus. These slopes rise from 100 to 200 feet in height. Because the slopes are frequented by the wildlife of the island, random encounters are increased to a 3-in-6 chance in these areas; also, re-roll **hazards**.

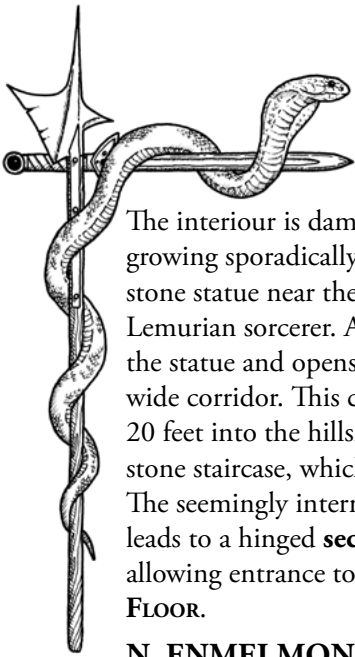
M. REAR ENTRANCE

This area is detailed on **MAP 3: REAR ENTRANCE**. Hidden amidst the jungle foliage, this ancient, ruined stone structure has a "T" shape and is 80 feet wide at the rear, with a 40-foot-wide projection at the front. It is 60 feet deep front to back. The rear of the building abuts a steep hillside; at the front a 20-foot-wide staircase leads up 10 feet to the

interiour. The exterior walls are penetrated by multiple eight-foot-high windows.

The stone roof has a ribbed appearance and a 30-foot-high peak. It is partially caved in, and a great tree grows off the western wing; its roots creep over the ruined building. Three-foot-diameter stone pillars are evident around the structure; all are crumbling, and some have fallen. Stone-roofed verandas once led to the building, but their blocks now lie in tumbled heaps.





The interior is damp, with ferns and mosses growing sporadically about. An overgrown, grey stone statue near the rear wall depicts an ancient Lemurian sorcerer. An exposed portal gapes behind the statue and opens into a deteriorating five-foot-wide corridor. This crumbling passage leads back 20 feet into the hillside before coming to a rough stone staircase, which descends to a lengthy tunnel. The seemingly interminable passageway eventually leads to a hinged **secret door** some 350 yards away, allowing entrance to #4 on **MAP 5: PYRAMID MAIN FLOOR**.

N. ENMEI MONASTERY

Approaching this hex, characters will encounter increasing ruins and overgrown stonework. They will become aware of a clearing, at the south end of which rises a 150-foot-high step pyramid of purplish marble (see **MAP 4: MONASTERY GROUNDS**). North



of the pyramid lies a cluster of newly constructed thatched buildings surrounded by rice paddies.

Due to Nanasa's influence, the dangerous jungle wildlife rarely ventures into this area of the island. If a random encounter is rolled in this hex, ignore any results other than **hazards**, **monkey-men**, **pirates**, and **snakes**. If the party are on the road (**N-1**) during daylight hours, the referee may instead substitute a patrol of **lay brothers** from **N-8**.

Lay Brothers (×5): AL LE; SZ M; MV 40; DX 10; AC 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1] or short bow) or 1 (long spear); D 1d6 (short bow) or 1d6+1 (short scimitar) or 1d8 (long spear, two-handed); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: **Heroic fighting** (double normal melee attacks vs. opponents of 1 HD or less). **Weapon mastery** (short scimitar).

Gear: studded leather armour; short scimitar; long spear (50%), or short bow, 12 arrows (50%); **white cylinder key**¹⁷ (*opens white locks only*).

Styracosaurus¹⁸: AL N; SZ L; MV 40; DX 8; AC 2 (6 from rear); HD 8 (hp 50); #A 1 (gore); D 4d4; SV 13; ML 7; XP 680.

Special: Initial gore as **charge attack** at +2 "to hit" and double damage dice. Can gore two adjacent foes on a single attack roll.

ROSTER: Approximately **60 villagers** live here, including the missing settlers and a handful of others who are willing Yig worshippers. During daylight hours, farmers wearing loincloths and straw hats can be seen working the paddies, tending auchenia, and clearing land north of the ancient wall (**N-2**). The villagers will not attack if they can flee. Their first action will be to alert the guards at #1. If necessary, 40 of them can be armed with sharpened bamboo spears (see **N-5**) to defend the settlement.

Enmei Monastery is an operating temple with **3 acolyte monks**, **18 lay brothers**, and **8 snake-men** within the pyramid. The snake-men rarely leave the pyramid sublevel and will most likely be encountered there. The monks and brothers, however, maintain strict daily schedules that dictate their training and rest times, as well as the time they spend "on duty" guarding the facility. They are divided into **3 squads**, each consisting of **6 lay brothers** led by an **acolyte monk**. Their routine results in some variation in how they are encountered; see **table 3** hereafter.

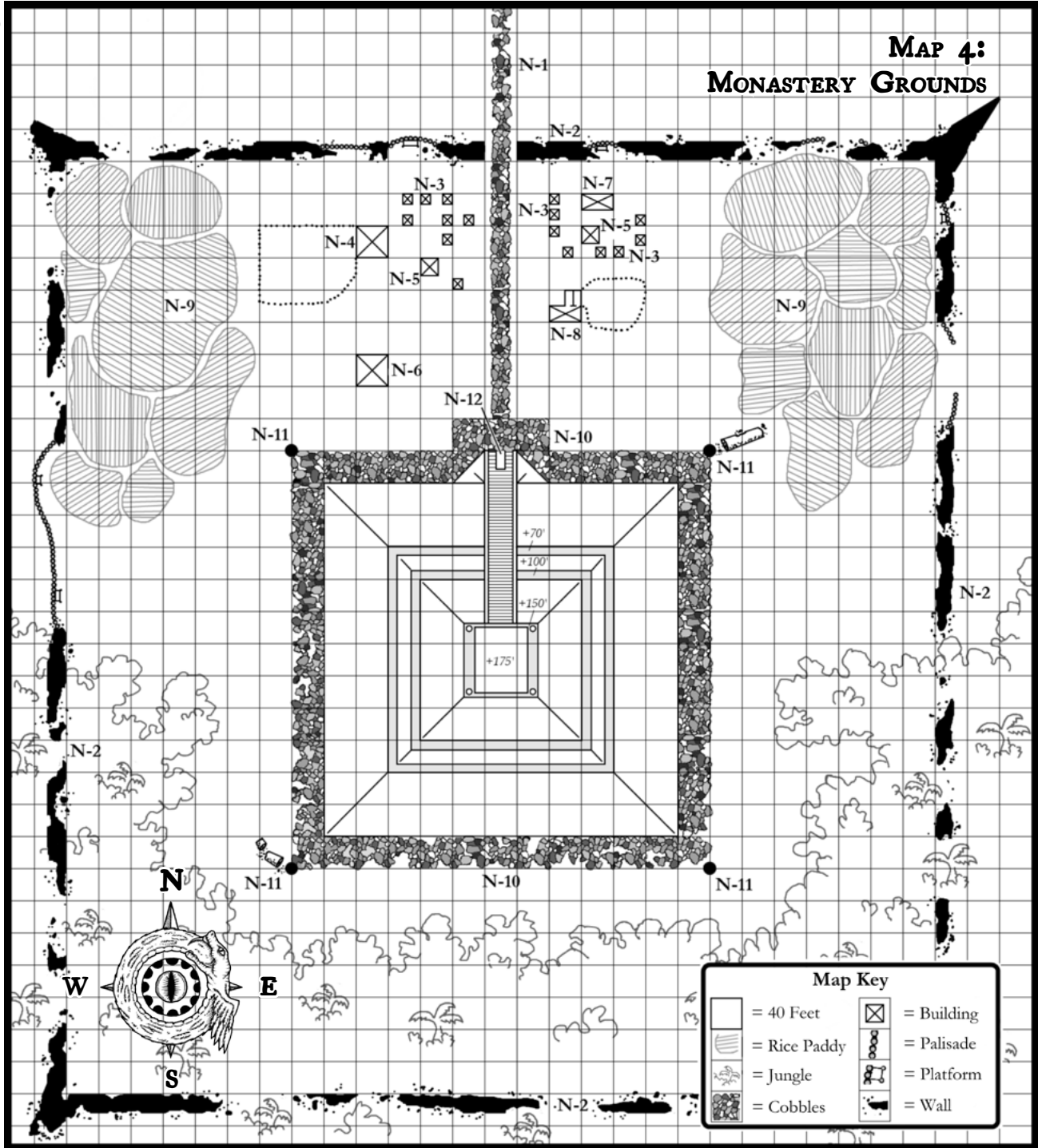
17. See **TEMPLE FEATURES**, *cylindrical keys*.

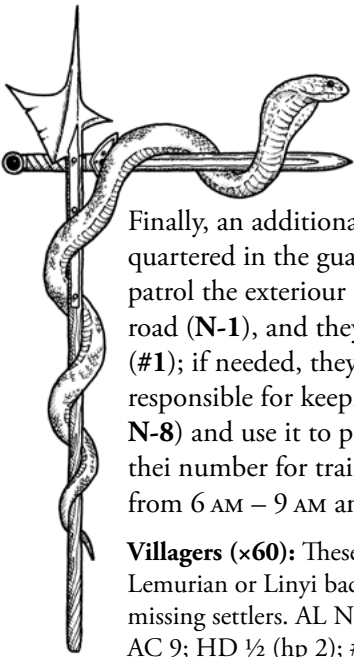
18. See **APPENDIX A**.

Table 3: Guard Shifts

Shift	On Duty	Training	Sleep
<i>Squad A (morning)</i>	6 AM – 2 PM	2 PM – 5 PM	10 PM – 5 AM
<i>Squad B (afternoon)</i>	2 PM – 10 PM	6 AM – 9 AM	10 PM – 5 AM
<i>Squad C (night)</i>	10 PM – 6 AM	2 PM – 5 PM	6 AM – 1 PM

If an alarm is raised, all of the brothers and monks (and eventually the snake-men and Nanasa) will be alerted to the intrusion. In such a case, all will be outfitted as if on duty, and guard positions will be doubled in all areas (**2 squads**). The **3rd squad** of guards will be tasked with patrolling the pyramid and searching for the intruders. Additionally, the **4 coelurus** from #20 and #24 will be dispersed amongst the squads.





Finally, an additional troop of **10 lay brothers** are quartered in the guardhouse (**N-8**). These men patrol the exterior monastery compound and the road (**N-1**), and they guard the pyramid entrance (**#1**); if needed, they may be called inside. They are responsible for keeping the **styracosaurus** (housed at **N-8**) and use it to patrol the road. This troop divide their number for training in **#4**, five training there from 6 AM – 9 AM and five training from 2 PM – 5 PM.

Villagers (×60): These individuals are typical farmers of Lemurian or Linyi background. About 40 of them are the missing settlers. AL N or LE; SZ M; MV 40; DX 8; AC 9; HD ½ (hp 2); #A 1 (unarmed or weapon); D 1d2–1 (pummel) or 1d4 (farm tool) or 1d6 (bamboo short spear, hurled) or 1d8 (bamboo short spear, two-handed); SV 17; ML 4; XP 5 or 7 (with spears).

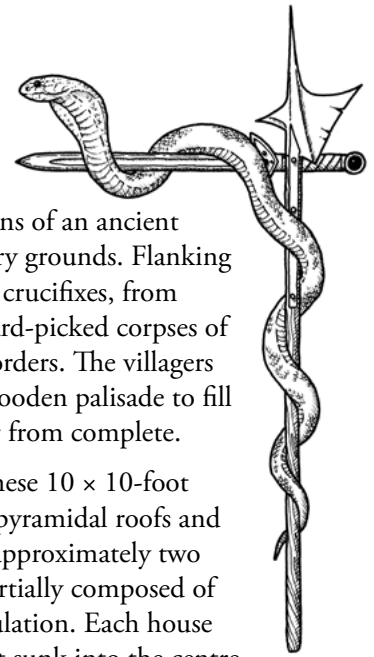
Lay Brothers (×28): These 2nd-level fighters are the workforce and security for the monastery. When not on duty, they wear black monk's robes and sandals. All have shaved heads and are of Lemurian or Linyi background. Their stat blocks are listed at their specific and likely encounters.

Acolyte Monks (×3): These 3rd-level monks are Kang Som's primary disciples. They wear black monk's robes, sandals, studded leather bracers, and necklaces of prayer beads. All have shaved heads and are Lemurian. Their stat blocks are listed at their specific and likely encounters.

Snake-Men (×8): Tall and lean humanoids covered in patterned scales, with snake heads and long tails. Snake-men wear robes, cloaks, and mantles. Their stat blocks are listed at their specific and likely encounters.

N-1. ROAD: An antiquated road of green marble runs in a direct line from the stairs at the north end of this plateau to the entrance of the pyramid. In many places the road is overgrown with great trees, the roots of which have broken and displaced the marble tiles. Within 100 yards of the crumbling wall (**N-2**), the road has been cleared of growth, though many stones are missing.

N-2. ANCIENT WALL: Some 360 feet from the front of the pyramid arise the remnants of a cyclopean wall. The fortification is mostly demolished and in ruin, though its overgrown remains are in evidence here and 280 feet into the jungle to the east, west, and south of the pyramid. The wall ranges from 10 to 20 feet thick and has an uppermost height of 30 feet where it still stands.



The road passes through the ruins of an ancient gatehouse to enter the monastery grounds. Flanking the road here are two X-shaped crucifixes, from which hang the mangled, buzzard-picked corpses of two men who opposed Kang's orders. The villagers have begun construction of a wooden palisade to fill the gaps in the wall, but it is far from complete.

N-3. PEASANT HOUSES: These 10 × 10-foot wooden houses have thatched, pyramidal roofs and are raised by their frameworks approximately two feet above the ground. Walls partially composed of woven grasses allow for air circulation. Each house has a central, stone-lined fire pit sunk into the centre of the floor.

Each house is inhabited by **1d4+2 villagers**. Various household goods and furnishings can be found within, including sitting mats, crude cots, clothing, millet, vegetables, cooking pots, utensils, and so forth. Valuables of any kind are absent.

N.B.: If the party are searching for the missing settlers, they may find that Guntan's daughter **Kaori** has been claimed by "**Mo Gen**" and is treated as a slave. They live in one of these houses and may be encountered here or elsewhere in the village.

Kaori: Quite an attractive young lady, with long black hair tied up and light, jaundiced tan skin. AL N; SZ M; MV 40; DX 8; AC 9; HD ½ (hp 2); #A 1 (unarmed or farm tool); D 1d2–1 (pummel) or 1d4 (farm tool); SV 17; ML 4; XP 5.

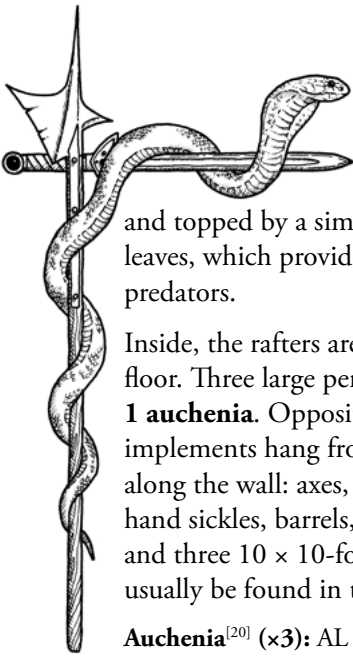
"Mo Gen" (snake-man): In the form of Mo Gen, this snake-man appears to be a squat, wizened man in his 60s. He wears the common garb of villagers. AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 with quarterstaff); HD 2+2 (hp 12); #A 1 (bite or weapon); D 1d4 (bite or dagger) or 1d6 (quarterstaff); SV 16; ML 9; XP 107.

Special: **Snakes** and **giant snakes** obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp additional damage, with paralysis within 1d4 rounds for 2d6 turns. Able to *alter self* at will (as the spell).

Gear: dagger, quarterstaff, **red cylinder key**^[19] (*opens all locks*).

N-4. LARGE BARN: This single-storey, 40 × 40-foot wooden barn has a pyramidal, thatched roof. Eight-foot-square sliding wooden doors open on the east and west ends of the barn. Outside the west door is a small corral enclosed by a wooden fence

19. See **TEMPLE FEATURES**, *cylindrical keys*.



and topped by a simple latticework of bamboo and leaves, which provides shade and cover from aerial predators.

Inside, the rafters are exposed 15 feet above the dirt floor. Three large pens line one side, each housing **1 auchenia**. Opposite the pens, various farm implements hang from or are otherwise arranged along the wall: axes, grain flails, hoes, saws, shovels, hand sickles, barrels, woven baskets, buckets, rope, and three 10 × 10-foot straw mats. The auchenia can usually be found in the corral during daylight hours.

Auchenia^[20] (×3): AL N; SZ L; MV 50; DX 9; AC 7; HD 3 (hp 16, 13, 11); #A 1 (kick); D 1d6+1; SV 15; ML 5; XP 35.

N-5. STOREHOUSES: These two 20 × 20-foot buildings have stout walls and pyramidal roofs with wooden shingles. A single, sturdy wooden door is located at the front of each. The floor of each building is raised two feet above the ground, creating a crawlspace below. Bamboo gutters divert rainwater into two large barrels situated outside each building; a wooden ladle hangs near each barrel.

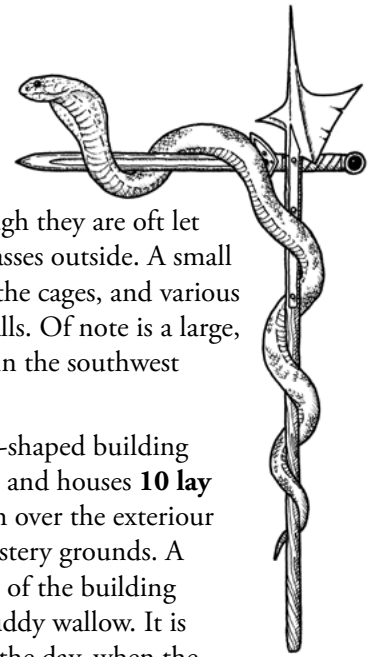
Inside the storehouses are barrels, crates, and sacks containing fruit, millet, rice, tea, and wine; bolts of silk and linen; and several tanned dinosaur hides. Some of the hides evidently are being used to produce leather armour vests, though none are complete. A collection of various tools is present and includes chisels, hammers, nails, saws, and the like. Additionally, bundles of sharpened bamboo poles (40 short spears), 2 barrels holding 60 arrows each, 4 short bows, and 10 kujangs^[21] are kept in the two storehouses.

N-6. UNFINISHED PAGODA: This 40 × 40-foot building is little more than a two-storey frame surrounded by bamboo scaffolding. Piles of clay shingles are stacked nearby. Its form is clearly that of a pagoda. During the day **8 villagers** labour amidst the scaffolding; their hammers can be heard from afar.

N-7. SMALL BARN: This 20 × 40-foot, gable-roofed building has two sliding wooden doors on the north side measuring 12 feet wide and 9 feet high. The rafters are exposed at 12-foot height. On the east side of the interior are several bamboo cages

20. See **APPENDIX A**.

21. See **APPENDIX C**.



that house 30 tame ducks, though they are oft let out to roam and feed on the grasses outside. A small four-wheeled cart sits opposite the cages, and various farming tools hang from the walls. Of note is a large, circular grinding stone located in the southwest corner.

N-8. GUARDHOUSE: This L-shaped building is 40 feet long on its outer sides and houses **10 lay brothers**, whose role is to watch over the exterior settlement and patrol the monastery grounds. A small corral attached to the rear of the building contains the **styracosaurus**' muddy wallow. It is rarely encountered here during the day, when the guards use it to patrol the compound and road.

Inside, the building is divided into two rooms. One comprises living quarters, with 10 rude cots. The other contains a small armoury (4 long swords, 5 halberds, 5 long spears, 5 short bows, 3 light crossbows, 160 arrows, 120 light bolts), as well as several bales of hay and the styracosaurus saddle (if the styracosaurus is not being used elsewhere).

