

X1**DUNGEONS & DRAGONS®
FOR EXPERT SET**

Dungeon Module X1

The Isle of Dread

by David Cook and Tom Moldvay

A WILDERNESS ADVENTURE FOR CHARACTER LEVELS 3-7



The Isle of Dread is the first in a series of adventure modules, the first D&D® wilderness adventure published by TSR, a module to help novice Dungeon Masters design their own wilderness adventures.

This module contains maps and background material for wilderness adventures. In addition, The Isle of Dread contains a map and smaller maps for encounters on the island itself. In this module, you will lead your players through treacherous swamps to discover the lost plateau, and the final treasure.

If you enjoy this module, watch for future releases.

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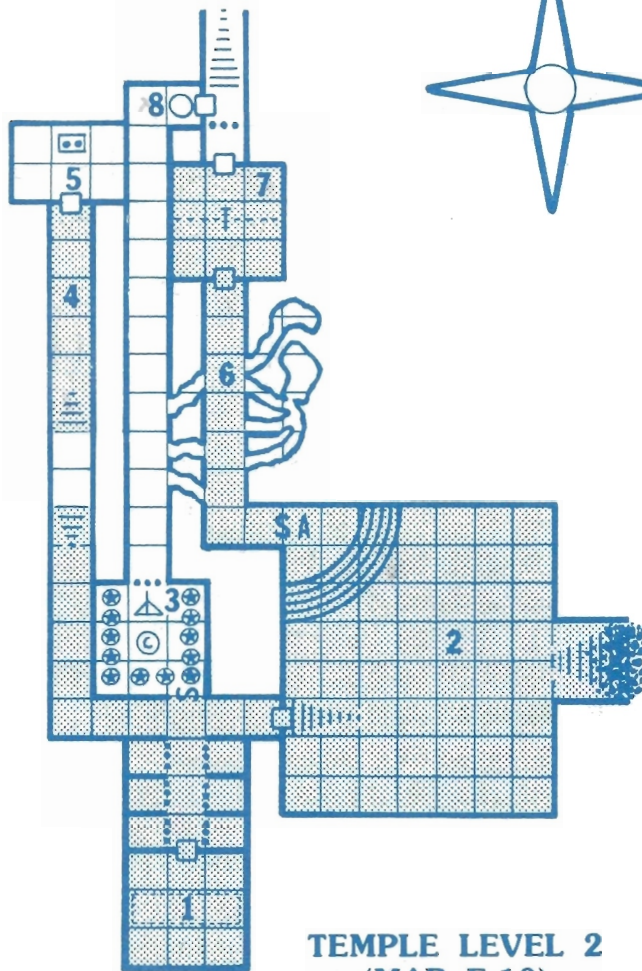
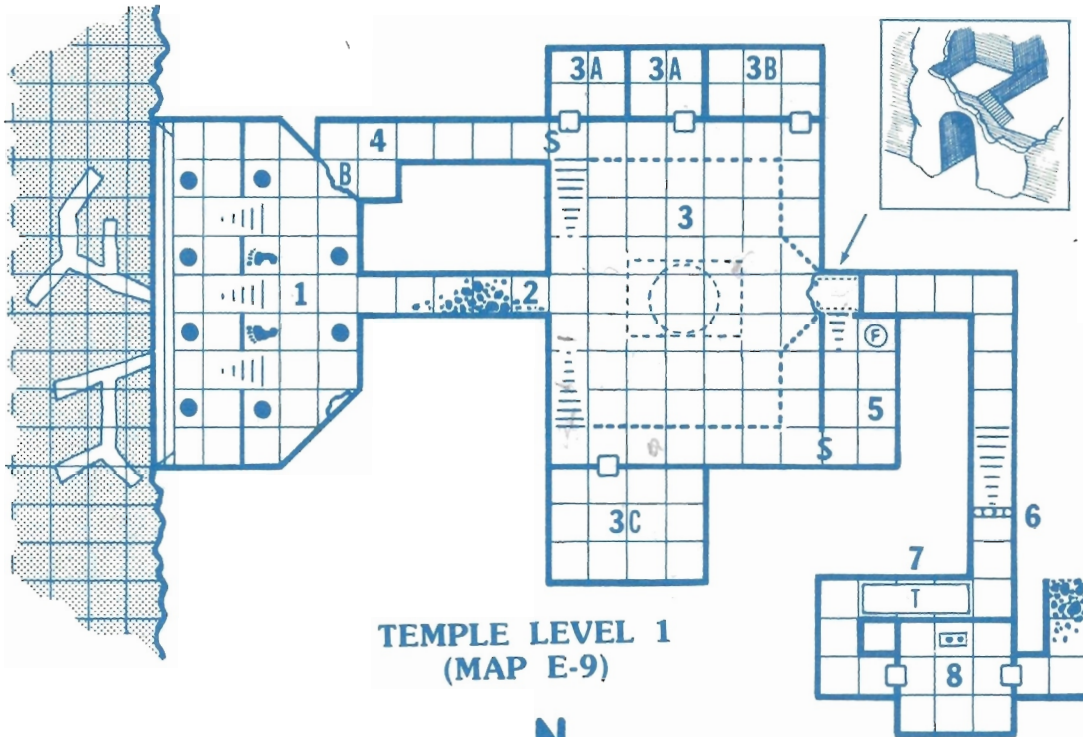
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Special Introductory
Wilderness Module

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TABOO ISLAND



SCALE:
ONE SQUARE = 10 FEET

	Door
	Secret Door
	Trap Door in Floor
	Trap Door in Ceiling
	Iron Bars or Portcullis
	Stairs
	Trap
	Trigger
	Statue
	Pillar
	Dais
	Rubble
	Stone Wall
	Dock
	Balcony
	Water
	Smokehole
	Altar

Dungeon Module X1

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Dungeons & Dragons® Expert Set

Dungeon Module X1

THE ISLE OF DREAD

This module requires information found in the D&D® Expert Rules, which are a continuation of the D&D® Basic rules. Without a copy of both booklets, some sections of this module may be confusing.

PART 1: INTRODUCTION

About This Module

This module is intended for use with the DUNGEONS & DRAGONS® Expert rules. The **Isle of Dread** is a wilderness adventure designed as a framework to help Dungeon Masters (DMs) design their own wilderness adventures.

If you plan to participate in this module as a player, please **stop** reading at this point. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

Notes for the Dungeon Master

The **Isle of Dread** is a wilderness adventure module in five parts. Part one is the INTRODUCTION, which outlines both the adventure and the fantasy “world” it takes place in. Part two, THE ISLE OF DREAD, is the first stage of the adventure. It includes getting to the Isle of Dread, exploring the main island, and setting up a base for the next stage of the adventure. In part three, the party investigates the island’s great CENTRAL PLATEAU. With good fortune and thought, the party should establish a base at Mantru, a small village on the shore of the plateau’s great crater lake. Part four is the climax of the adventure. Here, the party discovers the secrets of the TABOO ISLAND in the center of the lake. Part five contains the NEW MONSTERS introduced in this module. After the basic adventure is over, the Isle of Dread can be used as the site of additional adventures, some of which are described at the end of Part 4.

While the D&D Expert rulebook contains most of the information necessary to design wilderness adventures, this module is another tool. It is a graphic example of what a wilderness adventure may be. It allows the DM to learn by experience about wilderness design and supplements the rules given in the D&D Expert and Basic sets.

Before beginning the adventure, please read the module thoroughly to become familiar with the details of THE ISLE OF DREAD. Certain sections may be read aloud to players. Other sections contain information the players should not know in advance, but may learn in the course of the adventure. Before the adventure begins, the DM should decide what information to give the players and what information to hold back.

This module has been designed for a party of six to ten characters. Each character should be between the 3rd and 6th level of experience at the beginning of the adventure. The party should have a total of 26-34 levels, 30 being best. For example, a party with a 4th level fighter, a 5th level magic-user, a 6th level cleric, a 3rd level

thief, a 5th level dwarf, a 4th level elf, and a 3rd level halfling would have a total of 30 levels (4 + 5 + 6 + 3 + 5 + 4 + 3 = 30). Furthermore, the group should have at least one magic-user or elf, and one cleric in it. If the party has less than 26 levels or more than 34, the DM may wish to adjust the strength of the monsters, making them larger or more numerous (or smaller or less numerous) as the DM sees fit.

The DM should be careful to give the player characters a reasonable chance for survival. The emphasis is on “reasonable”. Try to be impartial and fair, but give the party the benefit of the doubt in conditions of extreme danger. However, sometimes the players insist on taking unreasonable risks; charging a tyrannosaur barehanded, for example. If bravery turns to foolhardiness, the DM should make it clear that the characters will die unless the players act more intelligently. Everyone should co-operate to make the adventure as fun and exciting as possible.

In addition to the large scale map of the continent and the small scale maps of the Isle of Dread and the CENTRAL PLATEAU, there are maps of some of the **encounter areas**. These are included to give the DM an idea of what the area looks like. The DM may use them as given, change them slightly, or create different ones. For example, when using the **general cave lairs**, the DM can add new creatures, seal off tunnels, or add secret chambers, to nearly any part of the map. Both cave maps can even be combined for a very large lair!

The lair treasures can be used as given or changed into different forms with the same value. Primitive native tribes like those on the Isle of Dread may not have gold or silver coins. Instead, they may have native carvings of bone or ivory, small nuggets of precious metals, or any other unusual but valuable forms of treasure the DM can create.

When describing monster encounters, the DM should not rely only on sight — there are four other senses — smell, sound, taste and feelings of hot, cold, wet and so forth! The DM should try to vary his or her approach to encounters when possible. For example, the party may first hear the monster crashing through the underbrush, or find its tracks instead of just meeting the monster face-to-face. This is a good way to “signal” a party that an encounter may be too difficult for them to handle. The DM should also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.

THE MAP OF THE CONTINENT (Map C-1)

Geography

In the center of this module is a large-scale (24 miles per hex) wilderness map, which shows the southeastern portion of the continent and the northern islands of an archipelago (a cluster of islands). This map is useful for the overseas journey to the **Isle of Dread** and serves as an example of a large-scale wilderness design. The DM may wish to base dungeon and wilderness adventures on this map, or expand the map by designing wilderness areas where the map leaves off. The following is a suggested key to the areas mentioned on the map. To read the map of the continent, start at the top and read from left to right.

The following key gives only a brief background of most areas except the Isle of Dread which is further described in PART 2. The rest is left for the individual Dungeon Master to “flesh out”, allowing as much creative freedom as possible.

The Key to the Continental Map

Principalities of Glantri. Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the various local councils of elders and the princely stewards. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they will select one of their number as “dictator”, to serve for one year.

Ethengar Khanate. The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. Usually the clans raid and quarrel with each other, but occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong “nation”. However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Magyars, Turks, and so on).

Heldann Freeholds. The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people in the northeastern kingdoms but acknowledge no ruler among themselves higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarls. Each of these northeastern states is composed of many petty “kingdoms” that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called “kings”; in Soderfjord they are known as “jarls” (pronounced “yarl”). Their culture resembles that of the vikings.

The people of these kingdoms highly value individualism, physical strength and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships.

The Broken Lands. The “broken lands” are an area of rocky badlands and old volcanic lava beds. The land is extremely wild and inhabited mainly by outcasts and monsters.



Rockhome. Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintain a road through the mountains for caravans. They charge toll from all who pass.

Atruaghin Clans. These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war they will unite under a temporarily elected leader.

Republic of Darokin. This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Streel river, the eastern caravan route, and sea trade filtering in through the Malpheggi Swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim. As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would be. Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam. Ylaruam is built in the midst of the largest oasis in the Alasiyan Desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.

The Five Shires. The five shires are the homeland of the half-lings. The area is ruled by a council of five sheriffs who each control a shire. Four times a year the sheriffs meet at a great feast and there decide shirewide policy by vote.

Grand Duchy of Karamaikos. This part of the continent is a wild and unsettled land claimed by Duke Stephan Karamaikos. In reality, little of the land is under the duke’s control. Large areas are overrun with monsters and hostile humanoids. For a more detailed description of the Duchy of Karamaikos, see the D&D Expert rule-book.

Kingdom of Ierendi. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds. The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied to Thyatis.

Empire of Thyatis. The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, so the city is a major trade center. The Thyatic culture is similar to the medieval Byzantine empire.

Thanegioth Archipelago. The archipelago is a cluster of islands about 1000 miles from the coast of the main continent. What little knowledge is available about Thanegioth is buried in myth and superstition.

Suggested Pronunciations

Akesoli — ak·e·sō·lē	Karameikos — kar·a·mī·kōs
Akorros — a·kōr·rōs	Kerendas — ker·en·das
Alasiyan — al·as·ē·an	Kopru — kō·prū
Alfheim — alf·hīm	Malpoggi — mal·feg·gē
Altan Tepe — al·tan·tep·ē	Minrothad — min·rō·thad
Amsorak — am·sōr·ak	Norrvik — nōr·vik
Aranea — ar·an·ē·a	Ostland — ōst·land
Atruaghin — at·rū·a·gin	Phanaton — fan·a·ton
Biazzan — bē·a·zan	Rakasta — ra·kas·ta
Canolbarth — can·ōl·barth	Selenica — se·len·i·ka
Castellan — kas·tel·lan	Soderfjord — sō·der·fyōrd
Corunglain — kōr·un·glaɪn	Specularum — spek·ū·lar·um
Cruth — krūth	Tel Akbir — tel·ak·bēr
Darokin — dar·ō·kin	Thanegioth — than·ā·gē·oth
Ethengar — eth·en·gar	Thyatis — thī·a·tis
Glantri — glan·trē	Vestland — vest·land
Heldann — hel·dan	Ylaruam — il·a·rū·am
Ierendi — ē·er·end·dē	Zeaburg — zē·burg

Weather & Climate

The general weather patterns of this part of the continent move from west to east. Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farm lands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Seas islands (Oceania) and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate, with mild winters. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate of the Ethengar steppes is mild in the summer, but cold and bleak in the winter; like the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast, similar to that of Denmark.



PART 2: THE ISLE OF DREAD

Background. Several weeks ago, the party of adventurers was returning from a previous adventure (the DM can work this into the campaign as desired) when they discovered a cache of scroll-papers. The scroll-paper was made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the characters were caught in a sudden rainstorm and the entire cache was drenched. Upon the party's return to Specularum, it was found that none of them were magical. Still, magic-users can always use good paper for spell research and writing their spell books, so the characters carefully spread the paper out in front of a fire to dry out. Much to their surprise, as the paper dried out, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log and read as follows:

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread'. Their own small peninsula is known simply as 'Home'.

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods', but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

Rory Barbarosa

Note: The DM should hand the players the tear-out copy of the ship's log with the incomplete map of the Isle of Dread on the back. The tear-out sheet represents the parchment that the players have. The players can use the partial map to chart the unknown wilderness as they explore it.

The parchment log is signed by Rory Barbarosa, a well known adventurer and sea captain who died about 30 years ago. A little research in local taverns will reveal to the players that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the party can track down about the Thanegioth Archipelago tends to confirm the account (the DM should make up suitable rumors as needed).

Preparation. The players begin the module in Specularum, which is in the Grand Duchy of Karameikos. If the players are based somewhere else, the DM should arrange to have them go to Specularum or a coastal city before the adventure begins.

The players must acquire a ship or passage to the Isle of Dread. Most parties should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, the DM will have to arrange matters so that the characters do get a ship or smaller boat that can sail the ocean. Some ideas on how characters might acquire a ship include:

- 1) Have a merchant hire the party to investigate the island. The players will receive free passage, but must split any treasure 50-50 with their employer. Alternately, the DM might change the scenario, so that the characters are allowed to convince a merchant to open up a new trade route to the Thanegioth Archipelago.
- 2) Allow the characters to buy an old, decrepit boat. Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of the boat are both multiplied by this percentage (giving lower numbers). Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat will sink.
- 3) Allow one player to inherit a boat. If this idea is used, the boat should be no larger than a small sailing ship (and should have no lifeboat). Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited boat cannot leave port until the tax is paid.
- 4) Let the characters borrow the money. Interest should be at least 10% per month. The loan must be paid by the end of the first voyage. Local moneylenders have a working agreement with a magic-user who will send an **invisible stalker** to attack each character who has not paid his or her share of the loan by one week after the due date.

The Adventure. During the voyage from Specularum to the village of Tanaroa on the Isle of Dread, use the wilderness rules from the D&D Expert set and the Ocean-Sea Encounter Tables. Remember to check for weather each day (2d6: 2 = BECALMED, 12 = STORM) and that if a 6 is rolled on an encounter check, there will be one. If the boat enters a reef area, it will take 1-100 (d%) points of hull damage. In spite of these hazards, the DM should remember that the party should still **reach** the Isle of Dread, and should handle weather, rolls for becoming lost, and encounters with this in mind.

Once the characters reach the Isle of Dread (**Map D-1**), they will probably land at one of the native villages. The details of these

villages are given in the description of **Tanaroa**, the main village (encounter area **1**, p. **7**). These villages are **matriarchies**, so the chieftain will always be a woman. The DM should set up a few typical NPC leaders in advance, or use the ones included later.

From these villages, the party can move inland (note that they can map one hex of terrain in every direction when they pass through a hex: seven new hexes maximum; unless the terrain in the hex is mountainous or covered with dense foliage which blocks sight). For encounters, the DM should use the three **Wilderness Wandering Monster Tables** included in the module. Each table covers a different part of the island.

Using the Wilderness Wandering Monster Tables

Wandering monsters should be checked for twice a day, once for the daylight hours and once for the hours of darkness. (For the night check, subtract 1 from the roll since most of the wandering monsters are inactive at night.)

This method of handling encounters is used only in the first stage of the adventure. When the players reach the **CENTRAL PLATEAU** and beyond, a new method will be introduced (see p. **12**).

Once a monster is encountered, the exact monster is determined by rolling percentage dice (d%) on one of the wandering monster tables, depending on where the party is on the Isle of Dread. **Wilderness Wandering Monster Table 1** should be used on the southern peninsula south of the Great Wall, and on the south-eastern islands. **Wilderness Wandering Monster Table 2** should be used on the main island south of the central river (including the swamp), and on the southwestern islands (west of **encounter area 6**). **Wilderness Wandering Monster Table 3** is used north of the central river and on the northern islands.

The DM should use logic when rolling wandering monsters. If the monster rolled is highly unlikely for the terrain type (for example, a plesiosaurus in a non-lake hex) the DM should either roll again or choose a different wandering monster. If the monster is either much too strong or much too weak for the party, the DM may change the number appearing on the monster's hit points to provide a suitable challenge for the party.



The Map of the Isle of Dread (Map D-1)

The maps of the Isle of Dread include several special features.

The tar pits are hard to recognize unless the party has native guides or bearers. The natives will not leave the main trail nor travel beyond the tar pits at the trail's end.

The road symbol joining the CENTRAL PLATEAU to the mountain chain is a rope bridge.



Wilderness Wandering Monster Table 1

% Roll	Monster	No. Appearing
01-02	Dryad	1-6
03-05	Ghoul	1-6
06-29	Humans*	2-12
30-32	Killer Bee	2-8
	Living Statues**	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	Lizards, Giant	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	Lycanthropes	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werbear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	Snakes	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	Spiders, Giant	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarentella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie ^o	2-12

*These humans will probably be the natives who live on the island. For information on creating native encounters, see **page 18**.

**When Living Statues are rolled as wandering monsters there is a 50% chance they will be living statues, and a 50% chance they will only be normal statues.

^o Zombies will attack strangers on sight, unless the individual looks like a native. Zombies will only attack natives when their master has commanded them to do so.

Wilderness Wandering Monster Table #2

% Roll	Monster	No. Appearing
01-03	Aranea†	1-6
04-08	Cave Bear	1-4
09-10	Centaur	1-6
11	Cyclops	1
12-17	Dire Wolf	1-6
18	Dragon, Black*	1
19	Dragon, Green*	1
20	Dragon, Red**	1
21-22	Dryad	1-6
23-27	Elk, Giant†	1-3
28-33	Grangeri†	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Mastodon	1
50-54	Megatherium†	1
55-60	Neanderthal	2-8
61-65	Phanaton†	4-16
66-71	Phororhacos†	1-6
72-75	Rakasta† (+ Sabre Tooth Tiger)	1-2
76-77	Roc	1-2
78-82	Rock Baboon	2-8
83-86	Sabre Tooth Tiger	1-2
87-92	Titanothera	1
93	Treant	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

†New monsters, see description at the end of this module.

*Not older than average age.

**Young red dragon only, 7 or 8 HD.

Wilderness Wandering Monster Table #3

% Roll	Monster	No. Appearing
01-06	Allosaurus†	1
07-14	Ankylosaurus†	1
15-21	Brontosaurus	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon†	1
35	Dragon, Black*	1
36	Dragon, Green*	1
37	Dragon, Red**	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus†	1
54-61	Pteranodon	1-3
62-64	Roc	1-2
65-71	Stegosaurus	1
72-79	Trachodon†	1
80-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

†New monster, see description at the end of this module.

*Not older than average size.

**Young red dragon only, 7 or 8 HD.

KEY TO THE MAIN ISLAND ENCOUNTER AREAS

1. **THE VILLAGE OF TANAROA (Map E-1).** Tanaroa stands in a clearing at the edge of the jungle, just south of a 50' high wall built of huge stone blocks. The wall stretches for two miles across the thin neck of land that joins the southeastern peninsula with the main island. Evenly spaced along the wall are 28 square towers; each 100' to a side and 70' tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40' wide, 40' tall, and 5' thick. Each gate can be barred with a heavy wooden beam.



The village of Tanaroa guards and controls these gates. A cleared trail leads into the village from the south, winding through Tanaroa and continuing through the gates into the jungle beyond. The path circles four roughly circular groups of huts made of wood and roofed with interwoven palm leaves. The huts are about 50' long and 20' wide and are raised 10' off the ground on wooden stilts. Each group of huts faces a central graveyard, with the back of each hut to the encircling path.

Each collection of huts represents one **clan** that lives in the village. The four clans are the **Elk Clan** on the south, the **Hawk Clan** on the west, the **Tiger Clan** on the north, and the **Sea Turtle Clan** on the east. The animal each clan takes its name from is its **totem**, and the members of the clan believe they are blood brothers to the animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. In battle, each clan will have a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. In the center of the hill is a 10' tall, truncated pyramid that is made of earth and faced with stone slabs. Set on the top of the pyramid is a huge alarm gong. In a square, 300' to a side around the pyramid, is a 3' high by 3' wide earthen wall. The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the pigs, chickens, and goats that provide meat and milk for the village. The path continues until it reaches the Great Wall and passes into the jungle. Between the village and the Great Wall is a second line of defense; pits 20-30' deep filled with 5-10' of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the Wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages is about 2100 total.

The seven villages are **matriarchies**; that is, each village chief is a woman. The natives trace their descent and inheritance through their mother's side of the family and take the mother's family name as their own.

The other six villages resemble Tanaroa (the same map can be used) but without the wall and tar pit defenses. Each village has the same four clans. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment". Although the chief of each village is

female, the leader of each clan is male. Each village also elects a special official to serve as advisor to the chief and to be the village war leader in times of trouble.

The last important village official and advisor is the village **Zombie Master** (or **Zombie Mistress**). This advisor will be a cleric or magic-user of at least 5th level, who heads the **Cult of the Walking Dead** in the village. This cult is a secret society whose members (except for the **Zombie Master**) wear hooded masks during cult ceremonies. At these ceremonies, the "Walking Ancestors" (the same as the monster, **zombie**) are created. While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The **Great Wall** is always garrisoned by warriors from the seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a non-human raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, their small fishing boats are unable to sail out of sight of land or stand up to storms on the open sea.

If the party has had the foresight to stock up on trade goods, their reception by the villagers and village chiefs will be at a bonus of +2 on the reaction dice roll. Furthermore, the party can sell their trade goods for 100% profit (i.e. they will receive back twice what they paid for the goods). The villagers are not terribly wealthy and there is a 5000 gp limit on the amount of money they can spend.

Characters will receive experience points equal to the value in gold pieces of goods sold for opening up a new trade route. After the initial visit the route is no longer unknown and the profits from any other trips will not be counted for experience points.

The party can use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, all transport animals and related objects (such as barding or animal-drawn carts). Also, all water transport is unavailable, **except** canoes, sailing boats, and rafts.

The natives of Tanaroa occasionally visit the tar pits at the end of the trail to renew their supplies (which they use for waterproofing their boats and roofs). The party can hire a guide to take them as far as the tar pits. The guide will also tell them where it is safe to cross the pits. The party can also hire 2-12 bearers to carry supplies, however, no more will travel beyond the wall without a guard force of at least 30 fighters. A guide will cost 5 gp per adventure and bearers will cost 1 gp each per adventure. They will not leave the path nor go beyond the tar pits at the end of the trail. The natives will never hire out as warriors.

2. JAWS FROM THE DEEP

The wide, white sand beaches and placid waters of this bay belie the true dangers that await anyone entering the water. Swimming just out of sight are five bull sharks (AC 4, HD 2, hp 15, 10, 10, 7, 6, #AT 1, D 2-8, MV 180' (60'), Save F1, ML 7, AL N). These savage creatures will attack anyone who moves more than 20' into the bay and will fight until slain. If blood is drawn by either side, there is a 75% chance that 5 more sharks will be attracted by the scent of blood. They will arrive in 8 rounds, and will tend to attack wounded creatures first.

3. LAIR OF THE SEA SNAKES

Near these broad coral reefs, hundreds of large oysters cover the sea bottom. They are under 20' of water. If the party gathers a few, they will discover a pearl worth 100 gp. Each day the party dives for pearls, they will find 1-4 (1d4) pearls worth 100 gp each. However, every day the party dives for pearls (including the first dive), they will be attacked by 1-4 sea snakes (AC 6, HD 2, hp 9, 8, 7, 6, #AT 1, D 1 plus poison, MV 90' (30'), Save F1, ML 7, AL N). Although the number of sea snakes is unlimited, the pearls will run out after 14 days of diving.

4. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they will encounter one wandering monster from chart 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS. The party is attracted to a crumbling stone cliff by the noise of many loud hoots, grunts and shrieks. The sounds come from a 6 foot high cave opening in the rock wall. A foul stench wafts out of the dark opening but all the characters can see is a tunnel leading back into darkness.

Living within this cavern complex is a tribe of 15 rock baboons (AC 6, HD 2, hp 14 each, leader 16, #AT 2, D 1-6/1-3, MV (40'), Save F2, ML 8, AL N). For the layout of the cavern use **General Cave Lair #1, #2**, or one of your own design, whichever is preferred. Each of the cave chambers will have 1-4 baboons living in it, except for the hearth-treasure room which will contain the remainder of the tribe and the leader. None of the chambers have furniture or fire pits but there are large amounts of trash and dung piled in the corners of each room and fruit rinds and bones litter the floor.

In a pile of gnawed bones in one corner of the hearth-treasure room, among miscellaneous debris, is a gold bracelet worth 700 gp and a silver-and-amethyst necklace worth 1300 gp. Both pieces are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE GIANT SQUID. This area is the hunting ground of an ancient giant squid (AC 7, HD 6, hp 37, #AT 9, D 8x 1-4, 1-10, plus special, MV 120' (40'), Save F3, ML 6, AL N). There is a 50% chance that the squid will attack any ship passing through this hex. The squid may (25% chance) wrap its two long tentacles around the ship, doing 1-10 points of hull damage while the beak does 2 points per round after the tentacles grapple. Otherwise (75% chance), the squid will try to drag characters on deck into the water and down to its cavern lair. The squid lives in a rocky cave, located 35' beneath the water's surface. Within the flooded lair are piles of bleached

bones and miscellaneous bits of trash, including old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of **heroism**.

7. PIRATE'S CAMP (Map E-4). These pirates have come from another island (the DM should choose one or add new islands off the map). They have set up this base camp while they raid the coastal villages for slaves. They sail four 20' long outrigger canoes with collapsible masts.

There are 41 pirates, consisting of the following:

Leader (AC 5, F4, hp 29, #AT 1, D 1-6 or by weapon, MV 90', ML 10, AL C) with an ornate two-handed sword, chain mail, a **ring of water walking**, and the key to the iron box in **P4**.

6 Pirates (AC 5, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with chain mail and cutlasses.

20 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor and cutlasses.

14 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor, crossbows and cutlasses.

At sea, 7-8 pirates will sail in each outrigger canoe, with the leader sailing in the canoe of his choice. The rest will be guarding the camp. The details of the camp follow:

Key to the Pirate's Camp

P1. Towers. There are three 20' tall lookout towers, each of which can hold up to 4 pirates. There will always be at least one lookout in each tower (the DM may wish to roll 1d4 for the number of lookouts in a tower).

P2. The Boats. The outriggers will be beached here unless the pirates are out raiding. When ashore, the paddles and sails are kept in different huts to prevent theft.

P3. The Huts. These grass huts have conical roofs of thatched grass. The hut marked "**L**" is the leader's hut. It contains a locked wooden cabinet where the outrigger sails are stored. The hut marked "**S**" is the supply hut. It contains the paddles, ropes, tools, buckets of tar, food, spare weapons and other supplies. The huts marked "**c**" each contain 3-12 (3d4) captives. They are shackled to iron weights to keep them from escaping. The unmarked huts each house 4 pirates.

P4. The Cave. There will always be 2-8 (2d4) pirates guarding the cave. The pirate treasure is here, kept in a large iron box that is cemented into the wall. The box is locked and the leader has the only key. If the box is forced open (not picked), a secret compartment in the side of the chest will slide open, releasing a deadly pit viper (AC 6, HD 1, hp 5, #AT 1, D 1-4 plus poison, MV 90' (30'), Save F1, ML 7, AL N). The treasure consists of 2000 cp, 3000 sp, 4000 ep, 17 gems worth 1300 gp total, a magic-user/elf scroll (**shield**), and a **sword +1** (AL N, I8, E9, Detect Metal, Levitate for three turns per use, up to three times per day).

P5. The Escape Tunnel. Behind a hidden exit (treat as a secret door) in the cave is an escape tunnel (4' wide). It winds through the hill for 500' and exits into a series of natural caverns. These will be under water at high tide (20% chance).

P6. The Wall. The pirate camp is surrounded by a wall of thorn bushes weighted down with rocks. The wall is 5' tall and 3' wide, and will keep out all but the largest animals.

8. HIPPOGRIF NEST. Set atop the tallest hill on this island is a nest of five hippogriffs (AC 5, HD 3+1, hp 21, 20, 16, 14, 10, #AT 3, D 1-6/1-6/1-10, MV 180' (60'), flying 360' (120'), Save F2, ML 8, AL L). These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory", the hippogriffs will attack anyone climbing the hill within a half-mile of their nest.

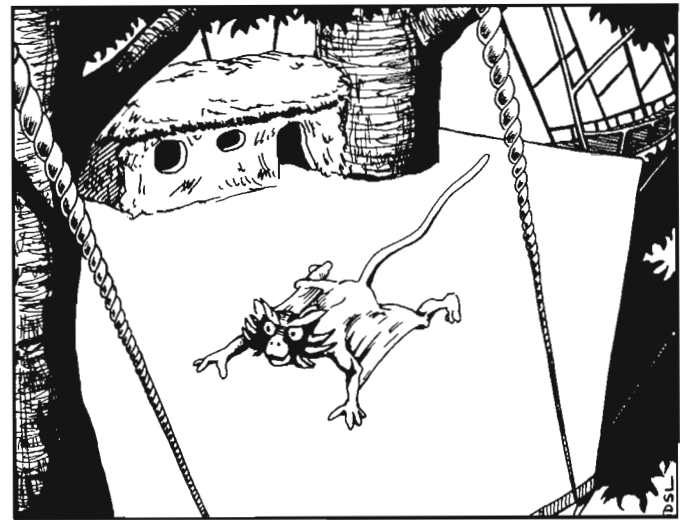
9. RAKASTA CAMP (Map E-5). A tribe of rakasta have set up a temporary camp in this hex. Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are cat-like and their bodies are covered with soft, tawny fur. They are proud and barbaric, fierce fighters who cover their natural claws with metal "war claws", their favorite weapon.

The strongest warriors will ride sabre-tooth tigers. They dwell in large waterproof tents richly furnished within. The rakastas' treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (weighing about 10,000 coins).

In this temporary camp there are 16 normal warriors (AC 6, HD 2+1, hp 10 each, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9, AL N) and three tiger riders (hp 16 each). Only these three, the bravest and strongest Rakasta warriors, can hold the respect of the three sabre-tooths (AC 6, HD 8, hp 36 each, #AT 3, D 1-8/1-8/2-12, MV 150' (50'), Save F4, ML 5, AL N). These riders can leap off their mounts, up to 20', and attack in the same round.

Key to the Rakasta Camp

- R1.** These Rakasta tents each house 1-4 rakasta. Beginning with the upper left tent and going clockwise, the tents hold 4, 2, 3, 3, 4, and 3 rakasta respectively. The tents with an italicized number appearing indicate that one of the rakasta in the tent is a sabre-tooth tiger rider.
- R2.** Each of these is a simple tent pavilion with a roof of interwoven palm leaves raised 10' off the ground on a light wooden framework. The tent canvas can be rolled down in case of rain. There are three pavilions, each housing a sabre-tooth tiger chained to a large heavy log.
- R3.** This is the communal pavilion. It is similar to the pavilions housing the sabre-tooth tigers, but has a smoke hole in the center of the roof. Inside the pavilion are a number of cushions and rugs.
- R4.** This area is the communal fire pit, rimmed with rocks, and complete with turning spit and other cooking utensils.



10. PHANATON SETTLEMENT (Map E-6). This is a small settlement of about 100 phanton. These halfling-sized creatures look like a cross between a monkey and a raccoon and glide from tree branch to tree branch like flying squirrels.

