



The Auroral Arcazal of Aethaungor

by Richard J. LeBlanc, Jr.



NEW BIG DRAGON
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For the Players

The arcazal (palace) of Aethaungor, belongs to a legendary business man (Aethaungor) of great cunning and skill who made a name and a fortune for himself importing a variety of goods and spices from foreign lands.

Aethaungor's home has been overrun by giant ants, and all of the building's inhabitants have fled for their safety. It is believed that most of the servants made it out alive, but the traders and merchants that normally deal with Aethaungor have not seen or heard from the man in quite some time.

While Aethaungor was tough, he was also fair, and generally no one wished him harm. Nonetheless, rumors run rampant (see **Local Rumors**.)

For the DM

Aethaungor is trapped in the closet of his own bedroom (encounter **22**), too scared to leave, wasting away. The irony is most of his treasure is with him but he is starving. The ants cleared out all the edibles in the building some time ago.

Numbered Encounters

On the hill before the characters stands what appears to have been, until recently, a rather lovely palace of modest size. The copper spires atop the stone and plaster arcazal are desperately in need of cleaning, and the front doors are wide open.

1. Entry Chamber

Halls to west and east lead to the towers **1A** and **1B**. In tower **1B**, there is a small pouch containing 7 silver pieces.

2. Entry Hall

Balcony around perimeter on second-floor. Right-hand door to north is splintered, but intact. Door to east breaks open and 2 driver ants emerge (hp: 9,8).

3. Guards' Room

On the floor: 1 broken halberd (large). In the closet (NW corner): 4 spears, 1 longbow, 1 crossbow, 3 bolts, and 6 arrows (all intact). Door to north has been smashed open.

4. Guards' Quarters

Door is lock. Nothing inside of any value. In area **4A** there is a secret door in the floor that leads to underground tunnel connecting **4A** to **13A**.

5. Office

Bones of male halfling (Drido) on floor near desk. Searching bones reveals a gold signet ring bearing the initial "A" (500 g.p. value).

6. Records Room

Walls lined with shelves bearing 3 years of detailed usiness records. 3 giant driver ants rooting around in here (hp: 13,12,11,8).

7. Supply Room

Shelves stocked with business supplies (ink, quills, paper, etc.). In disarray but most items usable. Clinging to the ceiling, ready to attack, are 2 giant crab spiders (hp: 9,6).

8. Western Entry

Entry used by visiting traders/merchants to conduct business in **6** and **7**. Tucked into the SE corner of **8A** is a **lightbringer sword** (+1, casts *light* on command to 30' radius).

9. Dining Hall

Nothing of value or interest here. Door to north is shattered open.

10. Kitchen

Entire place has been ransacked. Cooking paraphernalia is strewn about the room and tables are turned over. The area at **10A** was used to store foodstuffs. Though nothing is left there but empty burlap sacks, there is 1 giant driver ant (hp: 16) looking anyway. Door to north is cracked, but not broken.

11. Courtyard

Open courtyard surrounded by second story balcony. In the center of the courtyard is the entrance to the Ant Tunnels (encounters **23-28**), a conical mound with a diameter of 60' and standing nearly 10' tall. Emerging from the mound are 4 giant driver ants (hp: 14, 18, 21, 15.) Tunnel goes down about 30' to area **23**.

12. Stairs to second level.

Doors to north is locked and intact. Door to east is unlocked and intact.

13. Servants' Quarters

Room untouched by ants, but 3 giant shrews (hp: 8,6,4,) have burrowed in searching for insects. Secret door to **13A** where secret door in floor accesses underground tunnel connected to **4A**.

14. Upper Quarters

Unused, but ready for additional servants.

15. Balcony Around Courtyard

Provides good look at mound, but hole is too dark and deep to see inside mound.

16. Storage Room

Wall-to-wall racks and shelves of spices and oils. Strong scent of peppermint. Door open but room untouched. Ants hate the smell of peppermint. Any character carrying enough gets -1 AC bonus vs. ants.

17A-F. Small Guest Rooms

For visiting merchants/traders. 1 in 6 chance per room of treasure type M.

18. Upper Balcony Over Entry Hall

Walls lined with paintings. Value of 2,000-8,000 gold pieces per painting.

19. Tobacco Room

Exotic waterpipes, tobaccos and tapestries. Cumbersome, but worth a few hundred g.p.

20. Guest Servant Bunks

10 sets of beds and trunks to board the servants to Aethaungor's business guests. 1 in 8 chance per trunk of treasure type J. One of the trunks contains a nest of 7 giant centipedes (hp: 4,3,3,3,2,2,1).

21A. Guest Suite 1

Luxurious accommodations. Trapped chest (poison) contains treasure type C.