Lay Brothers (×10): AL LE; SZ M; MV 40; DX 10; AC 9 or 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1] or short bow) or 1 (long spear); D 1d6 (short bow) or 1d6+1 (short scimitar) or 1d8 (long spear, two-handed); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: **Heroic fighting** (double normal melee attacks vs. opponents of 1 HD or less). **Weapon mastery** (short scimitar).

Gear: studded leather armour (when on duty or alerted); short scimitar; long spear (×5), or short bow, 12 arrows (×5); **white cylinder key**^[22] (*opens white locks only*).

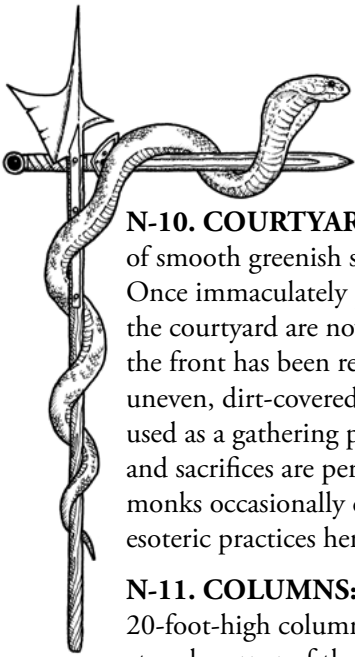
Styracosaurus^[23]: AL N; SZ L; MV 40; DX 8; AC 2 (6 from rear); HD 8 (hp 50); #A 1 (gore); D 4d4; SV 13; ML 7; XP 680.

Special: Initial gore as **charge attack** at +2 “to hit” and double damage dice. Can gore two adjacent foes on a single attack roll.

N-9. RICE PADDIES: On the east and west flanks of the village are fields of rice: muddy, water-filled paddies lined with rows of bright-green rice shoots. Grassy earth mounds amongst the rice paddies provide foot paths and also keep water in the paddies. Movement within the muddy paddies is penalized by –20 MV.

22. See **TEMPLE FEATURES**, *cylindrical keys*.

23. See **APPENDIX A**.

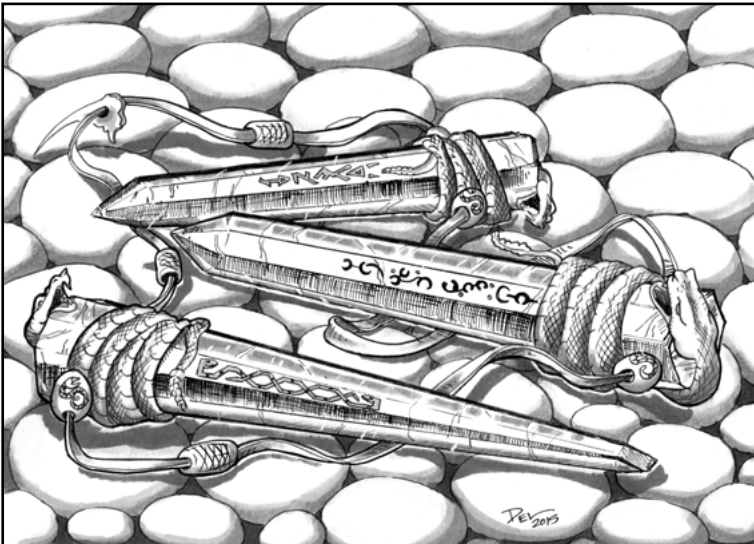


N-10. COURTYARD: A 40-foot-wide courtyard of smooth greenish stone surrounds the pyramid. Once immaculately polished and level, the stones of the courtyard are now cracked and displaced; only the front has been repaired. The sides and rear are uneven, dirt-covered, and missing stones. This area is used as a gathering place for worshippers when rites and sacrifices are performed atop the pyramid. The monks occasionally carry out martial training and esoteric practices here as well.

N-11. COLUMNS: Massive, 8-foot-diameter, 20-foot-high columns of green marble once stood at each corner of the courtyard (N-10). Only two remain upright, whilst the others lie broken and half-buried. In antediluvian ages, the columns were beautifully covered with carved pictograms relating the blasphemous myths of Yig and Nanasa, but now they are weathered and all but illegible, shewing only hints of disturbing shapes engraved about their circumferences.

N-12. TEMPLE PYRAMID: A great, three-tiered step pyramid of purplish marble, 440 feet wide on each side, rises to a height of 175 feet. The first tier slopes upwards to a height of 70 feet, and the second rises an additional 30 feet. The steeply sloped third tier climbs another 50 feet, to a maximum height of 150 feet. At its summit is the upper temple (#19), which adds 25 feet to the overall height. Columns rise 15 feet from the four corners of the third tier, each topped by a dæmonic serpent head.

A 40-foot-wide staircase of green marble ascends the north face of the temple, from the courtyard (N-10) to the upper temple (#19). A gaping 10-foot-wide,



12-foot-high entrance tunnel (#1) divides the foot of the stairs at the centre. A wisp of pale smoke rises from some point on the western slope of the pyramid, being the exit for the chimney at #9.

TEMPLE FEATURES: The following features are common throughout the Enmei Monastery:

Lighting inside the pyramid is supplied by glowing crystal orbs embedded in the ceiling. These globes radiate soft light and are controlled by a sliding lever on the recessed wall panel beside each door. Sliding the lever up causes the light to brighten; sliding it down dims the light until it is extinguished completely.

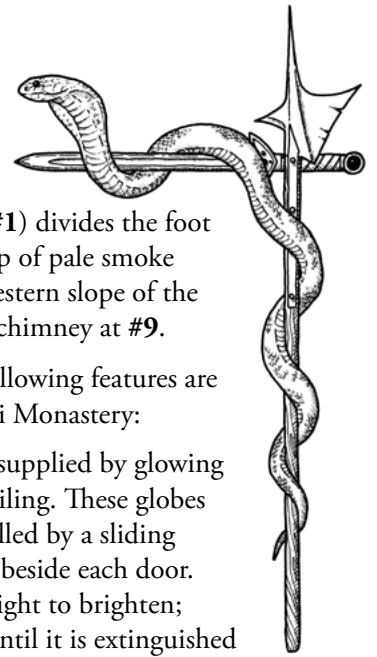
Rooms within the temple are composed of the same purplish marble as the exterior. Walls are extremely thick, solid marble blocks. The walls and floors are smooth as glass and polished to a reflective shine.

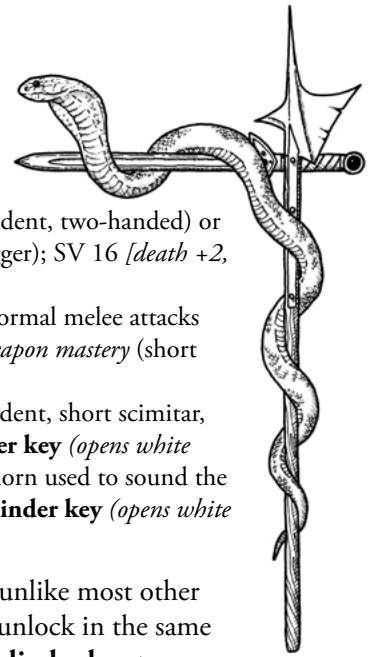
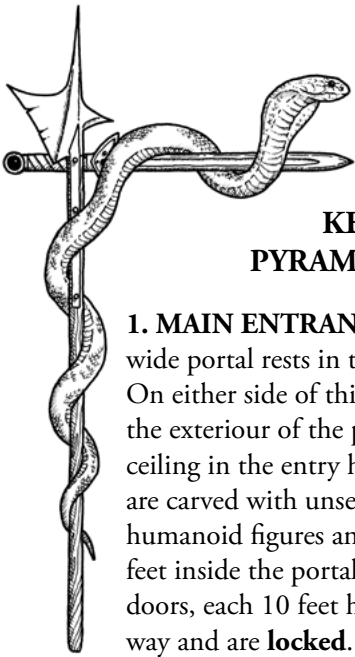
Doors within the pyramid are composed of ornately decorated bronze of two-inch thickness. Unless otherwise stated, these doors manually slide into wall pockets and operate by using **cylindrical crystal keys**. Beside each door is a recessed wall panel that has a red crystal button, a sliding lever, and a round hole into which the key is placed.

A door unlocks when the appropriate key is placed in the hole, at which time it can be slid open effortlessly. Doors are locked by inserting the key and pressing the button; in this manner, doors can be locked open or closed. These panels can be picked (or “hot-wired”) by thieves and their subclasses with successful *open locks* rolls. Forcing a door open requires an *extraordinary feat of strength*.

Cylindrical keys composed of crystal are used throughout the temple. Each key is inscribed with snake-man symbols and is colour-coded in translucent white, green, or red. When inserted into a lock and accepted, the key gleams brightly; if the lock does not accept the key, nothing happens. **White keys** have the lowest security level and open only white locks. **Green keys** open both white and green locks, and **red keys** open any lock in the pyramid. **Red keys** can also be used to access the **temple control panel** in #26.

N.B.: If the **temple control panel** (#26) is deactivated or destroyed, the pyramid’s power supply will be shut off completely; doors and lights will not operate.





**KEY TO MAP 5:
PYRAMID MAIN FLOOR**

1. MAIN ENTRANCE: At ground level, a 10-foot-wide portal rests in the centre of the temple's front. On either side of this entrance, stone stairs ascend the exterior of the pyramid to its summit. The ceiling in the entry hall is 12 feet high, and the walls are carved with unsettling pictograms of serpentine humanoid figures and other manlike shapes. Twenty feet inside the portal, a pair of swinging bronze doors, each 10 feet high and 4 feet wide, bar the way and are **locked**. Stationed before the doors at all times are **2 lay brothers**.

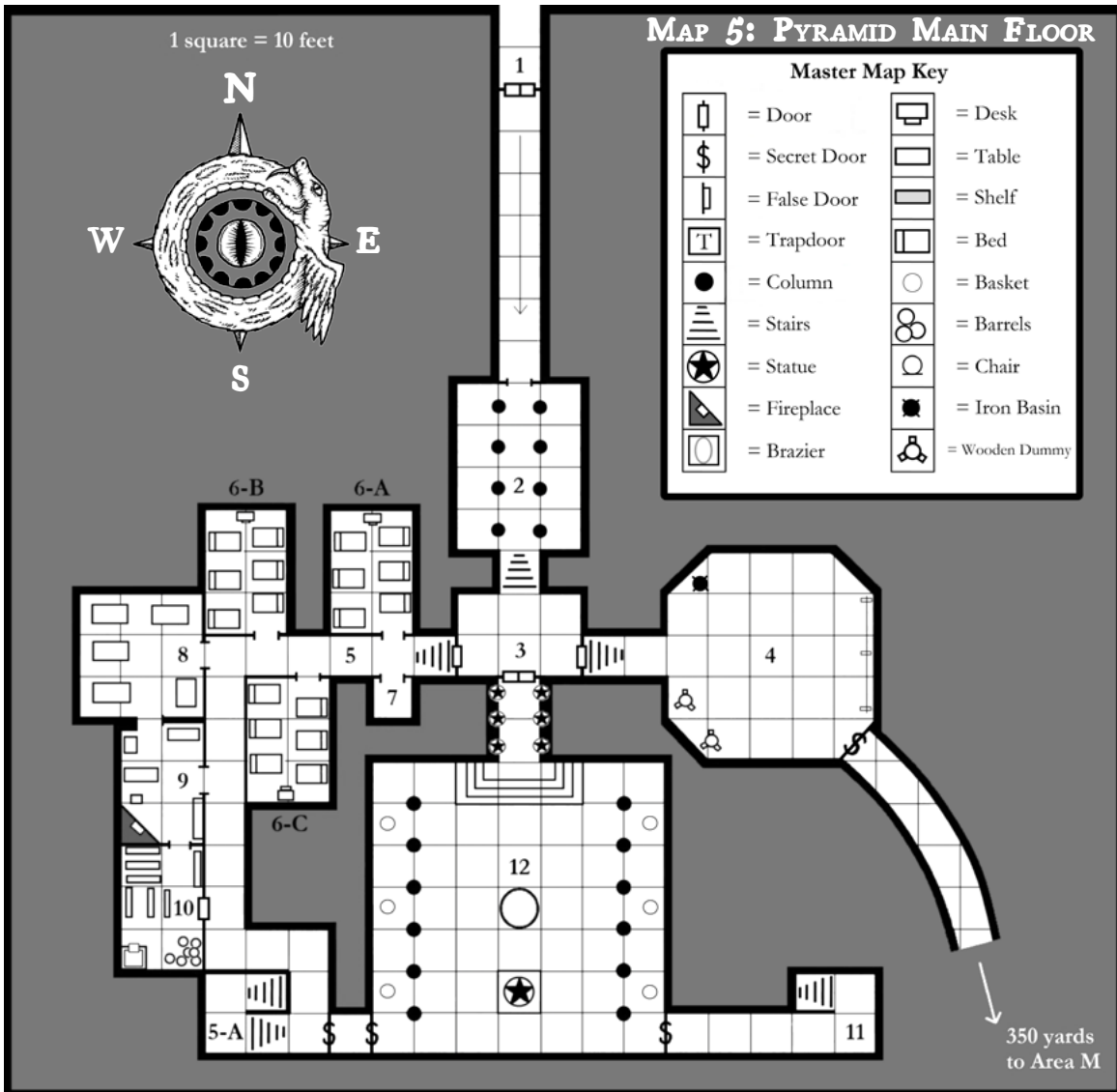
Lay Brothers (x2): AL LE; SZ M; MV 40; DX 10; AC 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1])

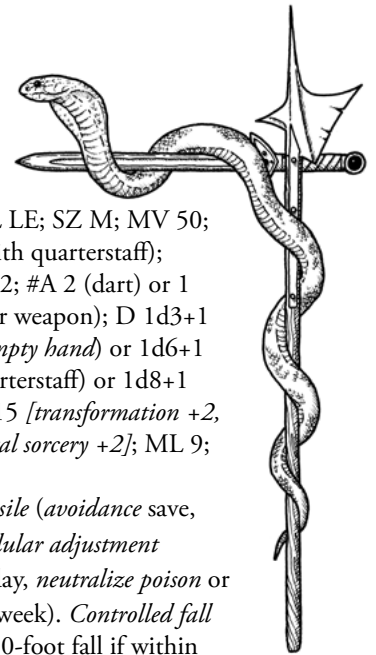
or 1 (trident or dagger); D 1d8 (trident, two-handed) or 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [death +2, transformation +2]; ML 8; XP 32.

Special: **Heroic fighting** (double normal melee attacks vs. opponents of 1 HD or less). **Weapon mastery** (short scimitar).

Gear: studded leather armour, trident, short scimitar, dagger. One carries a **green cylinder key** (opens white and green locks) and a conch shell horn used to sound the alarm; the other carries a **white cylinder key** (opens white locks only).

The entrance doors are hinged, unlike most other doors in the pyramid, but they unlock in the same manner. They require a **green cylinder key** to open. Beyond is a down-sloping, 70-foot-long corridor with arched ceiling, which descends 30 feet to #2.





Acolyte Monk: AL LE; SZ M; MV 50; DX 12; AC 7 (6 with quarterstaff); HD 3 (hp 15); FA 2; #A 2 (dart) or 1 (*empty hand* [+1] or weapon); D 1d3+1 (dart) or 1d4+1 (*empty hand*) or 1d6+1 (chain whip or quarterstaff) or 1d8+1 (hook sword); SV 15 [*transformation* +2, *avoidance* +2, *mental sorcery* +2]; ML 9; XP 71.

Special: *Block missile* (avoidance save, ×3 per round). *Cellular adjustment* (heal 6 hp ×1 per day, *neutralize poison* or *cure disease* ×1 per week). *Controlled fall* (no damage from 30-foot fall if within 5 feet of wall). *Empty hand* (on natural 19–20, target must make *transformation* save or be *stunned* 2d4 rounds). *Climb* 8-in-12. *Discern noise* 5-in-12. *Hide* 6-in-12. *Move silently* 6-in-12.

Gear: chain whip (A), quarterstaff (B), or hook sword (C); 6 darts; **green cylinder key** (*opens white and green locks*); **philtre of anti-venom**^[24].

Coelurus^[25]: AL N; SZ S; MV 60; DX 12; AC 7; HD 2+2 (hp 10); #A 3 (claw/claw/bite); D 1d4/1d4/1d6; SV 16; ML 8; XP 47.

Special: Camouflage: chance to surprise opponents increased by 1-in-6.

A short set of stairs leads out of this room to the north, dropping five feet to #2. An unlocked door (accepts **white cylinder key**) in the east wall opens to a short set of stairs that lead down five feet into a hallway, which ends at #4. A **locked** door (accepts **white cylinder key**) in the west wall leads to a hallway (#5). Sliding double doors in the south wall are **locked** and require a **green cylinder key**; they lead to #12.

4. TRAINING HALL: This 50 × 50-foot room with angled corners has a 20-foot-high domed ceiling. The room clearly is used for martial training. Weapon racks line the east wall and hold 6 daggers, 2 short scimitars, 2 halberds, 3 short spears, 6 quarterstaves, 4 crescent knives^[26], 2 hook swords^[27], and 4 tong-fa^[28]. A large, sand-filled iron basin sits in the northwest corner and is waist high; it is used for strengthening the knuckles and hands. In the southwest corner are two six-foot wooden poles set into moveable stands. One is wrapped in cloth, and the other is bare, worn wood; these frames are slid

2. HALL OF THE WATCHERS: This 30-foot-wide hall is 40 feet long, has an arched ceiling, and is lined with eight intricately carved pillars of green marble. Each pillar depicts a great coiled snake that gazes down at the central walkway. Their eyes glint with golden **citrine gems** (50-gp value each; 16 in all). A 10-foot-wide, 70-foot-long corridor at the north end of this chamber ascends 30 feet to #1. At the south end, a 10-foot-wide, 10-foot-long stairway ascends five feet to #3.

3. GUARDROOM: This 20 × 30-foot chamber has an arched 15-foot ceiling and walls carved with snake-man pictograms. A **lay brother** is stationed here at all times. Additionally, an **acolyte monk** and a **coelurus** might be encountered here as they make their rounds amongst guard positions (1-in-6 chance per turn).

Lay Brother: AL LE; SZ M; MV 40; DX 10; AC 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1]) or 1 (short spear or dagger); D 1d6 (short spear, hurled) or 1d8 (short spear, two-handed) or 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short scimitar).

Gear: studded leather armour, short spear, short scimitar, dagger, **white cylinder key** (*opens white locks only*), conch shell horn.

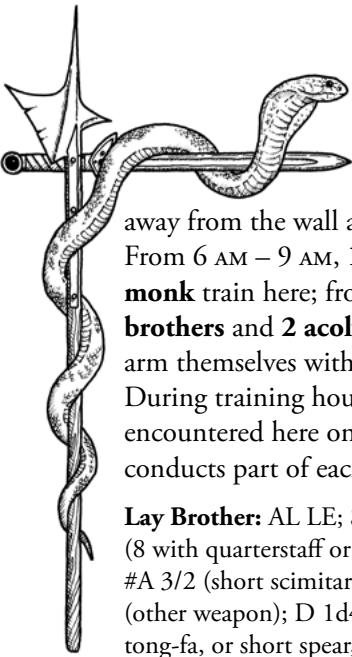
24. See APPENDIX B.

25. See APPENDIX A.

26. See APPENDIX C.

27. *ibid.*

28. *ibid.*



away from the wall and used as punching targets. From 6 AM – 9 AM, **11 lay brothers** and **1 acolyte monk** train here; from 2 PM – 5 PM, **17 lay brothers** and **2 acolyte monks** do so. They will arm themselves with weapons from the racks. During training hours, **Kang Som** (see #18) will be encountered here on a 3-in-6 chance, as he always conducts part of each training session.