The settlement cannot be seen from the ground because of the foliage between the ground and the tree settlement, which is 50' off the ground. Since the settlement is hidden, a non-phanton must be within 20' to distinguish it from the surrounding greenery.

The settlement consists of a half-dozen wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

Each platform contains a number of wooden huts that vary in size. A safety rail runs along the edge of the platforms to prevent young phanton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanton usually climb or glide up to their settlement. One platform (**PH 5**), however, has a trap door in the center of the floor, from which a rope ladder can be unrolled. The rope ladder reaches to the jungle floor and is for the convenience of non-flying guests. Guests usually sleep on platform **PH 5**.

Key to the Phanton Lair

- PH1.** On this platform there are three huts housing a total of 14 phanton (AC 7, HD 1-1, hp 7x4 hp, 5x3 hp, 2x1 hp, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F1, +2, ML 7, AL L). There are seven adult males, five adult females, and two children. The phanton young are unable to defend themselves and will flee if attacked.
- PH2.** The five wooden huts on this platform contain a total of 20 phanton, including the clan war chief (AC 6, HD 3, hp 15, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F3, +2, ML 7, AL L) and his seven bodyguards (AC 6, HD 2, hp 10 each, #AT 1, D 1-6 or by weapon, ML 7, AL L). The remaining 12 phanton are the warriors' mates (AC 7, HD 1-1, hp 3 each, #AT 1, D 1-6, MV 90' (30'), 150' (50'), Save F1, +2, ML 7, AL L). Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3000 sp.

PH3, 4, 5, and 6. These platforms house the rest of the tribe. On areas **3** and **4** there are 3 huts and on **5** and **6** there are 4 huts. In each hut there will be a family of phanaton composed of an adult male, an adult female and 1-4 children. The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Decorating the interiors of all the houses are dozens of hanging plants and ornate wood and bone mobiles.

11. LAIR OF THE LIZARD MEN. This lair is located on the edge of a dense swamp in a dank, half-flooded cave. Living within this dismal cavern are 14 lizard men (AC 5, HD 2 + 1, hp 10 each, #AT 1, D 2-7, MV 60' (20'), swim 120' (40'), Save F2, ML 12, AL N). They hunt and eat the various swamp animals that live in the area. For tribal feasts, the lizard men will occasionally attack a neanderthal lair. From these raids the saurians have accumulated a small horde of treasure.

For the lair, use **general cave lair #1** or **#2** or create a different one. There will be from 1-3 lizard men in each chamber, except for the hearth-treasure room which will contain the remainder of the group. Stored in an untrapped, unlocked box is the lizard mens' treasure: 5000 cp, 6000 sp, and 8 opal gems worth 500 gp each.

12. NEANDERTHAL LAIR. In this lair are 16 normal neanderthals and 2 leaders (AC 8, HD 2, leaders 6, hp 9 each, leaders 27, 31, #AT 1, D 1-6, leaders 1-6 + 2, MV 120' (40'), Save F2/F6, ML 7, AL L). For an outline of their cavern home, use **general cave lair #1** or **#2** or create a different one. Each room will have 1-2 neanderthals, except the hearth-treasure room, where the two leaders and the remainder of the neanderthals will be. In a chest made from fitted, uncemented rock slabs are 1000 sp, 1 large white pearl and a small piece of obsidian. The pearl is worth 500 gp; the obsidian 10 gp.

The rooms are filled with crude wooden furniture and each has a firepit. The walls are painted with hunting scenes and the floors are kept reasonably clean.

13. AERIE OF THE GARGOYLES. When the characters enter this hex, they will notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure will not move and will appear to be nothing more than a stone statue. However, if someone moves closer than 100 feet, the gargoyle (AC 5, HD 4, hp 26, #AT 4, D 1-4 each, MV 90' (30'), flying 150' (50'), Save F4, ML 11, AL C) will fly forward with a grating shriek and attack.

Two other gargoyles (hp 23, 22) attracted by the gargoyle's cries, will leave their nearby cliff lair and join in the fray.

The gargoyles' nest is set into a rocky cliff about 50' from the ground. Any non-thief character who tries to climb the cliff must roll less than his or her Dexterity (on a 20-sided die) or fall to the ground. The fall will cause 3-18 points of damage. A thief will succeed automatically in an attempt to reach the lair. Among bones and assorted garbage, the party will find a ruby worth 600 gp and a scroll (**protection from elementals**) lying on the cave floor.

14. ARANEA LAIR (Map E-7). The Aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. They look like huge, greenish-brown spiders (about the size of a small pony), with a massive odd-shaped lump on their backs that houses a large brain. The webs are about 40' above the jungle floor. These lairs cannot

be seen unless one climbs above the first layer of leaf growth, about 20-30' above the ground. Each aranea has a separate lair, but the walls are close enough together so that the aranea can jump from one to another with ease. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

This section of forest is inhabited by three aranea. Each has its own lair. The webbed-over sections of their lairs resemble caves. These are filled with many pieces of crude "furniture" made out of wood, vines, and web and webbed in place on the floor. These include storage chests, and libraries used for spell research. Aranae treasure is usually woven into the roofs of their lairs for safe keeping.

Key to the Aranea Lairs

The area beneath the aranea webs is patrolled by two bugbears (AC 5, HD 3 + 1, hp 16, 14, #AT 1, D 2-8, MV 90' (30'), Save F3, ML 9, AL C). They earn treasure and favors from the aranea by guarding the grounds from intruders. These bugbears live nearby in thatched huts, and each carries a large alarm horn that it will sound at the first sign of trouble, warning the aranea. The bugbears each carry a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp.

A1. The aranea in this lair (AC 7, HD 3, hp 19, #AT 1, D 1-6 plus poison, MV 60' (20'), 120' (40') in web, Save M3, ML 7, AL C) has learned the magic-user spells **detect magic**, **sleep**, and **levitate**. This spider has a **shield -1** (cursed) and a **potion of undead control** hidden in the roof of its lair.

A2. This aranea's lair is similar to the previous one, but the only treasure is a **broom of flying** hidden in the roof. The aranea has learned the spells **floating disc**, **ventriloquism** and **phantasmal forces**.

A3. The final aranea web is the same as the other two except that the aranea (hp 19) has a **potion of poison** stored in the web ceiling and a scroll (**light**, **read languages**, **mirror image**) laid out on its table for quick use.



15. PTERANODON TERROR. This area is inhabited by three pteranodons (AC 6, HD 5, hp 26, 23, 18, #AT 1, D 1-8, MV 30' (10'), flying 240' (80'), Save F3, ML 8, AL N). There is a 75% chance that the pteranodons will attack the party as they cross the 300' rope bridge. Anyone who is hit by one of the pteranodons has a 10% chance of falling off, taking 10-100 points of damage from the fall to the rocks below.

16. THE ROCS' ROOST. This next belongs to two small rocs (AC 4, HD 6, hp 32, 26, #AT 3, D 2-5/2-5/2-12, MV 60' (20'), flying 480' (160'), Save F3, ML 6, AL L). Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at the location in hex **#19**.

17. DIMETRODON PERIL. The party hears a series of horrible screams. In the center of a grassy clearing is a dimetrodon (AC 5, HD 7, hp 36, #AT 1, D 2-16, MV 120' (40'), Save F4, ML 8, AL N) attacking on a frantically struggling native. Although the native is mortally wounded, if the dimetrodon is slain or driven off, he will give the party his only treasure — a nugget of platinum (worth 50 gp) — if they will swear to bury him in a special location (DM's choice).

18. THE OGRE'S LAIR. This ancient burial chamber is the home of five ogres (AC 6, HD 4 + 1, hp 21, 18, 18, 15, 9, #AT 1, D 1-10, MV 90' (30'), Save F4, ML 10, AL C). For an outline of the lair use **general cave lair #1** or **#2**, or create one of your own. There is a 50% chance that each room will contain an ogre, except for the hearth-treasure room which will house the rest of the group.

Each chamber of the cavern complex is lit by a crude torch attached to the rock wall by a glob of sticky, black adhesive (tar). The dim illumination in each room will reveal burial chambers, with dozens of old, shrunken bodies strewn about the stone floor in various stages of decay. Hidden amongst a pile of shrouds in the hearth room is the ogres' treasure chest. Inside the locked wooden chest are 2000 sp, 1000 gp and three sabre-tooth tiger skulls.

19. DERANGED ANKYLOSAURUS. As the party moves through this lightly wooded area, an ankylosaurus (AC 0, HD 7, hp 33, #AT 1, D 2-12, MV 60' (20'), Save F4, ML 8, AL N) will rush out and attack the party in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed and is now under the plant's influence. The giant beast will attack until slain, or until the drug wears off (in about two hours).

This area is also the hunting ground of an allosaur (AC 5, HD 13, hp 55, #AT 3, D 1-6/1-6/4-24, MV 150' (50'), Save F7, ML 9, AL N). If the party has the treasure map from the **ROC'S ROOST (#16)**, they can dig for the large treasure buried here. The hoard is buried 10' underground and will take 2-5 (1d4 + 1) turns to dig up. The DM rolls for wandering monsters each turn. If one appears, it will be the allosaur. The treasure consists of 2000 gp, 3 diamonds worth 3000 gp each, and a sapphire necklace worth 6000 gp.

20. ABODE OF THE GREEN DRAGON. As the characters pass a low, stony hill they will notice a broad opening in the rocky hillside. Once the party arrives at the mouth of the cave they will be able to hear heavy, labored breathing coming from inside the dark cavern. For the lair, use either **general cave lair #1** or **#2**, or you may design your own as you prefer. If one of the general designs is used, the dragon will have blocked all tunnels that are too small for him to move through.

If the characters enter the caverns, they will find all the rooms empty except the hearth-treasure chamber. In this room lies a green dragon, a creature of great age and fearsome aspect. The dragon (AC 1, HD 9, hp 45, #AT 3 or breath, D 1-6/1-6/3-24 or breath, MV 90' (30'), flying 240' (80'), Save F9, ML 9, AL C). Quite often 33% of the time) he will be asleep atop his pile of treasure and can be surprised. However, if he is awake when the party enters his cave, he will know the characters are there. There is a 50% chance that, instead of slaying the party, the dragon will allow the characters to leave if they give him all of their magic items.

The dragon's treasure hoard consists of 40,400 sp, 2000 gp and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. LAIR OF THE WRETCHED TROGLODYTES. As the party nears this area, they will begin to smell a particularly foul stench. As they continue, the smell will become worse until the party reaches a dark opening in the ground. The odor seems to come from this hole.

Within this lair are 17 troglodytes (AC 5, HD 2, hp 10 each, #AT 3, D 1-4 each, MV 120' (40'), Save F2, ML 9, AL C). They have recently moved to this location because of the pleasantly damp climate.

For a map of the troglodytes' home, use **general cave lair #1** or **#2** or design one of your own. There will be from 1-4 troglodytes in each room, except for the hearth-treasure chamber where the rest will be. The chest containing their valuables is chained to the bottom of a 3 foot deep, evil-smelling pool of dark liquid. The rusty box is attached to a bolt in the center of the pool's floor. In order to get the chest the chain must first be severed (the DM must decide the party's chance of severing the chain, based on their actions). Although the chest is locked, the lock mechanism may be picked once the box is removed from the water. Underneath the slime at the bottom of the pool is the key to the lock; however, there is only a 20% chance that the party will find it accidentally (if the party actively searches for a key, each character searching has a 1-in-6 chance of finding it). The hoard of valuables consists of 2000 cp, 2000 sp, 1000 ep, 3000 gp and 6 amethyst stones worth a total of 3000 gp.



22. PLESIOSAUR MENACE. Beneath the surface of this lake there awaits a hungry plesiosaur (AC 6, HD 16, hp 60, #AT 1, D 4-24, MV 150' (50'), Save F8, ML 9, AL N). The beast will attack anyone coming within 15' of the shore. If it hits, it will pull its victim into the lake on the following round. If the plesiosaur is slain and its body cut open, the party will find a skeletal arm and hand wearing a **ring of regeneration**.

23. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they will encounter one wandering monster from **table #3**.

24. THE SEA DRAGON. If a ship passes within one hex of this location, it will be attacked by a sea dragon (AC 2, HD 6, hp 25, #AT 1, D 2-16, MV 180' (60'), gliding 180' (60'), Save F6, ML 8, AL N). The beast will first surface 150' away and bombard the deck with globs of poison for two rounds. The dragon will then sink, only to reappear a turn later next to the ship. The creature will attack as normal, biting or using its third breath. It does not use magic.

The dragon's lair is located 200' beneath the surface in a flooded cave. Inside the cave is the treasure the dragon has gleaned from sunken ships and unfortunate passers-by. The treasure includes 10,000 gp, an untarnished coat of **chain mail +3**, a rusted cutlass with a jewelled pommel worth 500 gp and a potion of **water breathing**.

PART 3: THE CENTRAL PLATEAU (Map D-2)

THE PLATEAU

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs that rise 3000'. There are only three ways to reach the top of the plateau — by crossing the rope bridge (at #15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliff, and even thieves must check for falling every 100' (30 times). The characters should be given hints about the great risk involved in climbing.

The plateau is shown on a separate map (**Map D-2**) from the rest of the island, and has its own encounter table and lairs. The temperature atop the plateau is somewhat cooler than the rest of the island and less tropical (except for the volcanic crater) resulting in grasslands and some forests. The plateau is dominated by a dormant volcanic mountain, complete with a crater lake. This mountain can be seen from nearly all points on the plateau.

The scale of the map is one mile to the hex, so the characters will travel six times as far per day when using the plateau map. Note, however, that it takes much longer to scale the cliffs at **area #3**. Encounters on the plateau will also be handled somewhat differently (see the **Central Plateau Encounter Table**, below).

Central Plateau. The **Encounter Table** is to be used when travelling across the central plateau of the island. Every 3 hexes travelled a d6 should be rolled, on a 5 or 6 an encounter occurs. The encounters in the middle of the encounter table are more likely to be rolled than those at the high or low ends. Hence, on this encounter table, antelope will be most common, followed by boars and dire wolves. Very seldom will players encounter a cave bear or a sabre-tooth tiger.

Central Plateau Encounter Table

Unlike the main island, there is a 2 in 6 chance of an encounter every 3 hexes travelled, regardless of terrain. If an encounter occurs, roll two 6-sided dice to determine the encounter type:

2. Cave Bears (2); AC 5, HD 7, hp 33, 28, #AT 3, D 1-8/1-8/2-12 points, MV 120' (40'), Save F4, ML 9, AL N.
3. Woolly Rhino (1); AC 4, HD 8, hp 37, #AT 1, D 1-12, MV 120' (40'), Save F4, ML 6, AL N.
4. Pteranodons (4); AC 6, HD 5, hp 20, 19, 18, 16, #AT 1, D 1-12, MV flying 240' (80'), Save F4, ML 8, AL N.
5. Pterodactyls (7); AC 7, HD 1, hp 6 each, #AT 1, D 1-3, MV flying 240' (80'), Save F1, ML 7, AL N.
6. Boars (2); AC 7, HD 3, hp 10, 9, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 9, AL N.
7. Antelope (5); AC 7, HD 2, hp 10 each, #AT 3, D 1-2/1-2/1-4, MV 240' (80'), Save F1, ML 5, AL N.
8. Dire Wolves (4); AC 6, HD 4+1, hp 19, 16, 14, 11, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 8, AL N.
9. Mastodons (2); AC 3, HD 15, hp 67, 59, #AT 3, D 2-12/2-12/4-32, MV 120' (40'), Save F8, ML 8, AL N.
10. Titanotheres (1); AC 5, HD 12, hp 50, #AT 1, D 2-12 or 3-24, MV 120' (40'), Save F6, ML 11, AL N.

11. Sabre-tooth Tigers (2); AC 6, HD 8, hp 35, 29, #AT 3, D 1-8/1-8/2-16, MV 150' (50'), Save F4, ML 10, AL N.

12. TREMOR. This is a minor earthquake (caused by volcanic activity underground) that will vary in severity. Roll 1d6 and consult the following table:

- 1-4 — Minor Shock: no effect on characters or ground
- 5 — Major Shock: characters knocked off their feet, if climbing cliffs 30% chance of falling
- 6 — Severe Shock: trees tilt, rocks fall, small cracks appear in ground, characters knocked off their feet (if in forest, 5% chance per character of 3d6 damage from falling trees); if climbing cliffs, 60% chance of falling

All tremors will last for 10 to 30 seconds.

KEY TO THE PLATEAU ENCOUNTER AREAS

1. GOLD VEIN. A recent tremor has revealed a lode of high quality gold ore. A dwarf or any character knowledgeable about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one and will not yield more than 15,000 pieces of refined gold.

However, to obtain this amount, the characters will have to mine, transport, and refine 3000 pounds (30,000 coins) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The cost for each worker is 1 gold piece per week plus food and the cost to transport them. The natives living on the plateau will not work the vein unless enslaved (the DM may wish to discourage this by making slave labor work slower, rebel often, and so forth). Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost for refining the gold is 10-20% of final value, and may be done in any major mainland city of the DM's choice.

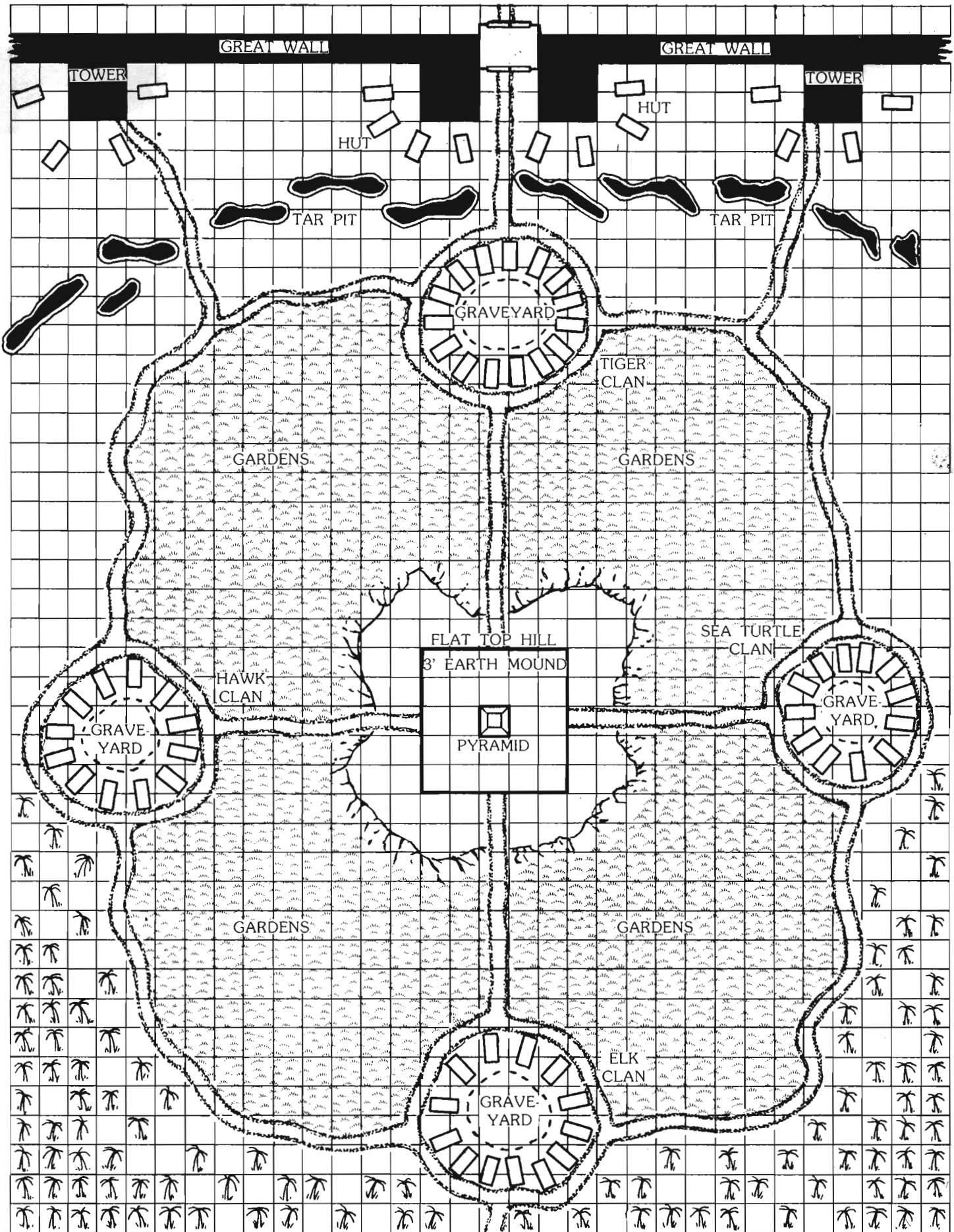
2. TREANT FOREST. This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy. Scattered throughout this small forest are 15 treants (AC 2, HD 8, hp 34-41 (33 + 1d8), #AT 2, D 2-12/2-12, MV 60' (20'), Save F8, ML 9, AL L). They are reclusive and will try to avoid any contact with the party. The only encounter in these woods is with treants, and if the party moves through without searching, the chance of encounter is only 1 in 20. Treants can only be spotted at a range of 30' or less and will surprise the party on a roll of 1-3. The treants will usually ignore the party, but the following actions will bring the listed responses:

Searching. If the party is searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

Climbing Trees. If a character climbs a tree, there is a 1 in 20 chance it is a treant. If nothing harmful is done, the treant will not move or reveal its presence. If attacked or hurt, it will immediately capture or kill the offender while calling loudly for assistance (2-5 treants will come in 2-12 rounds).

MAP E-1 VILLAGE OF TANAROA

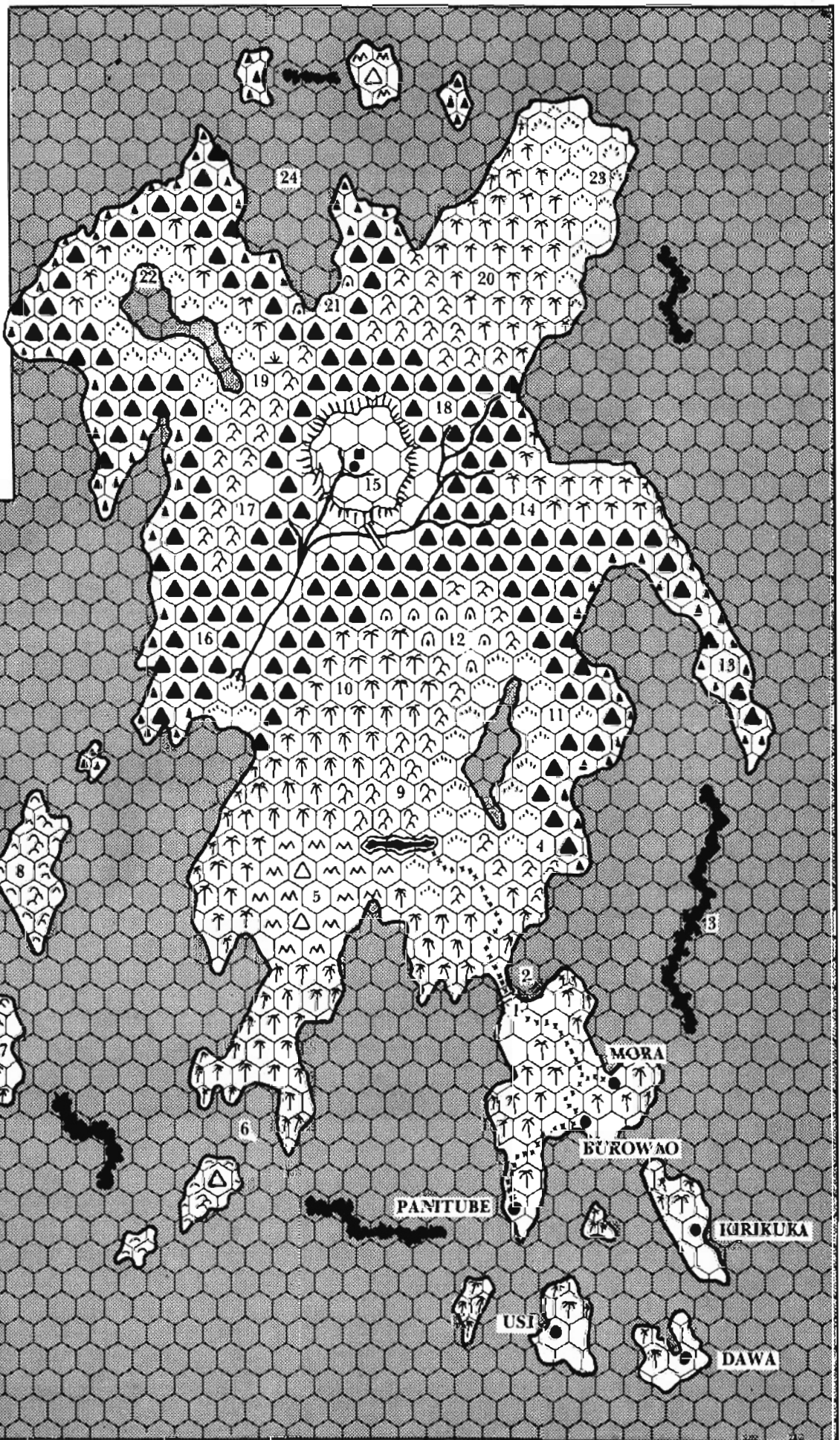
SCALE: ONE SQUARE = 50 FEET



Map 1 The Isle of Dread

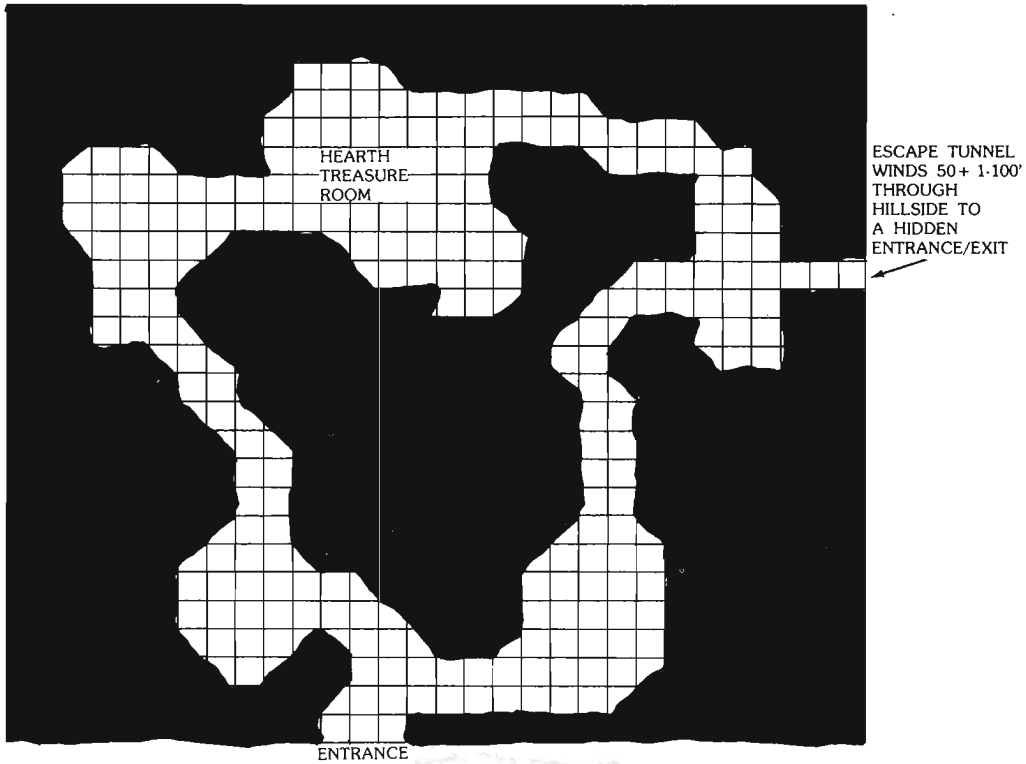
	Jungle
	Swamp
	Mountain
	Volcano
	Hills
	Caves
	Broken Land
	River
	Lake or Ocean
	Coral Reef
	Tar Pits
	Trail
	Village
	Ruins

Scale: 1 Hex = 6 Miles



To remove maps, open staples and pull out 8 map pages, then bend staples back.

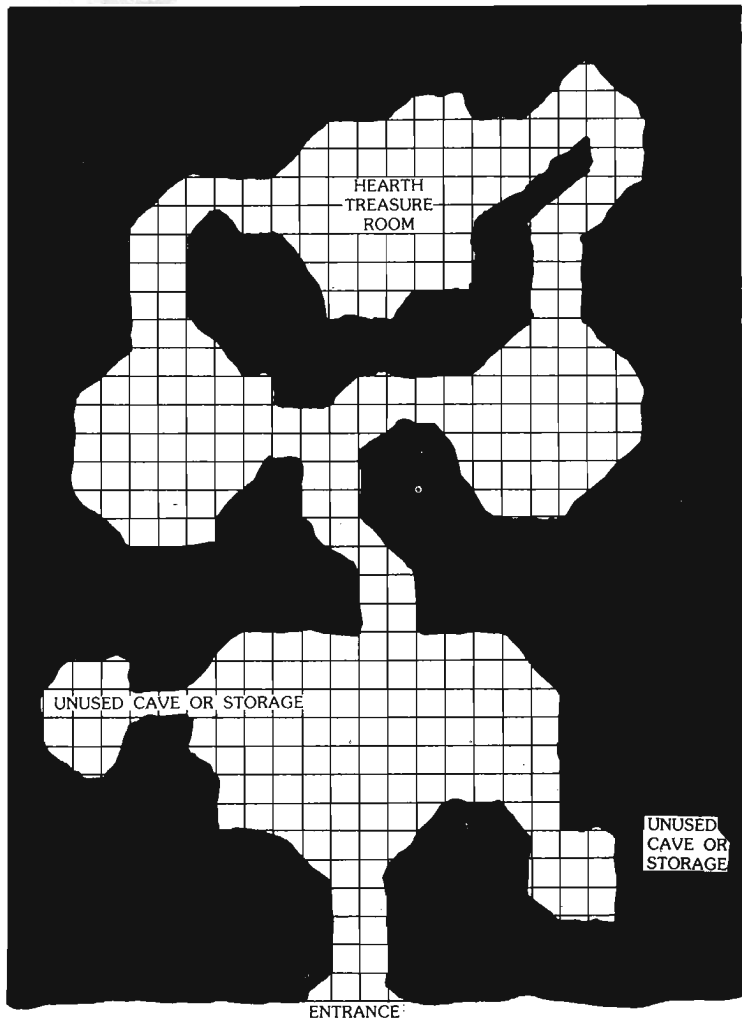
**MAP E-2
GENERAL CAVE LAIR #1**



MAP E-3

GENERAL CAVE LAIR #2

SCALE: EACH SQUARE = 5 FEET





KINGDOM OF OSTLAND

Zeaburg

KHANATE OF ETHENGAR

Norrvik

KINGDOM OF VESTLAND

ROCK HOME

Soderfjord

SODERFJORD JARLDOMS

Castellon

Alasryan Desert

Ylaruam

EMIRATE OF YLARUAM

Blazzan

Kerendas

Tel Akbar

Thyatis

EMPIRE OF THYATIS

MINROTHAD GUILDS

Mirrothad

ETHENGAR

Canolbarth Forest

ALFHEIM

Selenica

Altan Teppe Mtns.

Threshold

GRAND DUCHY OF KARAMEIKOS

Kelvin

Specularum

THE BROKEN LANDS

Corunglain

REPUBLIC OF DAROKIN

Akorros

Darokin

Grith Mts.