21B. Guest Suite 2

Luxurious accommodations. Trapped chest (poison) contains cobwebs.

22. Aethaungor's Bedroom Suite

All furniture in room is piled against door. Requires 2 characters to simultaneous force open door (each with rolls of 1 or 2).

Aethaungor (see NPCs) hides in corner of **22A** covered by a large rug. He is emaciated and his wealth (treasure type Ax2) is piled up around him. He will not offer a reward. If prompted for a reward, he will refuse, preferring to stay and die than pay and escape. He will ask for food, and is willing to pay fair market price for it if required; if a higher price is demanded, he will choose to starve. If necessary, Aethaungor will defend himself against looters with a **wand of fireballs** (8 uses) and a **+1 ring of protection**.

23. Entry Room to Tunnels

The screaming of ants echoes through the tunnels from throughout the mound.

24. Food Stockpiles

Crumbs and scraps in room point indicated there used to food here. Essentially empty now. 5 hungry giant driver ants scavenging for food (hp: 24,23,17,14,13, attack w/ +1 on "to hit" rolls).

25. Fungus Garden

2 giant driver ants (hp: 14,13) attempting to cultivate a fungus garden.

26. Secondary Exit

Hole in ceiling exits ant tunnels (exit hidden from outside) southeast of Aethaungor's home. As soon as characters exit, they will be confronted by 4 giant driver ants (hp: 17,15,15,10) returning to mound.

27. Mining Area

2 giant driver ants (hp: 14,13) mining the walls. On the ground, approximately 500 g.p. worth of gold nuggets

28. Queen's Chamber

6 giant driver ants (hp: 24,22,18,14,12,12), the giant driver ant queen (hp: 39), approximately 50 pupae, and a recently laid group of 50 eggs (this nest is just getting started). Also in the room is a pile of gold nuggets worth approximately 2,500 g.p.

Leveling Up This Adventure

Drachak, the magic-user (see NPCs) angered by Aethaugor (see rumor 2 below) may be added to encounter 28.

Local Rumors

Roll 1d12 per local encountered to determine which rumor that local has heard. Every third local encountered will share 2 rumors (roll twice, ignoring duplicates).

1. Aethaugor angered a competitor who enlisted a lamia to bring an ant plague upon Aethaugor. (F)
2. Aethaugor angered a customer, a high-level magic-user, who brought the ant plague upon Aethaugor. (T)
3. Aethaugor was eaten by the ants that overran his home. (F; encounter **22**)
4. Aethaugor was devoured by the ants that overran his home. (F)
5. Aethaugor stole a magical sword from a business associate. (F; it was forgotten in haste to exit; encounter **8A**)
6. Ants like the smell of peppermint, and a recent shipment of the herb is what drew the ants to Aethaugor's home. (F; ants hate the smell of peppermint)
7. Drido, the halfling assistant that handled most of Aethaugor's paperwork, was killed by the ants. (T; encounter **5**)
8. Aethaugor was polymorphed into one of the ants. (F)
9. The ants that have invaded Aethaugor's home are giant driver ants and they're known for mining gold. (T, encounters **27, 28**)
10. All of Aethaugor's employees escaped alive. (F; all but one; encounter **22**)
11. Aethaugor is sure to offer a reward to anyone that saves him or defends his home. (F; encounter **22**)
12. Other adventurers have been to the home but none of them have come back alive. (T/F at DM's discretion)

Wandering Monsters

Outside Arcazal

At DM's discretion. (It is suggested that any Wandering Monster list include several giant driver ant encounters.)

Inside Arcazal (Above Ground)

Check every turn. 1 in 8 chance of party encountering 1-2 giant driver ants.

Inside Ant Tunnels (Below Ground)

Check every turn. 1 in 4 chance of party encountering 1-2 giant driver ants.

Monster Stats

Ant, Giant Driver: HD:4; AC:3; #AT:1; D:2d6, M:18; ST:F/2.

Ant, Giant Driver Queen: HD:8; AC:1; #AT:0; D:nil, M:18; ST:F/2.

Centipede, Giant: HD:1/2; AC:9; #AT:1; D:poison, M:6; ST:NM.

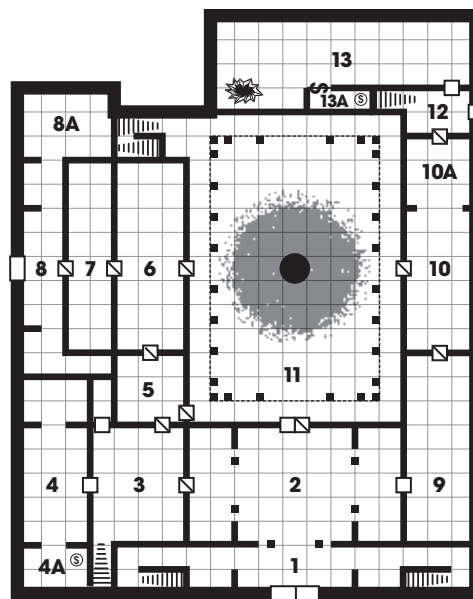
Shrew Giant: HD:1; AC:3; #AT:2; D:1d6/1d6, M:18; ST:F/1.