Lay Brother: AL LE; SZ M; MV 40; DX 10; AC 9 (8 with quarterstaff or tong-fa); HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1] or dagger, hurled) or 1 (other weapon); D 1d4 (dagger) or 1d6 (crescent knife, tong-fa, or short spear, hurled) or 1d6+1 (short scimitar) or 1d8 (hook sword or short spear, two-handed) or 1d10 (halberd); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short scimitar).

Gear: **white cylinder key** (*opens white locks only*).

Acolyte Monk: AL LE; SZ M; MV 50; DX 12; AC 7 (6 with quarterstaff or tong-fa); HD 3 (hp 15); FA 2; #A 3/2 (dagger, hurled) or 1 (*empty hand* [+1] or other weapon); D 1d4+1 (*empty hand* or dagger) or 1d6+1 (short scimitar, crescent knife, tong-fa, or short spear, hurled) or 1d8+1 (hook sword or short spear, two-handed) or 1d10+1 (halberd); SV 15 [*transformation* +2, *avoidance* +2, *mental sorcery* +2]; ML 9; XP 65.

Special: *Block missile* (*avoidance* save, ×3 per round).

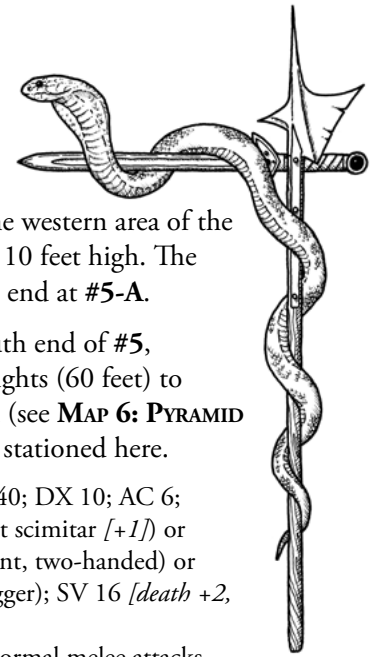
Cellular adjustment (heal 6 hp ×1 per day, *neutralize poison* or *cure disease* ×1 per week). *Controlled fall* (no damage from 30-foot fall if within 5 feet of wall). *Empty hand* (on natural 19–20, target must make *transformation* save or be *stunned* 2d4 rounds). *Climb* 8-in-12. *Discern noise* 5-in-12. *Hide* 6-in-12. *Move silently* 6-in-12.

Gear: **green cylinder key** (*opens white and green locks*), **philtre of anti-venom**^[29].

A 20-foot-long hallway extends from the west wall to an unlocked door (accepts **white cylinder key**), which opens to #3. A **secret door** can be located in the southeast corner of this room, beyond which a roughhewn tunnel leads 350 yards to the rear entrance (AREA M). The door is operated by employing a hidden latch, which will allow a stone panel to swing inward. This passage shews no evidence that it has been used in recent years.

5. WEST HALLWAY: From #3, a short set of stairs leads down five feet into this 10-foot-wide hallway,

29. See APPENDIX B.



which connects the rooms in the western area of the pyramid. The ceiling is flat and 10 feet high. The hallway leads west and south to end at #5-A.

5-A. West Stairwell: At the south end of #5, purplish marble stairs rise six flights (60 feet) to arrive at #13 on the upper level (see MAP 6: PYRAMID UPPER LEVEL). A **lay brother** is stationed here.

Lay Brother: AL LE; SZ M; MV 40; DX 10; AC 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1] or 1 (trident or dagger); D 1d8 (trident, two-handed) or 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short scimitar).

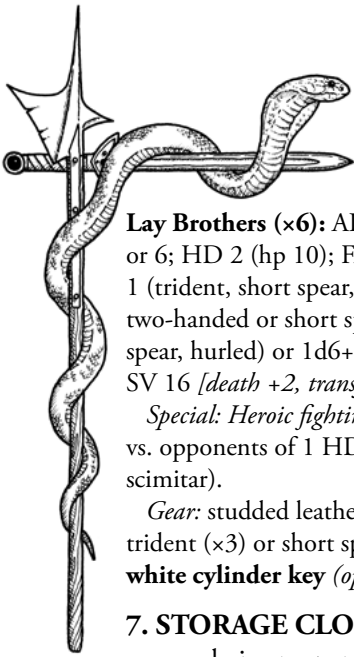
Gear: studded leather armour, trident, short scimitar, dagger, **white cylinder key** (*opens white locks only*).

A **locked secret door** is located in the wall directly east of the foot of the stairs. The door is unlocked by placing a **red cylinder key** into a keyhole hidden betwixt the marble blocks of the wall. This action will allow a stone panel to swing inwards. Beyond this door lies a bare 10 × 10-foot room. Another **locked secret door** of the same type can be found in the opposite wall, leading into #12.

6. LAY BROTHER CHAMBERS: These three 20 × 30-foot rooms are largely identical. Each has a flat, 10-foot-high ceiling and unadorned walls and is entered via an open doorway. Inside are six neatly made beds of simple wooden construction. Beside each bed is a wooden chest containing the personal effects of the bed's owner, including extra robes and the like, plus **2d6 sp**. At the far end of each room, opposite the doorway, is a desk adorned with candles, ink and brush, 2d6 sheets of paper, and a stone paperweight. Chamber pots and washbasins are also present.

Each of these rooms houses a detachment of **6 lay brothers** who rotate in eight-hour shifts^[30]. Rooms #6-A and #6-B are inhabited at night (10 PM – 5 AM), and #6-C in the morning (6 AM – 1 PM). When not on duty, training, or sleeping in their rooms, lay brothers can be found cleaning the temple interior, taking their meals in the refectory (#8), meditating outside or in #13, or attending rites in #12.

30. See table 3.



Lay Brothers (×6): AL LE; SZ M; MV 40; DX 10; AC 9 or 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1]) or 1 (trident, short spear, or dagger); D 1d8 (trident, two-handed or short spear, two-handed) or 1d6 (short spear, hurled) or 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short scimitar).

Gear: studded leather armour (when on duty or alerted); trident (×3) or short spear (×3); short scimitar; dagger; **white cylinder key** (*opens white locks only*).

7. STORAGE CLOSET: This 10 × 10-foot room is accessed via an open doorway from #5. It contains various supplies on shelves and in barrels and chests; these stores include brooms, mops, buckets, firewood, 20 blankets, 46 candles, 300 feet of hemp rope, 4 lanterns, 12 vials of oil, and 16 torches.

8. REFECTORY: This 30 × 30-foot room has a 15-foot-high domed ceiling. Exits lead through the east wall to #5 and through the south wall into #9. During daylight hours 2 **lay brothers** will be encountered here on a 1-in-6 chance.

Lay Brothers (×2): AL LE; SZ M; MV 40; DX 10; AC 9; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1]) or 1 (dagger); D 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short scimitar).

Gear: short scimitar, dagger, **white cylinder key** (*opens white locks only*).

The room is furnished with five eight-foot-long, five-foot-wide tables of purplish marble. Two rows of four small, round, white crystals line the centre of the tables, spaced two feet apart. Pillar-like stone stools surrounding the tables, four to a side, can be raised and lowered by pressing the crystals corresponding to their location. When lowered, the stools are hidden in the floor.

9. KITCHEN: This 20 × 30-foot room has a 10-foot-high flat ceiling. The large metal cooking oven dominating the southwest corner clearly marks this room as the kitchen. The oven's metal chimney is 18 inches in diameter and disappears into the stone wall, angling upwards 100 feet to the western side of the pyramid, where smoke can be seen

throughout the day. The chimney's exit is covered by a metal mesh grill to keep animals out, though resourceful characters may devise a method of ingress via the chimney, if the fire is not burning.

Two eight-foot-long, three-foot-wide stone tables are covered with cooking implements, chopped vegetables, flour, and the like. A large shelf on the east wall is stacked with plates, bowls, and pots and has bins of various utensils. A great bronze basin in the northwest corner is filled with water, which is directed through bronze pipes from the pyramid's exterior.

Open doorways exit the kitchen into #8 to the north, #5 to the east, and #10 to the south. Two peasant villagers, **Lao** and **Sogai**, are tasked to work the monastery kitchen. They arrive before dawn and labour here until late in the day.

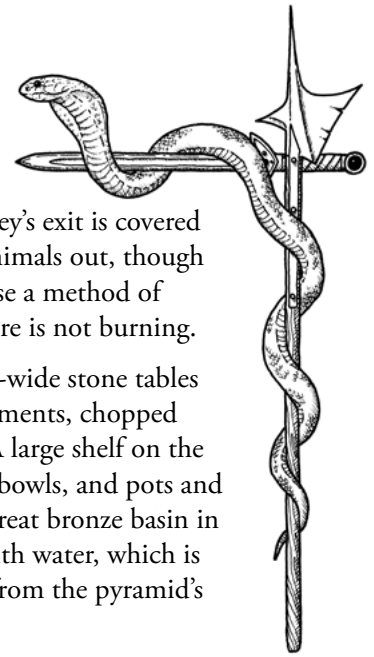
Lao and **Sogai:** AL LE; SZ M; MV 40; DX 8; AC 9; HD ½ (hp 2); #A 1 (unarmed or kitchen knife); D 1d2-1 (pummel) or 1d4 (knife); SV 17; ML 4; XP 7.

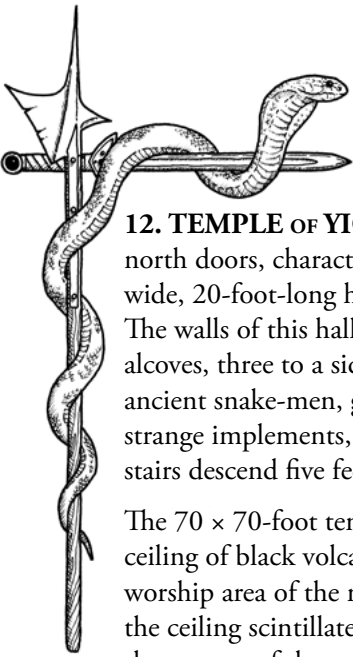
10. LARDER: This 20 × 30-foot room has a 10-foot-high flat ceiling. Rows of shelves and stacks of barrels, crates, and sacks show that the room is a larder. These containers store fruit, ginger, millet, pickles, rice, dried seaweed, tea, vegetables, and wine.

Of special consideration is a five-foot-square "icebox" that is built into the southwest corner of the room. Its bronze sides extend to the ceiling and are cold to the touch. A door in the north side allows access into the icebox, which has a temperature of 35°F (~2°C) and stores plucked geese, skinned lizards, and legs of auchenia meat.

Copper and bronze pipes emerge from the sides of the icebox near the top, before running across the ceiling, down the wall, and through the floor. These pipes eventually lead to #27. The icebox is purely mundane and does not detect as magical.

11. EAST STAIRWELL: Accessible only via a secret door found in #12, this stone staircase descends six flights (60 feet) to a short hallway in the temple's sublevel (see **MAP 8: PYRAMID SUBLEVEL**). The hallway ends at a **locked** door on the north wall (#11-A on **MAP 8**), which requires a **red cylinder key** to open. Beyond the door lies #20.





12. TEMPLE OF YIG: Entering this room via the north doors, characters pass through a 10-foot-wide, 20-foot-long hallway with an arched ceiling. The walls of this hallway are adorned with shallow alcoves, three to a side, inside which rest statues of ancient snake-men, garbed in long robes and bearing strange implements, symbols, and weaponry. Broad stairs descend five feet to the temple proper.

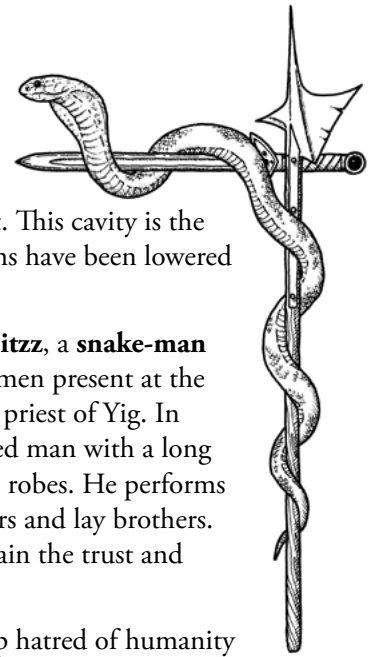
The 70 × 70-foot temple has a 30-foot-high domed ceiling of black volcanic glass and is the central worship area of the monastery. Gems embedded in the ceiling scintillate like stars and are arranged in the pattern of the constellation The Great Serpent, which figured prominently in the Yig cults of Old Earth. Like the ceiling, the floor is of obsidian slabs.

Two rows of six pillars line the east and west flanks of the temple. These green marble columns are three feet in diameter and support the ceiling. They are covered with pictograms and hieroglyphs of snake-man origin. Sconces on four of the pillars hold **green-flame torches**^[31] which produce the only light in the room. Six four-foot-tall, rectangular wicker baskets are arranged about the walls. Each contains a **snake** used in esoteric rituals. The serpents will attack if molested.

At the south end of the temple is a 15-foot-high, green marble statue of Yig, coiled around an obsidian globe symbolizing the “egg of creation” to those familiar with Yiggist scriptures. The statue sits atop a square, five-foot-high stepped pedestal. Two large, round **rubies** (1,000-gp value each) are set in the eyes of Yig, and many of the serpent’s scales are carved of jade, turquoise, and amber, all set masterfully into the marble statue. (Only a fool would desecrate this idol, but those who do should suffer curses and misfortune as the referee sees fit.) A **secret compartment** can be found at the rear of the pedestal as if it were a secret door. Inside are two bottles of coconut wine and a bronze chest that contains **627 cp**, **301 sp**, **501 gp**, and a 13-inch **jade statuette** of Yig (500-gp value).

At the centre of the temple, 10 feet in front of the Yig statue, is a 10-foot-diameter shaft that descends 90 feet to the floor of #28. From this hole arise unwholesome odours. In the ceiling above the pit, the shaft ascends through the core of the pyramid

31. See **APPENDIX B**.



to #19 at the pyramid’s summit. This cavity is the sacrificial well into which victims have been lowered for countless millennia.

The temple is inhabited by **Yssstizz**, a **snake-man priest**. The leader of the snake-men present at the monastery, Yssstizz is a devoted priest of Yig. In human form, he is a middle-aged man with a long wisp of a beard, adorned in fine robes. He performs the religious rites for the villagers and lay brothers. His healing power has helped gain the trust and support of the villagers.

The snake-man priest has a deep hatred of humanity and despises Kang for his elevated position as Nanasa’s favourite. Yssstizz speaks against the monk regularly, but Nanasa refuses to abandon Kang. Yssstizz will be encountered here unless otherwise alerted. He will summon the snakes forth from their baskets to attack intruders and then make his escape.

Yssstizz (4th-level **snake-man** priest): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 with staff); HD 5+2 (hp 24); FA 2; CA 4; TA 4; #A 1 (staff [+2], bite, or dagger); D 1d6+2 (staff) or 1d4 (bite or dagger); SV 15 [*death* +2, *sorcery* +2]; ML 10; XP 700.

Special: **Snakes** and **giant snakes** obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp additional damage, with paralysis within 1d4 rounds for 2d6 turns. Able to *alter self* at will (as the spell). Cleric spells (*bless*, *command*, *cure light wounds*, *protection from good*, *cure moderate wounds*, *darkness*, *wyvern warden*).

Gear: dagger, **staff of the snake** (41 charges), **ring of feather falling**, **potion of healing**, **red cylinder key** (*opens all locks*).

Snakes, Asps (×2): AL N; SZ S; MV 40; DX 10; AC 7; HD 2 (hp 8, 10); #A 1 (bite); D 1; SV 16; ML 7; XP 60.

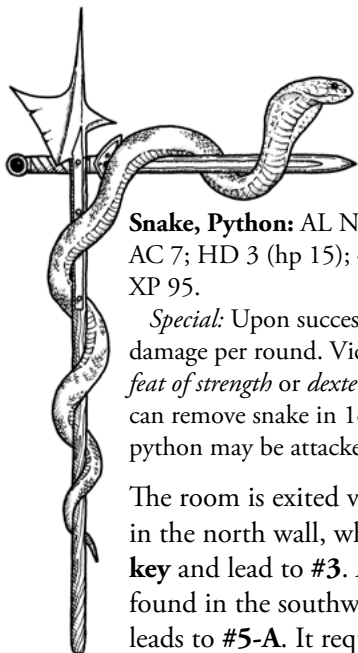
Special: Bite injects venom thrice per day. Victim must make *death* (poison) save or die at once; if save successful, 3d6 hp damage sustained. Site of wound is purple and swollen; may become septic if victim survives (*cure disease* heals).

Snakes, Cobras (×3): AL N; SZ S; MV 30; DX 15; AC 7; HD 1 (hp 4, 5, 7); #A 1 (bite); D 1; SV 16; ML 7; XP 43.

Special: Once per day can spit venom to range of 15, aiming for target’s eyes. If venom hits, victim must make *death* (poison) save or be blinded. *Cure blindness* restores sight. Great helm blocks venom on 3-in-6 chance. Bite injects venom twice per day. Victim must make *death* (poison) save or die in 1d6+6 turns.



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Snake, Python: AL N; SZ L; MV 30 (swim 20); DX 8; AC 7; HD 3 (hp 15); #A 1 (bite); D 1d4; SV 15; ML 9; XP 95.

Special: Upon successful bite, constricts prey for 2d4 hp damage per round. Victim can escape via *extraordinary feat of strength* or *dexterity*; allies whose strength totals 60 can remove snake in 1d4 rounds. Whilst constricting, python may be attacked at +2 "to hit".

The room is exited via a set of **locked** double doors in the north wall, which open to a **green cylinder key** and lead to #3. A hinged **secret door** can be found in the southwest corner of the temple and leads to #5-A. It requires a **red cylinder key** and opens like that found in #5-A. A second hinged **secret door** can be found in the southeast corner and also requires a **red cylinder key**. It opens into #11.

KEY TO MAP 6: PYRAMID UPPER LEVEL

13. MEDITATION HALL: This 30 × 50-foot room is used for quiet contemplation and reflexion. It has a 15-foot-high arched ceiling, an obsidian floor, and walls carved with serpentine imagery. Close inspection of the carvings shows images of men and animals sacrificed through fire and dismemberment, with snake-men prostrated before a coiled, human-headed serpent.

Twenty-four round, black cushions are arranged neatly on the floor, evidently used for meditation. During daylight hours, **1d4+1 lay brothers** will be encountered here on a 2-in-6 chance. Additionally, on a 1-in-6 chance, **Kang Som** (see #18) will be present.

Lay Brother: AL LE; SZ M; MV 40; DX 10; AC 9; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1]) or 1 (dagger); D 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (short scimitar).

Gear: short scimitar, dagger, **white cylinder key** (opens white locks only).

An alcove in the south wall houses a statue that depicts a naga resting upon a great lotus flower. The lotus petals are inscribed with the sinuous characters

of the snake-man tongue. Flanking the statue are wooden shelves of modern construction, upon which are various supplies: brass bells, candles, a small brass gong, incense, three wooden switches, and a necklace of large bone beads, each bead with a snake-language symbol carved on it.

A low, ornate wooden table sits before the statue. On it is a 15-inch-diameter bronze vessel filled with sand and burnt sticks of incense. Also on the table are a handheld censer, a bowl-shaped bell, and a five-inch wooden cudgel used to rap the bell.

Four gourd-shaped wicker baskets are placed along the walls of the room. Each contains a **cobra**, which is used in cryptic religious practices. The snakes will attack if disturbed. If a bell or gong is sounded, all four cobras will emerge from the baskets.