THE FIVE SHIRES

Malpegg Swamp

PRINCIPALITIES OF GLANTRI

Glantri City

Lake Ansorak

Akesoli


















ATRUAGHIN

CLANS

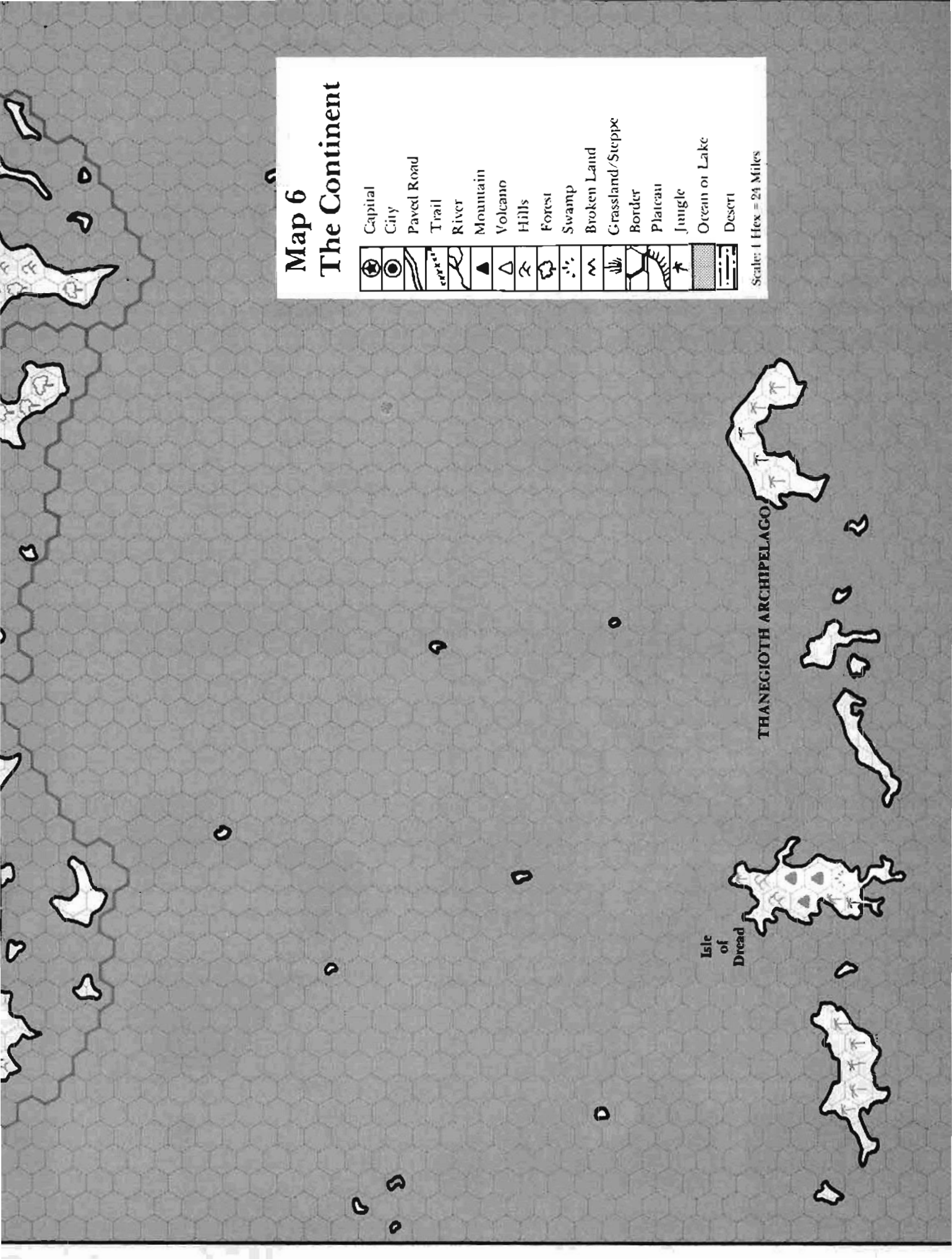
KINGDOM OF IERENDI

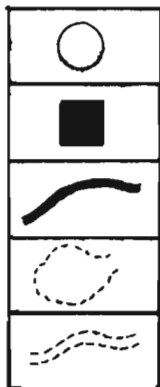
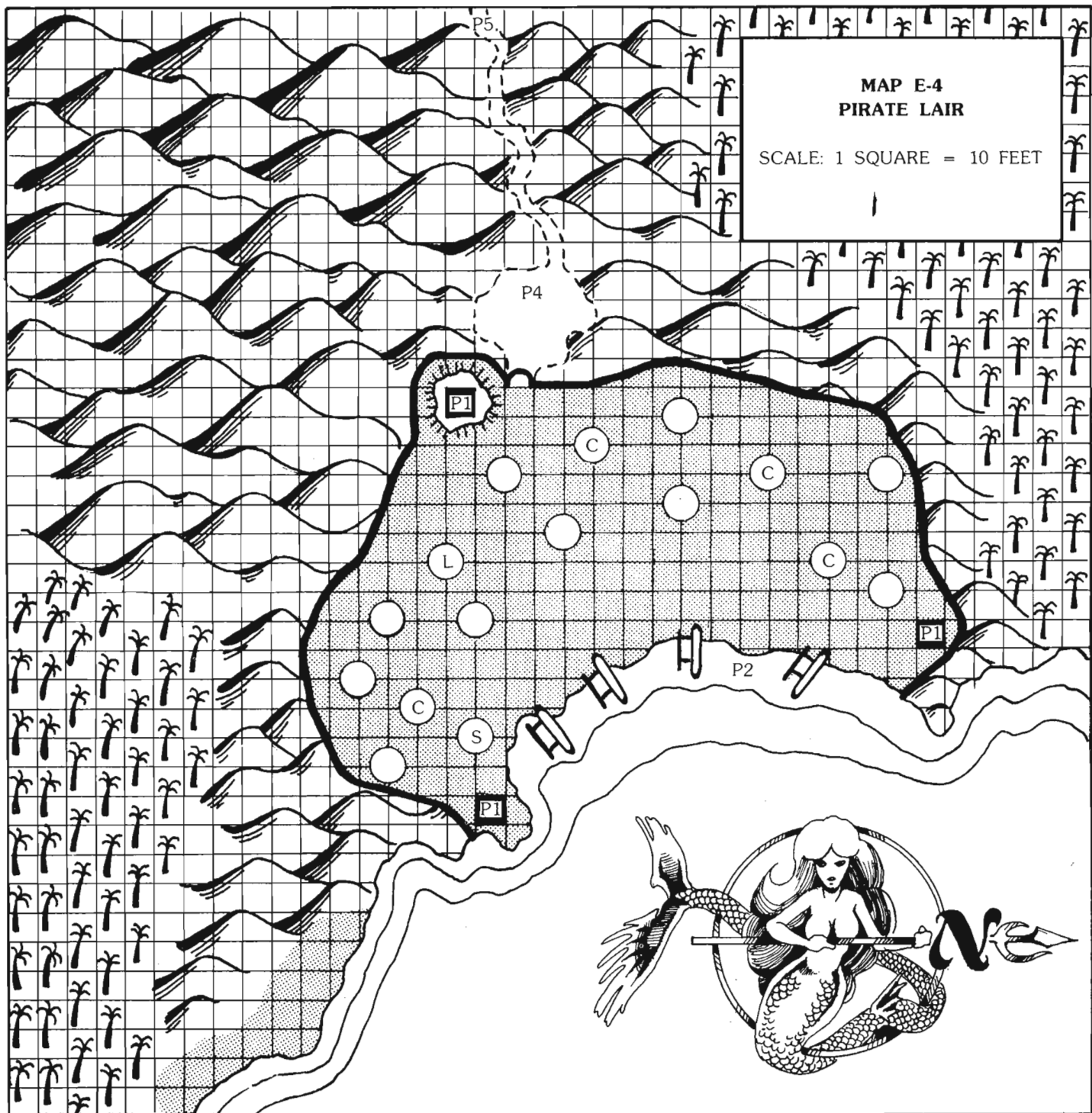
Ierendi

Map 6 The Continent

	Capital
	City
	Paved Road
	Trail
	River
	Mountain
	Volcano
	Hills
	Forest
	Swamp
	Broken Land
	Grassland/Steppe
	Border
	Plateau
	Jungle
	Ocean or Lake
	Desert

Scale: 1 Hex = 24 Miles





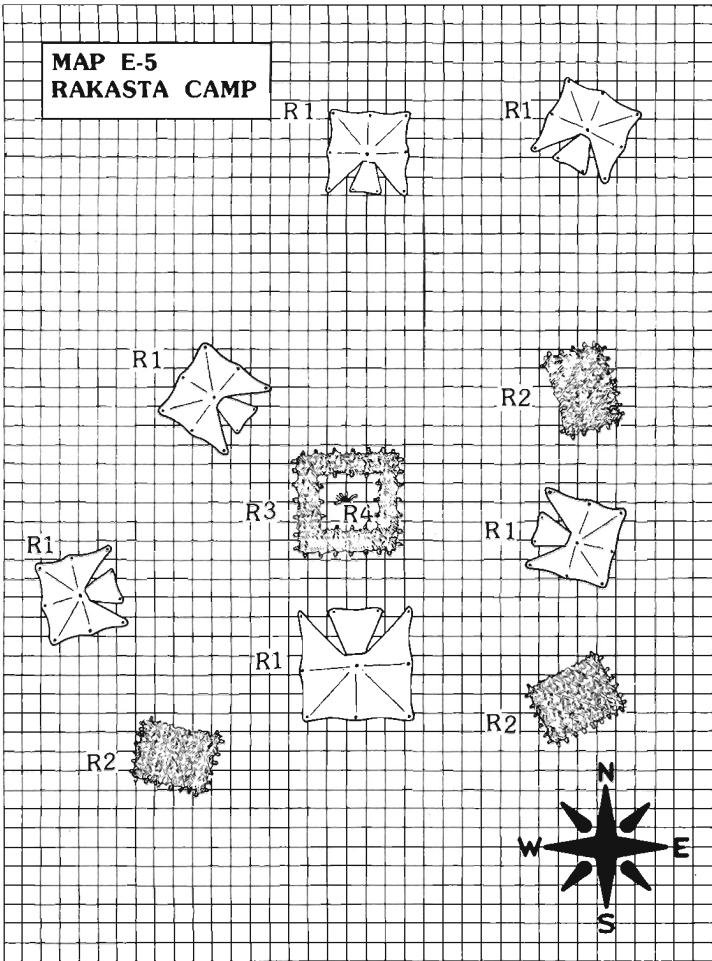
Grass Hut
 Watchtower
 Thorn Wall
 Cave
 Tunnel



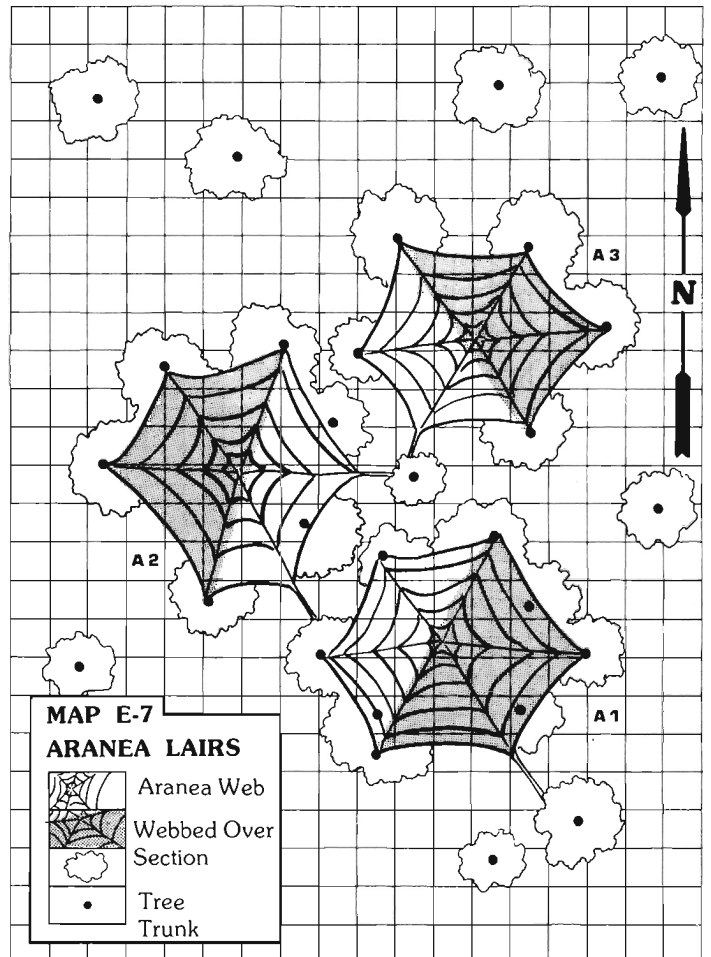
Outrigger Canoe
 Hills
 Jungle
 Sand Beach
 Raised Earth Mound

SCALE: 1 SQUARE = 10 FEET

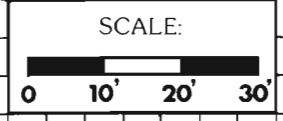
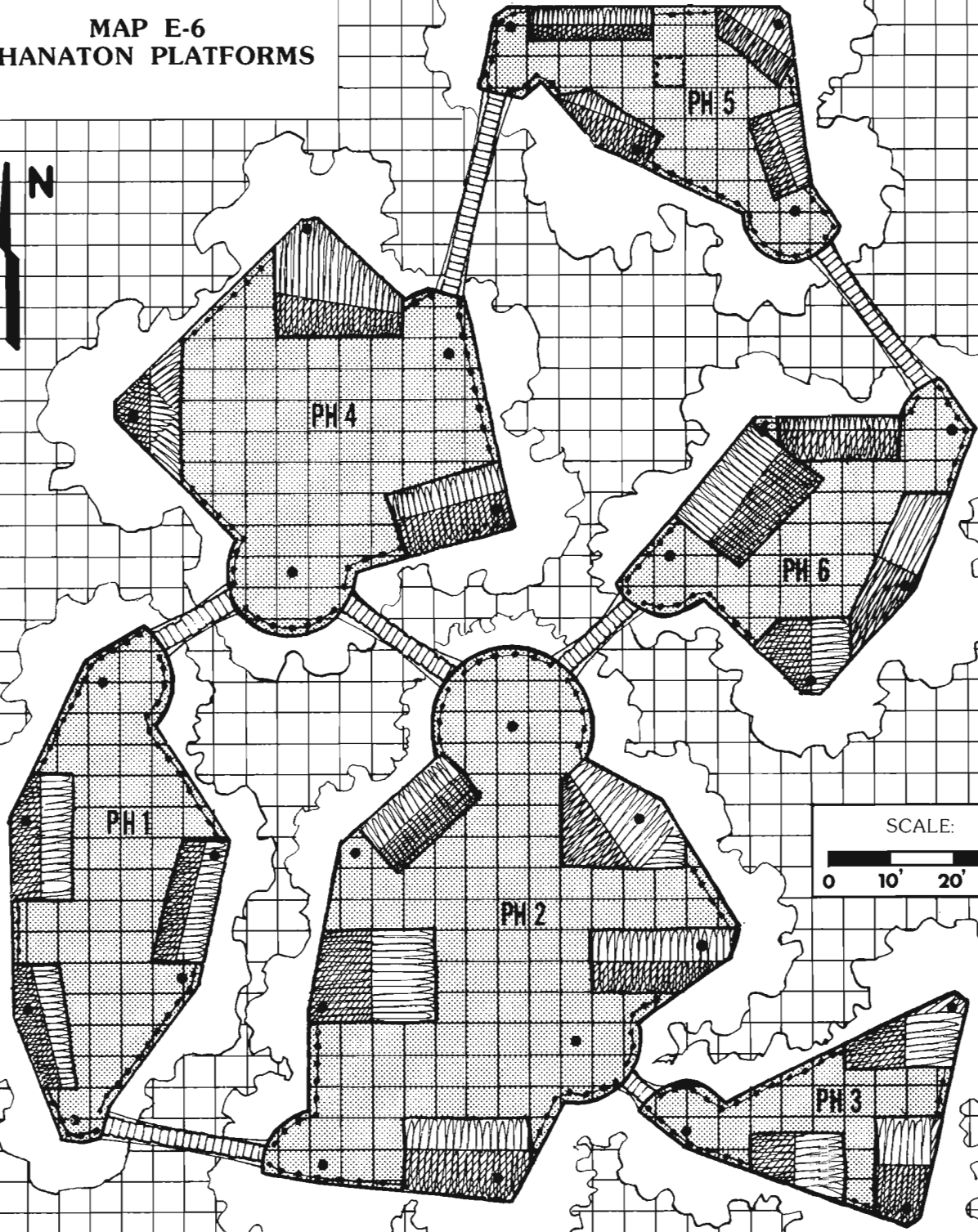
**MAP E-5
RAKASTA CAMP**



SCALE: 1 SQUARE = 10 FEET



MAP E-6 PHANATON PLATFORMS

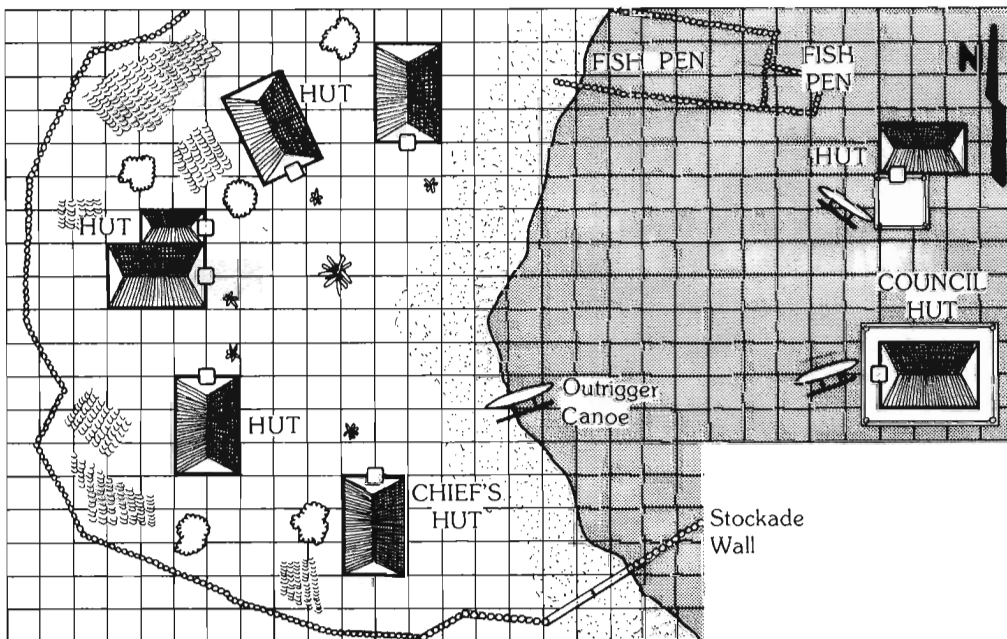
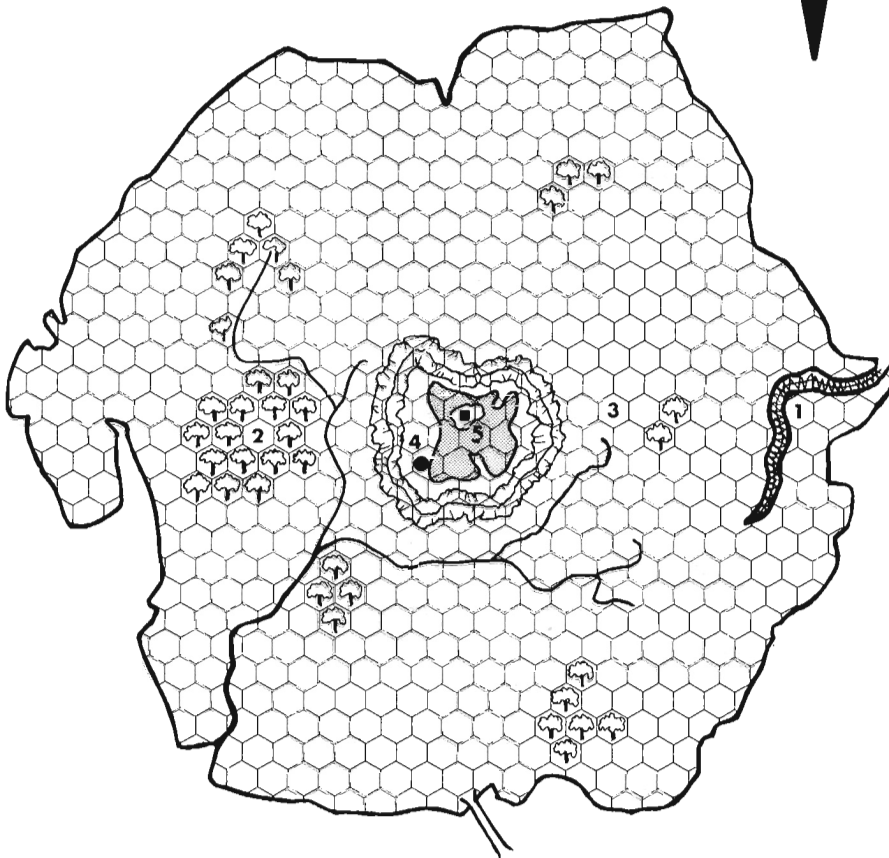


Trap Door		Railing		Tree Trunk	
Hut		Rope Bridge		Platform	

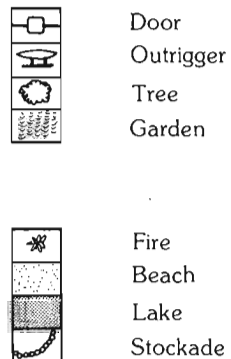
MAP D-2 THE CENTRAL PLATEAU



SCALE: 1 HEX = 1 MILE



MAP E-8
VILLAGE OF MANTRU
SCALE: ONE SQUARE = 10 FEET



Cutting Trees. If the characters try to cut down a tree, one treant will arrive in the first turn of activity. The treant will try to avoid being noticed, but will cause the tree being cut down to move away at 30' per turn. Each turn thereafter, one treant will arrive. The treants will do whatever they can to drive the party from the forest while avoiding combat as long as possible.

Starting a Fire. If a small campfire is lit, the forest will gradually recede from the camp, leaving a clearing 50' in diameter. Three treants will be in position around the camp, controlling the trees. They will do nothing if the party uses dead branches and brush for the fire. If the party collects living branches or wood, each treant will send 2 trees through the camp late at night. The characters will not be attacked unless they try to destroy the trees, but the trees will try to take or destroy as much gear as possible on one pass. If a fire-based spell is used, the treants will attack the caster.

Summary; Searching for Treants

<u>Party Is:</u>	<u>Chance to Discover Treants</u>
Not Searching	1 in 20
Searching for Creatures	1 in 6
Searching for Treants	3 in 6

- 3. CLIFF WALL.** The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered. There are no clear trails over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt the climb, as there are obvious handholds and routes up the rock face. For all characters except thieves, the base chance of falling is 50%. This may be reduced 10% if a thief is with the party (to give guidance), by 10% if the character's Dexterity is 15 or greater, and by 20% if the characters are roped together (the DM may further adjust the chance of falling depending on other party actions). It will take 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for, but only the following apply: pteranodons (#4), pterodactyls (#5), and tremors (#12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters will occur here, but characters who attempt to stay here overnight without warm clothing will suffer 2-12 points of damage from exposure. If the party has brought firewood, they can start a fire to keep warm, but there is none to be found here.

As the party descends into the volcanic crater (an 8 hour climb) the temperature will become warm and near tropical. Jungle vegetation covers the lower slopes, but the valley is sparsely populated with animal life. No normal encounters of importance will occur, but on a roll of 12 on 2d6, a minor tremor will shake the ground.

- 4. VILLAGE OF MANTRU (Map E-8).** This small village lies on the shore of the large crater lake. Its landward side is surrounded by a crude palisade of palm trunks and branches that extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens for keeping any extra fish from the daily catch. The village itself consists of six palm-thatched lodges that are raised about 2' off the ground on stilts. Further out in the lake are two more lodges, kept 3' above the water on stilted platforms. The small one (20' x 40') belongs to Umlat, the tribal cleric, an aged man. The larger building (30' x 50') is the main council lodge.

The village has 50 inhabitants who live by fishing and farming small gardens. They are divided into five large families who live

as one group sharing food and work. Each family has its own possessions — canoes, nets, tools, and lodges. These people are not warlike, but if attacked they will defend themselves to the best of their ability. If the characters do not attack the village, they will be met by a band of men from the village armed with spears. At first, spears will be thrown to fall short of the party. The villagers will then try to frighten the party away by shouting and gesturing. If the party remains non-hostile and friendly, the villagers will welcome the party and lead them into the village.

In the village, the party will be introduced to **Fano**, the "talking chief" and village leader; **Umlat**, the tribal cleric (both described later); and the "**chief**", a small stone carving of an old man that is kept in the council lodge on the lake. The party learns that all major decisions come from this "chief", while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this meeting (a solemn affair) there will be feasting on baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast will be held on the beach, and great smoking fires will be lit to drive away insects. Lodging will be provided by several families. The natives will insist that at least one character sleep in each lodge. The natives will freely give anything a character asks for, but will expect the same in the future (the DM should use this tribal custom at least once during the adventure).

The characters may remain for as long as they wish, but after a short period of time they will be asked to help the natives by destroying a threat to the village. Fano and Umlat will carefully describe the attacks of a group of renegade tribesmen, now headhunters, who have been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy because the renegades are stronger and because the island is *taboo*. Although the villagers will aid the party by providing canoes and what equipment they can, they will not set foot on the island.

Fano, the "talking chief" (AC 9, F4, hp 26, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island will prevent him from joining the party on the raid. His good will is important, however, as his opinion of the characters will decide the treatment the villagers give the party. Fano is good-natured, but proud of his position. He will not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric (AC 9, C 6, hp 22, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Umlat is a pious man, devoted to his deity (**Oloron, Lord of the Skies**) but it seems that he has been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers ascribe this to the favor of his deity. However, he is frail and weak, and this greatly limits his activities. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the party. However, he will make his spells available to aid the party in their task. The spells he normally uses are:

First Level: cure light wounds, purify food and water

Second Level: bless, snake charm

Third Level: cure disease

Umlat will pray for other spells, given one day's notice.

- 5. TABOO ISLAND.** The details of the TABOO ISLAND are given in **PART 4**.

PART 4: TABOO ISLAND

This island was once the center of the kingdom of the **Kopru**, until native rebellion destroyed their power (the players should not be told who or what the Kopru were; this is part of the taboo — for more details, see page 20). The rocky island is now dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be most easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the players will begin the final stage of the adventure. The lair of the headhunters is on the first level of the temple complex (**Map E-9**).

The entire dungeon is damp and foul-smelling. The air is hot and stale. Small blind creatures will constantly scatter before characters, flitting here and there.

KEY TO THE FIRST LEVEL (Map E-9)

1. TEMPLE ENTRANCE. The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps; several canoes are moored there. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5' above the first. To either side of the center steps is a stone foot and ankle, the remains of a huge statue that once straddled the stairs. The end stairways are each flanked by another red marble pillar. At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

2. GUARD POST. The tribesmen have carefully narrowed the passage with mounds of rubble at this point so that only one character can pass through at a time. Waiting on the other side of the opening are 3 1st level fighters (AC 7, F1, hp 7 each, MV 120' (40'), #AT 1, D 1-6 or by weapon type, ML 8, AL C) and a 5th level fighter wearing bone armor and carrying a shield and **spear + 1** (AC 5, F5, hp 32, MV 120' (40'), #AT 1, D 1-6 + 1, ML 9, AL C). Able to observe intruders as they move down the hall, these guards will attempt to slay their opponents one at a time. If attacked with a **fire ball, lightning bolt**, or similar spell, these guards will gain + 1 on their saving throws, as they are well protected by cover. Should the morale of these guards fail, they will retreat to area **3**, the **main chamber**.

3. MAIN CHAMBER. This large hall was once the main worship area of the temple, but is now being used as the central living area of the tribe. The floor is covered with mats, bowls, and eating utensils made of bone. There is a blazing fire in the center of the chamber. The hall itself is two stories high with balconies on three sides (the dashed lines on the map). There is a rectangular hole (20' x 30') in the center of the ceiling that is open to the sky. To prevent debris and small creatures (such as bats) from entering, a net has been fastened across this opening. This net will not prevent characters from entering through here, nor will it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making the kind of creature it was difficult to identify. The other doors are all located on the balcony level.

In this chamber are 10 men and 12 women, the renegade tribesmen (AC 9, F1 or NM, hp 5, #AT 1, D 1-6 or by weapon, MV 120' (40'), ML 9, AL C), with 8 children. The men and women will fight while the children attempt to escape up the rope to the surface. Also, the men in areas **3A** and **3C** will reinforce the natives here in two melee rounds. Should the morale of the adults fail, those fighting will attempt to charge towards the exit to area **1**.

3A. The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smouldering fire. The ceiling is heavily stained with soot and the air reeks of grease, smoke, sweat, and fish. In each room seven young men armed with spears and bows and wearing primitive leather armor (AC 7, F1, hp 6 each, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 9, AL C) are telling boastful stories to one another. Their arrows are coated with a gummy vegetable poison, which will cause 1-6 points extra damage and violent sickness and fever for 2-20 hours. A successful saving throw vs. Poison will negate the sickness and the additional damage.

3B. This room is reserved for unmarried girls. It is decorated like **3A**, except that the weapons here are daggers of bone and metal. There are also many tools — scrapers, needles, mallets, etc. There are 5 girls here. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) will not attack, but will try to flee if possible.

3B. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief (AC 5, F7, hp 44, #AT 1, D 1-8 + 2, MV 120' (40'), ML 10, AL C) with a **sword + 2** and bone armor and shield.

His 3 sons (AC 7, F3, hp 16, 20, 17, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with spears and leather armor.

The Witchdoctor (AC 6, C5, hp 21, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with a bone club and bone armor. He can cast the following spells:

First Level: cause light wounds (x2)

Second Level: hold person, snake charm

5 women (AC 9, hp 3, MV 120' (40'), AL C) who will not fight.

The chief, his sons, and the witchdoctor will come to the aid of the families in area **3** should the alarm be raised. They will also investigate any unusual noises from the area. Should their morale fail, they will retreat to this room and make a stand.

The room is cluttered with pots, gourds, a rack of skulls, necklaces of bones, and many skins and furs of animals. Hidden in one of the skulls on the rack are 5 gems (1000 gp, 500 gp, 800 gp, 1200 gp, 50 gp). In a wax-sealed gourd is a potion of **fly-ing**. Hanging on the walls are 6 furs worth 100 gp each.

4. SECRET VIEWING CHAMBER. The secret door, unknown to the natives, leads to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting a variety of vivid colors to the eye. Along the south wall of the chamber are several large stone levers and a

corroded bronze tube. Hanging from small holes in the ceiling are three rotted ends of rope. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The metal tube was used as a megaphone for the "god's" voice. The slanted section of the wall has a small niche carved in the back of the statue (**B**) in the northeast wall of area **1**. A person can stand in this niche and observe the landing (area **1**) through two small spy holes. However, the walls of the niche are lined with a brownish mold (actually, yellow mold: AC special, HD 2, hp 8, MV 0', #AT Special, D 1-6 plus spores, Save F1, ML Special, AL N). The mold is filmed with damp dust so its true color is not easily seen.

5. **PRIEST'S QUARTERS.** This secret chamber was where "the gods" watched the services held in their honor. The chamber is bare of furniture and has a heavy layer of dust and fine sand on the floor. The dust covers a trap door in the northeast corner, so it is unlikely to be noticed (a 1 in 6 chance). The trap door is weak and will break when stepped on, dropping the character into room **3** on the second level. The character will take 1-6 points of damage. In the northwest corner are stairs up to a narrow platform (**A**) above the corridor behind the eyes of the carved face looking into area **3** on the first level. Two small holes allow a character standing on the platform to view the **main chamber**. Between the two spy holes is a large wooden piston and handle. If given a strong hard pull, this piston will spray a 20' diameter cloud of inflammable dust through the nose of the face into the main chamber. Any open flames in this area will cause a fiery explosion for 4d6 of damage (a successful saving throw vs. Dragon's Breath will reduce damage by half). There is a 50% chance that any explosion in the main hall will cause a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.
6. **BLOCKED-UP PASSAGE.** The hallway ends in a crude wall of stones that completely closes the passage. This wall was built by the renegades to prevent creatures from the lower levels from entering their tribal home. So seldom has anything attempted to come through this wall, the natives no longer bother to guard it. If they have suitable tools, the characters can make an opening large enough for one character to get through in one hour.
7. **WEAKENED FLOOR.** Unused for many years, this section of the floor has been weakened from below. The stone and supporting beams have been rotted by water and slimes. The section marked by the **T** is sturdy enough to support one person crossing it at a time; 2 or more people will cause the section to break, dropping characters to the water-filled room below (**Level 2, room 1**). No damage will be taken by the characters.
8. **PRIVATE ALTAR.** This altar room contains several items once used by the priests in the worship of their "gods". Across from the door is a square stone pedestal. Next to it are several bone rhythym sticks, 3 inlaid and bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

On the pedestal is a small, intricately carved stone box with two hinged doors. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid with a smooth head, large eyes, and a tentacled, sphinctered mouth. The torso is human-like, with two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles ending in fluke-like fins, each tipped with a single large claw. (This is a **kopru**; see the description at the end of the module.) The statuette is worth 2000 gp.

All who look at this statue must make a saving throw vs. Spells. Failure means the character becomes a secret servant of the Kopru (see description) until the power of the statuette is destroyed. This happens when the statuette is **blessed** by a Lawful cleric or physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassible (the DM can have this lead to additional areas of his or her own design, if desired).

KEY TO THE SECOND LEVEL (Map E-10)

Special note: Part of this level is underwater to the depth of 5'. The DM should keep track of which areas are flooded and how deep the water is; periodically reminding the players (via description) of this special condition. Careful attention should be paid to normal light sources, as these can easily be extinguished or made useless if gotten wet.

1. **WATER-FILLED CHAMBER.** Formerly a torture chamber, this room has flooded with water to a depth of 5'. Characters less than 4' tall and wearing metal armor must keep their heads above the water in some manner, or they will quickly drown. The ceiling above is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. (Characters who enter from the hall may break and smash their way through the ceiling to room **5** on the first level.)

Several small, harmless cave fish live in this room and the flooded corridors beyond. These will occasionally bump against the legs of the characters, feeling cold and slimy. There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10' travelled. Stepping on an item will cause 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with water to a depth of 5'. Along the passage are cells with iron bars. The bars are badly corroded and may be broken by any character who rolls his or her Strength or less on 1d20. All the cells are empty.

2. **CHAMBER OF THE GREAT ONE.** The doors to this chamber are 15' above the level of the chamber floor. The chamber is filled with water to the level of the surrounding flooded passages. If the characters are not probing ahead, they will stumble on the stairs (or dais steps) and fall into the room, taking no damage. Three albino Mako sharks (AC 4, HD 4, hp 26, 29, 19, #AT 1, D 2-12, MV 180' (60'), Save F2, ML 7, AL N) live in this chamber. They are extremely hungry and will attack any character or creature who tries to swim across the chamber.
- 2A. At this point on the dais, 5' below the water's surface, rests a giant oyster (AC 5 open, -2 closed, HD 10, hp 55, #AT 1, D 4-24, MV 0, Save F5, ML none, AL N). The DM must decide when the party can see it. Between its open valves is a large black pearl (3000 gp).

If the oyster is attacked from a distance, it will close its shell and not open for at least a turn. The pearl may be "picked" from the open oyster (non-thieves can be given a 5% worse chance than a 1st level thief, at the DM's option). Failure means the oyster closes, possibly trapping the unsuccessful character (roll a normal melee attack). The oyster will not open by itself while under attack. It can be pried open by several characters with a combined Strength of 50+ (a **knock** spell will also work).