Spider, Giant Crab: HD:2; AC:7; #AT:1; D: 1d8 + poison; M:12; ST:F/1; surprises on 1-4.

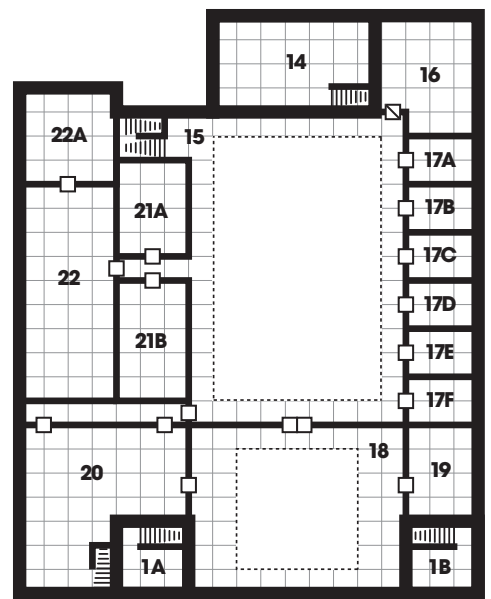
NPCs

Aethaugor (2nd-level fighter): S:13; I:18; W:7; D:10, C:7; CH:13; HP:12; AC:9; #AT:1; D: by weapon, M:12; AL: lawful neutral (neutral); ST:F/2; MI: **wand of fireballs** (8 uses), **+1 ring of protection**.

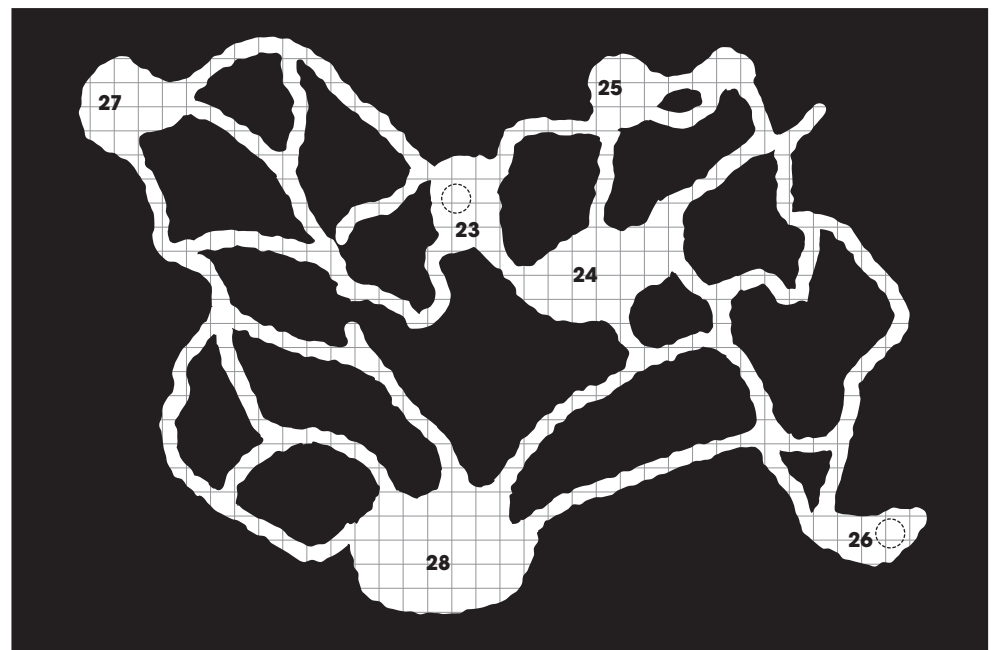
Drachak (8th-level magic-user): S:10; I:16; W:14; D:15, C:14; CH:14; HP:21; AC:6; #AT:1; D: by weapon, M:12; AL: lawful evil (chaotic); ST:MU/8; MI: **+2 dagger**, **+1 ring of protection**; **wand of cold** (11 charges); spells: charm person, magic missile, read magic, *shield*, *continual light*, *invisibility*, *wizard lock*, *dispel magic*, *monster summoning I*, *slow*, *charm monster*, *monster summoning II*.



GROUND LEVEL



UPPER LEVEL AND TOWERS



ANT TUNNELS