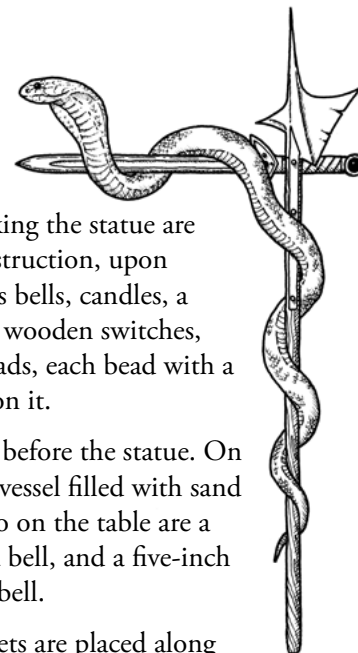
Snakes, Cobras (×4): AL N; SZ S; MV 30; DX 15; AC 7; HD 1 (hp 4, 5, 6, 7); #A 1 (bite); D 1; SV 16; ML 7; XP 43.

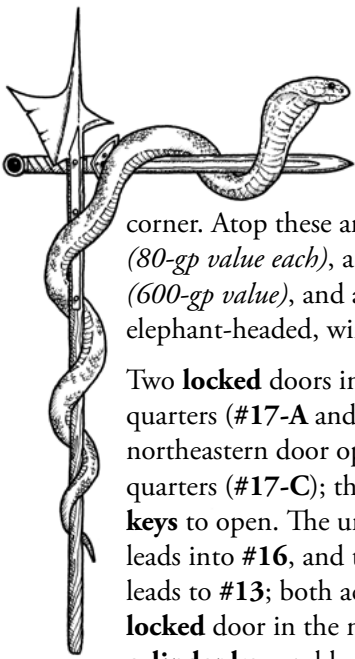
Special: Once per day can spit venom to range of 15, aiming for target's eyes. If venom hits, victim must make *death* (poison) save or be blinded. *Cure blindness* restores sight. Great helm blocks venom on 3-in-6 chance. Bite injects venom twice per day. Victim must make *death* (poison) save or die in 1d6+6 turns.

A **locked** door in the east wall requires a **green cylinder key** and opens to #14. An unlocked door in the north wall (accepts **white cylinder key**) leads to #15. An open doorway in the west wall allows access to the stairwell at #5-A.

14. UPPER STAIRCASE: These stairs ascend 120 feet to the upper temple (#19) at the top of the pyramid. A hinged **secret door** is located on the first flight and opens to a set of stairs leading down 10 feet. From the other side, the door is obvious. The secret passage then leads north to #16.

15. UPPER HALL: This 30 × 70-foot room with 15-foot arched ceiling is the central passage of the upper level. The floor is obsidian. The walls are adorned with **6 scroll paintings** (50-gp value each). Three paintings depict steep mountains and jungle landscapes, the fourth shows long-necked dinosaurs rising from a steaming jungle lake, the fifth depicts a crane fighting a snake, and in the last an archæopteryx rests upon a limb. A four-foot-high, red-painted wooden pedestal stands in each





corner. Atop these are **2 painted porcelain vases** (80-gp value each), a **golden archæopteryx statuette** (600-gp value), and a **jade statuette** of a nameless, elephant-headed, winged god-thing (500-gp value).

Two **locked** doors in the west wall lead to monks' quarters (#17-A and #17-B), and the **locked** northeastern door opens into the third monk's quarters (#17-C); these doors require **green cylinder keys** to open. The unlocked southeastern door leads into #16, and the unlocked southern door leads to #13; both accept **white cylinder keys**. A **locked** door in the north wall opens only with a **red cylinder key** and leads to #18.

16. LIBRARY: This 50-foot-long room is 30 feet wide and lined with bookshelves. Three high scribe's desks are arranged in a row at the centre of the room. Though most shelves are empty, Kang has supplied the beginnings of a respectable library. Some 30 books and 20 scrolls can be found here, most dealing with religion, history, and geography.

Some of the titles include *Herblore of the Lemurian Wilds*, *Hidden Vales of the Chunjei Uplands*, *The Hyperborean Chronicle*, *Mystery Cults of Saroka*, *Pei Mei's Tome of Vigour* (a **manual of exercise**), and *Way of the Great Serpent*. One scroll functions as a sort of Rosetta stone, written in Lemurian, Atlantean, and Hyperborean; it details a series of antediluvian catastrophes. Five water-damaged, rolled **scroll paintings** (10-gp value each) are segregated on a back shelf.

A single unlocked door (accepts **white cylinder key**) allows entrance from #15, via a 30-foot-long entrance hall. Two hinged **secret doors** can be found in the library. One in the north wall opens to a 100-foot-long passage, which leads to another **secret door** that enters into #18; the second, positioned in the south wall, opens to a 50-foot-long passage that turns west and ascends to a 10-foot stairway, at the top of which is yet another **secret door** leading to #14. None of the secret doors are hidden from inside the passage.

17. MONKS' QUARTERS: These 20 × 30-foot rooms with 12-foot-high arched ceilings have been converted into the private quarters of Kang's monk disciples. Though only one monk lives in each room,

three beds have been placed in each in preparation for new members. A single wooden chest per room holds the monk's personal effects: an extra robe, sandals, other clothing, a purse containing **2d10 scp** and **1d8 sp**, a prayer necklace, and a rain hat. Each room also contains something unique:

17-A: This room contains a set of woodcarving chisels and a half-completed ebony quarterstaff engraved with snakes.

17-B: A chess-like game called *shou-tze* sits ready to play on a side table. The pieces are made of carved rosewood and ebony (30-gp value for the set).

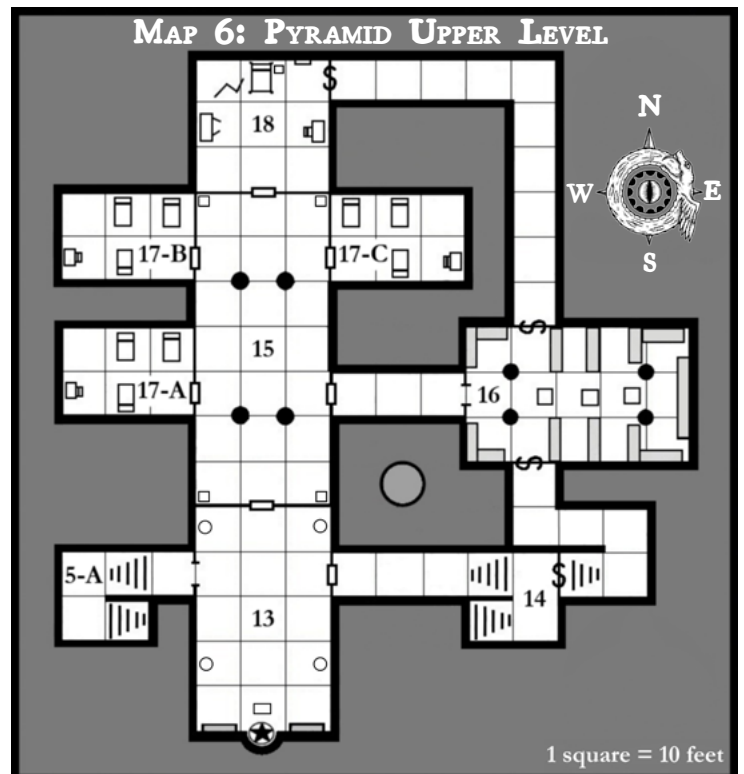
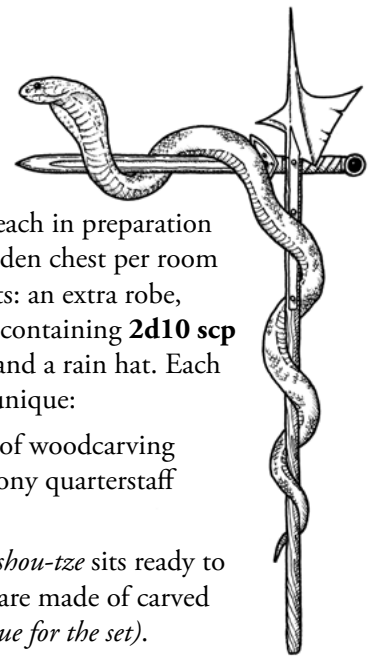
17-C: Three bamboo flutes of different sizes can be found carefully laid on an unused bed.

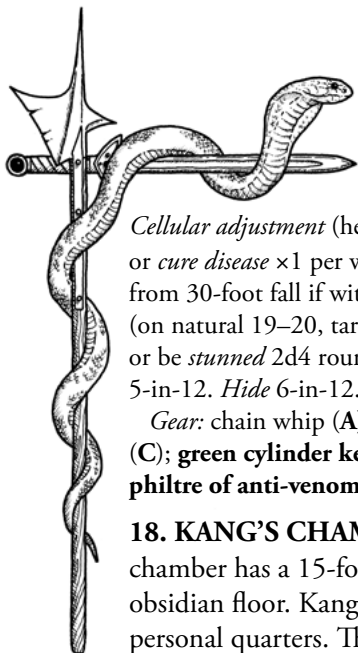
Each room has a single, **locked** entrance that leads to #15. The doors require **green cylinder keys**. The monks spend little time in these rooms, aside from their appointed rest periods^[32], when they will always be found here.

Acolyte Monk: AL LE; SZ M; MV 50; DX 12; AC 7 (6 with quarterstaff); HD 3 (hp 15); FA 2; #A 1 (*empty hand* [+1] or weapon); D 1d4+1 (*empty hand*) or 1d6+1 (chain whip or quarterstaff) or 1d8+1 (hook sword); SV 15 [*transformation* +2, *avoidance* +2, *mental sorcery* +2]; ML 9; XP 65.

Special: Block missile (*avoidance* save, ×3 per round).

32. See table 3.





Cellular adjustment (heal 6 hp \times 1 per day, *neutralize poison* or *cure disease* \times 1 per week). *Controlled fall* (no damage from 30-foot fall if within 5 feet of wall). *Empty hand* (on natural 19–20, target must make *transformation* save or be *stunned* 2d4 rounds). *Climb* 8-in-12. *Discern noise* 5-in-12. *Hide* 6-in-12. *Move silently* 6-in-12.

Gear: chain whip (A), or quarterstaff (B), or hook sword (C); **green cylinder key** (*opens white and green locks*); **philtre of anti-venom**^[33].

18. KANG'S CHAMBER: This 30 \times 30-foot chamber has a 15-foot-high domed ceiling and an obsidian floor. Kang Som has made this room his personal quarters. The chamber contains a simple bed, an ornate mahogany desk, a red-painted wardrobe, a red-painted wooden folding screen, and a bedside table. The only other décor is a small ebony shelf on the north wall, upon which sits a sand-filled porcelain bowl used for burning incense. A bundle of incense sticks is also on the shelf.

Unless alerted or otherwise engaged, **Kang Som** will be encountered here. The fallen monk is of average height, clean-limbed, and shaven-headed. He has a confident, forceful demeanour.

Kang Som (9th-level Lemurian monk): AL LE; SZ M; MV 60; AC 5; HD 9 (hp 48); FA 6; #A 2 (dart [+1] or *empty hand*, *two-weapon fighting* [-1 primary, -3 off-hand]) or 1 (*empty hand* [+2] or scimitar [+1]); D 1d3+1 (dart) or 1d8+3 (*empty hand*) or 1d10+3 (scimitar, two-handed); SV 12 [*transformation* +2, *avoidance* +3, *other dodging* +1, *mental sorcery* +3]; ML 12; XP 1,500; ST 15, DX 15, CN 13, IN 10, WS 15, CH 12.

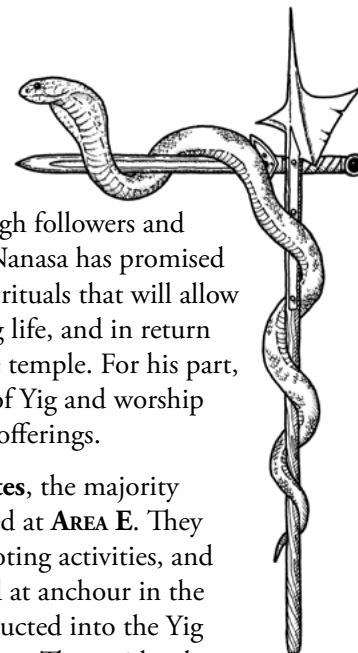
Special: *Block missile* (*avoidance* save, \times 9 per round). *Cellular adjustment* (heal 18 hp \times 1 per day, *neutralize poison* or *cure disease* \times 1 per week). *Controlled fall* (no damage from 90-foot fall if within 5 feet of wall). *Empty hand* (on natural 19–20, target must make *transformation* save or be *stunned* 2d4 rounds; can harm creatures struck only by magical weapons). *Speak with animals* \times 1 per day. *Speak with plants* \times 1 per day. *Simulate death* (as *cataleptic state* spell). *Climb* 10-in-12. *Discern noise* 8-in-12. *Hide* 9-in-12. *Move silently* 9-in-12.

Gear: scimitar, 6 darts, **key** for strongbox, **red cylinder key** (*opens all locks*), **philtre of anti-venom**^[34], **dust of sleepiness**.

Kang Som is thoroughly obsessed with avenging himself on the Zoan Monastery. He has established Enmei Monastery on the Isle of the Serpent with

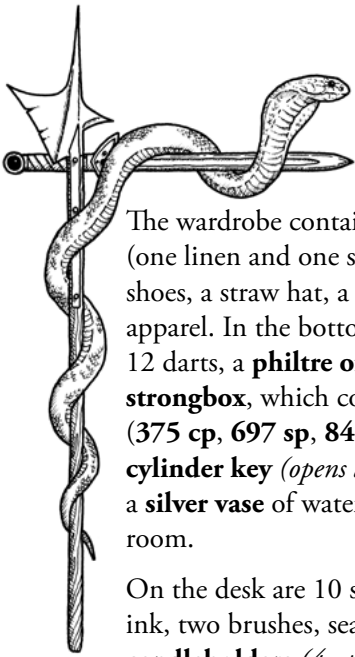
the intention of gathering enough followers and influence to destroy his rivals. Nanasa has promised to instruct Kang in the esoteric rituals that will allow him to achieve unnaturally long life, and in return she will be a secret power in the temple. For his part, he must spread the veneration of Yig and worship Nanasa with supplications and offerings.

Kang commands some **40 pirates**, the majority of whom are generally encamped at **AREA E**. They use a small junk in their freebooting activities, and it is kept reasonably maintained at anchor in the harbour. They have all been inducted into the Yig cult and fight fanatically for Kang. They raid only occasionally, gathering supplies for the monastery and trading unwanted loot for other goods. Additionally, they act as the monastery's link to the outside world, bringing news back to the island.



33. See **APPENDIX B**.

34. *ibid*.



The wardrobe contains two sets of monk's clothing (one linen and one silk), new straw sandals, leather shoes, a straw hat, a rain cape, and a set of fine apparel. In the bottom are a meteor hammer^[35], 12 darts, a **philtre of anti-venom**^[36], and a **locked strongbox**, which contains the monastery's treasury (375 cp, 697 sp, 849 gp, 265 pp) and a **red cylinder key** (*opens all locks*). A chamber pot and a **silver vase of water** (10-gp value) are also in the room.

On the desk are 10 sheets of paper, two vials of ink, two brushes, sealing wax, four candles in **silver candleholders** (4-gp value each), an open scroll, and the *Book of Yig*, penned in Lemurian script and describing the religious rites and myths of the cult. The open scroll is Kang Som's journal, detailing various monastery activities and his personal speculations. A quick perusal of 1d4 turns will reveal that the pirates have recently returned with supplies, that Kang has misgivings about Yssitzz's trustworthiness, that he fears the snake-men wish to use their **teleporters** to usurp his control, that he wants to focus more on rebuilding the protective wall and may bring the pirates up to help, and that he has a deep hatred of the Zoan Monastery. Spending more time might reveal any information concerning Kang, Nanasa, or the temple found in **INFORMATION FOR THE REFEREE, background**, including that the **Feathered Crown** draws its power from Nanasa's life force.

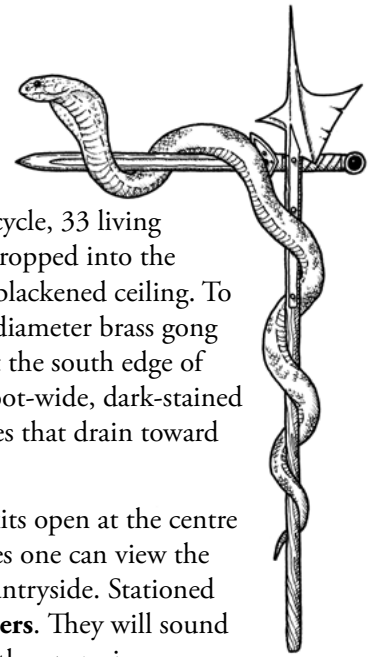
A single **locked** door allows entrance to this room from #15; it requires a **red cylinder key**. A **secret door** can be located in the northern corner of the east wall, opening to a passage that leads to #16. The door is not hidden from inside the passage.

KEY TO MAP 7: UPPER TEMPLE

19. UPPER TEMPLE: At the very summit of the step pyramid, this 50 × 60-foot room has massive stone walls and a 25-foot-high domed ceiling. This area is the secondary temple of the monastery. At the centre is a shadowy pit 10 feet in diameter, which drops through #12 to the floor of #28, 270 feet below.

35. See **APPENDIX C**.

36. See **APPENDIX B**.



At the start of each year of the cycle, 33 living sacrifices were burnt here and dropped into the shaft, as evidenced by the soot-blackened ceiling. To the north of the pit a five-foot-diameter brass gong hangs from a wooden frame. At the south edge of the pit is a six-foot-long, two-foot-wide, dark-stained marble altar, carved with grooves that drain toward the pit.

Gaping, 20-foot-wide square exits open at the centre of each wall; from these vantages one can view the village and the surrounding countryside. Stationed here at all times are **2 lay brothers**. They will sound the gong in warning as soon as they perceive a threat.

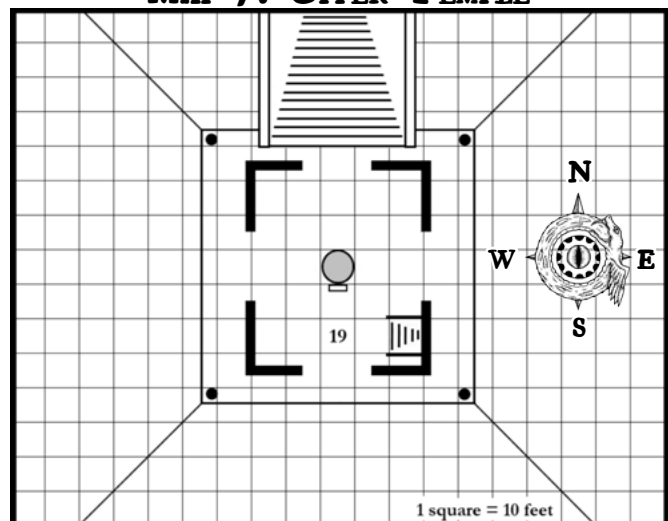
Lay Brothers (×2): AL LE; SZ M; MV 40; DX 10; AC 6; HD 2 (hp 10); FA 2; #A 3/2 (short scimitar [+1]) or 1 (short spear or dagger); D 1d6 (short spear, hurled) or 1d8 (short spear, two-handed) or 1d6+1 (short scimitar) or 1d4 (dagger); SV 16 [*death* +2, *transformation* +2]; ML 8; XP 32.

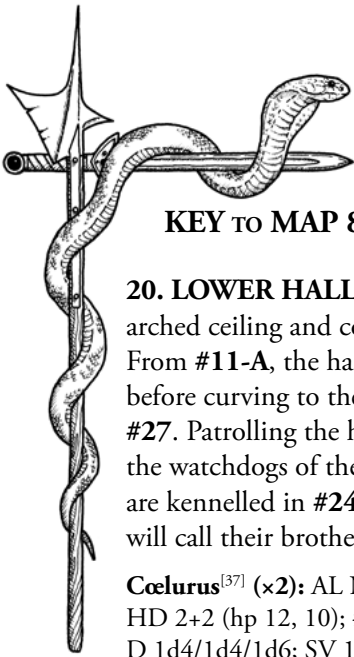
Special: **Heroic fighting** (double normal melee attacks vs. opponents of 1 HD or less). **Weapon mastery** (short scimitar).