3. LAIR OF GUARDIANS. The floor of this room is covered with small puddles and the walls of this room are lined with statuary, some of graceful creatures, others of women with children and others of fierce monsters. All the statues are well fashioned, but have deteriorated due to age and moisture. The stone glistens a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look. At the point where the secret door is located is a larger puddle of water. In the center of the room's ceiling is an obvious trap door to an upper floor (**Level 1, room 5**). This trap door is wooden and appears to be severely rotted.

Coiled around several of the statues are a total of 4 spitting cobras (AC 7, HD 1, hp 6, 4, 2, 2, #AT 1, D 1-3 plus special, MV (30'), Save F1, ML 7, AL N). They are cold blooded and cannot be distinguished from the statue by infravision. Though they can be seen in normal light, the snakes will not attack unless they are approached. At the base of a statue in the northeast corner is a 50 gp gem.

There are 2 exits from this room: the passageway north to **8** and the secret door in the south wall. At the point on the map marked "Δ" is a hidden trigger that will drop the portcullis across the north entrance to this room when the first character steps on it. Raising the portcullis will require the efforts of several characters (with a combined Strength of 50+, for example). On the other side of the secret door, the hallway is flooded. The doors open inward and any characters near this door when it is opened will be swept off their feet, and 20-120' (2d6 x 10') down the hall towards the shaft in area **8**. They will be knocked around considerably, taking 2-8 points of damage. Characters not standing near the secret door will be able to brace themselves and remain on their feet. Should the secret door be opened from the other (hall) side, all characters in the water will be swept through the door as above.

4. PIRANHA POOL. Just in front of this section of hallway is a short staircase that leads up to a platform just above the level of water. The floor of the platform is damp and covered with pale fungus, cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf will notice that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. This section contains 3 giant piranhas (AC 6, HD 3 + 3, hp 14, 18, 20, #AT 1, D 1-8 bite, MV (50'), Save F2, ML 8, AL N) who have only fed on small lizards, rats, and snakes. They will attack anything that enters the water.

5. PRIEST'S CHAMBER. The door to this room is closed and, if examined, will look tightly sealed. It has kept the water out of the chamber. Should the door be opened without precautions, anyone in the water will be swept into the room for 1-6 points of damage. In the chamber are several stone benches and a small altar stone. Hanging from a stone hook on the wall is a bone-handle **mace +2**, while hidden in a secret compartment on the right side of the altar are 500 gp and 2 coral statuettes worth 1000 gp each. This compartment will be hidden underwater if the room is flooded. There is nothing else in the chamber.

6. RAT LAIR. As characters move down this hallway, they will see several large, rough holes in the walls just above water level. These holes are the tunnels of giant rats, who will swim out and attack the characters from both sides as they pass by. There are a total of 10 giant rats (AC 7, HD 1/2, hp 2, #AT 1, D 1-3 bite plus disease, MV (40'), swimming (20'), Save NM, ML 8, AL N). They are attracted by light and scent. Should the

morale of the rats fail, they will retreat into the tunnels and hide. The tunnels are dug out of dirt and are wide enough for a half-ling to crawl through. The large chamber at the end of several of the tunnels is the main lair of the giant rats. The rats will attempt to flee if invaded, but if cornered they will fight ferociously to the death. In the lair are rags, some bones, a gnawed scroll (with a **levitation** spell on it), and three metal potion bottles (2 potions of **healing** and a contaminated potion, now a deadly **poison**).

7. FIRE TRAP. This room had originally been trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5' of water, but the trap still operates — in a different manner. Across the center of the room is a wire set about ankle height (therefore hidden underwater). If it is broken or pulled, it will release a spray of fine oil into a 10' wide, 10' long area in front of the north door. This is special oil that will ignite on contact with water. As the oil bursts into flame, a mist of water will cover any character in the area, igniting any remaining oil. The oil will burn for 6 rounds and will do 3 points of damage per round to characters in the fire. The oil may be wiped off.

The burning oil will make the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. (The DM should try and cause the party to move quickly here, by any means preferred: a description of the rapidly dwindling air supply, a few points damage, saving throws vs. Death Ray for unconsciousness, etc.) The door screened by the flame may be opened by characters moving underwater on a roll of 1 on a six-sided die. When the door is opened, the water will rush out of the room, sweeping unprepared characters into the lowered portcullis beyond. This will cause 1-4 points of damage to the first character to strike. If the door to the flooded hall is opened, water will rush through the portcullis (and down the stairs) for 2 minutes (12 rounds). The characters will be thrown against the portcullis and underwater, taking 1-2 points of damage each round until the characters take some action to keep their heads above the level of the water. On the east wall between the door and the portcullis is a lever which will raise the portcullis if pulled down. If characters raise the portcullis while the water is still flowing, they will be swept down the stairs to **level three**. This will cause 2-12 points of damage to all characters involved.



8. BOILING WELL. In the center of the hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U", trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on **level three** (location **C**). This water is heated by volcanic action. Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they will suffer 2-20 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

KEY TO THE THIRD LEVEL (Map E-11)

This is a single natural cavern of great size. The air is hot, steamy, and foul with volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, and merge with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber will prevent the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, will briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

1. mudpot bursts, spraying random party member with hot mud (1-3 points of damage)
2. geyser sprays random party member with hot steam (1-4 points of damage)
3. cloud of steam from hot springs covers 10' diameter area, blinding all within it for 1-4 rounds (randomly determine which member it centers upon)
4. boiling water splashes random party member (1-3 points of damage)
5. gas bubble bursts near random party member; save vs. Poison or be nauseated for 1 round (no action may be taken)
6. small tremor shakes the cavern

A. THE MINERAL TERRACE. This terrace leads to the stairs to **level 2**. If characters have been washed down these stairs, they will be able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All terraces are somewhat slippery and there is a 1 in 10 chance of slipping if care is not taken. The characters will attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing and have a 10% chance per round of slipping. Characters who slip will lose at least one melee round while they stand, and may even slip off the terrace (at the DM's option).

B. THE KOPRU. In the bubbling mud at each location is a concealed **kopru** (two total: AC 3, HD 8+4, hp 44, 49, #AT 2, D 1-4/3-18 or charm, MV 150' (50'), Save F9, ML 9, AL C). They are amphibious humanoids who dwell in the hot geyser pools.

The kopru will use their special **charm** ability to capture members of the party, or perhaps lure them off the paths and into the geyser basins. Characters who fall into a geyser basin will take 1-8 points of damage each round from the boiling water. If the charm attempts fail, the kopru will either physically attack characters on the paths or hide in the hot mud, awaiting a chance to strike again. If the party is obviously stronger or is trapped on a terrace, the kopru will not pursue, but will wait in the bubbling mud. If the party is badly hurt or obviously weak, the kopru will attack both mentally and physically.

The kopru will never surrender and will attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru will attempt to use them to restore the kopru's ancient kingdom. (If this happens, the DM can either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be re-introduced later as NPCs. The DM and players should talk it over and come up with their own solution.)

C. BOILING WELL. This is the topmost terrace of the level. Here is the hot spring that is connected to the U-shaped shaft to area **#8 of level 2**. Characters may swim to the other side of the shaft and climb out, taking 2-20 points of damage unless protected from the heat. On the terrace beside the spring is a bag, almost unnoticeable under a crust of minerals, containing 5 emeralds worth 1000 gp each. The party will only find it if they search the terrace.

D. CAVERNS. This set of terraces leads to a series of natural caverns. These caverns are left unmapped so the DM can create his or her own special encounter areas. Many cave-dwelling creatures might live here, and there may be exits up to the plateau.

E. WEAK CRUST. This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character will break the surface. The character will drop into the hot water, suffering 1-10 points of damage the first round and 1-8 points each round until rescued. The crust will be crumbling and dangerous around the edges and characters will not be able to come closer than 5' to the edge without also falling in. Ropes, poles, and rescue techniques like those used on thin ice may be used to save the character.

F. THE HIDDEN THRONE. Set on the topmost terrace, directly under a dripping stalactite, is a throne. On the throne sits a grinning skeleton. Mineral-rich waters, falling from the ceiling over many years, has encrusted the skeleton and throne, hiding all but the most general features. In front of the throne (and hard to see under the mineral crust) is a sword. On the skeleton's finger is a ring, similarly concealed. They are entirely ordinary in appearance. The ring is a **ring of telekinesis** and the sword is a **sword +2, charm person ability** (non-intelligent).

Further Adventures On The Isle of Dread

Since this module gives a great deal of detail on the Isle of Dread, the DM may desire to use the locations and descriptions found herein after the main adventure has been played. To aid the DM in this, some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

1. Destroy the Zombie Master. This is a short adventure suitable for use before the characters venture inland for the first time. The village of Tanaroa has been plagued recently by the attacks of undead creatures. The villagers are frightened and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people will only speak in frightened terms of the Zombie-Master. At night zombies and ghouls will prowl the paths, killing lone travellers.

As seen on the map, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, at the center of which is the Zombie-Master. The DM would have to prepare for this adventure by drawing and populating the tunnels under the graveyard.

2. Map the Island. Information is always valuable. After having opened up new territory, a merchant prince or curious map maker might wish for more information about the island. The party could be hired to make a careful survey of the island, mapping the terrain and noting important features. This would be a dangerous and time consuming task.

3. The Dinosaur Hunt. A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and

carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

4. Exterminate the Pirates. To provide secure trade with the mainland, it is first necessary to destroy the pirates. The adventurers could be given the use of a ship by mainland merchants for the adventure. The pirates described in the module would be used. If the DM feels the pirates are not strong enough to challenge the party, the pirates may be increased in level or number, or given stronger defenses.

5. Bring 'Em Back Alive. A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland. At the request of some wizard or king the party could attempt to capture one of the giant monsters, uncharmed or charmed, and bring it back. If this deed were done voluntarily, the reward could be sizable — enough to make the effort worthwhile. Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape. Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean. It would not be unusual for the princes or princesses of Glantri to want a live monster from the Isle of Dread.

6. Sunken Treasure. The characters could find a treasure map which gives a description of a shipwreck near the Isle of Dread. The information in the description should be enough for the characters to recognize the island (the wall, the dinosaurs and the unusual races), the general location where the ship might be found (for example, on the southwestern side, between the smoking mountains and the reef), and a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.

Creating Human Encounters

Human encounters can either be natives or other adventurers with native guides and bearers. When these are encountered, the group can be set up by the DM, or created randomly on the following tables. The number appearing is 2-12.

Class (1d10)	Level (1d12)	Alignment (d8)	Sex (1d6)
1-6 Normal Human	1-5 1st	1-3 Lawful	1-3 Male
7 Cleric	6-8 2nd	4-5 Neutral	4-6 Female
8 Fighter	9-10 3rd	6-8 Chaotic	
9 Magic-user	11 4th		
10 Thief	12 5th		

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most will have Armor Class 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors will usually be armed with spears and short bows. Spells can be assigned or rolled randomly by the DM. Magic items can be assigned or rolled for as in the D&D Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

Wandering Human Party #1

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 4	male	20	2	L	none
magic-user: 1	male	4	9	L	charm person
thief: 1	female	2	7	C	potion of diminution
normal human: 0	male	1	9	N	none
normal human: 0	female	3	9	C	none
normal human: 0	female	3	9	L	none

Wandering Human Party #2

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 2	female	13	1	N	Plate mail + 1, war hammer + 1
magic-user: 3	female	8	9	N	detect magic, protection from evil, phantasmal forces
normal human: 0	male	4	9	N	none
normal human: 0	male	1	9	L	none
normal human: 0	male	2	9	C	none

Wandering Human Party #3

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 3	male	14	2	C	axe + 1
cleric: 2	female	10	2	L	purify food & water
magic-user: 1	female	1	9	C	sleep
thief: 2	male	7	7	N	sword + 1, + 3 versus dragons
normal human: 0	male	4	9	L	none
normal human: 0	male	1	9	N	none
normal human: 0	male	2	9	C	none
normal human: 0	male	2	9	C	none
normal human: 0	female	4	9	L	none

Sample Native Leaders

The DM should create NPC personalities as needed to populate the Isle of Dread. The main purpose of such NPCs is to help set up the background. They are not meant to adventure with the party or openly attack it. The following native leaders can be placed in any of the seven villages or used to inspire other NPCs created by the DM. Note that the figures for number of attacks and damage, Armor Class, and hit points have already been adjusted for Strength, Dexterity, and Constitution. The war leaders are assumed to have shields and spears (armor will improve their AC). Three matriarchs and three war leaders are provided. Details for the leaders of the other villages and for the Zombie Masters are left to the DM.

Matriarchs

J'kal (AC 9, NM, hp 5, #AT 0, MV 120' (40'), ML 10, AL L; S8, I14, W14, D11, C8, Ch12). This aged and respected woman is a shrewd leader and a brilliant strategist. She has a **medallion of ESP, 30'**. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar (AC 9, T3, hp 8, #AT 1, D 1-4 or by weapon, Move 120' (40'), ML 10, AL C; S9, I14, W9, D12, C10, Ch17). This schemer has one goal — to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar will use any person any way she can as long as they can serve her ends. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna (AC 9, NM, hp 3, #AT 0, MV 120' (40'), ML 6, AL N; S12, I6, W7, D12, C12, Ch15). This matriarch is neither very bright nor very brave. She will often act on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she will

occasionally use her Charisma to sway them. She is much loved.

Tribal War Leaders

Bakora (AC 6, F5, hp 36, #AT 1 at +2, D 1-6+2, MV 120' (40'), ML 10, AL N; S16, I8, W10, D16, C17, Ch11). Because of his skill with weapons, this warrior is highly respected by his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro (AC 7, F4, hp 24, #AT 1 at +3, D 1-6+3, MV 120' (40'), ML 10, AL L; S17, I10, W9, D15, C16, Ch12). This mighty leader carries a family heirloom, a **spear +1**. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa (AC 7, F4, hp 20, #AT 1 at +1, D 1-6+1, MV 120' (40'), ML 10, AL C; S15, I10, W8, D14, C13, Ch7). This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.

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PART 5: NEW MONSTERS

The monsters in this section are special additions for the **Isle of Dread**. Of course, the DM may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rulebook.

Allosaurus

Armor Class:	5	No. Appearing:	0 (1-4)
Hit Dice:	13	Save As:	Fighter: 7
Move:	150' (50')	Morale:	9
Attacks:	1 bite	Treasure Type:	V
Damage:	4-24	Alignment:	Neutral

An allosaurus is a huge carnivorous dinosaur which runs upright on its large hind legs. It stands almost 15' tall, and weighs several tons. The allosaur's attack is to bite with its large jaws, which are filled with dagger-like teeth. Allosaurs hunt most often in lowland hills and plains.

Ankylosaurus

Armor Class:	0	No. Appearing:	0 (1-8)
Hit Dice:	7	Save As:	Fighter: 4
Move:	60' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive club-like tail. This dinosaur walks on four legs and eats plants. It is 15' long, 4' tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

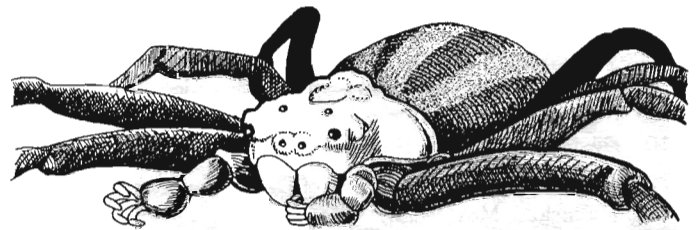
Aranea

Armor Class:	7	No. Appearing:	1-3 (1-6)
Hit Dice:	3**	Save As:	Magic-user: 3
Move:	60' (20')	Morale:	7
In web:	120' (40')		
Attacks:	1	Treasure Type:	D
Damage:	1-6 + poison	Alignment:	Chaotic

Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level and one 2nd level spell) and they spend much of their time in magic research.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of the web will be roofed with bark, leaves, and vines held together with web. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood. They are the traditional enemies of the **phanaton**, and will attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.



Brontosaurus

Armor Class:	5	No. Appearing:	0 (1-3)
Hit Dice:	26	Save As:	Fighter: 13
Move:	60' (20')	Morale:	8
Attacks:	1 bite/1 tail	Treasure Type:	Nil
Damage:	2-12/3-18	Alignment:	Neutral

A brontosaurus is one of the largest of all dinosaurs. It has a massive body with a small head, long neck, and a strong, tapering tail. The creature is 65' to 75' long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaur or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edge of swamps.

Dimetrodon

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	7	Save As:	Fighter: 4
Move:	120' (40')	Morale:	8
Attacks:	1 bite	Treasure Type:	V
Damage:	2-16	Alignment:	Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected with a skin webbing. The dimetrodon is about 10' long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

Elk (Giant)

Armor Class:	6	No. Appearing:	0 (1-6)
Hit Dice:	8	Save As:	Fighter: 4
Move:	120' (40')	Morale:	7
Attacks:	1 butt	Treasure Type:	Nil
Damage:	1-12	Alignment:	Neutral

Giant elk inhabit hills and plains. They are 10-12' long and weigh nearly a ton. Their antlers often span 10' or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.

Grangeri

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	13	Save As:	Fighter: 7
Move:	120' (40')	Morale:	7
Attacks:	1 bite or trample	Treasure Type:	Nil
Damage:	2-12 or 3-18	Alignment:	Neutral

Grangeri look like a cross between giant hornless rhinoceri and giraffes. Their long necks let them reach and eat leaves from the tops of trees. A grangeri is about 30' long and stands 20' tall.

Kopru

Armor Class:	3	No. Appearing:	1-3 (1-3)
Hit Dice:	8+4	Save As:	Fighter: 9
Movement:	30' (10') Swimming: 150' (50')	Morale:	9
Attacks:	1 bite/1 tail or charm	Treasure Type:	I+N
Damage:	1-4/3-18	Alignment:	Chaotic

The kopru are a race of heat-loving amphibians of great intelligence and power. Their heads are smooth with large eyes and a tentacled, sphinctered mouths. They have human-like torsos and two arms ending in webbed, clawed hands. From the waist down their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.



While they do not truly hate all men, they view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments (hot springs, tropical swamps, and so forth) and their civilization has been in decline for many years.

In combat, a kopru will bite while coiling all three of its tails around a single victim in a powerful crushing attack. However, more deadly than the normal attacks of the kopru is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30'. If the victim fails to make a saving throw vs. Death Ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru will be effective.

The special charm of the kopru is different from the **charm person** spell, in that the person will act normally (including the use of spells and magic items), but will be totally committed to the interests of the kopru. The kopru will know the thoughts and memories of the charmed character. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a **dispel magic** or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Megatherium

Armor Class:	6	No. Appearing:	0 (1-6)
Hit Dice:	11	Save As:	Fighter: 6
Move:	90' (30')	Morale:	7
Attacks:	2 claws	Treasure Type:	Nil
Damage:	2-12/2-12	Alignment:	Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24' tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

Native

Armor Class:	9	No. Appearing:	0 (3-30, village 30-300)
Hit Dice:	11	Save As:	Fighter: 1
Move:	120' (40')	Morale:	7
Attacks:	1	Treasure Type:	A
Damage:	1-6 or by weapon	Alignment:	Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) will all be 1st level fighters but the natives of peaceful tribes are mostly normal humans with fewer higher level leaders. Most natives wear no armor (AC 9), but some will wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood that is the equivalent of AC 5 or 6. Natives may also carry shields.

For every 20 natives, there will be an additional 2nd level fighter who acts as their leader. For every 40 natives, there will be an additional 4th level fighter as war leader. For each village of at least 100, there will be a chieftain who is a 6th level fighter and a 50% chance for a tribal shaman who will be a magic-user or cleric of at least 5th level. If 300 are encountered, there will be a "great chief" of at least 9th level with a bodyguard of 2-8 warriors of 4th level.



Phanton

Armor Class:	7	No. Appearing:	0 (3-18, village 30-300)
Hit Dice:	1-1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	7
Glide:	150' (50')	Treasure Type:	Nil
Attacks:	1	Alignment:	Lawful
Damage:	1-6 or by weapon		

The Phanton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4' long tails that can grasp objects, and even manipulate them clumsily. For example, when fighting in the trees, a phanton will often wrap its tail around a branch for support. In addition, phantons have membranes of skin stretching from arm to leg, that they can spread and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanton prefer to eat fruits and vegetables, though they may eat meat. They live in tree-top villages built on platforms of wood and woven vines connected by rope bridges. Each village of 30-300 will be a separate clan. They are the allies of treants and dryads, and are friendly with elves. Phanton are the traditional enemies of **aranae**, the spider-folk, and will attack them on sight.

For every 30 phanton, there will be a clan war chief who will have 3 hit dice and at least 15 hit points. He will also have a bodyguard of 2-12 phanton warriors who fight as 2 hit dice monsters and have 7-10 (1d6 + 4) hit points each. For every hundred phanton, there will be a tribal subchief with 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief will have 2-8 (2d4) bodyguards with 3 hit dice and 15 hit points. If 300 phanton are encountered, there will be a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. His bodyguards will be 4 phanton warriors with 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

Armor Class:	6	No. Appearing:	0 (1-8)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	U
Damage:	1-8	Alignment:	Neutral

A phororhacos, or *Sword Beak*, is a 6' tall flightless bird with small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speed across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

Plesiosaurus

Armor Class:	6	No. Appearing:	0 (1-3)
Hit Dice:	16	Save As:	Fighter: 8
Move:		Morale:	9
	Swimming: 150' (50')	Treasure Type:	Nil
Attacks:	1 bite	Alignment:	Neutral
Damage:	4-24		

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30'-50' long. It has an extremely long neck and a large snake-like head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

Rakasta

Armor Class:	6	No. Appearing:	0 (3-30 + 1-8 sabre-tooths)
Hit Dice:	2 + 1	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	M (special)
Damage:	1-4/1-4/1-4	Alignment:	Neutral

The **rakasta** are a race of nomadic, cat-like humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws (without these special "claws", the rakasta claw attacks do only 1-2 points each). The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that they then ride to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding crops and are fitted with special saddles that do not hinder the fighting abilities of the sabre-tooth tigers. These saddles also allow the rakasta to leap off their mounts (up to 20') and attack the same round. The "tame" sabre-tooths are too ferocious to be ridden by any non-rakasta.

Rakasta settlements average 3-30 rakasta and 1-8 sabre-tooths, and are made up of many colorful tents or pavilions. Although they have type M treasure, the rakasta will have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value instead of gems and jewels.



Trachodon

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	14	Save As:	Fighter: 7
Move:	120' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

A trachodon is a duck-billed dinosaur that stands 15'-18' tall. This beast runs erect on its hind legs. This dinosaur only eats plants, but may be dangerous if enraged.

CHARACTER ATTACKS

Attacker's Level	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
(Normal man)	11	12	13	14	15	16	17	18	19	20	20	20	20
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20
4th + higher*	9	10	11	12	13	14	15	16	17	18	19	20	20

* for NPCs or higher level characters

MONSTER ATTACKS

Monster's Hit Dice	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11
17+ or more	2	2	2	2	2	3	4	5	6	7	8	9	10

SAVING THROWS

Character Class	Type of Attack				
	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Stave, or Spells
Clerics	11	12	14	16	15
Dwarves and Halflings	10	11	12	13	14
Elves	12	13	13	15	15
Fighters	12	13	14	15	16
Magic-users	13	14	13	16	15
Thieves	13	14	13	16	15

Saving Throws for Higher Level Characters

In the D&D BASIC rules, NPCs higher than 3rd level should use the saving throws given above. In the D&D EXPERT SET, saving throws are given for higher level characters. In the more advanced game, a character's saving throws get easier to make as the character advances in experience level.

The DM may want to give higher level NPCs a bonus of +2 on all saving throw rolls to imitate their improved ability to save vs. special attacks. This should *not* be done, however, if the D&D EXPERT rules are used.

DUNGEONS & DRAGONS®

COST OF EQUIPMENT AND WEAPONS

Weapons

Item	Cost in gp
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Sword (normal)	10
Two-handed Sword	15
Other weapons:	
Mace*	5
Club*	3
Pole Arm (two-handed)	7
Sling with 30 Sling Stones*	2
Spear	3
War Hammer*	5

* these weapons may be used by a cleric.

Armor

Item	AC	Cost in gp
Chain Mail Armor	5	40
Leather Armor	7	20
Plate Mail Armor	3	60
Shield	(-1)*	10

* deduct 1 from Armor Class number if shield is used.

FANTASY ADVENTURE GAME REFERENCE TABLES

(This page is perforated for easy removal.)

Miscellaneous

Item	Cost in gp
Backpack	5
Flask of Oil	2
Hammer (small)	2
Holy Symbol	25
Holy Water (1 vial)	25
Iron Spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
Rations:	
Iron Rations (preserved food for 1 person/1 week)	15
Standard Rations (unpreserved food for 1 person/1 week)	5
Rope (50' length)	1
Sacks:	
Small	1
Large	2
Thieves' Tools	25
Tinder Box (flint & steel)	3
Torches (6)	1
Water/Wine Skin	1
Wolfsbane (1 bunch)	10
Wooden Pole (10' long)	1

Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list.

CLERICAL ABILITIES

First Level Clerical Spells

- | | |
|----------------------|--------------------------|
| 1. Cure Light Wounds | 5. Protection from Evil |
| 2. Detect Evil | 6. Purify Food and Water |
| 3. Detect Magic | 7. Remove Fear |
| 4. Light | 8. Resist Cold |

Second Level Cleric Spells

- Bless
- Hold Person
- Silence 15' radius

Clerics vs. Undead

Cleric's Level	Skeletons	Zombies	Ghouls	Wights	Wraiths
1	7	9	11	No effect	No effect
2	T	7	9	11	No effect
3	T	T	7	9	11

T means that the cleric automatically Turns the undead; a **number** is the roll needed (on 2d6) to Turn. A complete explanation of Turning **undead** is given in the class description of clerics.

VARIABLE WEAPON DAMAGE

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm*
1-10 (1d10)	Two-handed Sword*

* Two-handed weapon

MAGIC-USER AND ELF SPELLS

First Level Spells

- | | |
|------------------|-------------------------|
| 1. Charm Person | 7. Protection from Evil |
| 2. Detect Magic | 8. Read Languages |
| 3. Floating Disc | 9. Read Magic |
| 4. Hold Portal | 10. Shield |
| 5. Light | 11. Sleep |
| 6. Magic Missile | 12. Ventriloquism |

Second Level Spells

- | | |
|---------------------|----------------------|
| 1. Continual Light | 7. Levitate |
| 2. Detect Evil | 8. Locate Object |
| 3. Detect Invisible | 9. Mirror Image |
| 4. ESP | 10. Phantasmal Force |
| 5. Invisibility | 11. Web |
| 6. Knock | 12. Wizard Lock |

Third Level Spells

- Dispel Magic
- Fire Ball
- Fly

ARMOR CLASSES

Type of Armor	Armor Class
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor & Shield	6
Chain Mail Armor	5
Chain Mail Armor & Shield	4
Plate Mail Armor	3
Plate Mail Armor & Shield	2

Armor Class is a measure of how well a character is protected from physical attacks. As the Armor Class number gets lower, the character becomes harder to hit. Armor Class is affected by such things as magic, magic items, and Dexterity, as well as by the type of armor worn.

Armor Class may be lowered (improved) by Dexterity and magical bonuses. A fighter with a Dexterity score of 16, **plate mail +1**, and a **shield +1** would have a total Armor Class of -2. Magical protection pluses are *always* subtracted from the number of the Armor Class.

WANDERING MONSTERS: LEVEL 1

Die Roll	Wandering Monster	No.
1	Acolyte (A)	1-8
2	Bandit (N-C)	1-8
3	Beetle, Fire (N)	1-8
4	Dwarf (L)	1-6
5	Gnome (L)	1-8
6	Goblin (C)	2-8
7	*Green Slime (N)	1
8	Halfling (L)	3-18
9	Killer Bee (N)	1-10
10	Kobold (C)	4-16
11	Lizard, Gecko (N)	1-3
12	Orc (C)	2-8
13	Shrew, Giant (N)	1-10
14	Skeleton (C)	3-12
15	Snake, Cobra (N)	1-6
16	Spider, Crab (N)	1-4
17	Sprite (N)	3-18
18	Stirge (N)	1-10
19	Trader (A)	1-8
20	Wolf (N)	2-12

WANDERING MONSTERS: LEVEL 2

Die Roll	Wandering Monster	No.
1	Beetle, Oil (N)	1-8
2	Berserker (N)	1-6
3	Cat, Mt. Lion (N)	1-4
4	Elf (L/N)	1-4
5	Ghoul (C)	1-6
6	Gnoll (C)	1-6
7	*Gray Ooze (N)	1
8	Hobgoblin (C)	1-6
9	Lizard, Draco (N)	1-4
10	Lizard Man (N)	1-3
11	Neanderthal (N)	1-10
12	Noble (A)	2-12
13	Pixie (N)	2-8
14	Robber Fly (N)	1-6
15	Rock Baboon (N)	2-12
16	Snake, Pit Viper (N)	1-8
17	Spider, Black Widow (N)	1-3
18	Troglodyte (C)	1-8
19	Veteran (A)	2-8
20	Zombie (C)	2-8

WANDERING MONSTERS: LEVEL 3

Die Roll	Wandering Monster	No.
1	Beetle, Tiger (N)	1-6
2	Bugbear (C)	2-8
3	Carrion Crawler (N)	1-3
4	Doppelganger (C)	1-6
5	Driver Ant (N)	2-8
6	*Gargoyle (C)	1-6
7	Gelatinous Cube (N)	1
8	Harpy (C)	1-6
9	Living Statue, Crystal (N)	1-6
10	*Lycanthrope, Wererat (C)	1-8
11	Medium (A)	1-4
12	Medusa (C)	1-3
13	NPC Party (A)	5-8
14	*Ochre Jelly (N)	1
15	Ogre (C)	1-6
16	Shadow (C)	1-8
17	Spider, Tarantella (N)	1-3
18	Thoul (C)	1-6
19	White Ape (N)	1-6
20	*Wight (C)	1-6

“When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

“We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the ‘Isle of Dread’. Their own small peninsula is known simply as ‘Home’.

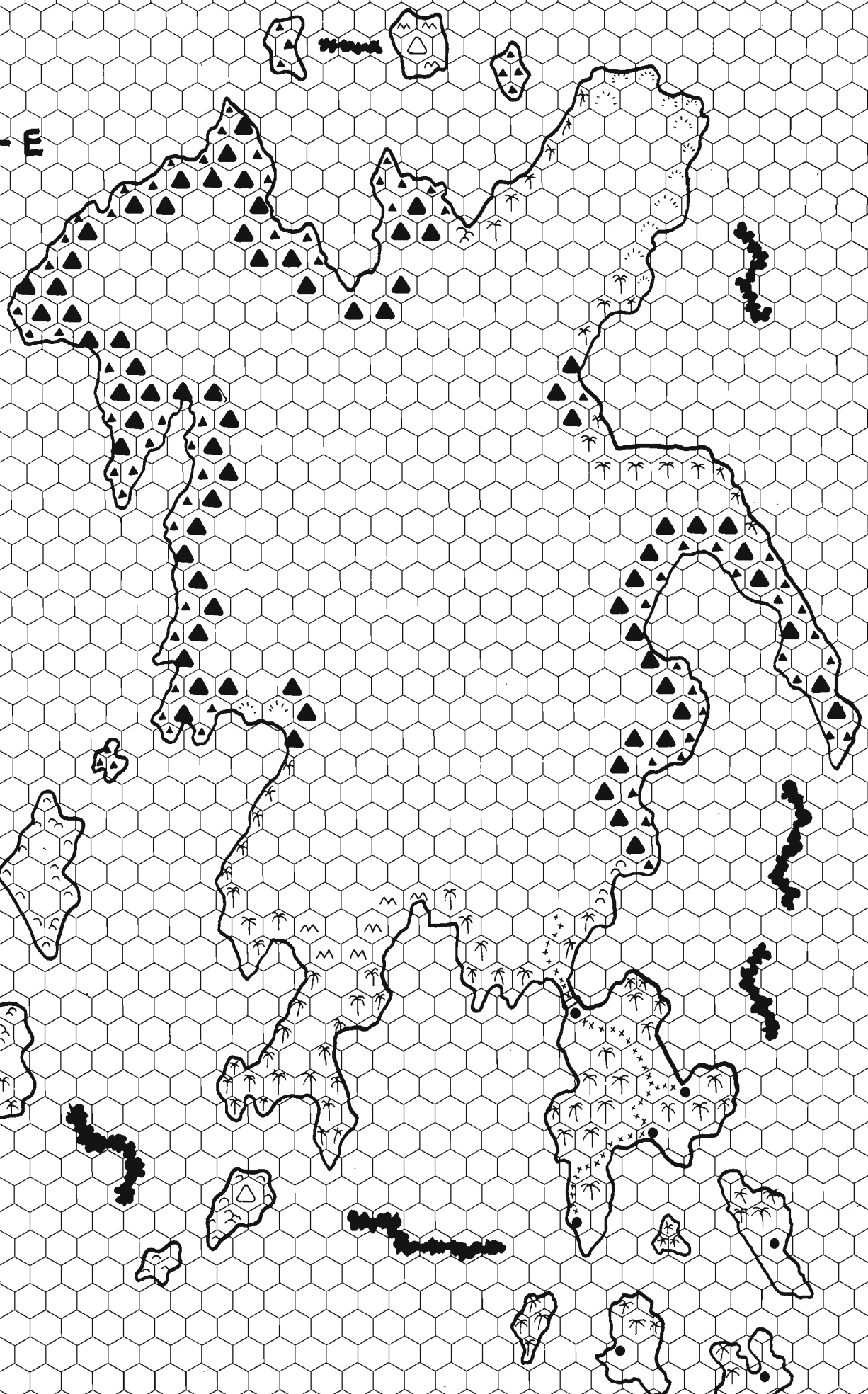
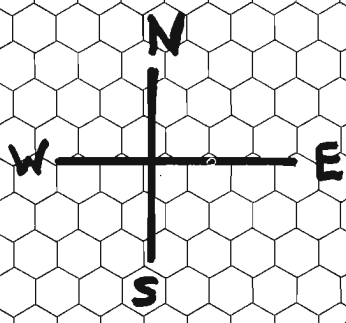
“The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders ‘the gods’, but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

“The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of ‘the gods’ that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

“The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the ‘gods’ seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

“One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing.”

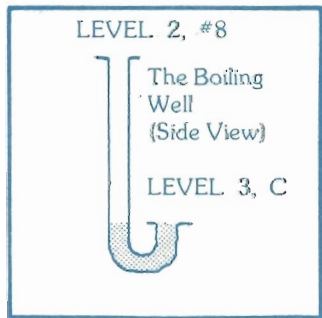
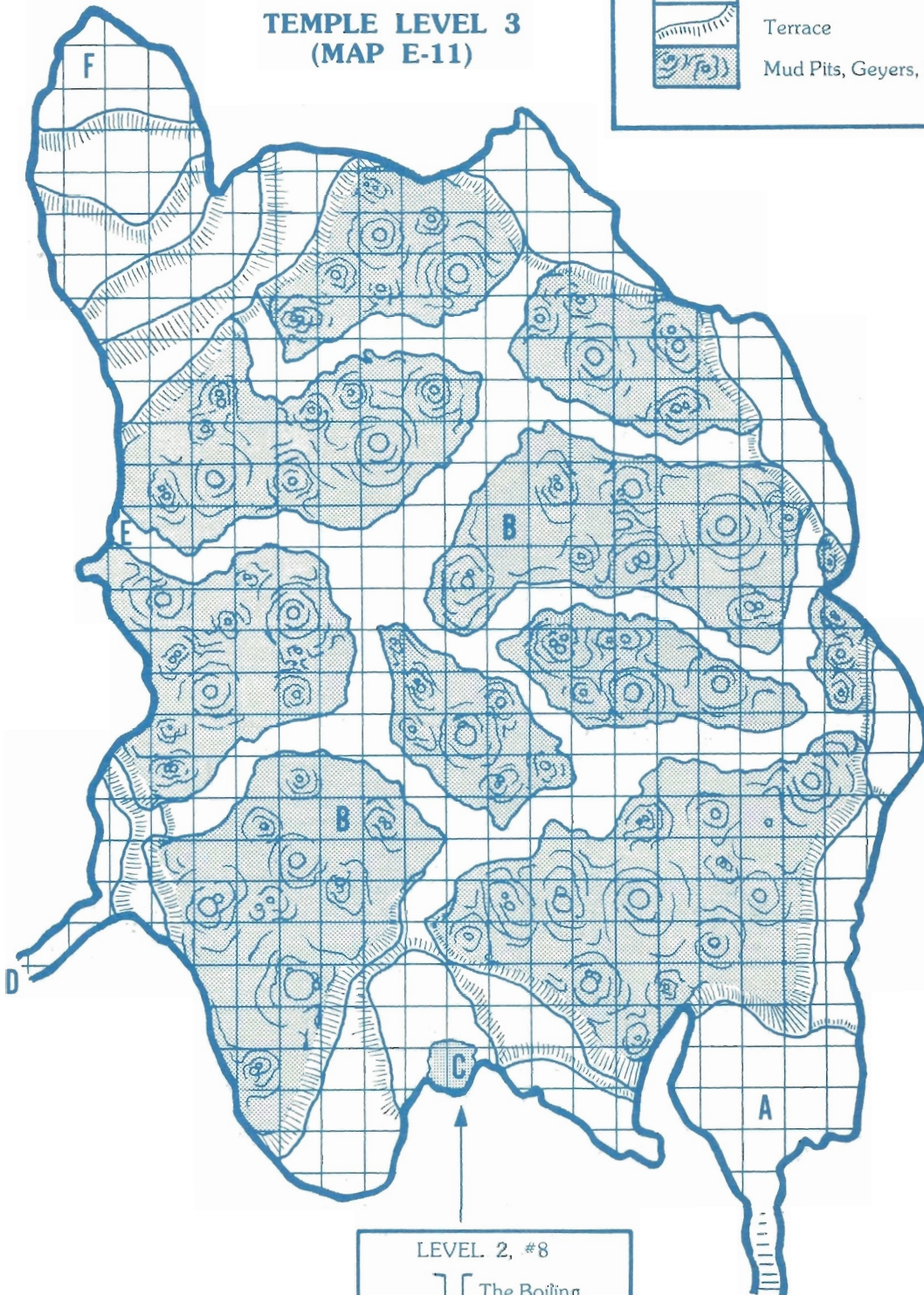
Rory Barbarosa



**TABOO ISLAND
TEMPLE LEVEL 3
(MAP E-11)**

SCALE: ONE SQUARE = 10 FEET

-  Stairs
-  Terrace
-  Mud Pits, Geyers, Hot Springs





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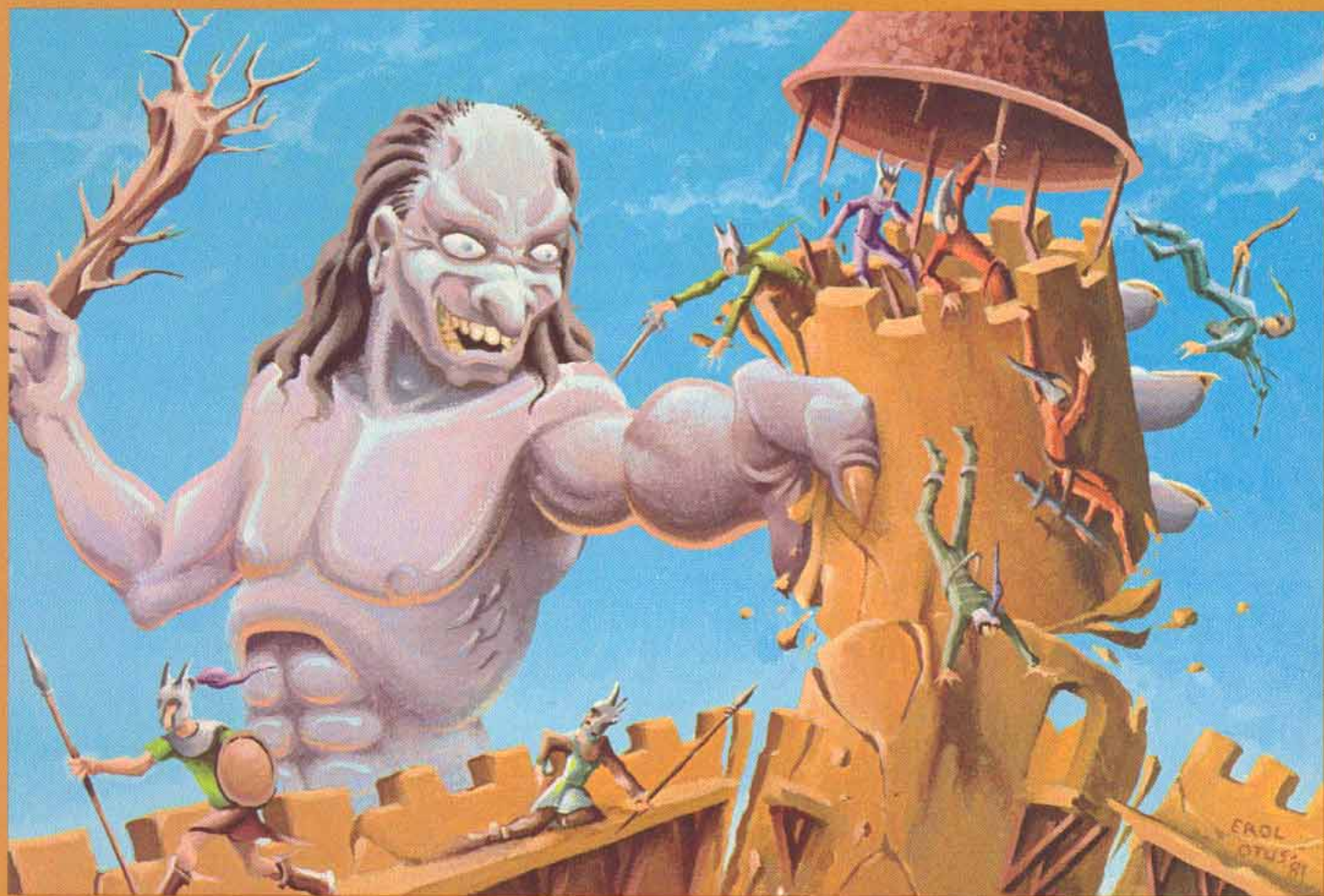
Dungeon Module X2

Castle Amber

(Château d' Amberville)

by Tom Moldvay

AN ADVENTURE FOR CHARACTER LEVELS 3-6



Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly, lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

This module contains referee notes, background information, maps, and exploration keys intended for use with the D&D® Expert rules. Be sure to look for other D&D modules from TSR, the Game Wizards!

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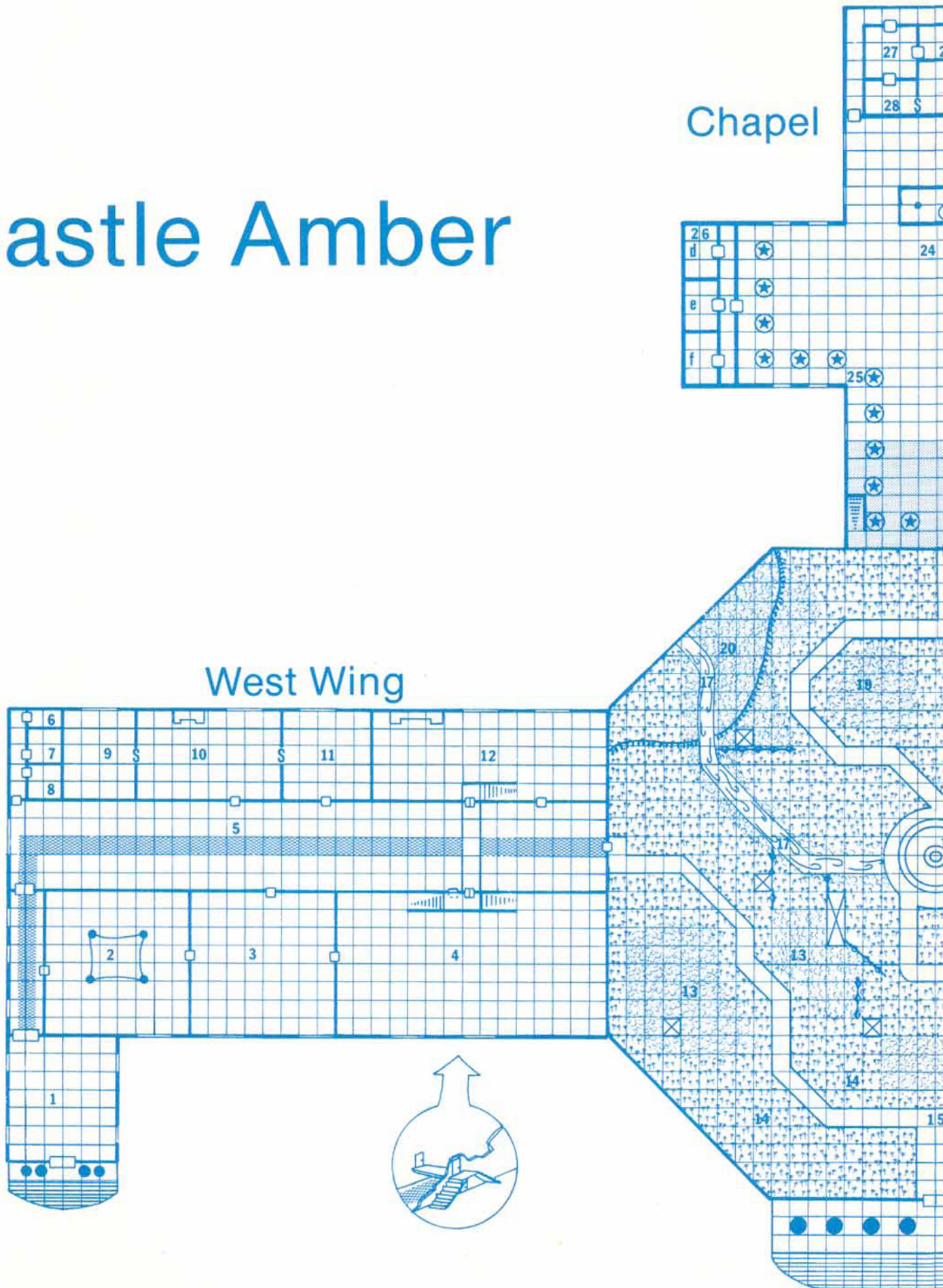


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CASTLE AMBER (CHÂTEAU D'AMBERVILLE)

Castle Amber is intended for use with the DUNGEONS & DRAGONS Expert Set, which continues and expands the D&D® Basic rules. This module cannot be used without the D&D Basic and Expert rules.

PART 1: INTRODUCTION

The information in this module is only for the Dungeon Master who will guide the players through the adventure. Knowledge of the contents of this module will spoil the surprise and excitement for players. If you plan to participate in this module as a player, please **stop** reading now.

Notes for the Dungeon Master

Before beginning to play, the DM should read the module thoroughly to become familiar with it in detail. The information that is boxed is to be read aloud to the players at the appropriate time. The material that is not boxed is for the DM's use and should only be revealed to the players at the DM's discretion.

This module has been designed for a party of 6 to 10 characters, between the 3rd and 6th levels of experience. The total of the party's experience levels should be from 26 to 34, with a total of 30 being best. For example: a party might be made up of a 4th level fighter, a 6th level cleric, a 5th level magic-user, a 3rd level thief, a 5th level dwarf, a 4th level elf and a 3rd level halfling for a total of 30 — (4+6+5+3+5+4+3=30). If the party has a strength of less than 26 levels or more than 34, the DM may wish to adjust the strength of the monsters in this module — either making them smaller and less numerous or larger and more numerous. Each party should have at least 1 magic-user or elf and 1 cleric.

Castle Amber (Château D'Amberville) is made up of 9 parts — some provide wilderness adventures and some provide dungeon-like adventures.

Part One (this section) outlines the scope of the adventure and describes the family of Amber (D'Amberville).

Part Two details the West Wing of the Amber family mansion (dungeon adventure).

Part Three describes the Indoor Forest in the central part of the mansion, which is built like a greenhouse (wilderness adventure).

Part Four is a description of the family Chapel (dungeon adventure).

Part Five describes the plan of the East Wing (dungeon adventure).

Part Six details the dungeon under the mansion (dungeon adventure).

Part Seven is a description of Averoine, based on a fantasy world created by the author Clark Ashton Smith* (wilderness adventure).

Part Eight describes the Tomb of Stephen Amber (La Tombe Étienne D'Amberville) — (dungeon adventure).

Part Nine gives details on the new monsters introduced in this module.

During the adventures the DM should be careful to give the player characters a reasonable chance for survival. The emphasis is on *reasonable*. Try to be impartial and fair, but if players persist at taking unreasonable risks, or if bravery turns into foolhardiness, the DM should make it clear that the characters will die unless they act more intelligently. Everyone should cooperate to make the adventure fun and exciting.

When describing monster encounters, the DM should not describe them only by what they look like. After all, there are four other senses as well — smell, sound, taste and feelings of heat, cold, wetness and so forth. The DM should try to vary the approach to encounters whenever possible. For example: the party might first hear a monster coming before actually meeting the monster. Such advance warnings are also a good way to warn a party that an encounter might be too difficult to handle. The DM should try to avoid letting unplanned wandering monsters ruin the balance of the adventure, making it too tough for the party.

The descriptions of each room give only a minimum of detail. The DM should feel free to add any additional details, such as the dimensions of the room, so long as this does not alter the challenge of the encounter. Additional detail is not necessary, but it may strengthen the atmosphere of the adventure.

This module is not designed to be played completely in a single session; a number of gaming sessions will be needed to finish it. If the party tries to complete the entire module without stopping periodically to regain lost hit points and restore spells, they are all quite likely to die. The party has an unknown powerful ally looking after them. Prince Stephen Amber (described in detail in a later section) will send a cloud of amber light to encircle the party at the end of a gaming session. This light will protect the party from all wandering monsters and provides nourishment. The amber light will also restore all lost hit points to wounded characters and allows magic-users, elves and clerics a chance to regain their spells. Time outside the amber light stops while it continues for those within the light. Thus, if characters gain enough experience to reach higher experience levels they may train and study between gaming sessions and rise in experience levels. Those characters who gain experience levels may use the abilities gained at the new level the next time they play. In general, the DM will find that a single part of the module is equal to one gaming session.

For the convenience of the DM, whenever a monster or NPC is described in the text, the game statistics will be listed in parentheses in the following order:

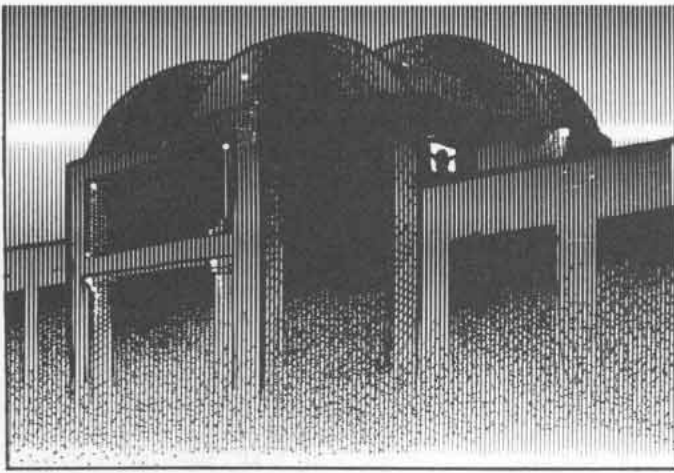
Monster Name (Armor Class; Hit Dice or Class/Level; hit points; Number of Attacks per round; Damage per attack; Movement per turn (round); Save As: Class/Level; Morale; Alignment; and Abilities for NPCs, if necessary.)

Abbreviations which are used are:

Armor Class = **AC**, Hit Dice = **HD**, Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-User = **M**, Thief = **T**, Normal Man = **NM**; Level = #, hit points = **hp**, Number of Attacks = **#AT**; Damage = **D**, Movement = **MV**, Save As = **Save**, Morale = **ML**; Alignment = **AL**; Strength = **S**, Intelligence = **I**, Wisdom = **W**, Dexterity = **D**, Constitution = **C**, Charisma = **Ch**.

Class/Level is only used for NPCs, while *Hit Dice* is used for all other monsters. It should be noted that movement in a game turn is three times the movement rate per round.

*Permission to base Part Seven on the Averoine stories of Clark Ashton Smith was graciously granted by CASiana Literary Enterprises, Inc.



The Amber Family

The Amber family did not come from the world where this adventure takes place. Their roots go back many centuries to another world in a different dimension. The world where the Ambers originated is similar to the medieval France of our world. It is a parallel Earth with a history that is similar, yet different from our own. The two main differences are

- 1) magic is real, but illegal, and the law is upheld by the church.
- 2) this world has not yet progressed beyond medieval technology.

The Amber family held estates in the province of Averaigne on the alternate Earth. Their original family name was D'Amberville. This family was noted for secretly practicing magic. In their search for power, the D'Ambervilles began to study black magic, especially magic that dealt with certain dark elder gods whose worship was forbidden. When their secret studies became known, the D'Amberville family was outcast. After a short but deadly war, the D'Ambervilles fled through a temporary gateway between dimensions. They were given refuge in Glantri, a country ruled by a council of independent princes, each a powerful magic-user. (For more details of Glantri and the continent it is located on, see **Dungeon Module X1, The Isle of Dread.**)

After several generations of living in Glantri, the D'Amberville family grew so powerful that each new family leader automatically became one of the Princes or Princesses of Glantri. They shortened their name to Amber and all family members learned to speak two languages, French and the common language of Glantri.

For a century or so, the Ambers were one of the major powers in Glantri. In particular, the seventh and last Prince, Prince Stephen Amber, was one of the most powerful magic-users in the history of Glantri. Suddenly, however, the entire Amber family and their mansion, Castle Amber, disappeared. They were never seen again and no one knows for sure what happened to them. In time, the Ambers became legends, the subjects of tales to frighten misbehaving children.

Note: The Amber family is *not* one of Clark Ashton Smith's creations and does not appear in any Averaigne stories. Their origin has been traced to Averaigne to aid the continuity of the module and to ease transition in and out of Averaigne in the course of the adventure.

The personalities of the lost Amber family members set the mood for the adventure. The Ambers are not quite sane! They range from slightly eccentric to completely insane. For the most part, the

family is chaotic. While they are proud of their name, they seldom cooperate with each other. Most of the family members believe they can do anything once they set their mind to it. The Ambers live magically lengthened lives, but they have seen too much and are bored. They seek anything to relieve this boredom. On top of their other traits, the Ambers possess a bizarre sense of humor. It amuses them to watch adventurers battle obstacles which the Amber family members place in their way. The Ambers are equally amused whether the adventurers succeed or fail. A good spectacle is more important to them than defeating the adventurers. The Ambers tend to be fair, out of the belief that a rigged game is too predictable and not much fun.

Eccentricity, chaotic individualism, great pride and a warped sense of humor are the main Amber family traits that the DM should keep in mind. The DM also should note that many of the Amber family names, when first encountered, are given in both English and French. For simplicity, the DM may use the more familiar English names or may add exotic flavor to Castle Amber by using the original French ones. A glossary of names, translations and pronunciations is given at the end of this module.

Start

Your party has been traveling overland to Glantri City, tracking down rumors that one of the Princes of Glantri is looking for brave adventurers willing to undertake a special mission (for a suitable fee, of course). You were especially eager to receive the commission, because the Princes of Glantri are noted for their generosity, not only with money but also with magical gifts.

Leading pack mules laden with supplies, you have been following a river that the local inhabitants assured you would lead to Glantri City. Unfortunately, no hired guide was available, and either the directions given you were wrong or you have taken the wrong fork by mistake. At any rate, you have good reason to suspect that you are lost and will have to retrace your route tomorrow.

The sun is setting and it is time to make camp. The most defensible campsite is on a nearby hill. The night passes safely, though everyone's sleep is plagued with nightmares. When the sun finally rises, you stare out at a world gone mad. Instead of the hill where you made camp last night, your bedrolls now lie in a foyer of an ornate mansion. A freshly swept carpet graces the floor. The walls are decorated with bright, colorful tapestries. Brass candelabras line the entranceway. They show signs of having been recently polished and are filled with candles.

More frightening than the sudden change from the wilderness to a mansion, is the smoky gray mist which surrounds the mansion at a distance of 30 feet, blocking all sight beyond. No sound penetrates the mist. A mule which accidentally wandered into the mist was quickly lost to sight, though its lead rope was clearly visible at the edge of the mist. When the rope was hauled back in, the dead body of the mule was dragged back into the sunlight. What killed the mule cannot be determined, but it died with a horrible look of pain on its face. The mist advances on the mansion even as the party watches, but luckily it does not enter the foyer. The double doors to the interior swing open into the main hallway by themselves.

The Gray Mist completely surrounds the mansion and covers all of the land beyond. Should the players decide to walk into the mist, on the first round they will begin to choke and suffocate. They will feel disoriented and begin to get nauseous with painful cramps.

They will experience nightmarish visions and the pain will grow more intense with each passing second. Every round thereafter that the character remains in the mist he or she must save vs. Poison or suffer 1-6 points of damage from the noxious gases. Each character must also save vs. Spells or become momentarily deranged and flee back to the mansion. The mist does not end.

The Gray Mist is a device to ensure that the party will enter the mansion. If at all possible it should not actually kill any characters. While the adventures may be hard and dangerous, by searching all the rooms in the mansion the party will find the clues that will allow them to cross the mist safely and return to the world where the adventure started.

The interior of the castle, or chateau, is lavish. The stone walls are usually covered with either tapestries or wooden paneling. The stone floors are usually covered with carpets or wood parqueting (square wooden tiles of contrasting color patterns). The rooms are huge and their ceilings are 30' or higher. The doors are generally made of heavy, reinforced oak planks. Unless they are listed as locked, the doors will open for the party without being forced. The furnishings are ornate and expensive. The predominant style is flashy with extensive gold inlay, intricate carvings and deep, bright colors.

Wandering Monsters

The party is likely to encounter wandering monsters throughout Castle Amber and the land of Averaigne, except in the Tomb of Stephen Amber. The West Wing, East Wing, Chapel and Dungeon all use the same wandering monster encounter table. There are separate encounter tables for both the Indoor Forest and Averaigne.

The chance the party will encounter a wandering monster is 1 on 1d6. The DM should check for an encounter every two turns. For the sake of variety, it is suggested that no wandering monster be encountered more than once until they have all been encountered. If one is rolled up a second time, the DM should choose another that has not been encountered yet.

Wandering Monster Encounter Table (d20)
(West Wing, East Wing, Chapel, and Dungeon)

Die Roll	Monster	Number	Statistics
1	Doppelganger	1-6	AC 5; HD 4*; #AT 1; D 1-12; MV (30'); Save F10; ML 10; AL C.
2	Hobgoblin Servant	3-18	AC 6; HD 1+1; #AT 1; D 1-8; MV (30'); Save F1; ML 8; AL C.
3	Isabel Amber†	1	AC 9; M12; hp 26; #AT 1; D 1-4 + spells; MV (40'); Save M12; M9; AL C.
4	Living Statue, Crystal	1-6	AC 4; HD 3; #AT 2; D 1-6/1-6; MV (30'); Save F3; ML 11; AL N.
5	Living Statue, Iron	1-4	AC 2; HD 4; #AT 2; D 1-8/1-8; MV (10'); Save F4; ML 11; AL N.
6	Living Statue, Rock	1-3	AC 4; HD 5*; #AT 2; D 2-12/2-12; MV (20'); Save F5; ML 11; AL C.
7	Lupin	3-12	AC 6; HD 2; #AT 1; D 1-8; MV (40'); Save F2; ML 8; AL L.
8	Lycanthrope, Werewolf	1-6	AC 4; HD 4*; #AT 1; D 2-8; MV (60'); Save F4; ML 8; AL C.
9	Lycanthrope, Weretiger	1-4	AC 3; HD 5*; #AT 3; D 1-6/1-6/2-12; MV (50'); Save F5; ML 9; AL N.

10	Magen, Caldron	1-4	AC 5; HD 4*; #AT 1; D acid 1-10; MV (40'); Save F4; ML 12; AL N.
11	Magen, Hypnos	1	AC 7; HD 2*; #AT 1; D charm; MV (40'); Save M2; ML 12; AL N.
12	Magen, Galvan	1-3	AC 3; HD 5*; #AT 1; D 3-18 lightning or by weapon; MV (40'); Save F5; ML 12; AL N.
13	Mary Helen Amber††	1	AC 0; F14; hp 60; #AT 1; D 1-8 (+3); MV (20'); Save F14; ML 10; AL C (see below)
14	Rakasta	2-12	AC 6; HD 2+1; #AT 3; D 1-4 each; MV (30'); Save F2; ML 9; AL N.
15	Shadow	1-8	AC 7; HD 2+2*; #AT 1; D 1-4 + special; MV (30'); Save F2; ML 12; AL C.
16	Skeleton	4-16	AC 7; HD 1; #AT 1; D 1-6; MV (20'); Save F1; ML 12; AL C.
17	Spider, Black Widow	1-3	AC 6; HD 3*; #AT 1; D 1-4 + poison; MV (20') web (40'); Save F2; ML 8; AL N.
18	Thoul Servant	1-6	AC 6; HD 3*; #AT 1; D 1-8 + paralysis; MV (40'); Save F3; ML 10; AL C.
19	William Amber†††	1	AC 9; M10; hp 24; #AT 1; D 1-4 + spells; MV (40'); Save M10; ML 9; AL C (see below)
20	Zombie	2-8	AC 8; HD 2; #AT 1; D 1-8; MV (40'); Save F1; ML 12; AL C.

† Isabel Amber (Isabelle D'Amberville)

Abilities: S 12, I 17, W 11, D 9, C 10, Ch 15.

Magic items: potion of **speed** and **ring of delusion**.

Her spells:

First level: floating disc, light, shield, ventriloquism

Second level: invisibility, knock, levitate, locate object

Third level: clairvoyance, lightning bolt, protection from normal missiles

Fourth level: confusion, dimension door, wizard eye

Fifth level: pass wall, wall of stone

Sixth level: anti-magic shell, disintegrate

†† Mary Helen Amber (Marie-Hélène D'Amberville)

Abilities: S 17, I 10, W 11, D 14, C 13, Ch 12.

Magic items: **sword +1, NSA, chain +2 worn under normal clothing and a ring of protection +1.**

††† William Amber (Guillaume D'Amberville)

Abilities: S 10, I 18, W 11, D 12, C 9, Ch 13.

Magic items: potion of **invulnerability** and **boots of levitation.**

His spells:

First level: floating disc, read magic, sleep

Second level: detect evil, knock, web

Third level: hold person, invisibility 10' R, protection from normal missiles

Fourth level: polymorph others, wall of fire, wizard eye

Fifth level: pass wall, telekinesis

PART 2: WEST WING

1. FOYER

The foyer, which has already been described, is empty except for the characters and their pack animals. The party members may enter the chateau proper, but the animals will balk at entering the front hall and, if forced through the doors, will continue to struggle and run away at the first chance they get. The hall is dark, as are all the rooms unless noted otherwise. The gray mist blocks sunlight from every direction except directly above.

2. THE GRAND SALON.

This room is luxuriously furnished with plush chairs, polished wood tables, ornate rugs and other fine furniture. The furniture has been pushed back against the walls and the carpets have been rolled up. In the middle of the floor, an impromptu boxing ring has been set up. In one corner of the ring a man stands as still as a statue with his hands raised in the boxing guard position. This man is wearing amber silk trunks. You notice that his skin has an unreal quality. Seated near the boxer is a man dressed in colorful silks, fancy lace and rich velvets. He also wears a large-brimmed hat flaunting a peacock's feather. A jeweled rapier is slung on his right side on a supple leather baldric. He has wavy black hair and a closely trimmed beard which comes to a point. Two men in plate mail carrying halberds stand as guards on either side of the richly dressed man. The guards' flesh has the same unreal quality as the boxer's. The seated man's flesh does not have this quality.

While the chairs have been pushed back, they all face toward the boxing ring. Floating above the center of each chair is a pair of red, unblinking eyes that turn to watch you.

The boxer is a demomagen (AC 7; HD 3+2; hp 24; #AT 2; D 1-3 each; MV (40'); Save F5; ML 9; AL N), a being created by special enchantments (see **Part 9, New Monsters**). This magen or magical man is one of the Amber family's creations, especially trained to fight with its fists. The two halberd-wielding guards are also demomagen (AC 2; HD 3+2; hp 19 each; #AT 1; D 1-10; MV (20'); Save F4; ML 9; AL N). The richly dressed man is John-Louis Amber (Jean-Louis D'Amberville), (AC 2: F/12; hp 54; #AT 1; D 1-8 +2; MV (20'); Save F12; ML 10; AL C). Beneath his rich clothing he wears **chain mail +2**. His rapier is a **sword +2**. When he gives the command "Fight!" the boxer will commence boxing. When he gives the command "Kill!," all three magen will attack the party. When he gives the command "Stop!," all three magen will stop fighting. John-Louis is the only individual the magen will obey.

John-Louis is the trainer and manager for the magen boxer. As soon as the party enters, he will try to set up a bare-knuckle boxing match between his magen and whatever champion the party may choose from among their members. He offers even odds (the odds can be raised or lowered at the DM's discretion, depending on how even the match is), and he will cover up to 10,000 gp in bets. The bets must be made from cash in hand. John-Louis will extend no credit.

The party is not obligated to accept the boxing match. They may refuse and leave the room with no penalty. Should they decide to accept the match, it will be five boxing rounds long. The challenger can neither wear armor nor use any weapons. The challenger may prepare for the match using whatever magic he or she thinks may be helpful. A boxing round is defined as 1 minute of combat, or 6 normal combat rounds. At the beginning of each round the party

may "throw in the towel" to save their champion from taking further damage. The challenger automatically loses if the party throws in the towel.

When boxing, normal combat procedure is followed but characters cause only 1-2 points of damage plus their bonuses; the magen does 1-3 points of damage. If the challenger lasts two rounds (i.e., still has 1 or more hit points left at the end of the second round), John-Louis will reward the party with an additional 1 gp above and beyond any side bets. If the challenger lasts three rounds, John-Louis will give the party an additional 10 gp; for four rounds, 100 gp; and if the challenger should last all five rounds, John-Louis will reward the party with 1,000 gp. If the challenger wins, John-Louis will pay 10,000 gp. The rewards are not cumulative; John-Louis will pay only the highest amount the challenger has earned.

The challenger can win several ways. If either combatant is reduced to 0 hit points, he dies. Any time a combatant strikes for the maximum amount of damage possible, there is a 5% chance (1 on 1d20) he will knock his opponent out. The losing combatant passes out, regaining consciousness in 1-10 rounds. A combatant can also win by a decision. Total the damage that each combatant does in each of the five boxing rounds. The combatant who caused the most damage each round wins the round. In the case of a tie, the magen wins the round. Whichever combatant wins the most boxing rounds is the winner, even if there is no knockout or kill.

The eyes floating over each chair belong to other members of the Amber family, who have cast **wizard eye** and **phantasmal force** spells in order to watch the match. John-Louis had 20,000 gp in a locked iron chest set into the floor. The party may win some or all of the money from him or they may attempt to attack him and take the money. The rest of the Amber family will not interfere if he is attacked, even if he is killed.