Gear: studded leather armour, short spear, short scimitar, dagger. One carries a **green cylinder key** (*opens white and green locks*); the other carries a **white cylinder key** (*opens white locks only*).

Each of the four portals allows access to the third tier of the pyramid. To the north, 40-foot-wide stairs descend the front of the pyramid (see **MAP 4**). A staircase at the south end of the chamber leads down to #14.

MAP 7: UPPER TEMPLE





KEY TO MAP 8: PYRAMID SUBLEVEL

20. LOWER HALL: This long hallway has a 12-foot arched ceiling and connects the rooms of this level. From **#11-A**, the hall extends 90 feet to the north before curving to the west and ending at the door to **#27**. Patrolling the hall at all times are **2 coelurus**, the watchdogs of the snake-men, whilst two more are kennelled in **#24**. If fighting ensues, the coelurus will call their brothers.

Coelurus^[37] (×2): AL N; SZ S; MV 60; DX 12; AC 7; HD 2+2 (hp 12, 10); #A 3 (claw/claw/bite); D 1d4/1d4/1d6; SV 16; ML 8; XP 47.

Special: Camouflage: chance to surprize opponents increased by 1-in-6.

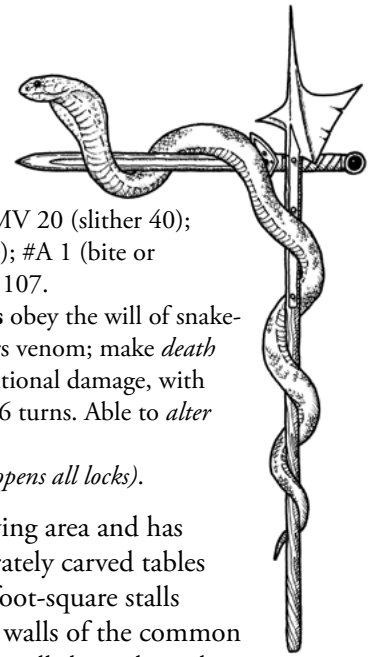
Several doors and arched entryways lead out of this hall to rooms **#22–28**; otherwise the hall is devoid of adornment. All doors on this level require **red cylinder keys**. Most are **locked**; only the doors to **#22** and **#23** are not. In the wall directly opposite the door to **#22** is a hinged **secret door** that leads into area **#21**.

21. SECRET PASSAGE: This rough-cut stone staircase and hallway have a rounded ceiling of 10-foot height. The secret passage connects the hall (**#20**) with Nanasa's chambers and provides an escape exit for her via the subterranean lake (**#31**). The area can only be entered via **secret doors** in **#20**, **#28**, or **#29**, or by ascending the underground passage from **#31**. From inside this passage these secret doors are obvious and not hidden.

From **#20**, stairs descend 10 feet to a landing from which additional staircases descend to the north and to the south. To the north, the stairs lead down into a twisting tunnel that enters **#31**. Those to the south descend 20 feet to a curving passage that comes to a dead-end, forked intersection. A hinged **secret door** is located in the northwest wall of the north fork and leads into **#28**. The south fork has curved stairs that rise 10 feet to a wall where another hinged **secret door** is situated; this portal enters **#29**.

22. SNAKE-MAN CHAMBERS: The door to this room is unlocked. The room has a 30 × 40-foot common area with an arched ceiling of 15-foot height. This room is occupied by **2 snake-men**, who will investigate if they hear a ruckus in **#20**.

37. See **APPENDIX A**.



Snake-Men (×2): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 10, 12); #A 1 (bite or dagger); D 1d4; SV 16; ML 9; XP 107.

Special: **Snakes** and **giant snakes** obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp additional damage, with paralysis within 1d4 rounds for 2d6 turns. Able to *alter self* at will (as the spell).

Gear: dagger, **red cylinder key** (*opens all locks*).

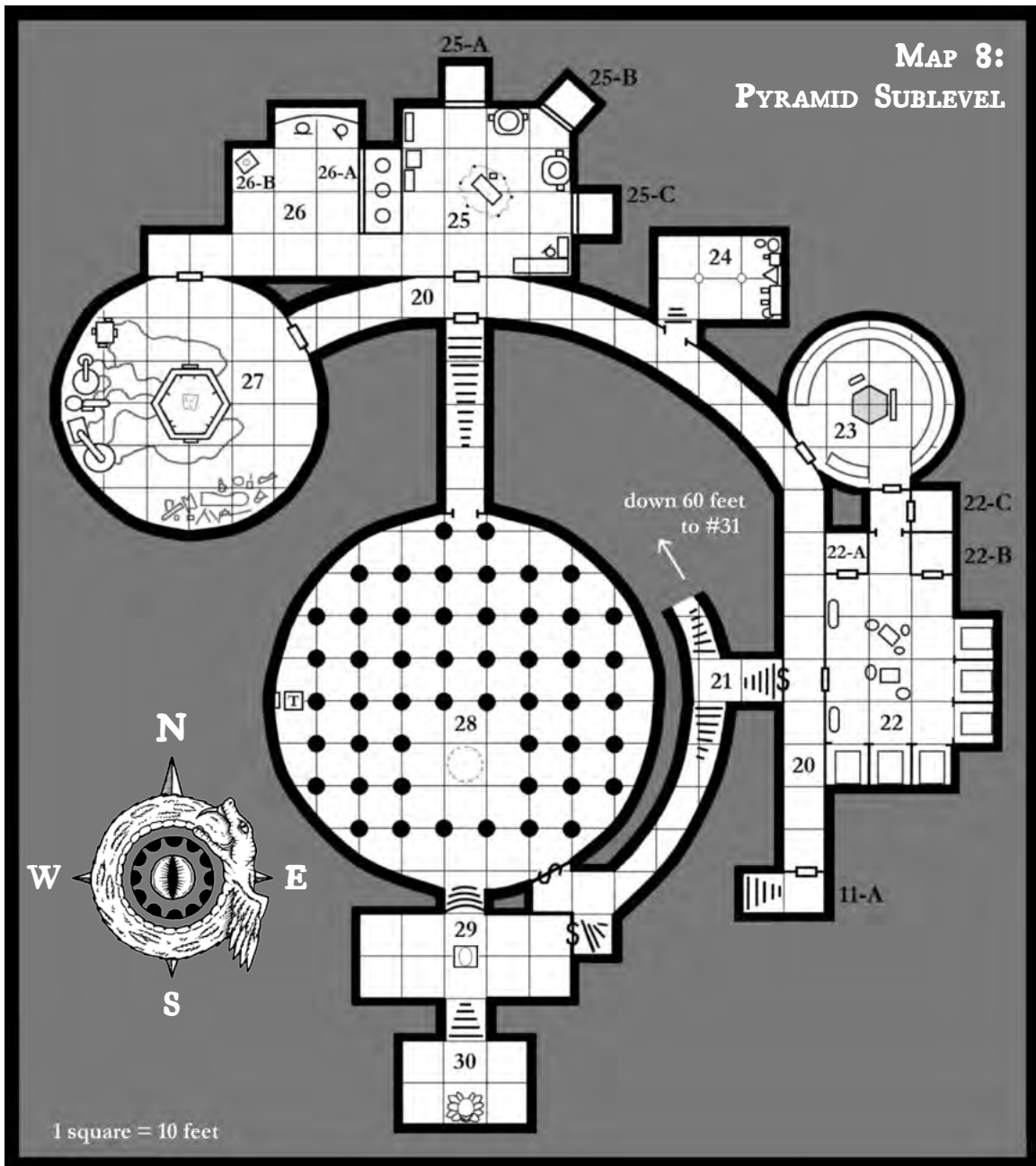
This space is the snake-men's living area and has various silken divans and elaborately carved tables arranged about the room. Ten-foot-square stalls project from the east and south walls of the common room, three on each side. These stalls have domed ceilings, and each contains a snake-man bed (a four-foot-high marble slab topped with a thin futon and wood block "pillow"). Metal shelves are bolted to the walls and hold the snake-men's carefully folded clothing and other personal effects. If the entirety of this room is searched, the party may find **2,002 cp**, **1,060 sp**, **1,052 gp**, and a **potion of healing**.

22-A. Larder: The door to this room is unlocked; it accepts a **red cylinder key**. This 10 × 10-foot room has a flat ceiling and three rows of metal shelves lining its walls. On the shelves are numerous glass boxes, 12 of which are lit from within and contain living fish, frogs, lizards, and the like. Those unlit are empty.

22-B. Storage: The door to this room is unlocked; it accepts a **red cylinder key**. This 10 × 10-foot room has a flat ceiling and three rows of metal shelves lining its walls. The shelves are covered with metal boxes and cans, crates, and glass jars that hold various supplies, including alchemical needs (dried herbs, liquids, oils, etc.), canned food (a foul-smelling, slippery, solid lump of strange meat), clothing, towels, and two unlit **green-flame torches**^[38].

22-C. Lavatory: The door to this room is unlocked; it accepts a **red cylinder key**. Inside this 10 × 10-foot room are five evenly spaced latrines, each consisting of a jagged, five-inch-diameter hole in the floor, into which water continuously flows from a similar hole at the base of the wall. Two rough, triangular pillars are erected opposite the latrines, both snagged with the shed skins of moulted snake-men.

38. See **APPENDIX B**.



23. SAUNA: Both doors to this room are unlocked. This 40-foot-diameter circular room has an ornately carved, 20-foot-high domed ceiling. The room is hot and filled with steam, which rises from a 10-foot-wide hexagonal pool set in the centre of the floor. The humid air carries with it a reptilian reek. The pool is filled with water to a depth of five feet and has stone seats built into its sides. The water and room are heated via steam pipes in the floor, pumped from #24.

Stone seating is arranged around the perimeter of the room, and two wooden benches have been placed

near the pool. Stacks of towels also can be found about the room. On a 2-in-6 chance, **1d2 snake-men** will be warming themselves in the pool; if so, deduct their number from those in #25.

Snake-Man: AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 12); #A 1 (bite or dagger); D 1d4; SV 16; ML 9; XP 107.

Special: **Snakes** and **giant snakes** obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp additional damage, with paralysis within 1d4 rounds for 2d6 turns. Able to *alter self* at will (as the spell).

Gear: dagger, **red cylinder key** (opens all locks).



24. PUMP ROOM: This 30-foot-long room is 20 feet wide and has a flat ceiling. Strange metal tanks and mechanisms of bronze and copper line the east wall. Each tank holds 175 gallons of water. This apparatus is bolted down and pumps water and steam into #22-C and #23. Two five-inch-wide drains are located in the floor.

The room is also used as a kennel for the *coelurus* that guard this level. Bones and filth are strewn about the floor. Present here are **2 coelurus**, but they will respond to any loud noises from the hall (#20).

Coelurus^[39] (×2): AL N; SZ S; MV 60; DX 12; AC 7; HD 2+2 (hp 12, 10); #A 3 (claw/claw/bite); D 1d4/1d4/1d6; SV 16; ML 8; XP 47.

Special: Camouflage: chance to surprize opponents increased by 1-in-6.

25. LABORATORY: This brightly lit, 40 × 40-foot room has a 20-foot-high domed ceiling and a floor of smooth obsidian. This room is the snake-men's laboratory, used to perform experiments and alchemical procedures. Consequently, tables and

39. See APPENDIX A.

cabinets are arranged about the room. A group of **4 snake-men** work here throughout the day and night. If any were encountered in #23, remove their number from here.

Snake-Men (×4): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 8, 10, 12, 12); #A 1 (bite or dagger); D 1d4; SV 16; ML 9; XP 107.

Special: **Snakes** and **giant snakes** obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp additional damage, with paralysis within 1d4 rounds for 2d6 turns. Able to *alter self* at will (as the spell).

Gear: dagger, **red cylinder key** (*opens all locks*).

A table near the centre of the room is surrounded by a curtain, which if drawn aside will reveal the vivisected corpse of a **monkey-man**, the subject of ongoing experiments and investigations. Wires attached to the body and brain lead to a wheeled metal cart beside the table. On the cart are buttons and levers that, if engaged, will cause the corpse to exhibit movement in its limbs and organs.



Two 10-foot-high, cylindrical glass tanks are in the room, one at the north wall and one at the east wall. These vats sit atop metal pedestals, from which pipes and wires lead into the wall. The cylinders are filled with embalming fluid that preserves the human corpse in the northern one and the monkey-man corpse in the eastern.

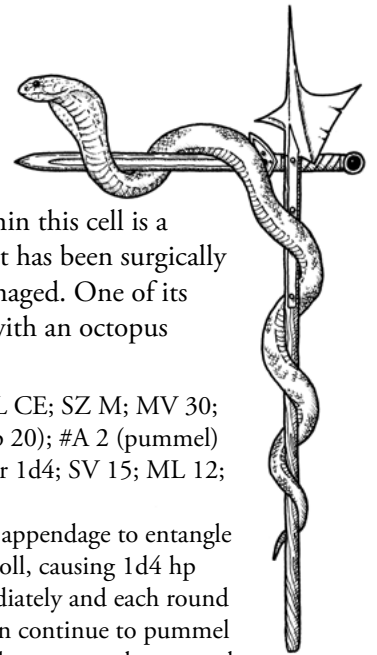
A table along the western wall is littered with electrical and mechanical parts. If the characters are familiar with a **shocking whip**, they may recognize some of its components here. A large cabinet in the southeast corner houses an entire alchemical lab with beakers, bottles, glass tubes, and ingredients. If searched, this area will be found to hold a powdered **poison** (*ingestible III*), a **potion of fire resistance**, a **potion of healing**, **2 philtres of anti-venom**^[40], and a copper pillbox containing a **pill of extraordinary growth** and a **pill of super-heroic action**.

A 10 × 10-foot passage in the southwest corner leads into #26. Three cells are set into the north and east walls of the room. Each has a **locked**, 10-foot-wide bronze door that has three glass viewing ports. These doors require the use of two **red cylinder keys** to open (one placed on either side of the door); they divide in the centre to automatically slide into the walls left and right.

25-A. Cell: A female Lemurian, **Su-Ling**, is held captive in this cell. She is unharmed but hungry and terrified. Su-Ling was not one of the settlers but was recently captured by the pirates.

Su-Ling: AL N; SZ M; MV 40; DX 8; AC 9; HD ½ (hp 2); #A 1 (unarmed); D 1d2-1 (pummel); SV 17; ML 4; XP 5.

40. See APPENDIX B.



25-B. Cell: Trapped within this cell is a crazed **monkey-man** that has been surgically altered and mentally damaged. One of its arms has been replaced with an octopus tentacle.

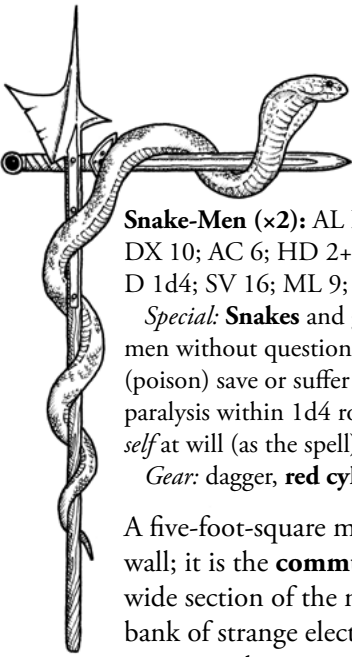
Monkey-Man (crazed): AL CE; SZ M; MV 30; DX 12; AC 6; HD 3+2 (hp 20); #A 2 (pummel) or 1 (entangle); D 1d4+1 or 1d4; SV 15; ML 12; XP 90.

Special: Can use octopod appendage to entangle foes on successful “to-hit” roll, causing 1d4 hp constriction damage immediately and each round thereafter. Monkey-man can continue to pummel whilst constricting. Entanglement may be escaped with successful *test of strength*.

25-C. Cell: Empty.

26. CONTROL ROOM: This room, 30 × 40 feet at its widest with a flat, 10-foot-high ceiling, connects directly to #25 via an open passage running along the south wall. At the west end of this passage, a **locked door** opens into #27; it requires a **red cylinder key**. Found here are **2 snake-men**, who will respond to any disturbance in #25.





Snake-Men (x2): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 9, 11); #A 1 (bite or dagger); D 1d4; SV 16; ML 9; XP 107.

Special: **Snakes** and **giant snakes** obey the will of snake-men without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp additional damage, with paralysis within 1d4 rounds for 2d6 turns. Able to *alter self* at will (as the spell).

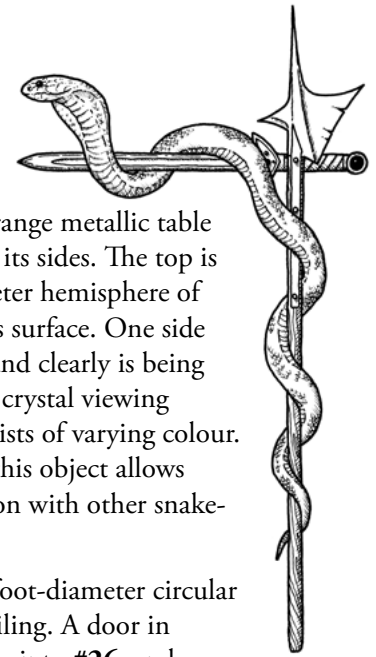
Gear: dagger, **red cylinder key** (*opens all locks*).

A five-foot-square metallic table sits along the west wall; it is the **communicator** (#26-B). A 20-foot-wide section of the north wall is dominated by a bank of strange electrical instruments displaying numerous buttons, dials, and flashing lights. Two flat glass screens are built into the panel, one having strange characters displayed upon it, whilst the other monitors the **power core** (#27). Two chairs are positioned in front of the electrical panels.

This device is the **temple control panel**, which controls the power supply of the pyramid, as well as the **teleporter** that lies along the eastern wall (#26-A). A **red cylinder key** is required to access the **temple control panel**. If the **temple control panel** is destroyed, the electrical doors and lights in the pyramid will cease to function.

26-A. Teleporter: The eastern wall of #26 has a 20-foot-long, 10-foot-deep enclosed section with a 10-foot-high ceiling. A thick glass door on the west side can be opened only from the **temple control panel**, sliding up into the ceiling. The other three walls, the ceiling, and the floor are completely sheeted in a titanium-like metal alloy.

In the centre of this room is a row of three pedestals of similar metallic design, though their tops are of white crystal. Directly above these pedestals, similar objects protrude from the ceiling. Two of the pedestals are dismantled, revealing the wire and circuitry of their inner workings. These three pedestals are inoperative **teleporters** that, if repaired, would be able to *teleport* people and objects to and from any similar **teleporter** within Hyperborea. Such devices are rumoured to exist in the dungeons beneath the ziggurats of Fazzuum, in the undercity of Xamboola, in the snake-man laboratories below Mounts Larashtra and Vhuurmithadon, and in the bottomless sewers of the City-State of Khromarium.



26-B. Communicator: This strange metallic table shews wires and circuitry along its sides. The top is flat except for a two-foot-diameter hemisphere of clear crystal protruding from its surface. One side of the table has been removed and clearly is being repaired. When functional, the crystal viewing sphere awakens with flowing mists of varying colour. Though currently inoperative, this object allows visual and audial communication with other snake-man enclaves.

27. POWER CORE: This 60-foot-diameter circular room has a 15-foot-high flat ceiling. A door in the centre of the north wall exits into #26, and a second door to the northeast exits into #22. Both are **locked** and require **red cylinder keys**.