3. STUDY.

The room is paneled in polished mahogany. A large fireplace faced with marble is set in the south wall. Whatever furniture was once in this room has been removed, except for an iron-bound wooden chest in the southeastern corner. Lying around the fireplace are a dozen or so bedrolls. Near the bedrolls are a dozen humanoids with cat-like faces dressed in leather armor.

The cat-beings are rakasta (AC 6; HD 2+1; hp 10 each; #AT 3; D 1-4 each; MV (30'); Save F2; ML 9; AL N). They wear iron claws over their paws and attack with two claws and a bite. For further information see **Part 9, New Monsters**.

The rakasta, with the permission of the Amber family, have turned this study into a lair. In the far corner of the room is a wooden chest that holds the rakastas' treasure: 6,000 gp, 2,000 pp, and a large ornate silver key worth 500 gp that can be used to open the silver gate to Averogne in the Dungeon (**Part 6**).

4. DINING ROOM

Upon entering, you see a dining room in an advanced state of decay. After a short time, 12 men and 12 women in costly garb walk into the room through the solid south wall and proceed to sit down around the table. As soon as the 24 guests enter, the appearance of the dining room miraculously changes so it seems undecayed. If you concentrate hard enough, you can still see the original decayed scene beneath the fresh double-images. The 24 banquet guests are faintly transparent. Seventeen of these guests are human, three are elves, two are dwarves and two are halflings. Beside the 24 chairs already filled are a dozen empty chairs with diningware and utensils set before them. In front of several of the empty chairs are place-cards with the names of party members.

The ghost-like figures have no physical substance and cannot be touched or dispelled. Any object striking one passes through as if nothing was there. The figures will not seem to notice or communicate with the characters.

Each player character has one full turn to decide whether to sit down at the banquet table. After one turn, all empty chairs, place-cards and table settings where a character has not been seated will disappear. Once everyone who wishes to be seated is seated, the double doors at the head of a double flight of stairs in the north wall will open and ghostly servants will begin to bring in the dinner, course by course. The servants are also transparent, as is the food they bring to all the ghostly guests, except to the characters. The food given to the characters seems perfectly normal to all senses.

The first course is onion soup with croutons and melted cheese, plus a mellow amber wine. The second course consists of a tossed salad. The third course, the main course, is roast beef, wheat bread, mushrooms in wine sauce, green beans and a red wine. The final course consists of apple streudal and brandy.

Characters seated at the banquet may eat any, all, or none of the foods. Most of the foods are magical. To gain or suffer the magical effects, all of a type of food must be eaten. Characters must all declare whether or not they have eaten a particular food before they find out what that food's effects are. A type of food will only affect a character once.

The various effects of the foods are:

Onion Soup: Save vs. Spells. If the save is made, nothing happens. If it is not made, the character gains 1-4 hit points permanently.

Amber Wine: This wine will cure any disease or blindness, neutralizes poison currently in the character's system, and/or restores any lost hit points immediately. If none of this applies, nothing happens.

Tossed Salad: One of the character's abilities (picked at random) gains 1-2 points and one ability loses 1-2 points; this may affect the same ability. (No score can be raised above 18 or lowered below 3.)

Roast Beef: This is not magical, but is tender, tasty and pink in the center.

Wheat Bread: Save vs. Spells. If the save is made, the character becomes immune to the effects of starvation. If the save is unsuccessful, the character will forever need twice the normal amount of nourishment.

Green Beans: These are not magical.

Mushrooms in Wine Sauce: Save vs. Poison. If the save is made the character gains +4 on all future saves vs. Poison. If it is not successful, the character dies of toadstool poisoning.

Red Wine: This wine causes magical drunkenness for 2-12 turns.

Apple Streudal: Save vs. Spells. If the save is failed the character gains the ability to ESP (as per the spell) once per week. If the save is made, nothing happens.

Brandy: Save vs. Death Ray. If the save is failed, the character becomes insubstantial and joins the ghostly feast forever as an additional transparent guest. If the save is made, nothing happens.



5. THE HALL OF MIRRORS

You enter a wide, long hallway running east to west. In the center of the hall is a 10' wide red carpet stretching from the west door to the east door. The ceiling arches 20' high overhead. Near the east end of the hall, a raised catwalk stretches across the hallway 10' above the players' heads. At either end of the overpass are double doors. Thousands of 1" square mirrors are set into the ceiling and walls. The resulting reflection of your torches resembles a swarm of fireflies as myriad pinpoints of light are reflected back. The floor of the hall, where it is not covered with the red carpet, is polished white marble. The marble is so shiny you can see your reflections on its surface. Polished brass candelabra line both walls and crystal chandeliers hang from the ceiling. All the candle holders on the candelabra and chandeliers are filled with unlit candles.

As soon as all the characters are in the hall, or as many as circumstances permit, all the hallway doors will suddenly swing open and then slam shut. The resulting draft will extinguish all light sources in the hall, even magical ones.

If anyone in the hall tries to relight a light source or cast a **light** spell, all the candles in the hall will magically light at the same time with a brilliant flash. The light will be reflected off the walls, ceiling and floor and off the highly polished chandeliers and candelabra. The resulting light is so bright that all characters will be temporarily blinded. All characters must save vs. Spells or be blinded for 3-18 turns each. Those who save will be blinded for only half the time.

Once the candles are lit, the hall will be lit as if under a permanent **light** spell. Should a character regain his or her sight while in the hall, he or she will be able to see normally. The characters will be able to tell that their blindness is not permanent, but will be unable to guess how long the blindness will last.

The idea of this encounter area is to test the players' inventiveness when their characters are confronted with the sudden loss of sight. Wandering monsters should be rolled for normally. The DM should use discretion when confronting a blinded party with monsters.

6. LINEN CLOSET

You see a closet filled with shelves of fresh linen, bath towels, soap and other household items.

The closet is empty except for the items mentioned.

7. SERVANTS' QUARTERS

This room appears to have been quarters for the Amber family servants. The room is now completely filled with a mass of giant spider webs. Three giant spiders sit in the webs.

The room has been turned into an aranea lair. Three aranea (AC 7; HD 3**; hp 18, 16, 14; #AT 1; D 1-6 + poison and spells; MV (20'); web (40'); Save M3; ML 8; AL C; see **Part 9, New Monsters**) live in the lair. Their spells are:

- Aranea #1 — **First level: charm person, light**
Second level: phantasmal force
- Aranea #2 — **First level: read magic, ventriloquism**
Second level: detect evil
- Aranea #3 — **First level: floating disc, sleep**
Second level: continual light

The aranea treasure is in a wooden box wrapped with webs and hung in the webbing. The box contains 5 gems worth 100 gp, 500 gp, 10 gp, 100 gp and 50 gp, plus 2 pieces of jewelry worth 1,500 gp and 1,400 gp.

8. SERVANTS' QUARTERS

Most of the floor of this room is covered with a slimy green goo. The only part not so covered is a small four-foot-square stone platform raised 2' off the floor, located against the east wall. Cemented to the platform is a stone chest shaped like a 3' cube. The entire ceiling is a dull black.

The floor is, of course, covered with green slime (AC always hit; HD 10*; hp 52; #AT 1; D special; MV (1'); Save F1; ML 12; AL N). The green slime is 2' deep across the entire floor. It covers so much volume that it has 10 hit dice worth of hit points, instead of 2. It still fights as a 2 HD monster, however.

Clinging to the ceiling is a huge black pudding (AC 6; HD 10*; hp 56; #AT 1; D 3-24; MV (20'); Save F5; ML 12; AL N). The black pudding will attack anyone trying to reach the chest by flying or levitation.

If a character gets within 5' of the stone platform and chest, he or she will notice that both look wet. They are covered with a gray ooze (AC 8; HD 3*; hp 19; #AT 1; D 2-16; MV (3'); Save F2; ML 12; AL N). The chest has a heavy stone slab top which can be lifted with a combined strength of 25. The chest holds 3,000 gp, 1,000 pp, a **staff of healing**, a **sword +2** (Intelligence 9, Ego 11, Will 22; AL N; **detects magic, finds traps and detects sloping passages**).

9. BEDROOM

This is a richly furnished bedroom. The bed is longer than normal. Standing next to the bed is an 8' tall creature with the shape of a human and the head of a lion. A jeweled golden crown rests atop his head. He wears golden plate mail.

This individual is Richard Amber, the Lion-Hearted (Richard Coeur de Lion D'Amberville) — (AC 2; F/10; hp 43; #AT 1; D 1-8 (+6); MV (20'); Save F10; ML 11; AL C; S 18, I9, W 10, D 12, C 11,

Ch 15). Richard is a 10th level fighter who has been magically altered. He is the leader of the rakasta in room #3, **The Study**. If he decides to fight, he will charge with a terrible roar. Anyone hearing the roar must save vs. Spells or be affected as if by a **wand of fear**. Richard has **plate mail +2**, a **sword +3**, NSA, and carries a potion of **poison**. His crown is worth 3,800 gp.

10. MASTER BEDROOM

The room is a large ornate bedroom. There is a large four poster bed in the middle of the room with all the curtains drawn.

If the party quietly investigates the drawn curtains, they will find an individual, apparently asleep, bundled under the covers. The figure under the blankets is completely covered. The party will notice that the figure is larger than a normal sized human and does not fit well in the bed.

The figure under the covers is actually an ogre (AC 5; HD 4+1; hp 25; #AT 1; D 1-10; MV (30'); Save F4; ML 10; AL C) which has been enchanted to believe that it is Janet Amber. The ogre is dressed in silken night clothes which are bursting at the seams, because they were designed for a much smaller individual. This ogre killed Janet Amber (Janette D'Amberville), the gown's owner, and is now imitating its mistress. Hence it wears her clothes, sleeps in her bed, etc. Janet's body is hidden inside a fireplace chimney against the north wall.

If awakened, the ogre will try to act the part of a gracious host. Unfortunately, its command of languages and of the social graces is slight and it will become more and more frustrated as it continues to make mistakes, until the ogre finally goes berserk and attacks.

11. BEDROOM.

This is another bedroom filled with costly furniture. Seated on the bed are two pale, manlike, almost transparent figures composed of thick mist. One of the figures resembles a middle-aged man while the other resembles a matronly woman.

The two figures are wraiths (AC 3; HD 4**; hp 18 each; #AT 1; D 1-6 + energy drain; MV (40'); Fly (80'); Save F4; ML 12; AL C). They will attack on sight. Behind a mirror mounted on the north wall is an iron safe cemented into the wall. The safe is locked and the lock is trapped so that, if not successfully detected and removed, a cloud of deadly spores (10' x 10' x 10') will explode outward when the safe is opened. Anyone within the cloud who fails to save vs. Poison will die. The safe contains 5,000 gp.

12. KITCHEN.

This room is a large kitchen. You see a dozen ghostlike hobgoblins dressed in pale amber-colored livery preparing a large meal. The hobgoblin servants and the food they are preparing are transparent.

The hobgoblins are busy preparing for the ghostly feast (see room #4, **The Dining Room**). They cannot be touched, either by weapons or magic, nor can they touch the characters. They will completely ignore the characters no matter what the party does. Besides the normal kitchen apparatus and the ghostly hobgoblins, the room is empty. A flight of stairs leads up to a set of double doors in the south wall. The doors open onto an overpass which arches over the **Hall of Mirrors** (room #5) and enters the **Dining Room** (room #4). The servants use the overpass to carry food from the kitchen to the dining room without disturbing any guests.

PART 3: THE INDOOR FOREST

Here a huge octagon-shaped building with seven domes has been turned into an indoor forest. The seven domes are made of thick panes of clear glass that let sunlight filter into the garden forest. The domes are nearly 100 feet high. Many trees of various types, some reaching a height of 80 feet, are planted in the garden. Numerous flowers, grasses, and bushes have also been planted. A stream meanders through the forest, widening into a fountain-pool in the middle of the garden. The north-west section of the forest slopes upward to form a 20' high hill.

A 10' wide path wanders through the garden. The path was designed as a kind of scenic tour by the Amber family. The plant growth here is so thick that characters will only be able to see into an area 10' wide on either side of the path. Beyond this area, the forest grows too thickly for anything to be seen clearly. The most that can be noted are vague movements, swaying branches, etc.

Movement while on the path is normal. Movement off the path is at half the normal rate due to the thickness of the brush and trees. Furthermore, when out of sight of the path, there is a chance of becoming lost (1-2 on 1d6). If the party becomes lost, roll 1d8 to determine which direction they travel (1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, 8 = northwest). To further discourage off-path movement, the Amber family has constructed a number of pit traps with sharpened stakes at the bottom. Each trap does 2-12 points of damage to anyone falling into one and will be sprung by the first individual to walk on it. They also have planted a number of impenetrable barriers of thorn bushes. Crossing the stream anywhere other than on the bridge takes one full turn.

There are no rooms in the indoor forest; there are, however, a number of encounter areas. The encounter areas are designed primarily for use when the party is on the path. It is possible, however, to stumble into an encounter area while off the path. The area where the encounter could take place is marked on the map. Note there is no gray mist overhead, so that the forest is sunlit and other light sources are unnecessary.

Wandering Monsters

A special Wandering Monster Encounter Table for the indoor forest is given below. When the party is on the path, check for a possible wandering monster once every two turns (1 in 6 chance). When the party is off the path, check every turn for a possible wandering monster.

Indoor Forest Wandering Monster Encounter Table (d8)

Die Roll	Monster	Number	Statistics
1	Bear, Grizzly	1-4	AC 6; HD 5; #AT 3; D 1-4/1-4/1-8; MV 120' (40'); Save F2; ML 8; AL N.
2	Centaur	1-6	AC 5; HD 4; #AT 3; D 1-6 each; MV 180' (60'); Save F4; ML 8; AL N.
3	Hawk, Giant	1-3	AC 6; HD 3+3; #AT 1; D 1-6; MV 450' (150'); Save F2; ML 8; AL N.
4	Isidora Amber†	1	AC 9; M11; #AT 1; D 1-4 + spells; MV 120' (40'); Save M11; ML 9; AL C.
5	Rhagodessa	1-4	AC 5; HD 4+2; #AT 2; D 0/2-16; MV 150' (50'); Save F2; ML 9; AL N.

6	Robber Fly	2-12	AC 6; HD 2; #AT 1; D 1-8; MV 90' (30') fly 180' (60'); Save F1; ML 8; AL N.
7	Snake, Giant Rattler	1-2	AC 5; HD 4*; #AT 2; D 1-4 + poison; MV 120' (40'); Save F2; ML 8; AL N.
8	Weasel, Giant	1-4	AC 7; HD 4+4; #AT 1 + special; D 2-8; MV 150' (50'); Save F3; ML 8; AL N.

† Isidora Amber (Isodore D'Amberville)

Abilities: S 11, I 18, W 14, D 14, C 9, Ch 15.

Magic items: Potion of **animal control** and a **ring of control plant**.

Her Spells:

First level: charm person, detect magic, read magic, sleep

Second level: detect invisible, ESP

Third level: dispel magic, infravision, water breathing

Fourth level: charm monster, growth of plants, hallucinatory terrain

Fifth level: feeblemind, hold monster

Sixth level: move earth

13. THE FOREST OF DOOM

The path runs southeast-northwest here, continuing forward in a series of S-shaped curves. The trees along this part of the path are larger than any trees you have seen thus far.

Six of the trees along this section of the path are actually killer trees (AC 5; HD 6; hp 27 each; #AT 5; D special; MV none; Save F3; ML 12; AL N; for further information see **Part 9, New Monsters**). The trees will wait to attack until as many of the party as possible are within tentacle reach. There are three killer trees on either side of the path. Another dozen killer trees are inside the encounter area to the west, but beyond reach from the path. Should the party wander off the path, the DM should see that they encounter at least a few of these.

14. SHADOW PARANOIA

You hear branches rustling on both sides of the path. At the limit of your sight you see a number of grotesque shadowy forms to both sides of the road apparently following you.

The forms are only illusions and the rustling is done mechanically. This encounter is designed to keep the party guessing, and to make sure they can never be certain which dangers are real and which are not real until they are fully investigated.

15. THE MAIDEN AND THE UNICORN

You see an amber-skinned woman with long golden hair sleeping in the middle of the path. A unicorn is sleeping next to her. The woman is wearing a dress the color of yellow daffodils. Her head rests on a rolled up saffron-colored cloak. One arm is draped around a small wooden chest.

The woman is actually a gold dragon in human form. The gold dragon is very young (AC -2; HD 8**; hp 36; #AT 3 plus breath weapon in dragon form only, otherwise spells; D 2-8/2-8/6-36 plus breath weapon in dragon form only, otherwise, by spells; MV 90' (30'), fly 240' (80') in dragon form only, otherwise 120' (40'); Save M8; ML 10; AL L). In her human form, the only attack the gold dragon has is her spells:

First level: charm person, light, protection from evil, sleep

Second level: detect evil, ESP, knock, wizard lock

Third level: dispel magic, hold person, protection from normal missiles, water breathing

Inside the chest are 4,000 gp. Note that since she is in a flammable forest, the gold dragon will breathe chlorine gas, not fire.

The unicorn (AC 2; HD 4*; hp 18; #AT 3; D 1-8 each; MV 240' (80'); Save F8; ML 7; AL L) is a close friend and ally of the gold dragon and will fight in the gold dragon's defense.

The gold dragon does not know how to get past the Gray Mist. She will not leave the indoor forest.



16. THE BILLYGOAT'S WOE.

A 10' wide wooden bridge spans a meandering stream. The path continues across the bridge. On the side of the bridge closest to you, you see a humanoid with the head and horns of a billygoat saying: "Please don't eat me, Mr. Troll, my brothers, who are right behind me, are much bigger and fatter than I am."

A deep gruff voice from beneath the bridge answers, "All right, you may pass, I'll wait for your brothers." The billygoat exits across the bridge.

Not surprisingly, a troll (AC 4; HD 6+3*; hp 30; MV 40'; Save F6; ML 10; AL C) lives under the bridge. Unless he can somehow be tricked, he will attack the party if they venture within the area of this encounter, mistaking the party for the billygoat's older brothers.

17. A CROCK OF CROCS.

The river which winds through the indoor forest is filled with crocodiles. If the party passes within 10' of either bank of the river (while off the path) or tries to cross the river (except by the bridge), the party will encounter 1-8 crocodiles (AC 5; HD 2; hp 9 each; #AT 1; D 1-8; MV 90' (30'); Save F1; ML 7; AL N).

18. THE FOUNTAIN OF DEATH.

In the center of the indoor forest is a circular pool of water. The pool is fed by a stream which wanders through the forest. In the middle of the pool is a fountain. The fountain is shaped like three interlinked gargoyles. The gargoyles spray water from their mouths. Embedded at the base of the trio of statues, you see the lid of a metal chest. The lid is padlocked.

The gargoyles are only stone statues. The real danger lies hidden. The fountain is the lair of a giant amoeba (AC 9; HD 15; hp 68; #AT 1; D 2-12; MV 30' (10'); Save F7; ML 10; AL N for more information see **Part 9, New Monsters**). The giant amoeba covers the entire bottom of the fountain. It is hidden beneath mud, water-logged leaves and copper pieces thrown into the pool for "good luck." (The DM may wish to give any character who throws more coins into the pool +1 to hit and damage in an encounter with the amoeba.) The chest is locked but not trapped. It contains 3,000 gp plus a large ornate silver key worth 500 gp, which can be used to open the silver gate to Averogne in the Dungeon (**Part 6**).

19. KING MIDAS' ACORNS.

The trees on both sides of the curving path are mainly oak trees. You notice six amber colored squirrels darting about in the trees collecting acorns. When a squirrel touches an acorn, the acorn appears to turn into gold. The squirrel then gathers up the golden acorn and carries it to a nearby hole in the trunk of a large gnarled tree.

The squirrels are magical. They can only live by eating golden acorns and have the ability to transform *only* acorns into gold by their touch. Unfortunately, the squirrels can also only live in the indoor forest and will die if taken out of their home. Inside the squirrel's lair are 400 acorns worth 5 gp each. The six squirrels (AC 8; HD ½; hp 1 each; #AT 1; D 1 point; MV 120' (40'); Save NM; ML 10; AL N) will defend their hard earned cache of food. Note that their bite or touch will not turn a character into gold. Any attack on the squirrels will, however, automatically trigger a counter-attack by the Wild Hunt from encounter area 20.

20. THE WILD HUNT.

The hillside suddenly cracks open and a number of mounted creatures begin to ride out.

This is the "Wild Hunt" that patrols the Indoor Forest. Small animals will alert the Hunt when intruders approach the lair. The riders are lupins and rakasta. The two lupins (AC 6; HD 2; hp 9; #AT 1; D 1-10 or 1-8; MV 120' (40'); Save F2; ML 9; AL L; for more information see **Part 9, New Monsters**) ride dire wolves (AC 6; HD 4+1; hp 19 each; #AT 1; D 2-8; MV 150' (50'); Save F2; ML 8; AL N) and charge with a mounted lance before switching to a sword. The two rakasta (AC 6; HD 2+1; hp 10 each; #AT 3; D 1-4 each; MV 90' (30'); Save F2; ML 9; AL N) are riding sabre-tooth tigers (AC 6; HD 8; hp 36 each; #AT 3; D 1-8/1-8/2-16; MV 150' (50'); Save F4; ML 10; AL N). The lupins and rakasta are led by Andrew David Amber (André David D'Amberville) (AC 6; F9; hp 40; #AT 1; D 1-10 + 2 or 1-6 + 4; MV 120' (40'); Save F9; ML 10; AL C; S 17, I 12, W 9, D 11, C 10, Ch 12). Andrew David has been magically altered so that he now has the head of a large black goat and his body is covered with black, shaggy hair. His eyes glow red, and though he has hands, instead of human feet he has goat hooves. Andrew David rides a giant elk (AC 6; HD 8; hp 36; #AT 1; D 1-12; MV 120' (40'); Save F4; ML 7; AL N). When he first attacks he will make a mounted lance charge, and then melee with a **mace** +2. He also has a potion of **animal control**. Andrew David designed the Indoor Forest and he patrols it regularly with the Wild Hunt.

21. WILDERNESS GATHERING

You can see that the path ahead of you makes a right angle turn. You get a strange feeling that you are being watched. A closer look at the surrounding forests shows that all the plants in this area seem to have faces which turn and follow your every move.

This is another encounter designed to keep the party alert and guessing. The faces on the flowers and trees are actually **phantasmal forces** and **wizard eyes** being cast by members of the Amber family.

22. FLOWERS OF EVIL.

The trees around the sweeping curve are sparser than usual and the area between the trees is filled with tall grass and giant flowers. There are two types of flowers; some look like amber-colored water lilies, and others look like white roses. The water lily buds are closed, while the rose buds are open.

The grass and flowers of this area work together against the unwary. The golden water lilies are actually amber lotus flowers (AC 9; HD ½; hp 3 each; #AT 1; D 40' × 40' cloud of pollen, those in it must save vs. Spells or fall asleep for 4-16 turns; MV 0; Save NM; ML 12; AL N; for more information see **Part 9, New Monsters**). There are 20 amber lotus flowers. Any individual who falls asleep from their attack has a 50% chance of falling off the path, ending up in the grab grass at either side of the path (AC 9; HD 20; hp 90; #AT 1; D grabs and holds anyone entering the patch; MV 0; Save NM; ML 12; AL N; for more information see **Part 9, New Monsters**). Even if the victim should wake up, he or she will be unable to fight back since his or her arms will be pinned. No spells can be cast when held by the grab grass because the appropriate gestures cannot be made. There is a 5% chance per round of breaking free, +5% per strength point greater than 12. The white roses are actually twelve vampire rose bushes (AC 7; HD 4; hp 18 each; #AT 1; D 1-8; MV 30' (10'); Save F2; ML 12; AL C; for more information, see **Part 9, New Monsters**). They will attack any who wander off the path, wrapping a stalk around a victim's neck after he or she is securely held by the grab grass. Victims are injected with hypnotic anesthetic, and must save vs. Spells or lose all will to fight, allowing the vampire rosebush to automatically drain 1-8 points of blood per round.



23. THE BLOOD-STAINED ARCH.

The garden path ends in a 10' wide door in the eastern wall. Three massive stones form an archway over the path, in front of the door. It appears as if the only way to get to the door is to pass beneath the dolmen arch. A steady patter of blood drips from the underside of the arch, and it looks extremely difficult to pass under the arch without becoming blood-spattered.

There is, indeed, no other way to reach the door except by passing under the arch. The dolmen arch is a legendary artifact of the Amber family. The blood which drips from the arch is in atonement for all the bloody crimes committed by the Ambers. Every individual who passes beneath the arch must save vs. Spells. If they make their saves, nothing happens. If they do not make their saves, they gain temporary luck. Individuals who fail their saves will gain a bonus of 1-6 (roll 1d6) on "to hit" and damage rolls, all saving throws, and armor class (the same bonus for each) for the duration of the time spent in room #34, **The Throne Room**.

PART 4: THE CHAPEL

24. THE MAIN CHAPEL.

This large building is the Amber family chapel. Brightly colored stained glass windows are inset into the walls. The pews are made of intricately carved oak and have plush velvet cushions. The floor is wood parquet, making a colorful pattern. The entire building seems strangely garish and lowly decorated for a religious house. Lined up along the south, east and west walls are 24 marble statues. The statues, while carved wearing saintly gowns, actually seem to mock saintliness. The sarcastic, leering faces of the statues all bear a distinctive Amber family cast.

The statues actually are the enchanted bodies of famous (or infamous) members of the Amber family. They periodically come to life. Every statue has a 1 in 6 chance of coming to life when a party member passes within 10'. The statues are AC 4 and have 8 HD. They have no physical attack, but do possess one random magical ability. Roll 1d6: 1 = bless, 2 = curse, 3 = turn to stone, 4 = bestow magical gift, 5 = raise an attribute of one individual 1 point, 6 = cause any disease.

The blessing gives a permanent +1 modifier to all saving throws, the number needed to hit, and damage done. Typical curses are diminution to half size, growth of a long heavy tail slowing movement by half or change of alignment. Turn to stone is the same as the spell. Bestowal of a magic gift is at random, using the D&D Expert Game magic item tables (or the DM's choice). An attribute is raised +1 only and is chosen randomly. Ability scores cannot be raised above 18. Typical diseases are malaria (-4 to hit until cured) and the Amber Death (death in 1-20 turns unless cured, the corpse turns amber). The DM is encouraged to modify and/or expand this brief sampling.

The animated statue must touch a victim for the magical power to take effect. One statue can affect one victim only. A touched victim is still entitled to a save vs. Spells. A successful save negates the magical effect of the touch, even if the effect was beneficial. Any statue reduced to 0 hit points or less will stop moving; otherwise, animated statues will try to touch victims, moving at 40' per round.

Underneath the altar at the front of the chapel is a trap door leading to an underground passage to room #50 in the **Dungeon (Part 6)**. If the party has not already adventured in the **East Wing (Part 5)**, the DM is advised to ignore the trap door until the party has explored this section of the mansion. The DM should make sure, however, that the party eventually finds one of the two entrances to the dungeon (the other is in room #42 **The Black Room**). The party must venture into the dungeon to successfully escape the gray mist.

25. BURIED ALIVE!

You hear a muffled, forlorn howling and a faint scratching sound that seems to be coming from somewhere beneath the chapel paving stones to the west.

Madeline Amber (Magdalène D'Amberville) (AC 9; F8; hp 36; #AT 1; D 1-8 +1; MV (40'); Save F8; ML 10; AL C) is buried here. She fell into a cateleptic trance, a condition that resembles death, and was buried by her eccentric brother Charles Amber (Charles D'Amberville) who thought she was dead. She is now frantically trying to dig her way out of the crypt. If the party rescues her, she will be grateful enough to aid them (only while they are in the chapel). Unfortunately, she will attack her brother Charles on sight should the party encounter him (see room #30, **Chapel Library**).

26 a-f. MONASTIC CELLS.

Each room is a sparsely furnished cell. Seated on the wooden slab which serves as a bed in each cell are three zombies dressed in amber monk's robes (AC 8; HD 2; hp 9 each; #AT 1; D 1-8; MV (40'); Save F1; ML 12; AL C). The zombies will, of course, attack on sight unless turned by a cleric. As soon as the zombies attack in one room, all the other zombies will come rushing out of the other cells to attack the party.

27. CONSULTATION ROOM.

Ten chairs are arranged in a semi-circle around a desk and chair. Seated in each of the eleven chairs is a skeleton-like figure dressed in cowed amber monk's robes.

The figures in the ten chairs around the desk are skeletons (AC 7; HD 1; hp 5 each; #AT 1; D 1-6; MV (20'); Save F1; ML 12; AL C) that will attack on sight. The figure behind the desk is a bone golem (AC 2; HD 8; hp 36; #AT 4; D 1-8 each; MV (40'); Save F4; ML 12; AL N) who will also attack on sight. The bone golem cannot be easily distinguished from a skeleton until it attacks because its extra arms are hidden by the robe and desk. Hanging around the neck of the bone golem is a large, ornate silver key worth 500 gp, which can be used to open the silver gate to Averogne in the **Dungeon (Part 6)**.

28. BEDROOM.

While this room looks like a bedroom for a cleric, it is much more lavishly furnished than is usual. The room appears to be empty.

This room is empty, except for the furniture.

29. RELIQUARY STORAGE

This room appears to be a storage area for typical clerical items.

An inspection will reveal four holes in the ceiling. The holes are one foot in diameter and stretch six feet into the ceiling.

Hole #1 ends in a killer bee hive with 6 killer bees (AC 7; HD ½; hp 1 each; #AT 1; D 1-3 + special; MV (50'); Save F1; ML 9; AL N), 4 large killer bees (HD 1; hp 5 each), and a queen bee (HD 2; hp 9) which can sting repeatedly without dying.

Hole #2 ends in a sack that is filled with 1,000 gp.

Hole #3 ends in a large bladder filled with water.

Hole #4 ends in the nest of a cockatrice (AC 6; HD 5; hp 23; #AT 1; D 1-6 + petrification; MV (30') fly (60'); Save F5; ML 7; AL N).

Reaching up into the holes with a hand will do nothing since the end of the hole cannot be reached. Poking a pole or spear up the holes will stir up the killer bees, break open the sack of gold pieces, burst

the water-filled bladder, or knock down the cockatrice's nest (unless the party, in the DM's opinion, is extremely careful). The falling water and falling coins are harmless. The killer bees and the cockatrice will attack.

30. CHAPEL LIBRARY.

As you are about to open the door, you hear a voice softly call: "Please be quiet. I can't stand loud noises!"

Charles Amber lives in the library. Charles (AC 9; M9; hp 18; #AT 1; D 1-4 + spells; MV (40'); Save M9; ML 8; AL C; S 9, I 16, W 10, D 10, C 7, Ch 11) is extremely sensitive to all sensations and cannot stand noises above a whisper, lighting brighter than shadows, any but the most bland tastes, normal smells, or to be touched by anything other than the sheerest silk clothing. He believes that he has gone mad, as have so many other Ambers, because he swears he can hear his dead sister crying out to him from her grave.

Charles is not insane. His sister is not dead and she really is calling on him to release her from her premature burial (see area #25, **Buried Alive!**). If the party rescued Madeline Amber, she will attack her brother as soon as she hears his voice (assuming she is still with the party, of course).



If the party ignored Madeline Amber (AC 9; F8; hp 36; #AT 1; D 1-8 +1; MV (40'); Save F8; ML 10; AL C) they will hear a distant cracking boom and shortly she will burst into the room. Her hair will be disheveled, her grave clothes tattered, her fingernails broken and her hands bloodied from the effort to dig herself out. Madeline has gone completely insane, and will first attack her brother and then anyone else nearby. She will attack as if a berserker (+2 to hit and damage) using the sword which was buried with her.

While Charles is over sensitive to sensations, he usually manages to overcome his handicap and fight normally. His spells are:

First level: darkness, hold portal, sleep

Second level: detect invisible, invisibility, phantasmal force

Third level: dispel magic, hold person, infravision

Fourth level: wall of ice, wizard eye

Fifth level: animate dead

Charles wears a **ring of spell turning** with 8 charges. The room also contains a wooden chest beneath an old tablecloth, which holds Madeline's old war **shield +1**, 10,000 gp and 5,000 gp.

31. VESTRY.

You open the door and see a number of apparently empty clerical robes dancing a bizarre, repetitive dance around a circle painted on the floor in amber-colored paint.

The robes are empty robes that have been magically animated. The dance was once part of some obscure Amber family ritual. The meaning has long since been lost, but it amuses the Ambers to let the robes dance on.

32. SANCTUM SANCTORUM.

A man dressed in richly gilded plate mail and amber-colored robes, wearing a cross of carved amber around his neck, kneels praying at a golden altar. As soon as the door opens he turns and asks in a polite voice, "May I help you?"

The man is Simon Amber (Simon D'Amberville) (AC 2; C14; hp 37; #AT 1; D 1-6 + spells; MV (40'); Save C14; ML 10; AL C; S 12, I 16, W 18, D 11, C 9, Ch 13) and he has no intention of helping the party. He is thoroughly corrupt and evil. Simon will not attack the party at first, but will wait until he gains some advantage, such as surprise or the party's trust, and then attack. He is cunning and sneaky. He prefers to catch the party off guard. He will smile falsely and act the part of a benefactor until he lulls the party's suspicions, then he will attack. Simon's spells are:

First level: cause light wounds x2, detect magic, darkness, cause fear

Second level: blight, know alignment, hold person, silence 15' r, snake charm

Third level: continual darkness, cause disease x2

Fourth level: cause serious wounds x2

Fifth level: insect plague, quest x2, finger of death

Simon has the following magic items: a potion of **control plants**, a **ring of protection +1**, a **broom of flying** and a **snake staff**. The altar is only gold plated, but is still worth 2,000 gp.

If Simon throws a **quest** spell on anyone the quest will be to find the tomb of Stephen Amber. Simon is a friend of Charles Amber, who **animates dead** so Simon can use them as the chapel's attendants.

33. CHOIR LOFT.

Most of the choir loft is filled with statues whose mouths are gaping open. The statues do not have the Amber family resemblance. Along the south wall is the keyboard to an organ. You do not see any organ pipes.

The 88 statues are victims of the Amber family. The statues were once normal humans with singing ability. The Ambers turned the singers into stone and then magically animated the stone statues. When one of the keys on the keyboard is pressed down one of the statues will sing one note. The Ambers can thus play entire songs using the stone choir. Except for the choir and keyboard the room is empty.

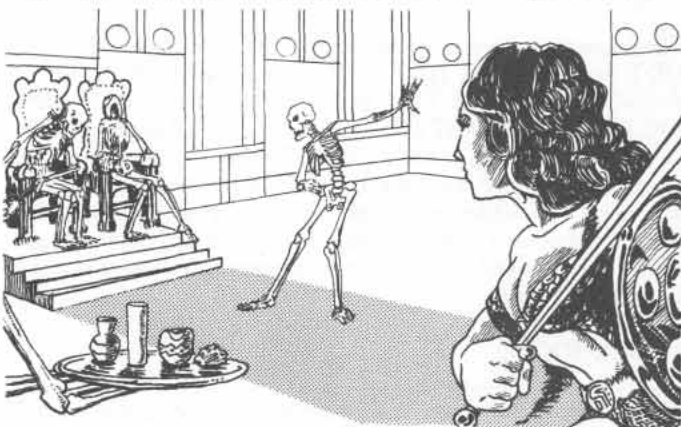
PART 5: EAST WING

34. THE THRONE ROOM.

The walls of this room are covered with mosaics depicting courtly scenes. The floor is polished marble. Two thrones sit atop a raised dais. At the east end of the room a red velvet carpet runs from the double doors to the thrones. A skeletal figure sits on each throne. The skeletons are dressed in rotting velvet. One skeleton holds a jeweled mace. Twenty more skeletons stand on guard, ten each along the north and south walls. The skeletons wear rusted armor and carry halberds with rusted blades. Another dozen skeletons, wearing decayed court dress, stand in front of the thrones.

These skeletons are all that remains of Henry Amber's (Henri D'Amberville's) coronation. The skeletons' bones were fused by the devastation so that they stand in rigid poses, a courtier bowing, a lady leaning sideways to gossip, and so on.

The devastation resulted from the curse of Prince Stephen Amber. The prince was murdered by his brother Henry and Stephen's wife Princess Catherine (Catharine D'Amberville), or so they thought. When the culprits were sure that Prince Stephen was dead and were ready to usurp his rightful place with the help of the Princes of Glantri, they held this coronation; then the devastation struck.



Princess Catherine, a 13th level magic-user, was warned by a premonition seconds before the devastation struck. She managed to save herself by **magic jarring** into her throne. Since nothing survived the devastation, she has been stranded in the throne ever since. She will attempt to take possession of any one individual who enters the room (roll randomly to determine which character). Princess Catherine is both evil and hopelessly insane due to her disembodied ordeal.

There is only a 50% chance on the first round she takes possession of a body that the body can be effectively controlled, because she has been without a body for so long. Each round thereafter, the chance to control the body increases by 10% until either the body is under control or Catherine's soul is destroyed. Once a body is controlled, Catherine can use the body to cast the spells she knows and attack. Her spells are:

First level: detect magic, hold portal, light, read languages

Second level: detect invisible, ESP, knock, levitate

Third level: haste, hold person, infravision, invisibility 10' r

Fourth level: confusion, dimension door, polymorph others

Fifth level: animate dead, contact higher plane, hold monster

Sixth level: death spell, remove gas, invisible stalker

In a secret compartment in the back of her throne (protected by a poison needle trap) are Catherine's crown jewels; 7 matched pieces of jewelry worth of a total of 12,000 gp.

35. BALLROOM.

The floor of this large room is wood parquet. The acoustics in this room are excellent. In the center of the north wall is a balcony. You notice several musical instruments lying on the balcony. Swinging from a large chandelier in the center of the room is a small, hairy, mishapen figure dressed in the clothing of a court jester. He holds the ends of three long chains. The chains are connected to iron collars around the necks of three white furred apes who are standing on the floor.

The figure in the jester's clothing is Little-Ape (Petit-Singe) who was court jester to Stephen Amber. The Amber family continually mocked Little-Ape because the man was small, permanently stooped, had overly long arms and was exceptionally hairy so that he did somewhat resemble a small ape. But, though his body was grotesque, Little-Ape was a man, and he concealed his pride and lust for vengeance. He bided his time, studying the magical books of the Amber family and watching their magical rituals until he mastered two spells: **polymorph other** and **charm monster**. Little-Ape used these spells for revenge against the three members of the Amber family who taunted him the most. Those three were polymorphed into white apes and then charmed to serve Little-Ape.

Little-Ape's revenge amused Stephen Amber, and he made the **polymorph** and **charm** spells permanent. Though many family members demanded Little-Ape's death, Stephen decided on another punishment. Little-Ape (AC 9; HD 1; hp 5; #AT 1; D 1-4; MV (40'); Save F1; ML 9; AL N) has been geased so that he will die if he leaves the ballroom. Stephen supplied the jester with several potions of **longevity** (only one remains) and a **bag of unending nourishment**, a magical item which provides enough food and water for four humans (or in this case, one human and three apes) once per day.

Little-Ape will only attack if for some reason he mistakes a party member for an Amber (for example, a party member wearing stolen Amber clothing). He will use his two spells before fighting with his dagger. Otherwise, the DM should roll Little-Ape's reaction to the party normally (using the system suggested in the D&D Basic game rules).

36. LIBRARY.

This room is obviously a library. Its walls are lined with shelves filled with books and scrolls. There is someone sitting in a leather covered chair in the center of the room reading a book. Though the individual has the body of a human, his head is that of a large collie dog. Around his neck is a small amber whistle.

The individual is Claude Amber (Claude D'Amberville), (AC 3; F10; hp 56; #AT 1; D 1-8+2; MV (20'); Save F10; ML 10; ALL; S 16, I 18, W 10, D 14, C 13, Ch 15). He wears plate mail under his robes. Claude is an unusual member of the Amber family. Not only has he chosen to follow the teachings of Law, but he is continually trying to get the other family members to mend their ways. Claude is gentle, unless aroused by injustice. While he recognizes their faults, Claude is still faithful to the Amber family.

Claude is not likely to attack the party unless threatened by them. Before combat, he will blow the amber whistle. Claude is the leader of the lupins in room #44, **The bedroom**. They will come to his aid if he is attacked, just as he will come to their aid if they are attacked.

A careful search of the room will reveal that three of the scrolls are treasure items. Claude will allow the party to search the library only if they first pay a 5,000 gp deposit as payment should they discover any valuables (which, after all, belong to the Amber family).

Scroll #1 is a cursed scroll which turns the reader into a dog (save applicable).

Scroll #2 is a magic-user/elf scroll with five spells: **locate object, fireball, wall of ice, ice storm, wall of fire.**

Scroll #3 is a piece of parchment containing instructions on how to escape the gray mist.

The third scroll reads as follows:

To Those Who Would Be Free:

The secret that will break the curse surrounding Castle Amber and lift the gray mist is engraved on the inside lid of Stephen Amber's casket. To summon Prince Stephen's tomb from beyond space and time, four magical items are needed. The four items, **The Enchanted Sword of Sylaire, The Viper Circled Mirror, The Ring of Eibon**, and a potion of **time travel**, can all be found in Averogne, our old homeland. Touch ring to viper's tail. Anoint the sword with the potion. Shatter the mirror with the sword, and Prince Stephen's tomb will appear.

Search first for the Gate of the Silver Keys.

(Scrawled on the bottom of the scroll in another handwriting are these notes:)

Sylaire — **The Enchanted Sword** — Sephora?
Malachie?

Vyones — **The Viper Circled Mirror** — Gaspard
du Nord

Perigon — **The Ring of Eibon** — Luc le
Chaudronnier

Les Hiboux? Ximes? — potion of **time travel** —
Azedarac? Jehan?
Moriamis?



37. BEDROOM.

The room holds a single bed and typical bedroom furniture. The room appears to be empty.

Except for the bedroom furniture, the room is empty.

38. CARD ROOM.

The walls of this room are wood paneled. The floor is covered by a plush carpet. A number of card tables and wooden chairs are scattered around the room. Sitting behind a table in the middle of the room is a matronly woman dressed like a gypsy. On the table in front of her are 10 cards, face down. The cards are arranged in two rows of five cards each. As soon as the door opens, the woman says, "Welcome, come in, come in. The cards know all. The cards see all. Make yourselves comfortable. Who'll be the first to choose a card? Pick a card, any card."

The woman is Madam Camilla Amber (Mère Camille D'Amberville). She is not actually in the room. The image the party sees is the result of a **projected image** spell with a **wizard eye** spell so that Madam Camilla can see what is happening. If the image of the woman is touched, it will disappear. The image will also disappear after three turns when the spell duration ends.

The 10 cards all come from the tarot deck. All the cards are magical. One character can take only one card (if he or she so wishes), and the DM should roll 1d10 to determine the card chosen. The character will find it impossible to pick a second card. The cards retain their magical powers even if Madam Camilla disappears. They lose their magical ability after being chosen. The 10 cards, their descriptions, and their powers are

1) THE MOON (LA LUNE) —

Description: A man sits near a tree with a dog at his feet. He plays a lute and sings a song for a woman standing on a nearby balcony. A giant crayfish is slowly crawling up to the balcony toward the woman. High overhead, a crescent moon shines. This card, when chosen, was upside down.

Magical Power: The chooser temporarily goes insane (no saving throw). He or she will attack one party member at random, fighting with weapons or spells. The insanity will last one turn only.

2) THE KING OF WANDS (LE ROI DE BATON) —

Description: An elderly, bearded man sits on a throne. The man wears a crown and holds a scepter.

Magical Power: The chooser receives a gift of a magic wand/staff/rod chosen by the DM or at random.

3) THE QUEEN OF CUPS (LA REINE DES COUPES) —

Description: A queenly figure stands holding a cup in her right hand and a scepter in her left hand.

Magical Power: The chooser receives a magic cup which will grow warm when someone tells a lie to its holder. The cup has 2-5 charges.

4) THE FOOL (LE MÂT) —

Description: A young man dressed in the brightly colored clothing of a court jester pauses momentarily on the edge of a cliff. The man is smiling. He is not bothering to watch where he is going.

Magical Power: The chooser has a **feblemind** spell cast on him or her.

5) THE PAGE OF COINS (LE VALET DES DENIERS) —

Description: A young man dressed in the clothing of a page holds up a large coin. This card is upside down when chosen.

Magical Power: All the coins the chooser is carrying suddenly disappear.

6) STRENGTH (LA FORCE) —

Description: A man holds back a lion using only his bare hands. At the man's feet lies a club.

Magical Power: The chooser has a **strength** spell cast on him or her.

7) THE WHEEL OF FORTUNE (LA ROUE DE FORTUNE) —

Description: A blind-folded woman turns a large wheel. On top of the wheel sit a man and a woman rejoicing at their good fortune. At the bottom of the wheel, a man falls off into a chasm.

Magical Power: Have the chooser roll 2d6. On a roll of 2-5 the character will be -2 on attacks and saving throws for the next 2-20 turns. On a roll of 6-8 nothing happens. On a roll of 9-12 the character will be +2 on attacks and saving throws for the next 2-20 turns.

8) DEATH (LA MORT) —

Description: A skeleton wielding a scythe stands on barren wasteland.

Magical Power: The chooser must save vs. Death Ray or die.

9) THE KNIGHT OF SWORDS (LE CHEVALIER DES ÉPÉES) —

Description: A man with a sword raised high rides a rearing horse. The man wears a plumed hat and a flowing red cape. This card is upside down when chosen.

Magical Power: The chooser receives a **cursed +1** weapon appropriate to the character's class. Its user will always attack when sighting potential opponents and will continue to fight until the wielder or all enemies are dead. Spell casters can attack with spells or this weapon. Remember that its possessor will not voluntarily get rid of a cursed weapon and will use it in preference to other weapons.

10) THE JUGGLER (LE BATTELEUR) —

Description: A man in a wide-brimmed hat stands in front of various objects placed at random on a table. The man points a wand in his right hand toward the sky while pointing with his left hand toward the ground.

Magical Power: If the chooser is not a spell caster, he or she receives a **ring of spell storing** with 4 spells of the DM's choice stored in it (**ventriloquism**, **knock**, **fly** and **dimension door** are recommended). Otherwise nothing happens.

39. THE BLUE ROOM.

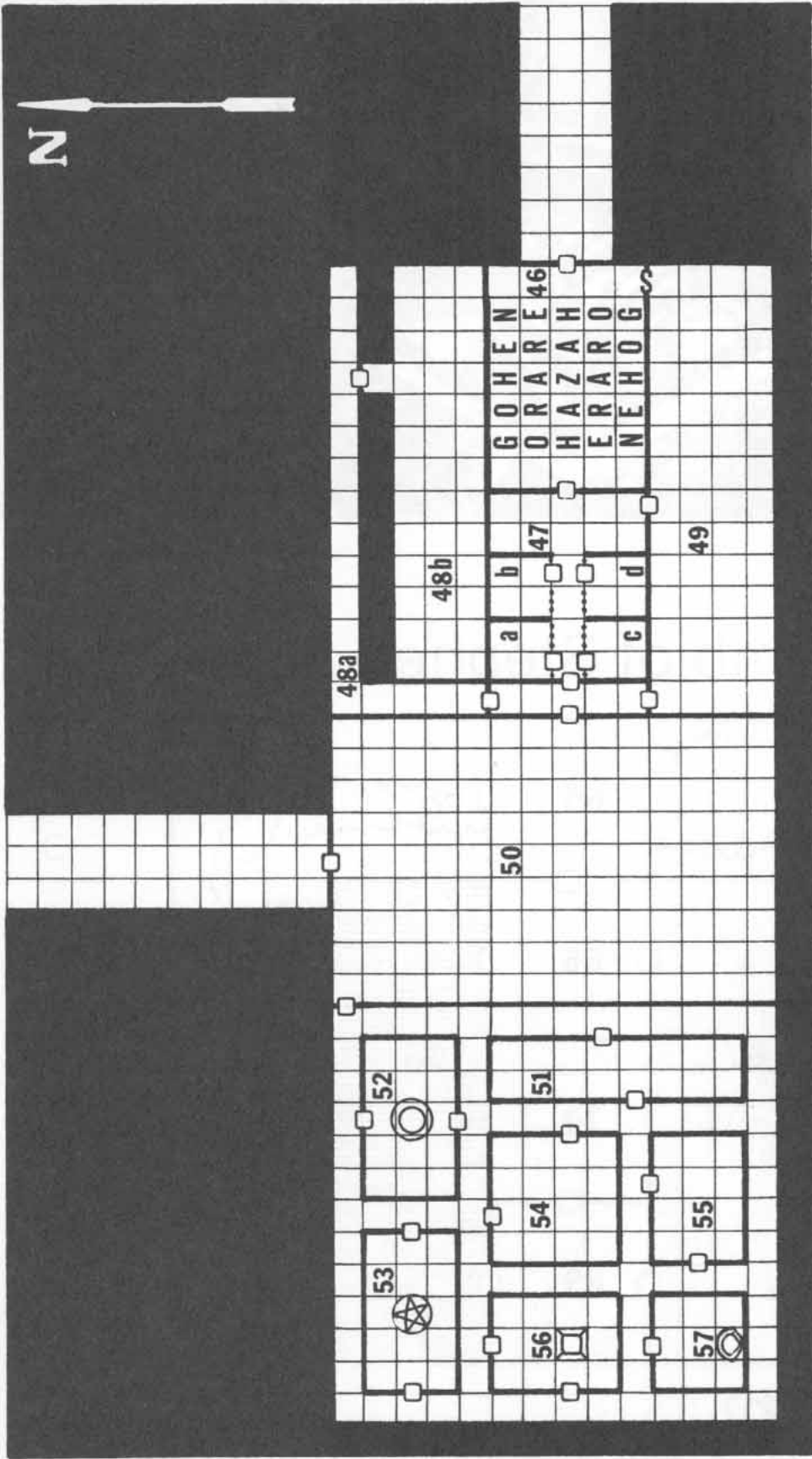
The walls and ceiling of this room are painted blue. The floor is covered with an azure colored carpet. The incense of cedar, saffron, and ambergris fills the room. The room contains miscellaneous furniture, all dyed blue. The room appears to be empty.








Except for the furniture, the room is empty.

40. THE WHITE ROOM.

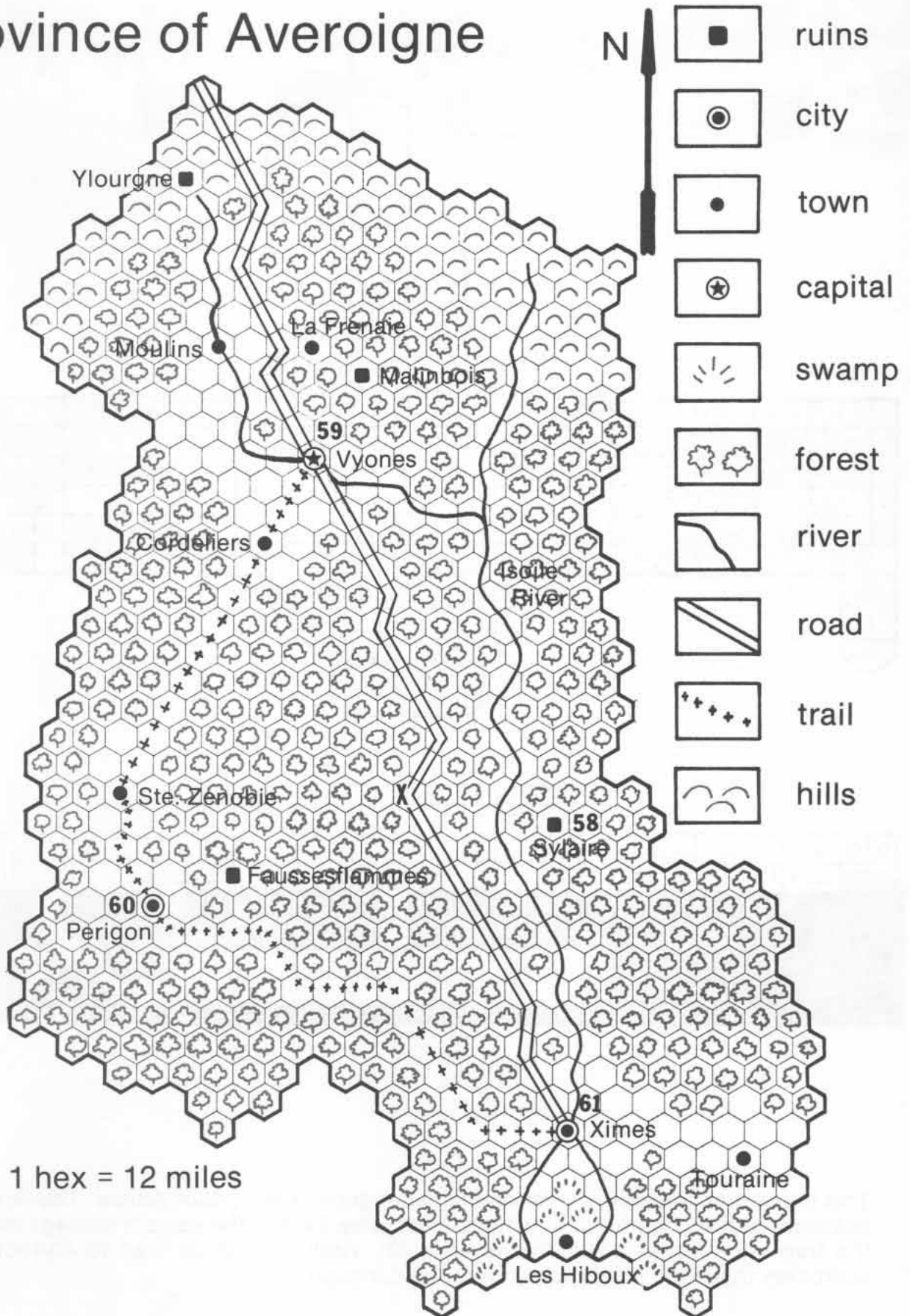
A snow-white carpet covers the floor of this room. The walls and ceiling are ivory colored. You can smell the incense of jasmine, ginseng and mandrake root. The white colored furniture in the room is covered with a layer of frost. The temperature in the room is freezing. A giant, white, six-legged lizard stares at you.

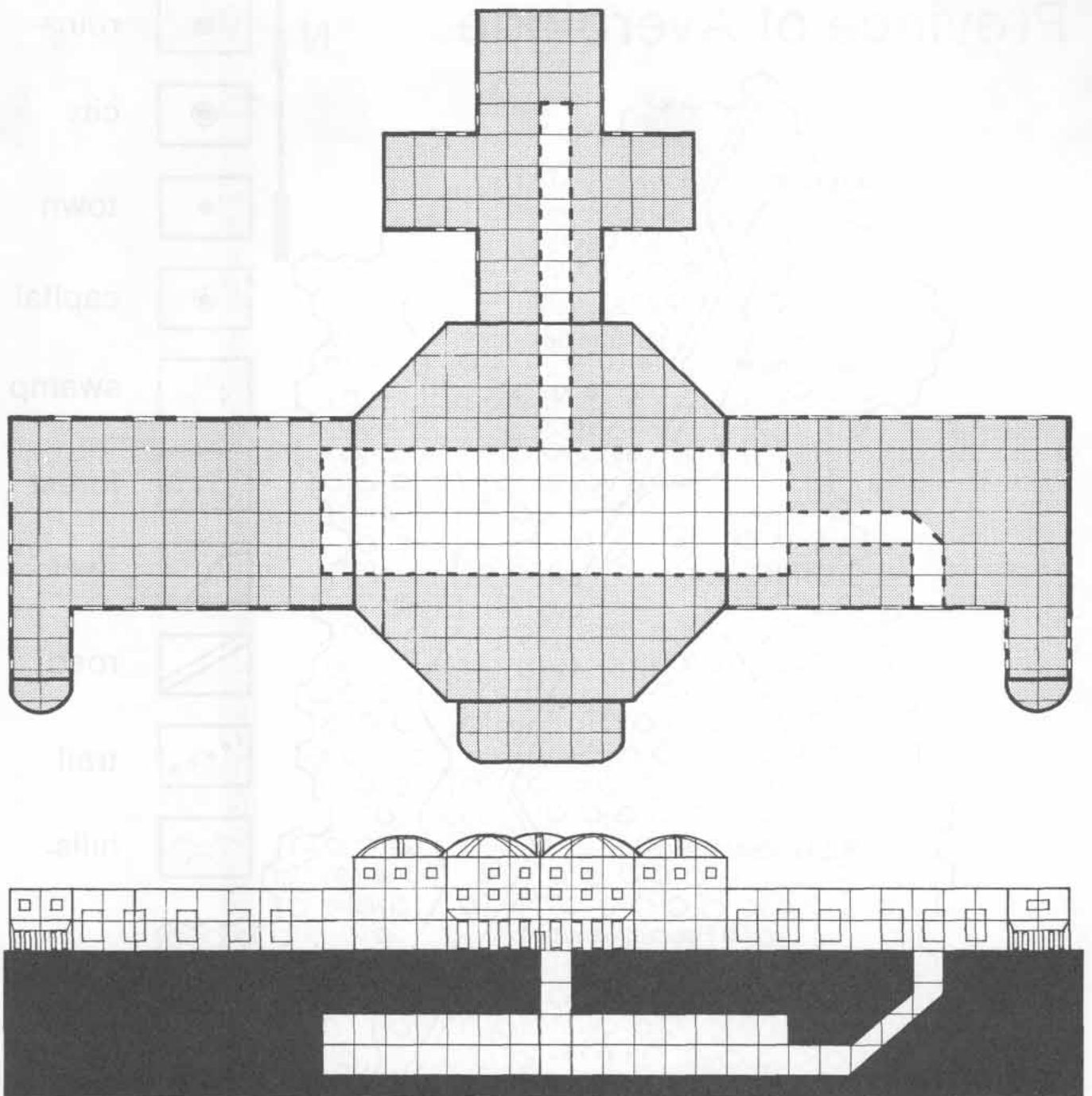
The Dungeon



-  door
-  magical gate
-  secret door
-  pentagram
-  pit
-  bars
-  pool
- 1 square = 10 feet

Province of Averroigne

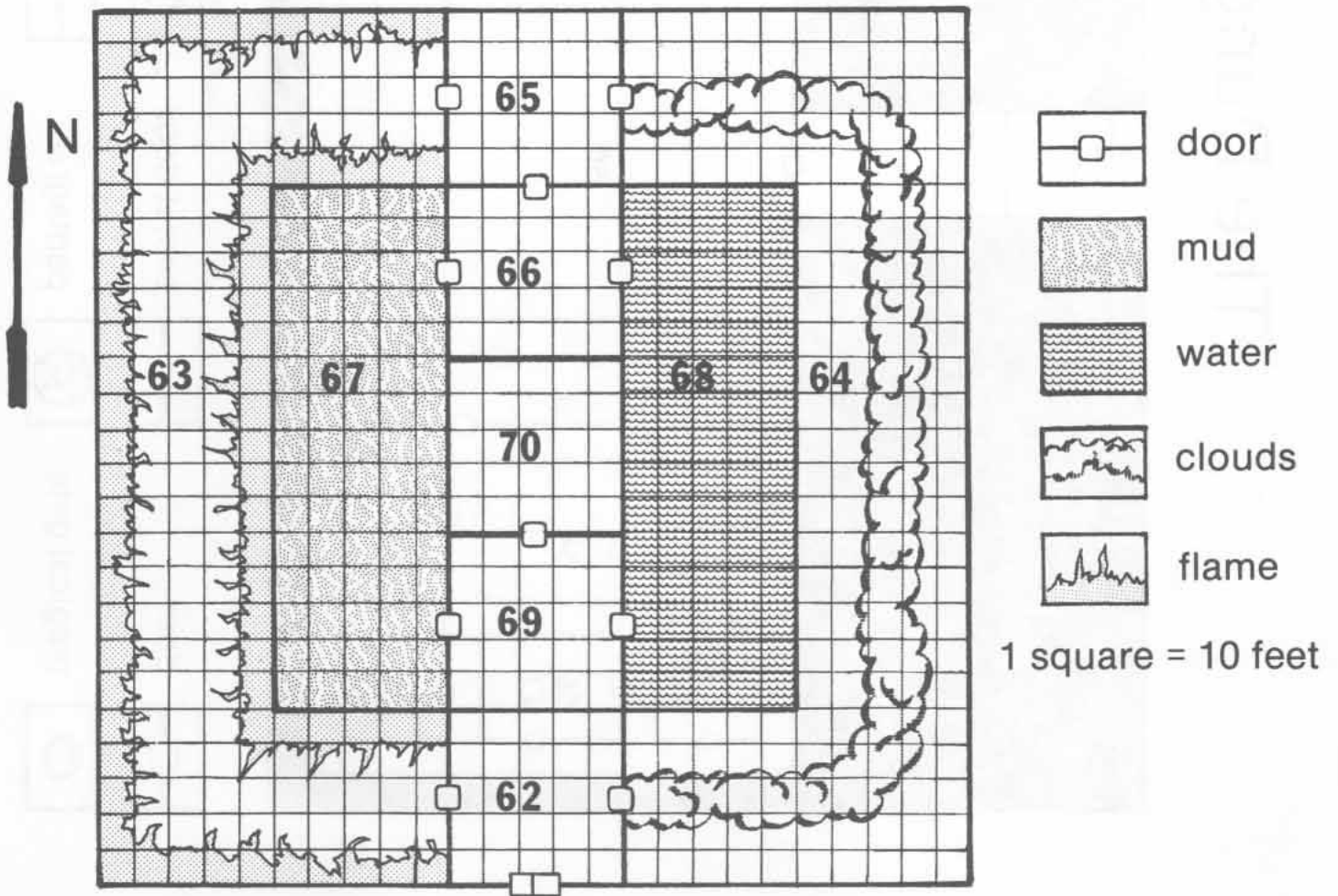




This illustration shows the location of the dungeon under Castle Amber. The northern passage leads to the trap door in the chapel (area 24) and the eastern passage leads to the trap door in the Black Room (area 42). Both trap doors lead to 40-foot-high staircases that wind steeply down into the dungeon.



The Tomb of Stephen Amber



The lizard is a frost salamander* (AC 3; HD 12*; hp 50; #AT 5 + special; D 1-6 (x4)/2-12 + 1-8; MV (40'); Save F12; ML 9; AL C). Piled in a corner of the room, beneath a layer of snow, are 6,000 sp and 8,000 gp.

41. THE GREEN ROOM.

The walls and ceiling of this room are painted green. An emerald-colored carpet covers the floor. The room is empty of furniture. The scent of sandlewood, roses and musk fills the room. A giant man stands in the center of the room. The giant's skin is pale green and his hair and long shaggy beard are dark green. He holds a two-handed sword. A normal sword is belted at his waist. He is dressed in leather clothing dyed green.

The man blocks the other doorway in the room. The green man will tell the party that the only way they can pass is if they cut his head off. He will offer them the use of his two-handed sword (the only weapon which can harm him). If a character takes the sword, attacks the green man and rolls an unmodified 16 or greater it will cut the giant's head off. In the meantime, the giant will attack the wielder of the two-handed sword, attacking as an 8 HD monster, doing 1-8+3 points of damage. The party can turn and leave, but they must fight the green man to use the other door. The green man is immune to all spells. He can only be struck and killed if his head is cut off with the two-handed sword, otherwise, he takes no damage from attacks. His two-handed sword will not hurt anyone but himself.

42. THE BLACK ROOM.

Ebony paint covers the walls and ceiling of this room. A sable carpet covers the floor. The scent of henbane, assafoetida, and hellebore root fills the room. All the furniture in the room is lacquered black. The room appears to be empty.

A close inspection of the room will reveal that while the room is free of monsters and treasure, the carpet conceals a trap door in the northeast corner leading to an underground passage to room 46, the **Magical Letter Squares** (in Part 6, The Dungeon).

43. THE RED ROOM.

A blood-red carpet covers the floor. The walls and ceiling have been painted scarlet. The incense of sulphur, benzoin and euphorbium fills the room. The furniture in the room has been lacquered red. A large man stands in the center of the room. The man has scarlet skin and yellow hair. He wears reddish-gold armor. His shield shines like the sun.

This man is a member of the Brotherhood of the Sun (AC 0 ; HD 12; hp 54; #AT 1; D 1-8+3; MV (40'); Save F12; ML 9; AL L; for more information see **Part 9, New Monsters**). A leakproof, red-hot iron chest contains a molten pool of gold; when cool (solid) it is worth 5,000 gp.

The Sun Brother has taken service with Claude Amber in return for Claude's past help in slaying an evil efreeti.

44. BED ROOM.

In this room are eight humanoids who have the heads of large dogs.

The canine-like humanoids are lupins (AC 6; HD 2; hp 9 each; #AT 1; D 1-8; MV (40'); Save F2; ML 9; AL L; for more information see

Part 9; New Monsters). The lupins are led by Claude Amber (room #36) and will go to his aid if he calls for help. They are protecting a treasure chest which holds 7,000 gp, a **wand of fire balls** (6 charges) and a **displacer cloak**.

45. FOYER.

This room is an antechamber leading outside. You notice that the gray mist still surrounds the castle. Inside the room are six 3' tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears.

The 3' tall humanoids are gremlins (AC 7; HD 1**; hp 5 each; #AT special; D special; MV (40'); Save E1; ML 12; AL C; for more information see **Part 9; New Monsters**). They are whimsical creatures with an evil sense of humor. As soon as the party opens the door the gremlins will attack by radiating their chaotic area of effect in a 20' radius. Anyone who does not save vs. Spells each round will find that everything is going wrong. This chaotic aura can cause mechanical devices to not work, belt buckles to pop open, or axe-heads to fall off, all at the whim of the gremlins. Any attacks on a gremlin that miss may hit the attacker; the DM should roll for hitting. Any spells cast at the gremlins will affect the caster, if a save vs. Spells is failed. Gremlin magic is more playful than deadly.



PART 6: THE DUNGEON

46. MAGICAL LETTER SQUARE.

A large square grid has been painted on the floor in the middle of this room. The grid is five 10' x 10' squares long and wide, a total of 25 squares. A huge capital letter has been painted in the middle of each square. There is a door on the other side of the room, but to reach it you must step on several of the painted squares.

The grid is a magical "letter square." Notice that the letters on the grid spell out the same five names if read from right to left, left to right, top to bottom or bottom to top. Each five-letter name is the name of a magical spirit with special powers. The letter square can be used to invoke one of these powers or to invoke the basic magic of the letter square itself.

If a character walks on the letter square without spelling out one of the five names or stands on one of the letters that character will be affected by the power of the letter square — lunacy.

Lunacy: Any character affected by lunacy will act normally, except when the moon is full, new or in its first or last quarter. When the moon is full, the character will either become violent and attack others for no apparent reason or will just sit and stare rapturously at the moon and perhaps howl. When the moon is new or in its first or last quarters, the character will become depressed and paranoid, believing good friends are deadly enemies.

If a character walks across the letter square stepping on five of the letters in order to spell one of the five names of the spirits, the character will be affected by the power of that spirit. Each spirit's name can be invoked only once and then other characters may walk across the letter square to spell out the same name without being affected. The affects of each name are:

GOHEN: The character gains 1-3 points of wisdom (cannot be raised above 18).

ORARE: The character gains +2 on all saving throws.

HASAH: The character is struck blind.

ERARO: The character is transformed into a werewolf and should be run by the DM.