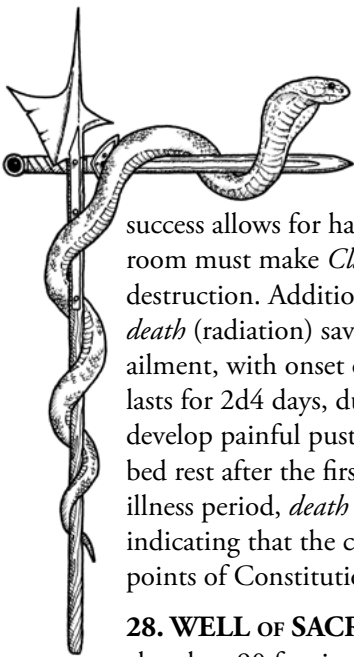
Unearthly devices and dry electrical heat signify this room as the **power core**. A heap of rubbish, broken glass, crumpled metal, and machinery parts is piled along the south wall. Much of it is burnt. This detritus and the fire-blackened walls and ceiling may hint at the pyramid's ancient demise.

At the centre of the room, an 18-foot-wide hexagonal encasement of glass and metal reaches from floor to ceiling. Inside, a bright blue, diamond-shaped object spins in mid-air and sheds its luminosity throughout the room. Bolts of electricity arc from it to various nodes on the interior of the encasement.

Bronze pipes run in all directions across the ceiling, some connecting to various canisters and tanks. Numerous cables connect the **power core** to tanks and machinery located near the west wall. Cutting the cables will not affect the **power core** but will disrupt the energy supply to the temple. Doors and lights will malfunction, if not shut down completely.

If the encasement is breached, the **power core** will overload, spinning wildly for 4 rounds and arcing electrical bolts randomly. On the 5th round, the **power core** will erupt in a violent explosion of energy. After exploding, the **power core** will die; all electrical mechanisms in the pyramid will cease to function, including door locks, lighting, water pumps, and the icebox.

All characters caught in the blast must make *avoidance* saving throws or sustain 8d6 hp damage;



success allows for half damage. Objects within the room must make *Class 7* item saving throws to resist destruction. Additionally, characters must also make *death* (radiation) saves or contract a debilitating ailment, with onset occurring in 1d6 turns. Illness lasts for 2d4 days, during which time the affected develop painful pustules and open sores, requiring bed rest after the first 24 hours. At the end of the illness period, *death* saves must be made, failure indicating that the characters permanently lose 1d3 points of Constitution.

28. WELL OF SACRIFICES: This massive domed chamber, 90 feet in diameter, has a 40-foot-high ceiling and a floor of smooth obsidian. Fifty carved, green marble columns, each four feet in diameter, support the ceiling and are spaced every 10 feet. Each bears one or more empty torch sconces. The room has no electrical lighting; the only illumination is shed by four **green-flame torches**^[41], two flanking the southern staircase and two flanking the false door to the west.

A 30 × 30-foot section in the southern half of the room is free of columns. A hole gapes in the ceiling above this area (denoted by a dotted circle on the map) and marks the bottom of the sacrificial shaft that ascends through the pyramid, passing #12 and ending at #19. The floor here is covered with the remains of hundreds of human and animal sacrifices. Most are centuries old, though some are more recent; many are charred by sacrificial fires.

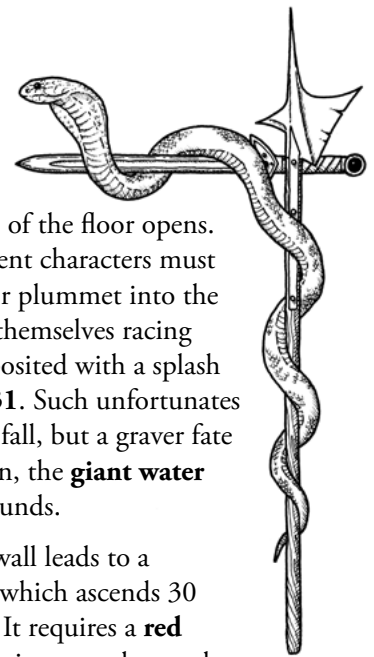
Entering the southern half of the room will cause **2 animal skeletons** to rise from the bone pile. One is a giant ground sloth, great fangs fused into its jaw; the second is a small allosaurus. If her guards are hard-pressed, **Nanasa** will come here to their support (see #30). She will climb amongst the columns and attempt to remain hidden.

Skeletons, Large Undead Animal (×2): AL CE; SZ L; MV 30; DX 9; AC 6; HD 5 (hp 30, 25); #A 3 (claw/claw/bite); D 1d6/1d6/1d8; SV 14; ML 12; XP 200.

Special: Immune to poison, paralysis, fear, and cold-based attacks. Edged and piercing weapons cause ½ damage.

A false door in the centre of the west wall operates a **trap**. When any **cylinder key** is placed to the wall

41. See APPENDIX B.



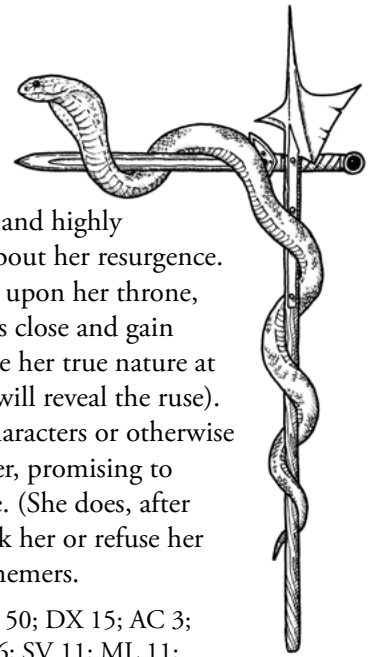
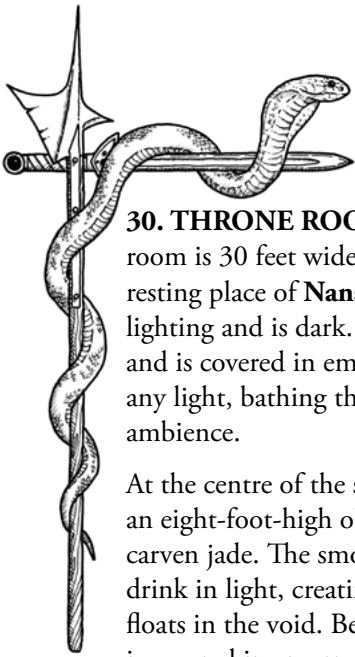
panel, a five-foot-square section of the floor opens. The key operator and any adjacent characters must make *avoidance* saving throws or plummet into the pit. Falling characters will find themselves racing through a slick chute, to be deposited with a splash into the subterranean lake at #31. Such unfortunates suffer 1d6 hp damage from the fall, but a graver fate awaits them: Unless already slain, the **giant water snake** at #31 will attack in 2 rounds.

An open archway in the north wall leads to a 45-foot-long hall and staircase, which ascends 30 feet to the **locked** door to #20. It requires a **red cylinder key**. A 10-foot-wide stairway at the south end of the room ascends 10 feet to #29. A hinged **secret door** can be found in the southeastern section of wall and opens into #21.

N.B.: If the monastery suffers dire casualties, **Nanasa** (see #30), **Kang** (see #18), **Yssitzz** (see #12), and any remaining **acolyte monks** and **snake-men** will make a stand here.

29. CHAMBER OF CONTEMPLATION: Antechamber to the goddess of the island, this 50 × 20-foot room has a 20-foot-high arched ceiling covered with serpentine carvings. At the centre of the room, a fire burns in a low brazier of green stone and sheds an eerie light. A 15-foot-diameter mosaic is found on each wall, six in all. Resembling the mandalas used by the monks of Boetzu, these colourful circular mosaics comprise geometric designs interspersed with images of serpents, snake-bodied half-men, and multi-armed dæmons. At the centre of each mosaic is an image of the naga, Nanasa; encircling each is Yig, his tail in his mouth. If not already encountered or alerted, **Kang** (see #18) will be encountered here on a 1-in-6 chance, meditating upon the mosaics or perhaps being instructed by **Nanasa** (see #30).

The room is entered via corridors in the centre of the north and south walls. A hinged **secret door** can be found in the east wall and opens into #21. To the north, stairs descend 10 feet to #28; to the south, stairs ascend 10 feet to #30. The southern stairs are guarded by a *glyph of warding* that paralyzes for 6 turns the first person passing through without speaking the code word (*death* save negates). Besides Nanasa, only Kang and Yssitzz know the password.



30. THRONE ROOM: The holiest of holies, this room is 30 feet wide and 20 feet deep. It is the resting place of **Nanasa**. The area has no electrical lighting and is dark. The domed ceiling rises 20 feet and is covered in embossed gold foil that reflects any light, bathing the room in a weird yellow-gold ambience.

At the centre of the south wall sits Nanasa's throne, an eight-foot-high obsidian lotus inlaid with pure, carved jade. The smooth obsidian floor seems to drink in light, creating the illusion that the throne floats in the void. Behind the throne, the south wall is covered in an ornate mosaic mandala of geometric designs, esoteric script, and serpentine images. Nanasa's treasure is heaped around her throne:

15,022 ep, 9,785 gp, 1,250 pp, 8 lapis lazuli gems (10-gp value each), 13 moss agate gems (10-gp value each), 4 obsidian gems (10-gp value each), 15 tiger-eye gems (10-gp value each), 6 bloodstone gems (50-gp value each), 7 jasper gems (50-gp value each), 3 moonstone gems (50-gp value each), 4 zircon gems (50-gp value each), 2 garnet gems (100-gp value each), 5 jade gems (100-gp value each), 3 pearl gems (100-gp value each), a +2 composite short bow, a potion of diminutiveness, a protection from dæmons scroll, a ring of weakness, and a crystal ball.

If she has not yet been encountered, Nanasa will be present here. Nanasa has the 30-foot-long body of a serpent, with scales of iridescent emerald and black. Her face is vaguely feminine, with an abnormally wide mouth, round yellow eyes, and two nostril slits. The feathers of her crown fan out around her face and lie back along her skull.



The ancient naga is sly, patient, and highly intelligent. She seeks to bring about her resurgence. She may attempt to remain still upon her throne, posing as a statue to lure victims close and gain surprize (3-in-6 chance to notice her true nature at more than 10 feet; bright light will reveal the ruse). Alternatively, she may charm characters or otherwise attempt to sway them to join her, promising to reveal the secrets of the universe. (She does, after all, want followers.) If any attack her or refuse her outright, she will slay the blasphemers.

Nanasa (naga): AL LE; SZ L; MV 50; DX 15; AC 3; HD 12 (hp 68); #A 1 (bite); D 1d6; SV 11; ML 11; XP 3,700.

Special: Bite delivers venom; make *death* (poison) save or suffer paralysis for 1d6+6 turns. On successful bite, automatically enwraps and constricts victim for 2d4 hp damage per round. Can squeeze one victim whilst continuing to bite other targets. To escape, victim must make *extraordinary feat of strength* or *dexterity*. Allies whose strength totals 60 may pull victim free. Singing voice once per day can charm 1d6 victims of 6 or fewer HD, unless *sorcery* saves made; charmed individuals stand dumbly, allowing naga to do as it will. Cleric spells, as 6th-level cleric (*command, cure light wounds, protection from good; hold person, silence; dispel magic, inflict blindness*).

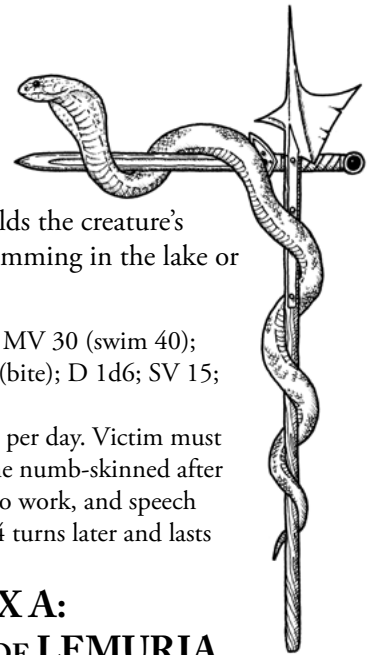
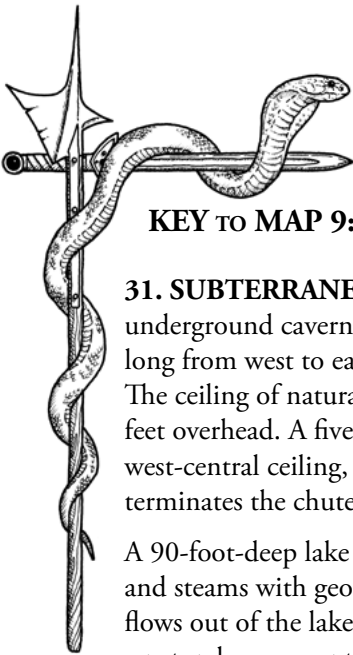
Gear: **Feathered Crown**^[42].

N.B.: Removing the crown from Nanasa's head whilst she lives is extremely difficult, requiring an *extraordinary feat of strength* if she resists. Even if she is unconscious, confiscating the crown requires a successful *test of strength*. Once the crown is removed, Nanasa (if alive) will coil upon her throne and resume her perpetual slumber. If she is killed, the **Feathered Crown** will crumble to dust.

As the semi-divine progeny of Yig, Nanasa sees all other races as lesser beings, tools to be used in her plans. Through Kang's assistance she again has worshippers to bring her sacrifices. She has promised Kang the secrets of immortality and the power to destroy the Zoan Monastery. Of course, she intends to be the secret master of Enmei Monastery and eventually bring all Yig temples under her command. Aside from Kang and his three disciples, the human inhabitants of the island have not glimpsed her, though they have been told that their goddess lives below the temple.

42. See **APPENDIX B**.





KEY TO MAP 9: SUBTERRANEAN LAKE

31. SUBTERRANEAN LAKE: This unlit underground cavern is approximately 200 feet long from west to east and around 100 feet wide. The ceiling of natural stone and stalactites is 30 feet overhead. A five-foot-diameter aperture in the west-central ceiling, nigh imperceptible from below, terminates the chute from #28.

A 90-foot-deep lake fills the majority of the cavern and steams with geothermal heat. A small stream flows out of the lake at the western end and into a natural cave, eventually exiting at **AREA G**, 450 yards away. A 10-foot-wide area of dry stone allows movement around the southern and eastern sides of the lake. The cavern can be exited by following the stream west to **AREA G**, or by ascending the natural flowstone steps to the northeast, which lead to a 10-foot-wide tunnel and a curving staircase that ascends 60 feet to #21.

A ledge, perhaps three feet above the waterline, can be seen in the northern wall, though it is separated from the walkway and must be reached by swimming. The north ledge is the nesting area for the **giant water snake** that lives here. A mound of

mud and leaves on the ledge holds the creature's 3 eggs. It will attack anyone swimming in the lake or venturing too close to its side.

Snake, Giant Water: AL N; SZ L; MV 30 (swim 40); DX 8; AC 6; HD 3 (hp 18); #A 1 (bite); D 1d6; SV 15; ML 6; XP 95.

Special: Bite injects venom thrice per day. Victim must make *death* (poison) save or become numb-skinned after 1d6 rounds; face muscles also fail to work, and speech is garbled. Paralysis takes effect 1d4 turns later and lasts 1d6+6 turns.

**APPENDIX A:
THE MONSTERS OF LEMURIA**

Any form of prehistoric reptilian life might be found in the Lemurian Remnant, including any type of dinosaur, pterosaur, plesiosaur, or the like. Normal and giant versions of snakes, lizards, crocodiles, turtles, and amphibians, as well as normal and giant insects, spiders, and crustaceans, are also commonplace. Additionally, normal and monstrous versions of fish and birds, including the archæopteryx, are equally widespread. Carnivorous plants, crab-men, lamiaë, lotus women, shambling mounds, and weirder creatures can likewise be found haunting the ancient ruins and remote

corners of Lemuria. Referees should also feel free to introduce otherworldly horrors of a Lovecraftian nature, for such monstrosities creep into the Remnant from the nearby Black Gulf.

Finally, any monsters with origins in the mythologies of Southeast Asia, China, India, Malaysia, or Indonesia would fit quite nicely into a Lemurian campaign and help distinguish it from more Eurocentric settings. These figments might include various nature spirits and shape-shifters, ogre magi, unique serpents, the vampiric *jiangshi*, nagas, rakshasas, and various undead. Following are several monsters unique to the Lemurian Remnant.



ALLOSAURUS

<i>No. Encountered:</i>	1 (1d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	60
<i>Dexterity:</i>	10
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	12
<i>No. of Attacks:</i>	3 (claw / claw / bite)
<i>Damage:</i>	1d6 / 1d6 / 3d6
<i>Saving Throw:</i>	11
<i>Morale:</i>	10
<i>Experience Points:</i>	1,700
<i>Treasure Class:</i>	—

One of the largest predators found in Lemuria, the allosaurus (al-loh-SAW-rus) averages around 28 feet in length and 8 feet tall at the back. Bipedal, carnivorous reptiles, allosaurs roam throughout the Lemurian Remnant and can be encountered stalking prey in jungles, swamps, hills, or plains. Allosaurs are

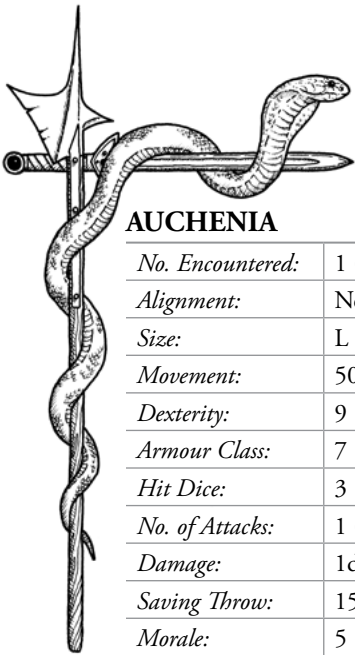
usually encountered alone, though a male sometimes gathers females into a family group.

The creature has a large skull, a short neck, and diminutive forearms. Its lengthy tail is used for balance. The allosaurus attacks with its massive toothy maw, using its forearms to grasp victims. Its hind legs are long, allowing for great speed, and are armed with terrifying claws. Allosaurs vary in colour from hues of green to browns, but most display tiger-like stripes that camouflage the allosaurus in the wilderness.

Special:

- ★ Hunts by sight; characters who *hide* or remain still have a 3-in-6 chance to go undetected.
- ★ On a successful bite attack, the allosaurus shakes its head, ripping and tearing flesh away from its victim and causing 2d6 hp additional damage; it will continue to shake Small- or Medium-sized victims for 1d4 rounds at 2d6 hp damage per round. A PC can attempt an *extraordinary feat of strength* to escape the dinosaur's jaws; too, if the dinosaur sustains appreciable damage, it may simply drop the victim.

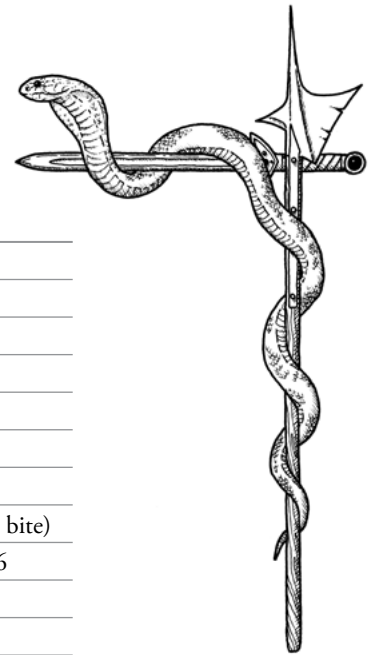




AUCHENIA

<i>No. Encountered:</i>	1 (4d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	50
<i>Dexterity:</i>	9
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	3
<i>No. of Attacks:</i>	1 (kick)
<i>Damage:</i>	1d6+1
<i>Saving Throw:</i>	15
<i>Morale:</i>	5
<i>Experience Points:</i>	35
<i>Treasure Class:</i>	—

Rarely encountered in the wild, the domesticated auchenia (oh-KAY-nee-ah) is a large herd mammal that provides Lemurians with dairy products and soft, wool-like hair that they spin into yarn. The auchenia's body reaches up to nine feet in length and sits atop sturdy legs. Its form is roughly camel-like, with a rounded back that can be 6½–8 feet high. The animal's three-toed feet are broad, each toe ending in a hard hoof. A long neck supports a smallish head, which is distinguished by a short trunk protruding from its snout. Its nostrils are located on top of the skull. Generally docile, the auchenia will viciously defend its young if they are threatened, attacking with its hooves.



CŒLURUS

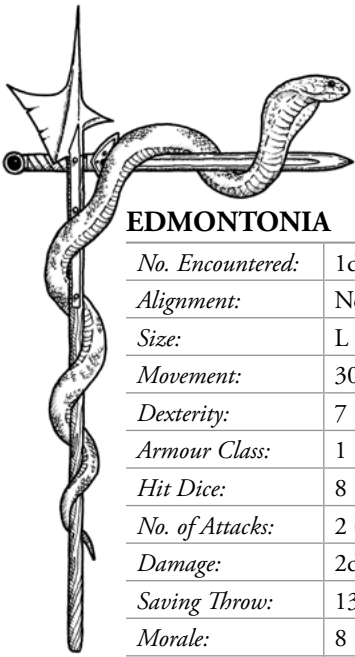
<i>No. Encountered:</i>	2d4 (4d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	S
<i>Movement:</i>	60
<i>Dexterity:</i>	12
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	2+2
<i>No. of Attacks:</i>	3 (claw / claw / bite)
<i>Damage:</i>	1d4 / 1d4 / 1d6
<i>Saving Throw:</i>	16
<i>Morale:</i>	8
<i>Experience Points:</i>	47
<i>Treasure Class:</i>	—

The bird-like cœlurus (seh-LUR-us) averages six feet in length and around three feet in height. It moves about on its long rear legs and has short grasping arms in front, ending with sharp claws. The carnivorous cœlurus hunts in packs, which act similarly to flocks of birds. Cœlurus have camouflaged skin colouring, which makes them excellent ambushers. The **snake-men** tame cœlurus and use them as men use dogs.

Special:

- ★ Camouflage: chance to surprize opponents increased by 1-in-6.





EDMONTONIA

<i>No. Encountered:</i>	1d4 (2d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	30
<i>Dexterity:</i>	7
<i>Armour Class:</i>	1
<i>Hit Dice:</i>	8
<i>No. of Attacks:</i>	2 (gore / tail)
<i>Damage:</i>	2d8 / 2d6
<i>Saving Throw:</i>	13
<i>Morale:</i>	8
<i>Experience Points:</i>	600
<i>Treasure Class:</i>	—

A squat, lumbering herbivore, the edmontonia (ed-mahn-TONE-ee-ah) has a 16-foot length and a height of 6 feet. It is recognized by the ridged, bony plates atop its back and head. The edmontonia's shell displays a number of horns protruding from its rim, the longest being just above the forelegs. The reptile's tail is similarly adorned with small, spiked plates. Edmontonia defend themselves by goring enemies with the sides of their shells and slapping with their bony tails. They are commonly tamed by Linyi clansmen to be used as mounts, though they are known for stubborn temperaments.



EQUIJUBUS

<i>No. Encountered:</i>	1d6 (2d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40
<i>Dexterity:</i>	10
<i>Armour Class:</i>	8
<i>Hit Dice:</i>	7
<i>No. of Attacks:</i>	1 (tail)
<i>Damage:</i>	2d6
<i>Saving Throw:</i>	13
<i>Morale:</i>	6
<i>Experience Points:</i>	450
<i>Treasure Class:</i>	—

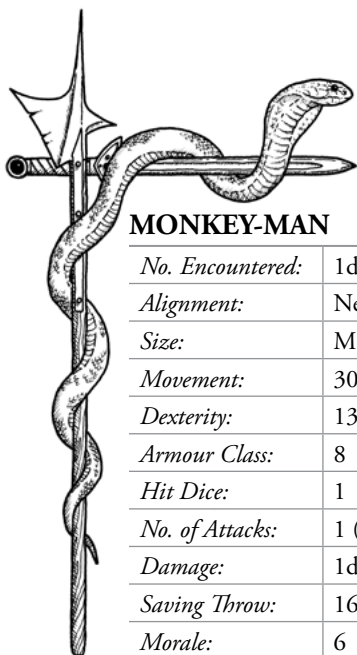


An herbivorous dinosaur, the equijubus (ehk-wee-JOO-bus) is generally found in small herds. Equijubus average around 15 feet in length and about 6 feet in height when standing on all four feet, though they can grow larger. An equijubus can stand on its hind legs to reach food in trees and can even run for short distances utilizing only its long back legs. Its anatine head has a broad, flat snout, which it uses to graze on low shrubs and grasses. Equijubus can be domesticated but are often hunted for their meat and hides.

Special:

- ★ Like horses, equijubus can treble their movement in short bursts (typically 1 turn), running on hind legs only.



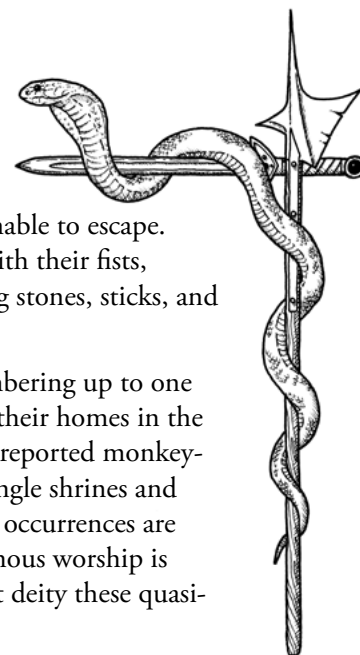


MONKEY-MAN

<i>No. Encountered:</i>	1d6+2 (10d10)
<i>Alignment:</i>	Neutral
<i>Size:</i>	M
<i>Movement:</i>	30 (brachiate 40)
<i>Dexterity:</i>	13
<i>Armour Class:</i>	8
<i>Hit Dice:</i>	1
<i>No. of Attacks:</i>	1 (pummel)
<i>Damage:</i>	1d4+1
<i>Saving Throw:</i>	16
<i>Morale:</i>	6
<i>Experience Points:</i>	13
<i>Treasure Class:</i>	C, Y

The monkey-men of Lemuria are an arboreal race of sub-humans akin to the Hyperborean **ape-men**. Covered in short fur of varying hue, the monkey-men stand around four feet in height, with long arms and short legs. Long, muscular, prehensile tails help them brachiate through the thick trees of Lemuria; they attain surprizing speed when travelling in this manner. Monkey-men employ a primitive language of barks and chortles that can be understood by men but is impossible to replicate.

Inquisitive by nature, monkey-men have been known to raid campsites and villages, taking away trinkets (and sometimes individuals) that interest them. They will never attack when numbers are



against them, unless they are unable to escape. Though they generally attack with their fists, monkey-men are known to fling stones, sticks, and offal at enemies.

Monkey-men live in tribes numbering up to one hundred individuals and make their homes in the jungle canopy. Some men have reported monkey-men cavorting about hidden jungle shrines and ritual stones, but whether these occurrences are chance or examples of blasphemous worship is unknown. Scholars debate what deity these quasi-men could possibly worship.

Special:

- ★ *Climb* on 11-in-12 chance of success at full movement rate of 40.

SHUNOSAURUS

<i>No. Encountered:</i>	1 (2d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40
<i>Dexterity:</i>	7
<i>Armour Class:</i>	6
<i>Hit Dice:</i>	16
<i>No. of Attacks:</i>	1 (stomp or tail)
<i>Damage:</i>	5d6 (stomp) or 3d8 (tail)
<i>Saving Throw:</i>	9
<i>Morale:</i>	7
<i>Experience Points:</i>	3,300
<i>Treasure Class:</i>	—

The massive shunosaurus (shoo-noh-SORE-us) roams the plains, hills, and swamps of Lemuria, grazing on shrubs and vegetation. Shunosaurus are quadrupedal dinosaurs, ranging up to 32 feet in length and 11 feet tall at the back. They weigh up to five tons.

Shunosaurus have long necks and tails, bulky bodies, and thick, trunk-like legs ending in broad feet. Unlike other sauropods, the shunosaurus' tail ends with four bony spikes that it uses to fend off predators. Linyi tame shunosaurus as mounts and draught animals; trained specimens become extremely valuable at market.



Special:

- ★ A shunosaurus can attack with either a frightening stomp or a wide sweep of its tail. A tail swipe can hit up to three adjacent foes with a single attack roll.

STYRACOSAURUS

<i>No. Encountered:</i>	1d2 (2d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40
<i>Dexterity:</i>	8
<i>Armour Class:</i>	2 (front) or 6 (rear)
<i>Hit Dice:</i>	8
<i>No. of Attacks:</i>	1 (gore)
<i>Damage:</i>	4d4
<i>Saving Throw:</i>	13
<i>Morale:</i>	7
<i>Experience Points:</i>	680
<i>Treasure Class:</i>	—

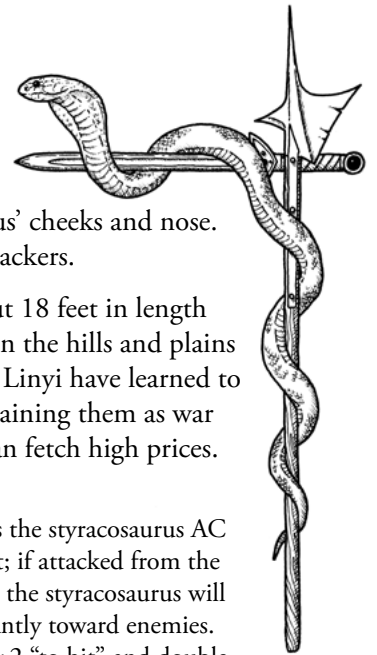
The styracosaurus (steh-rak-oh-SORE-us) is an herbivorous, quadrupedal dinosaur that is distinguished by its large, bony neck frill. This protective skull adaptation has from two to six horns protruding from its sides, with smaller horns

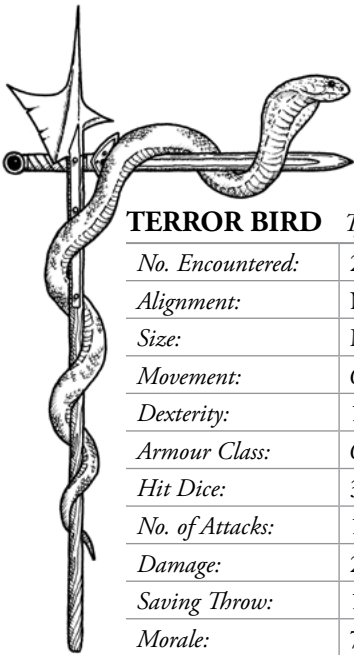
extending from the styracosaurus' cheeks and nose. These horns are used to gore attackers.

The styracosaurus averages about 18 feet in length and 6 feet tall. It can be found in the hills and plains of the Lemurian Remnant. The Linyi have learned to raise styracosaurus in captivity, training them as war mounts; these tamed animals can fetch high prices.

Special:

- ★ The armoured neck frill grants the styracosaurus AC 2 when attacked from its front; if attacked from the rear, it is AC 6. Consequently, the styracosaurus will attempt to keep its face constantly toward enemies.
- ★ Initial gore as *charge attack* at +2 "to hit" and double damage dice.
- ★ Can gore two adjacent foes on a single attack roll.





TERROR BIRD	<i>Typical</i>	<i>Greater</i>
<i>No. Encountered:</i>	2d6	2d4
<i>Alignment:</i>	Neutral	Neutral
<i>Size:</i>	M	L
<i>Movement:</i>	60	70
<i>Dexterity:</i>	14	12
<i>Armour Class:</i>	6	5
<i>Hit Dice:</i>	3	6
<i>No. of Attacks:</i>	1 (bite)	1 (bite)
<i>Damage:</i>	2d4	2d6
<i>Saving Throw:</i>	15	14
<i>Morale:</i>	7	9
<i>Experience Points:</i>	53	420
<i>Treasure Class:</i>	O, P	O, P, Q, Y

One of the most feared predatory animals to stalk the Lemurian wilds, terror birds encompass a variety of species, ranging from the **typical terror bird** of four- to six-foot height to the **greater terror bird**, which reaches up to 10 feet tall. These large birds sport small, primitive wings that are completely useless and unable to produce flight. Instead, terror birds run at astounding speeds, chasing down prey and tearing flesh with razor-like beaks.

Terror birds are covered with bright plumage of brilliant green, blue, red, and yellow. The creatures travel in flocks and make their nests on the ground. They hunt during daylight, employing their avian eyesight to great effect, and they oft surround their prey or herd it into the beaks of ambushers.

Though terror birds do not carry treasure, their nests sometimes house valuables taken from human prey. These items will not be collected intelligently and will instead be strewn about at random, mixed with trash, bones, and other remains. In addition to (or instead of) the treasure classes listed above, the referee may decide their treasure includes various mundane equipment.

Special:

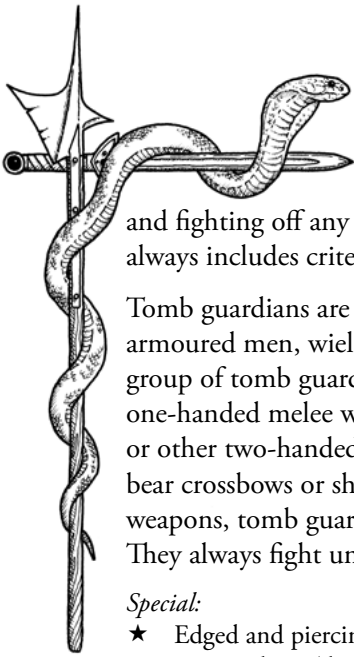
- ★ **Stealthy:** chance to surprize opponents increased by 1-in-6.
- ★ **Acute vision:** chance to be surprized decreased by 1-in-6.
- ★ On a natural 19–20 attack roll, the terror bird will automatically rake its victim with its claws, causing 1d6+1 hp additional damage (2d4+1 hp for the **greater** variety).



TOMB GUARDIAN (*Terra Cotta Warrior*)

<i>No. Encountered:</i>	1 (2d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	M
<i>Movement:</i>	30
<i>Dexterity:</i>	8
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	7
<i>No. of Attacks:</i>	2 (fists or weapon)
<i>Damage:</i>	1d6+2 (or per weapon +2)
<i>Saving Throw:</i>	13
<i>Morale:</i>	12
<i>Experience Points:</i>	570
<i>Treasure Class:</i>	—

Most commonly found in the grave mounds of powerful kings and sorcerers, tomb guardians (sometimes called *terra cotta warriors*) are charged with protecting the resting sites from desecration and plunder. Tomb guardians are formed from clay, not unlike **clay automata**, but they are much smaller and have no ability to perform tasks or take commands aside from those that are programmed into them at the time of creation. Usually that programming is restricted to protecting a certain area



and fighting off any intruders. The programming always includes criteria for their activation.

Tomb guardians are shaped into the likenesses of armoured men, wielding diverse weapons. In a group of tomb guardians, 50% will be armed with one-handed melee weapons, 30% will have spears or other two-handed melee weapons, and 20% will bear crossbows or short bows. If deprived of their weapons, tomb guardians will attack with their fists. They always fight until destroyed.

Special:

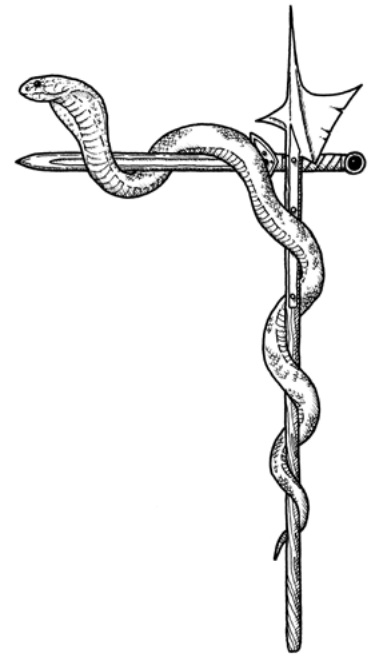
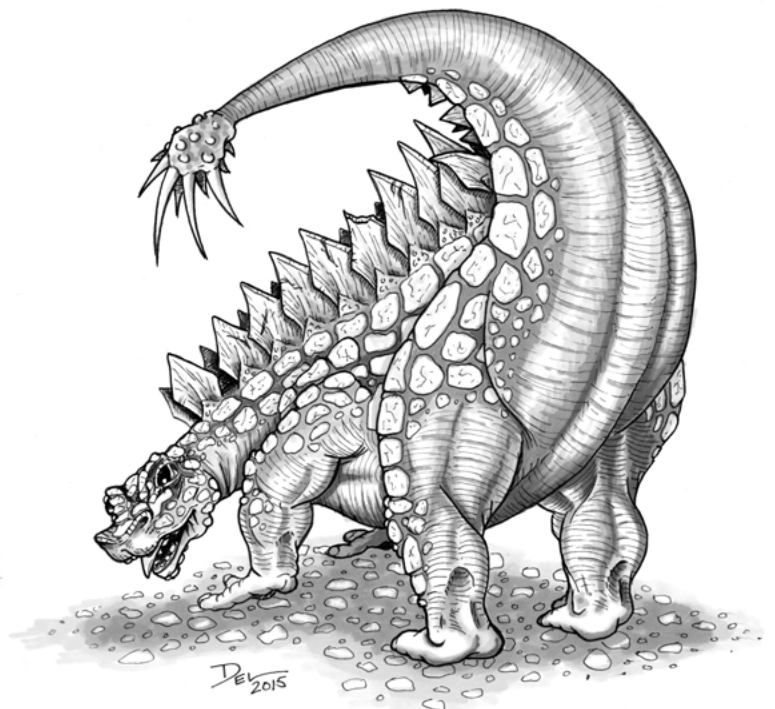
- ★ Edged and piercing weapons cause ½ damage against them (damage dice halved, with bonuses added afterwards), but blunt weapons inflict normal damage.
- ★ Immune to *charm*, cold, electricity, fire, paralysis, and poison.
- ★ *Disintegrate* and *transmute rock to mud* spells require a tomb guardian to succeed at a *death* save or be destroyed.



TUOJIANGOSAURUS

<i>No. Encountered:</i>	1 (1d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40
<i>Dexterity:</i>	8
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	10
<i>No. of Attacks:</i>	1 (tail)
<i>Damage:</i>	3d6
<i>Saving Throw:</i>	12
<i>Morale:</i>	8
<i>Experience Points:</i>	1,000
<i>Treasure Class:</i>	—

A large, herbivorous dinosaur, the tuojiangosaurus (twoh-jyahng-oh-SORE-us) displays a row of pointed plates along its back and a cluster of sharp spikes on its tail. Smaller than its better-known cousin the **stegosaurus**, tuojiangosaurus averages around 23 feet long, 7 feet tall, and up to 4 tons in weight. Tuojiangosaurus is generally docile but defends itself aggressively by swinging its spiked tail. Small herds of tuojiangosaurs roam the plains, hills, and jungles of the Lemurian Remnant, migrating according to their food sources.



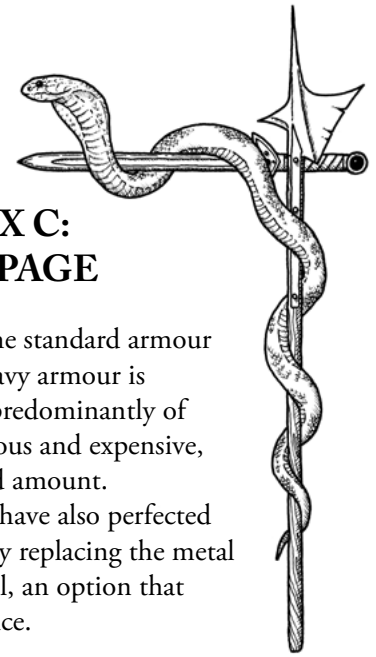


APPENDIX B: NEW MAGIC ITEMS

Feathered Crown of Nanasa: This gold and platinum circlet girdles a black silk headdress and is topped by uncannily wrought platinum feathers. The feathers fan around the face of the wearer. The **Feathered Crown** grants the wearer the ability to cast *reincarnation* or *death* on a single touched target, each once per day and without the normal rituals (i.e., casting either spell requires but 1 round). These spells are cast at CA 11 capacity. The **Feathered Crown** is integrally tied to Nanasa's life force and will crumble to dust if she is slain. However, if the Crown is somehow acquired whilst she still lives, it can be used by any cleric or cleric subclass of 8th level or greater. *XP value = 4,500; GP value = 45,000.*

Green-Flame Torch: These devices are two-foot-long, hollow metal rods, two inches in diameter. They emit in a 20-foot radius an eerie greenish flame that produces no heat and cannot be extinguished; they even burn underwater. The **green-flame torches** are alchemical devices produced by the **snake-men**. Each is filled with an unknown compound of ingredients that, once lit with normal fire, burns for 24 days and cannot be doused. *XP value = 400; GP value = 800.*

Philtre of Anti-Venom: This potion cures the imbiber of all poison effects, as the spell *neutralize poison*. *XP value = 200; GP value = 400.*



APPENDIX C: NEW EQUIPAGE

ARMOUR: Though some of the standard armour types are found in Lemuria, heavy armour is rare, as are any armours made predominantly of metal. Metal armour is prestigious and expensive, costing three times the standard amount. However, Lemurian armourers have also perfected manufacture of such armours by replacing the metal parts with shaped dinosaur shell, an option that keeps the cost at the normal price.

Regardless of construction, heavy armour may induce exhaustion penalties (attributable to the hot climate) at the referee's discretion. Accordingly, the most common armours are padded, leather, and studded leather made of heavy auchenia leather or dinosaur hide. These armours are oft crafted in such a manner as to resemble scale, splint, or banded armour and are oft lacquered for hardness and colour.

WEAPONS: Lemurians employ most of the standard weapons found in *AS&SH*, though usually of a slightly altered, more exotic design. A few items, including bolas, boomerangs, falcatas, picks, and longbows are not normally found in use amongst Lemurians. Many other arms seen in the hands of Lemurian soldiers and warrior monks are quite unlike those known elsewhere in Hyperborea; those listed hereafter are a small sample.

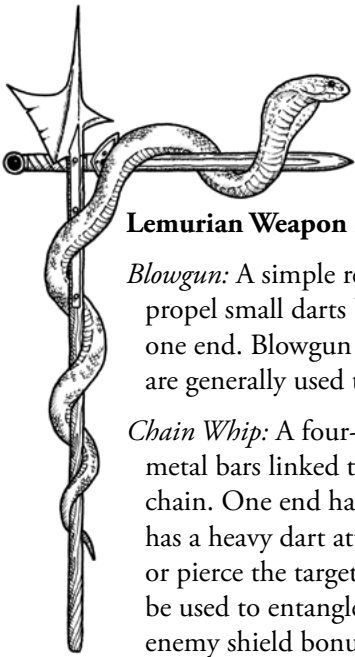
Table 4: Lemurian Weapons

WC	Type	Cost	Weight (lbs.)	Range (S/M/L)	Damage
—	Blowgun	5 gp	1	30/60/90	1
4	Chain Whip (←)	10 gp	3	—	1d6
1	Crescent Knife	8 gp	2	—	1d6
5	Hammer, Meteor (←+)	6 gp	3	—	1d6
2	Sword, Hook	15 gp	4	—	1d8
1	Sword, Kujang	15 gp	4	—	1d6
1	Tong-fa	2 gp	2	—	1d6

Lemurian Weapons Table Annotations:

(←) = Ignores AC bonus provided by opponent's shield (if any).

(+) = A "true" two-handed melee weapon; must be wielded with two hands.



Lemurian Weapon Descriptions:

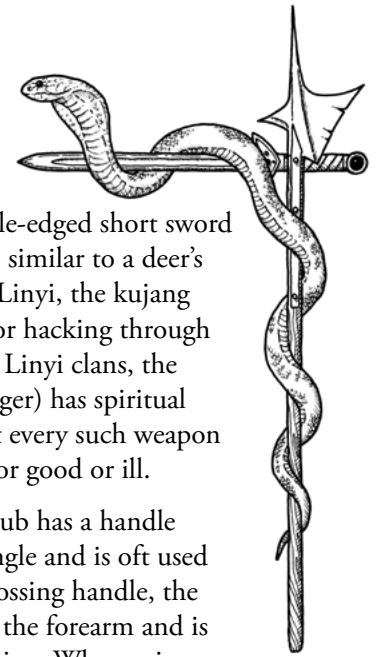
Blowgun: A simple reed or wooden pipe used to propel small darts by blowing forcefully through one end. Blowgun darts do little damage alone and are generally used to deliver poisons from range.

Chain Whip: A four- to eight-foot whip made from metal bars linked together by short lengths of chain. One end has a handle, and the opposite end has a heavy dart attached. The dart is used to slash or pierce the target. Though the chain whip cannot be used to entangle like a normal whip, it bypasses enemy shield bonuses to AC by wrapping around the obstruction.

Crescent Knife: Usually used in pairs, crescent knives are composed of two overlapping steel crescents with the points facing outwards. One crescent acts as the handle; the second crescent and all four points are sharp. The unique shape of the crescent knife assists in defence and is thus suitable for the *off-hand weapon parry* advanced combat action.

Hammer, Meteor: A heavy metal ball attached to a length of strong rope, the meteor hammer is whirled about in confusing motions meant to keep enemies at bay. When an attack is made, the wielder shoots the ball out to a distance of 10 feet so that it smashes into the target with terrifying force. The meteor hammer employs constant circular motions that allow it to bypass an enemy's shield, similar to the chain whip.

Sword, Hook: The point of these unusual swords is curved inwards, toward the blade. It is used to trap enemy weapons and to foul shields; the wielder may perform the *shield bind* manoeuvre. The handle generally bristles with a crescent hand guard and a sharp pommel spike. Hook swords are oft used in pairs. The wielder of a hook sword can also perform the advanced combat action of *disarm* at a -2 penalty (equivalent to a flail) but cannot execute a *pommel strike*.



Sword, Kujang: This heavy, single-edged short sword has an unusual hooked shape, similar to a deer's antler. Used primarily by the Linyi, the kujang is both a weapon and a tool for hacking through brush. However, amongst the Linyi clans, the kujang (like the wavy *kris* dagger) has spiritual meaning, for they believe that every such weapon houses a *dæmon* of fortune, for good or ill.

Tong-fa: This wooden or iron club has a handle attached at a perpendicular angle and is oft used in pairs. When held by the crossing handle, the *tong-fa* lies across the back of the forearm and is effectively employed for blocking. When using a *tong-fa* as an off-hand weapon, the wielder may perform the *off-hand weapon parry* technique.

Table 5: Attack Rate / Rate of Fire

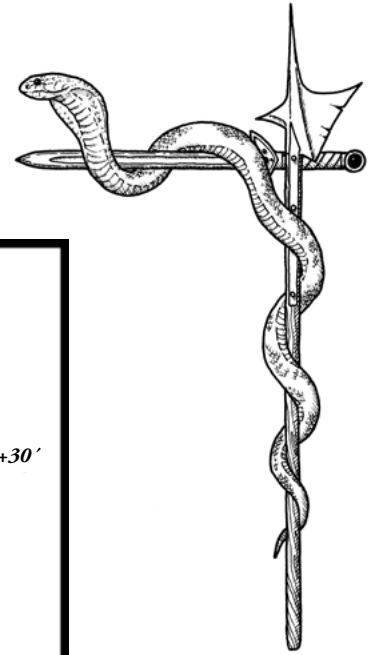
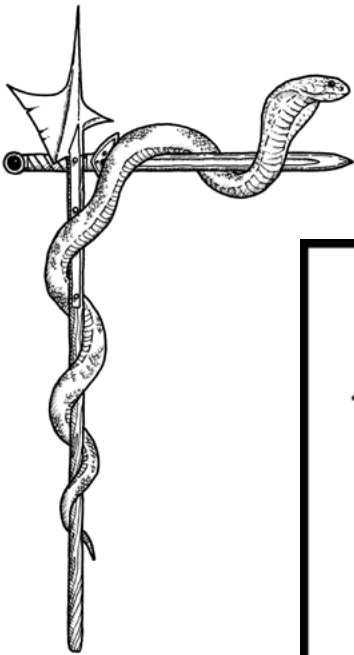
Weapon	Attack Rate / Rate of Fire (Base)	Attack Rate / Rate of Fire (Master L1-6)	Attack Rate / Rate of Fire (Master L7-12)
Blowgun	1/1	3/2	2/1
Hammer, Meteor	1/2*	1/1	3/2
All Others	1/1**	3/2	2/1

* At 7th level, fighters and their subclasses improve to 1/1.

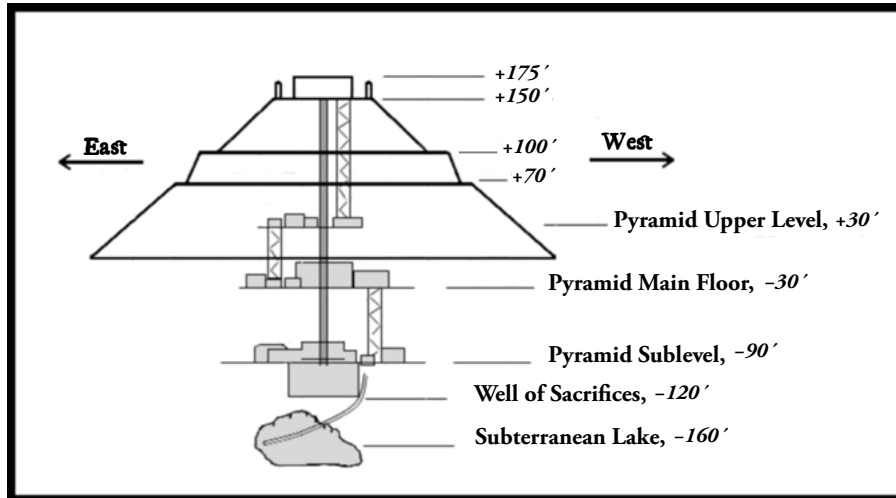
** At 7th level, fighters and their subclasses improve to 3/2.



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PYRAMID CROSS-SECTION



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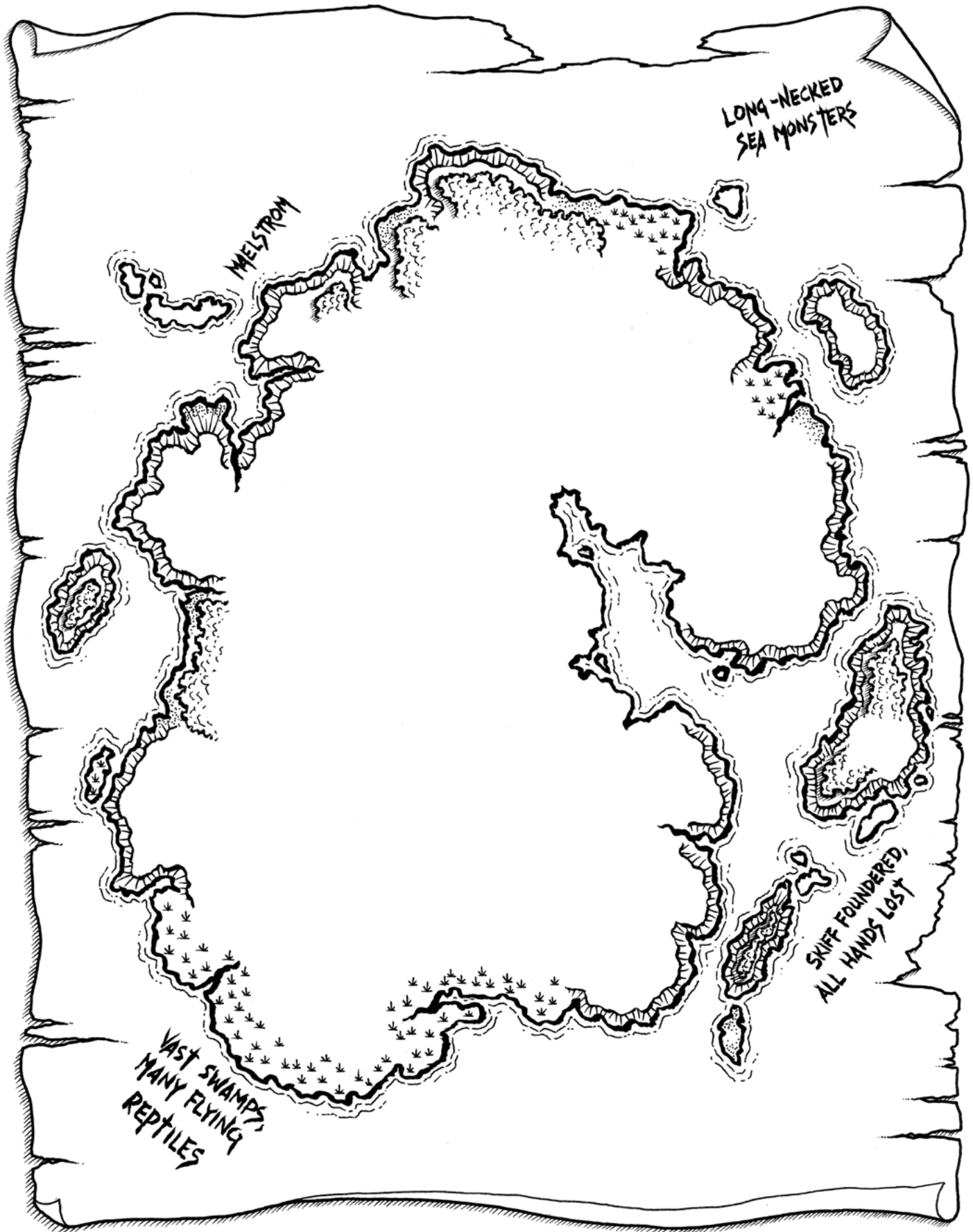
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PLAYERS' MAP

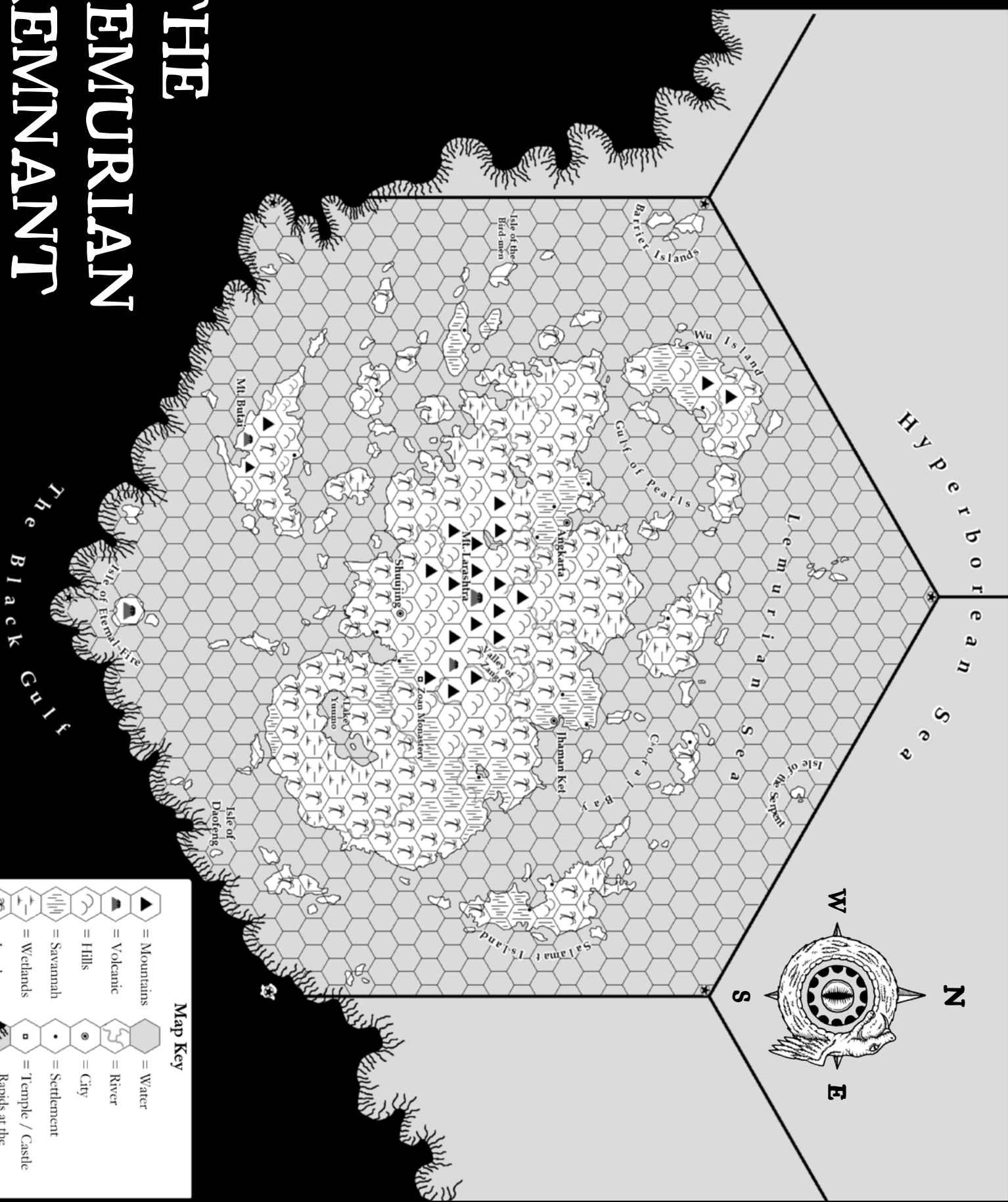


1 hex = 6 miles

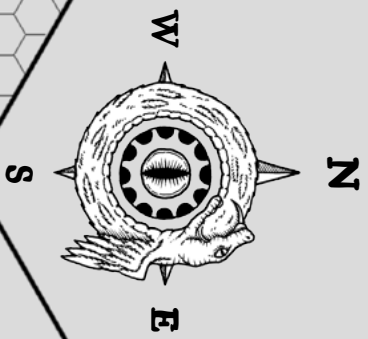
THE LEMURIAN REMNANT

Map Key

	= Mountains		= Water
	= Volcanic		= River
	= Hills		= City
	= Savannah		= Settlement
	= Wetlands		= Temple / Castle
	= Jungle		= Rapids at the End of the World



Hyperborean Sea



The Black Gulf

Lemurian Sea

Isle of the Bird-men

Bartel Islands

Wu Island

Gulf of Pearls

Mt. Butai

Isle of Eternal Fire

Isle of Dao Feng

Isle of the South

Thamant Kell

Salamat Island

Angkarta

Shuang

Mt. Arashtra

Valley of Zuan

Lake Yummo

Zuan Monastery

Isle of the South

Isle of the South

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MAP 1: ISLE OF THE SERPENT

Map Key

1 hex = 275 yards

- | | | | |
|--|------------|--|--------------|
| | = Jungle | | = Settlement |
| | = Hills | | = Ruins |
| | = Wetlands | | = Cave |
| | = Cliffs | | = Sand Beach |
| | = River | | = Waterfall |



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Pooling your money to purchase the unfinished map, you bought passage on an Amazonian trade ship. After passing through tempests and torrential rains that shimmered with aural light, you have come to the great city of Jhaman Ket. Now you must seek out the location of the Isle of the Serpent.

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