NEHOG: The character gains 1-3 points of charisma (cannot be raised above 18).

Note: All ill effects of the magical letter square can be removed with a **remove curse** spell.



47 a-d. CELLS.

You see four dungeon cells. The back and side walls of each cell are made of stone. The front wall is a grid of iron bars. In one cell you see a long-haired man holding a paint brush and a bucket of paint. He is huddled in the corner of the room, staring rapturously at a highly realistic painting of the moon on the back wall of his cell. In another cell you see a large man with the head of a bull. The other two cells appear to be empty.

The man with the paint brush is in cell **47b**. He is Gaston Amber (Gaston D'Amberville) (AC 9; M 9; hp 33; #AT 1; D 1-4 +1; MV (40'); Save M9; ML 6; AL N; S 10, I 16, W 7, D 11, C 12, Ch 11) who was caught in the magical letter square. He is a lunatic who has forgotten all his spells. He fights with a dagger he has hidden in the bucket. Anyone who has become a lunatic as a result of the magical letter square will enter the cell and join Gaston. The door is unlocked.

Cell **47a** is not really empty. It contains an invisible stalker (AC 3; HD 8*; hp 36; #AT 1; D 4-16; MV (40'); Save F8; ML 12; AL N) that will attack anyone who enters the cell, surprising victims on a roll of 1-5 (d6). After the first round, the DM is advised to allow characters to fight it at -4 to hit.

The minotaur in cell **47c** is actually an illusion. Cell **47d** is empty.

48a. MORGUE.

This long corridor is very chilly, as if the temperature is being magically manipulated to remain cool. The north and south walls are lined with many rows of small doors. There are six rows of six 3' x 3' doors on each wall. Other than these features, the corridor is empty.

Upon investigation, the party will discover that there are small painted markings on five of the small doors. All the doors in the corridor open easily. The unmarked doors swing back to reveal a 3' x 3' niche extending back into the wall for 6'. The recessed space is empty. In the spaces behind the marked doors, however, are dead human bodies under sheets, one body behind each marked door. Each body is drained of blood and has had its brain neatly removed.

This room is a storage area for the victims of the brain collector in room **48b**. The brainless bodies are kept here until they can be disposed of or used for further research purposes.

48b. THE BRAIN COLLECTOR.

This room is equipped somewhat like an alchemist's laboratory, though most of the equipment looks unfamiliar. There are a number of knives, scissors and other surgical tools. A metal table stands in the middle of the room. On it is strapped a human male. Near the table stands a large, horrible, unearthly creature on six crab-like legs. It has a grotesque bloated body covered with an oily yellow-orange membrane, from which protrude masses of short tentacles, four yellow, bulging eyes and a repulsive tooth-filled mouth in the top. There are five large lumps on the upper part of its body, just above the baleful eyes.

This strange monster is a Neh-Thalggu, or brain collector (AC 2; HD 10*; hp 55; #AT 1 + spells; D 1-10 + spells; MV (60'); Save F10; ML 10; AL C; for more information see **Part 9, New Monsters**). At some point during Castle Amber's travels through time and space, the creature was able to cross through the dimensional barrier and take up residence within the castle. This room serves as its living quarters and laboratory. The man on the table is dead, his blood drained and his upper skull cut away. This creature collects brains by swallowing a removed brain; the brain then moves into a pocket in its head. It can collect up to 12 brains. If the brain collector is interrupted in the midst of collecting a brain it will furiously attack any intruders. The five lumps over its eyes show the presence of the brains it has already stolen. For each brain it collects the creature gains the ability to cast **one** magic-user spell of 1st-3rd level. The spells it can use are:

First Level: charm person, magic missile
Second Level: levitate, phantasmal force
Third Level: haste

In a corner of the room is the brain collector's junk bin. In it are the clothing, weapons and equipment of its victims. Most of the contents of the bin are worthless, but a thorough search will reveal seven 100 gp value gems in various pockets and pouches, 200 gp in coins, a **shield** +1 and a **sword** +2.

49. MAGEN VATS.

This room contains a number of large metal vats and cauldrons, some of which contain iridescent, frothy liquids. Magical symbols are engraved on each vat and cauldron. There are many tables and shelves holding flasks and vials of various liquids, solids or powders. Standing in a silent row against the east wall are four human-like beings. All are naked, though two hold short swords. As the room is entered, the four beings rush to attack.

This room is a creation room for magen (see **Part 9, New Monsters**), having been magically consecrated for such a purpose and then stocked with the necessary materials and equipment. This is where the powerful wizards of the Amber family design and create various types of magen. The four human-like beings are themselves recently created magen, one of each type: a demos (AC 7; HD 3+2; hp 26; #AT 1; D short sword 1-6; MV (40'); Save F4; ML

12; AL N), a hypnos (AC 7; HD 2*; hp 12; #AT 1; D **charm person**; MV (40'); Save M2; ML 12; AL N), a caldron (AC 5; HD 4*; hp 20; #AT 1; D wraps victim with its arms and legs and secretes acid for 1-10; MV (40'); Save F4; ML 12; AL N), and a galvan (AC 3; HD 5*; hp 33; #AT 1; D **lightning bolt** for 3-18 or by weapon; MV (40'); Save F5; ML 12; AL N). They have been instructed to remain in the room as guards and to destroy interlopers.

It is quite impossible for the characters to make constructive use of any of the materials found in this room, as the complex magical formulae necessary at each step of the creation process are far beyond their collective knowledge. There is, however, a large iron safe stashed away under one of the tables. Inside are 5,000 gp worth of powdered gold and platinum in crystal vials, 2,000 gp worth of semi-precious stones, and a tiny, human-shaped figurine carved from gold-inlaid black onyx worth 800 gp.

50. ALCHEMISTRY LABORATORY.

This large room is outfitted as a complete alchemy laboratory with long wooden tables and myriad wood shelves filled with strange flasks and glassware: alembics, calcinators, sublimators, athanors, retorts and distillation apparatus.

As soon as all the characters, or as many characters as possible, are in the room, all the doors close magically and lock (as per a **wizard lock** spell). Spikes will not hold a door open nor will party members trying to hold the door open succeed. Only a **knock** spell will open the door (unless the party can figure out some reasonable alternative such as transmuting the stone door to mud). Once all the doors are shut, concealed vents will open and begin to fill the room with a black powdery cloud which moves as though it is alive. There are 20 vents spaced evenly throughout the room. Every round a character breathes in the fumes or comes into direct contact with the powdery cloud, the character must save vs. Spells or fall asleep. There is no place in the room to avoid the black dust. Amber family) will put to sleep those who breathe its fumes. It will The black powdery cloud is black lotus dust. The black lotus is a rare, highly poisonous and highly magical plant. Its fumes can bring death or ecstasy, depending on how the black lotus dust is prepared. This particular alchemical preparation (a secret of the

cause exceptionally vivid dreams (or nightmares) and has the magical property of possibly making those dreams (or nightmares) come true.

The DM can make up any dream he or she wishes, giving the character an equal chance for a good dream, a neutral dream or a nightmare. A DM also can use some or all of the suggested dream outlines given below. The more detail the DM can invent, the more interesting each dream becomes. Remember that dreams need not be logical.

No matter what type of dream the individual has, the dream will become real if the individual fails to save vs. Spells a second time. The other characters will, of course, see only the end result of the dream. All the characters will awake at approximately the same time.

Dream Suggestions:

1) A dream that a winged god (or goddess) visits the character and decides to give the character the gift of flight. The character sprouts wings and soars among the clouds. The character will wake up with real wings if the save is not made.

2) A dream that the character was captured by strange lizard folk, then put on display in an open cage in some unknown city. Fortunately a passing magic-user took pity on the character and teleported him or her safely back to where the dream began.

3) A dream that the character saved the life of an important courtier in Glantri. The courtier befriended the character and successfully plotted in the character's behalf. The character has been made an honorary Lord or Lady in Glantri (no lands or money go with the title, but the character does win the right to act like a Lord or Lady).

4) A dream of endlessly running down hill away from a boulder which is rolling at the character. Fortunately the character wakes just before it crushes him or her.

5) A dream of a strange land called Averogne (see **Part 7**). The character will disappear from the room and will be out of play, but will awake in the clearing on the far side of the Gate of the Silver Keys at just about the same time that the party actually arrives and opens the Gate.

6) A dream of suddenly being attacked while walking down some unknown dungeon corridor, by one monster rolled at random from the Wandering Monster Table for levels 4-5 in the D&D Expert rules. Conduct the fight normally.

7) A dream about a glorious, heroic quest filled with dangers that the character successfully defeats. The character gains 1 experience level immediately (with the minimum number of experience points) if the dream comes true.

8) A dream that all the plantlife in the world suddenly gains demonic intelligence and plans to take over the world. The character is the only person who knows the truth. Fortunately he or she discovers an ancient artifact which, when destroyed, returns the plants to normal. Unfortunately no one will believe the PC's story. (100 experience points anyway if the dream comes true.)

9) A dream that one wandering monster, rolled randomly from the Wandering Monster Table for levels 6-7, suddenly breaks into a room where the character is alone. Conduct the fight normally. If the character is victorious and the dream comes true, the character receives the experience points plus one magical item rolled at random.

10) A dream of a long terrible fall which ends in a worse crash (and death, if the dream is real).

51. LAIR OF THE GREAT WORM.

You see a huge mound of treasure 10' high by 10' wide by 40' long lying in the middle of the room. A great portion of the treasure appears to be copper and silver pieces.

The mound of treasure is actually a slime worm (AC 5; HD 10; hp 64; #AT 1; D 2-12; MV (20'); Save F5; ML 9; AL N; for more details see **Part 9, New Monsters**). This creature secretes a sticky slime that coats its back, so that coins, jewels, shields and other items of treasure stick to it when the worm rolls over the treasure. The slime does not affect attacks. This particular slime worm is so old that its back is completely covered with treasure. The monster will wait until the party begins to search the "pile of treasure" before attacking.

The slime worm will swallow its prey whole on an unmodified "to hit" roll of 18 or better. Prey that has been swallowed will take 2-12

points of damage per round until rescued.

The treasure consists of 50,000 cp, 10,000 sp, 3,000 gp and miscellaneous bits of non-magical armor and weapons.

52. BOBBING FOR A KEY.

In the center of this otherwise bare room is a 10 foot deep sunken pit filled with liquid. A thin glass sphere floats in the middle of the pit. Inside the sphere can be seen a large silver key.

The liquid is an acid and anyone falling into the pit must save vs. Death Ray or die. The acid will burn for 1-8 points of damage if someone puts their hand in it. The thin glass sphere will shatter unless it is delicately handled. If the key falls into the acid, the key will be ruined. This silver key is worth 500 gp and can be used to open the silver gate to Averoigne (see 57).

53. THE DEMON OF DEATH.

A pentagram surrounded by a circle has been painted in white paint on the floor in the middle of this room. An amber colored candle burns at each point of the pentagram. A hunting horn of amber hangs from a peg on one wall. There is movement in the darkness in the center of the pentagram and you see standing there a 10' tall humanoid covered with a dull gray scaly skin. Its gaunt body is hairless. Ivory fangs protrude from its mouth and its fingers end in metallic talons. Its eyes glow like smoldering coals and two huge bat-like wings grow out of its back.

The creature inside the pentagram is a death demon (AC 4; HD 7**; hp 32; #AT 3; D 1-4/1-4 + paralysis and 2-8 + poison; MV (30') fly (60'); Save F7; ML 10; AL C; for more details see **Part 9, New Monsters**). Anyone struck by the creature's adamantine claws must save vs. Paralysis or be paralyzed for 2-8 turns; those bitten must save vs. Poison at -2 or die.

The death demon will promise anything if the party agrees to release it. All the party needs to do is break the magic circle by throwing dirt on it, covering it with a cloak or so on. If the death demon is freed it will immediately attack the party, as death demons have no sense of gratitude but only the insatiable desire to destroy. The magic circle prevents the death demon from attacking. The horn on the wall, when blown, has the power to force any demon to return to its own plane of existence. It has only two charges remaining.

54. STORAGE ROOM.

The room is filled with dusty shelves. The shelves appear to be empty. There does not appear to be anything else in the room.

Most of the shelves are empty, but at the back of one of the top shelves is a dusty, cobweb-covered roll of parchment. This parchment is the same as scroll #3 found in room 36, **The Library** —titled "To Those Who Would Be Free".

55. KENNELS.

This room is outfitted as a dog kennel. There are four dog-houses here and you see four reddish-brown hounds, each the size of a pony.

The hounds are hellhounds (AC 4; HD 4*; hp 18 each; #AT 1; D 1-6 or breathe fire for 4-24; MV (40'); Save F4; ML 9; AL C). They will

not attack if any of the characters are dressed in the clothes of a member of the Amber family.

Inside one doghouse are four gems worth 100 gp, 100 gp, 500 gp and 1,000 gp.

56. ENTRANCE TO THE LAND OF THE GHOULS.

In the middle of the room is a 10' wide pit. The pit is guarded by six hideous, beast-like humans.

The humans are ghouls (AC 6; HD 2*; #AT 3; D 1-3 each + paralyzation; MV (30'); Save F2; ML 9; AL C). They are guarding a pit which leads to an underground labyrinth. This labyrinth eventually leads to the land of the ghouls. While the land of the ghouls plays no part in the adventure as written in this module, the DM can create an underground labyrinth and ghoulish kingdom to supplement the adventure, if he or she so desires. At the bottom of the pit (70' deep) is a treasure chest containing 3,000 gp and a **spear** +3.

57. THE GATE OF THE SILVER KEYS.

Set into the south wall is a 10' x 10' silver gate with three large keyholes. In front of the gate is a giant lion made of amber.

The giant lion is an amber golem (AC 6; HD 10**; hp 47; #AT 3; D 2-12/2-12/2-20; MV (60'); Save F5; ML 12; AL N) which will attack as soon as the party opens the door. If the amber golem is killed, it will fall apart into pieces of amber. The amber is worth 5,000 gp. Inside the amber golem is a scroll. The scroll is the same as scroll #3 in room 36, **The Library** — titled "To Those Who Would Be Free".

The silver gate leads to Averoigne (and eventually to the Tomb of Stephen Amber). It requires at least three silver keys to open the silver gate. All the silver keys found in Castle Amber are interchangeable, but three must be turned simultaneously for the gate to open. (The DM may wish to modify the number of keys necessary to open the silver gate if the party is not doing well, since it is essential that the party open the gate and continue the adventure in Averoigne.)

On the far side of the silver gate is a clearing beside a road in the midst of a dense forest. The gate works one way only. It will take party members to Averoigne, but will not return them to Castle Amber. Individuals in the clearing cannot see the gate, and the spot where it would stand is normal forest.

PART 7: AVEROIGNE

Averoigne is a province in a parallel world similar to medieval France. In this particular parallel world, magic is considered to be an evil pagan practice. Clerics do not cast spells, and spell casters in general are viewed with suspicion. While the ecclesiastical laws are not rigidly enforced, spell casters are subject to arrest and trial by the Inquisition (with subsequent execution left to the civil authorities). As long as the party uses its spells to occasionally aid the citizens of Averoigne without actively harming them, party members are not likely to be arrested.

Averoigne is based on 11 short stories written by Clark Ashton Smith. Most of the stories originally appeared in **Weird Tales** in the 1930's. CASiana Literary Enterprises, Inc., has graciously given its permission to base this section of the adventure upon the Clark Ashton Smith Averoigne stories (for a complete listing of the stories, consult the bibliography at the end of Part 7).

The wilderness map represents the Province of Averoigne. The area surrounding Averoigne province is not detailed and can be any type of terrain the DM wishes.

The encounters in this part of the module are left sketchy since most take place in cities and would require more detail and space than is available in this module. The DM should flesh out each adventure as he or she desires, designing NPCs, town streets and other details as necessary. When exploring the wilderness off the main roads, the party is more likely to encounter normal animals, such as wolves, bears, panthers, hawks, snakes and so on, rather than monsters. A bibliography of the stories of Averoigne is given at the back of this module, so DMs may find inspiration for fleshing out these adventures if it is desired.

The capital and major city of Averoigne is Vyones. Vyones is a walled city that houses a cathedral and the Archbishop of Vyones (the political and clerical leader of the province). Outside Vyones' walls is a large cemetery. The fertile plains around Vyones host numerous towns, hamlets, and taverns. The second largest city of Averoigne is Ximes. Ximes has smaller walls than Vyones, and the Bishop of Ximes lives here. The only other city in Averoigne is Pérignon. Pérignon is unwalled and houses an abbey.

The largest villages in Averoigne are Touraine, Les Hiboux, Sainte (Ste) Zénobie, Cordeliers, Moulins, and La Frenaie. La Frenaie is also the name of a castle-chateau. Sylaire, Fausseflammes, Malinbois, and Ylourgne are ruined chateaux.

Averoigne is noted mainly for Averoigne Forest which fills three quarters of the province. The river Isoile runs from Ylourgne to the swamps around Les Hiboux. There are three main areas of cleared farmland in Averoigne around the three cities. The well-watered area around Vyones is the most fertile and houses the largest population. A road runs from Vyones to Ximes; a dirt track leads from Ximes to Pérignon and from Pérignon to Vyones.

The culture of Averoigne is similar to that of France during the High Middle Ages (c. A.D. 1100 - 1350). The original Averoigne stories cover a number of different time periods but for purposes of simplicity and playability all the Averoigne stories are considered to occur roughly within the same era. Fausseflammes and Sylaire are gateways to earlier times. The Tomb of Stephen Amber cannot be found in Averoigne as it is constantly traveling through space, time and the varied planes of existence.

Wandering Monsters

Averoigne uses a special Wandering Monster Table. Check three times per day (morning, noon, and night) for wandering monsters. Encounters will occur on a roll of 1 or 2 on 1d6.

Averoigne Wandering Monster Encounter Table

Die Roll	Monster	Number	Statistics
1	Gérard de L'Automne†	1	AC 2; F7; hp 39; #AT 1; D 1-8+2; MV 60' (20'); Save F7; ML 9; AL L.
2	Gilles Grenier†	1	AC 9; M6; hp 15; #AT 1; D 1-4 + spells; MV 120' (40'); Save M6; ML 8; AL N.
3	Jehan Mauvaissoir†	1	AC 4; T14; hp 46; #AT 1; D 1-8+1; MV 90' (30'); Save T14; ML 10; AL C.
4	Lycanthrope, Werewolf	2-8	AC 5; HD 4*; hp 18 each; #AT 1; D 2-8; MV 180' (60'); Save F4; ML 8; AL C.

5	Moriamist	1	AC 9; M11; hp 25; #AT 1; D 1-4 + spells; MV 120' (40'); Save M11; ML 9; AL N.
6	Pagans	3-30	AC 6; HD 1; hp 5 each; #AT 1; D 1-6; MV 90' (30'); Save F1; ML 8; AL N.
7	Phantoms	1-4	AC 9; HD 6; hp 28 each; #AT 1; D 1-4 or special; MV 120' (40') fly 240' (80'); Save F3; ML 12; AL C.
8	Shadow	1-12	AC 7; HD 2+2*; hp 11 each; #AT 1; D 1-4 + special; MV 90' (30'); Save F2; ML 12; AL C.

†See descriptions below.

Gérard de l'Automne — Abilities: S 17, I 9, W 14, D 16, C 13, Ch 15. Gérard is a professional troubadour. He travels from one chateau to another singing his poetry to the local lords and ladies. He is also skilled at fighting and is able to handle most dangerous situations. He carries a rapier and a hornbeam staff sharpened to a point at one end (an excellent weapon vs. vampires). He also wears chain mail and carries a shield. Gérard is courteous and well-mannered. He is quite likely to travel with the party, at least until they reach a village, town or chateau.

Gilles Grenier — Abilities: S 10, I 16, W 7, D 11, C 12, Ch 10. Gilles is a sorcerer who specializes in mixing potions, particularly love potions. He does not usually practice black magic, but neither does he go out of his way to avoid black magic. Gilles murdered his wife Sabine in a fit of passion, and now the ingredients he uses to make his potions are cursed. He is able to make up any of the more common potions for a suitable price. However, there is a 50% chance that a potion he sells will have harmful effects, either the reverse of what is expected or it will be poison. His spells are:

First level: detect magic, read languages

Second level: detect invisible, locate object

Third level: hold person, lightning bolt

Jehan Mauvaissoir — Abilities: S 16, I 13, W 17, D 18, C 14, Ch 15. Jehan is the retainer and associate of Azedarc, a black magician who cheated his way into becoming the Bishop of Ximes. Jehan Mauvaissoir is a thief and assassin. He is cunning, treacherous and completely without morals. Jehan will stop at nothing to protect Azedarc's secret. He will deny all knowledge of potions of **time travel**, but probably will try to slip the potion into the party's wine to be rid of them. If party members drink some of the potion they will be sent into the past and must visit Moriamis to return.

Jehan prefers trickery to violence, and guile to fighting. He also uses the names of Sieur des Emaux and Melchire. Jehan and Azedarc can travel back and forth in time. Both are actually centuries old, though they do not appear aged. Jehan has the thieving abilities of a 14th level thief. He wears leather armor and uses a short sword and dagger.

Moriamis — Abilities: S 12, I 16, W 18, D 15, C 13, Ch 17. Moriamis is a sorceress who was born in Averoigne before the inquisition. Her spells avoid the taint of black magic since no such distinction was made during her lifetime. She should be handled by the DM as a normal magic-user. She stole Azedarc's

secret of time travel and can brew a potion of **time travel** if needed. Moriamis is the mortal enemy of Azedarc and Jehan. She is quite likely to befriend the party and give them a potion of **time travel** for some favor. Her spells are:

- First level: charm person, detect magic, protection from evil, read magic**
- Second level: detect evil, ESP, phantasmal force**
- Third level: dispel magic, fly, infravision**
- Fourth level: charm monster, remove curse, wizard eye**
- Fifth level: contact higher plane, hold monster**
- Sixth level: reincarnation**

X. ENTRANCE TO AVEROIGNE

The party enters Averoigne through the Gate of the Silver Keys, emerging onto the map at this point. Any characters who dreamed of meeting the party in Averoigne and disappeared will appear here as the party arrives. This is a clearing alongside the road to Vyones and Ximes. Exploring will reveal that just around a bend in the road to the north is the Inn of Bonne Joissance, where the party may rest free of danger.

It is important at this point that the party understand what they are searching for. The instructions on the scrolls — “To Those Who Would Be Free” — for breaking the curse on Castle Amber are engraved on the inside of the lid of Stephen Amber’s casket. However, Stephen Amber’s Tomb travels in time and space and thus must first be summoned. To summon the tomb the party must find four special magic items somewhere in the land of Averoigne. These items are

- 1) **The Enchanted Sword of Sylaire**
- 2) **The Viper-Circled Mirror**
- 3) **The Ring of Eibon**
- 4) A potion of **time travel**

The scrolls indicate that the sword can be found in the ruins of Sylaire. The mirror may be found in Vyones. The ring is currently in Périgon. A potion of **time travel** may be found in several places, but Ximes is the most likely. The sword is owned by Sephora, the mirror by Gaspard du Nord, the ring by Luc le Chaudronnier, and the potions by Azedarc, Jehan Mauvaissoir, and Moriamis.

The DM should make sure that the party possesses the instructions on scroll #3 — “To Those Who Would Be Free” — at this point, even if the scroll has to miraculously appear.

The DM should allow the Inn of Bonne Joissance to be reasonably crowded. After the initial distrust of strangers fades, the local inhabitants will be quite willing to gossip. The following information can be gained by a liberal expenditure of money to buy drinks:

- 1) Vyones, Périgon and Ximes are the three major cities of Averoigne.
- 2) The Inn of Bonne Joissance lies on the road to Vyones and Ximes: Vyones is to the north and Ximes is to the south.
- 3) Sylaire is a ruined chateau with an evil reputation about 30 miles to the east of the inn, across the river Isoile.
- 4) Les Hiboux is a village in the swamps somewhere south of Ximes.
- 5) Azedarc is the Bishop of Ximes. Opinion seems equally divided as to whether the man is a black magician masquerading as a bishop or a saintly, maligned man.

None of the other names on the list are known to the local inhabitants of the inn. As the party travels around Averoigne, the DM may

wish to give out further useful information when it is reasonable and necessary to do so.

58. THE ENCHANTED SWORD OF SYLAIRE.

The chances of the party getting lost searching for Sylaire are good. However, the DM should not let the party remain lost for too long before they stumble on Sylaire by accident.

The area around Sylaire is brown, open moor studded with druidic stone pillars. Sylaire is both the name of the ruined castle and the name of an enchanted land. The path into this enchanted land leads through a stone arch. Beyond the arch the trees are larger and greener than those in Averoigne. Even the seasons seem different, as the sun shines longer and winter seems very far away. In this enchanted land only one high, round tower stands where the mighty castle of Sylaire once stood.

The tower is the home of Sephora, chatelaine of Sylaire and a magic-user (AC 9; M14; hp 30; #AT 1 + spells; D 1-4 + special; MV 120' (40'); Save M14; ML 10; AL N). Sephora is very beautiful, with thick, curly chestnut hair bound with silver filigree. Her spells are

- First level: charm person, detect magic, hold portal, sleep**
- Second level: ESP, mirror image, phantasmal force, wizard lock**
- Third level: clairvoyance, dispel magic, hold person, lightning bolt**
- Fourth level: growth of plants, hallucinatory terrain, massmorph, polymorph others**
- Fifth level: conjure elemental, contact higher plane, magic jar**
- Sixth level: control weather, flesh to stone, reincarnation**

In addition to her spells, Sephora has the power to charm any male who sees her, if he fails to save vs. Spells. If she is attacked, the charmed males will fight to protect her. The DM may wish to give her two male guards already.



It should be made clear to the party that if they are rash enough to attack Sephora, they will probably all die. Sephora’s initial reaction to the party will be beneficial, since no one enters Sylaire without her willing it. Sephora has a mission for the party. She knows of their need for the Enchanted Sword of Sylaire and will trade the sword in return for the party’s aid. A werewolf is stalking Sylaire and Sephora could use help in slaying the creature. She will warn the party that the werewolf, in human form, is a powerful magic-user.

The werewolf (AC 5; HD 4*; hp 24; #AT 1; D 2-8; MV 180' (60'); Save M10; ML 8; AL C) is Malachie du Marias, who is also a high level magic-user (AC 9; M10; hp 24; #AT 1; D 1-4 + spells; MV 120' (40'); Save M10; ML 8; AL C). When encountered, there is a 50% chance Malachie will be in werewolf form and a 50% chance he will be in human form. In werewolf form he will attack with his bite, using hit and run tactics if the party is too powerful. In human form he will cast spells. Given a chance to prepare a strategy, Malachie will assume human form and cast his spells and then change to a werewolf and attack. His spells are

First level: darkness, magic missile, shield

Second level: detect invisible, phantasmal force, web

Third level: dispel magic, haste, protection from normal missiles

Fourth level: dimension door, polymorph others, wizard eye

Fifth level: animate dead, transmute rock to mud

To find Malachie the party must search the ruins and the forest around Sylaire, avoiding the pitfalls and creatures that lair there. The DM should create whatever challenges he or she desires. If Malachie is encountered at night he will have a pack of 2-5 wolves running with him (AC 7; HD 2+2; hp 11 each; #AT 1; D 1-6; MV 180' (60'); Save F1; ML8; AL N).

The Enchanted Sword of Sylaire is a **sword +3, +5 vs. undead**. Its purpose is to slay undead and it will automatically kill any undead it hits on an unmodified score of 18 or better. It also can **detect evil** and **detect invisible** and gives the user the ability to **fly** (as per the spell) for up to three turns three times per day. Sephora will also give the party a scroll with a **fly** spell on it when they succeed in destroying the werewolf.

59. THE VIPER-CIRCLED MIRROR.

The Viper-Circled Mirror is a round mirror with a frame that looks like a bronze viper eating its tail. The mirror is owned by Gaspard du Nord (AC 9; M7; hp 25; #AT 1; D 1-4 + spells; MV 120' (40'); Save M7; ML 8; AL N). Gaspard is a neutral magician who lives in Vyones.

When the party arrives at Vyones they will find the town in an uproar. Most of the citizens will be crowded into the square listening to the Archbishop of Vyones. The archbishop is describing a calamity about to befall the town. The evil black magician, Nathaire, whom the citizens drove out of Vyones, has begun his revenge. Nathaire specialized in necromancy — magic involving the dead. He has taken great numbers of bodies and created a golem-like colossus. The colossus towers one hundred feet tall. It uses an entire tree for a club. Only magical weapons can harm it.

The citizens of Vyones have no magical weapons. Their only defences are the city walls which the colossus will quickly batter down. Vyones is on the verge of panic.

A citizen dressed in green and brown robes steps up to the podium and asks for silence. He tells the crowd that he thinks he knows a way that the colossus can be defeated. The man is Gaspard du Nord. Before he saw the error of his ways, he was one of Nathaire's pupils. Gaspard no longer practices magic, since it is a forbidden art. But he does remember the formula to a black powder which, when blown into the face of the colossus, will return it to its natural state, a dead body.

Gaspard is willing to mix up a batch of the magic powder. He himself is not a warrior, so a group of adventurous volunteers is still needed to travel north to Ylourgne, where Nathaire is animating the colossus, and use the powder to stop the creature.

Gaspard is willing to give to the party his most prized possession, the Viper-Circled Mirror, if they succeed in destroying the colossus. The Vyones City Council will add a 10,000 gp reward if the mission is successful.

If the party tries to steal the mirror, they will first find it impossible to separate Gaspard from the crowd of citizens. Secondly, Gaspard does not have the mirror with him, nor is it in his quarters (he has buried it in a secret place). The citizens of Vyones will not take kindly to any attack on Gaspard. Hundreds of armed citizens will arrest the party. They will be given a choice — beheading, or volunteering to destroy the colossus. If forced into the mission, the party will still receive the mirror from Gaspard upon completion of the task, but forfeits the 10,000 gp reward.

If the party volunteers for the mission, they will meet Nathaire and the colossus in the forest north of Vyones. Since the colossus shakes the ground as it walks, the party will have plenty of advance warning. They will be able to set an ambush and attack with surprise.

If the party is forced to fight the colossus instead of volunteering, they will meet the colossus right outside the walls of Vyones. Hundreds of bowmen line the walls to make sure the party tries to perform the task. The party will not be able to attack with surprise.

The DM should make sure that the party has a fair chance to defeat the colossus. If they have not already journeyed to Sylaire, the DM might wish to have Gaspard hint that Sylaire holds a weapon useful against the colossus. The DM should then make sure that the colossus does not attack until the party returns from Sylaire.

If the colossus should somehow prove unbeatable, the party should still receive the mirror as long as they made a reasonably valiant attempt to defeat the colossus. The colossus will ravage Vyones until nightfall, then move away to some other part of Averogne. Gaspard will be among the survivors and will give the party the mirror as a reward for trying their best, even though they were defeated.

The colossus (AC 8; HD 100*; hp 350; #AT 1; D 10-80; MV 240' (80'); Save F14; ML 12; AL C) is controlled by Nathaire who has **magic jarred** into the titanic body. His own body rides in a basket strapped to the back of the colossus. The colossus attacks as a 21+ HD monster.

Gaspard will make enough powder to allow five separate attempts at hurling it in the face of the colossus. The powder must be hurled from 10' or closer into the colossus' face to work. If the party does not have the means of flying, it is still possible to hurl the powder from the top of the tallest building in Vyones (the cathedral) when the colossus comes within 10' of the tower. A successful attack with the powder will destroy the motivating force behind the colossus. It will crash to the ground, crushing Nathaire and his pupils. Attacks to hit with the powder while flying are normal. Attacks from the cathedral roof are at -4 to hit.

60. THE RING OF EIBON.

The Ring of Eibon is an heirloom belonging to Luc le Chaudronnier, a white magician. Luc lives in the city of Pérignon. The city is currently being terrorized by a mysterious attacker known as the Beast of Averogne. The Beast stalks its prey by night, killing both animals and men. The only portion of the kill which the Beast devours is the marrow inside the bones.

Just before the party arrives at Pérignon, a blazing red comet will

appear in the sky. The comet will hover over Averoigne, lighting up the night sky with its scarlet fires. The Beast and the comet appear at the same time.

The party will be unable to find Luc le Chaudronnier until late at night. Luc is hunting the Beast of Averoigne, hoping to exorcise the foul murderer using the Ring of Eibon. The party will be able to track Luc to a clearing outside the Abbey of Périgon, where Luc and a number of men-at-arms tried to stop the Beast and were unsuccessful.

The party arrives just in time to see a snaky figure climb the wall of the Abbey and a serpent-like tail disappear through the topmost window of the tallest tower in the abbey. Luc and the guardsmen lie on the ground outside the tower. Several guardsmen are dead; Luc is wounded but will recover. The Beast has stolen the Ring of Eibon. After the Beast stole the ring, Luc saw the Beast climb up the abbey tower wall and enter through the topmost window.

The window is that of the cell belonging to Théophile, the Abbot of Périgon. When the party enters the Abbey and climbs the bell tower stairs to the room all they will find is Theophile dressed in a black-cowled robe. He is unharmed. He saw nothing out of the ordinary. He claims that he was asleep until a few minutes ago when he was awakened by noises outside his window.

The abbot begins pacing as he talks. Most of the room is lit by torch lights. However, one section of the room is lit by the blood-red light from the comet shining in through the window. During his pacing, the abbot will finally walk into the red light and stop. He is overcome by an immediate transformation. The abbot Théophile becomes the Beast of Averoigne.

It is difficult to see the exact form of the Beast since it is surrounded by a swirling, shadowy red mist. Inside the blood-red mist, a black semi-serpentine form can barely be distinguished. The serpentine beast has a large flat snakish head with sharp serrated teeth, arms and a serpent's tail instead of legs. Its arms end in ebony talons. On one finger is the Ring of Eibon. The ring is only visible when Théophile is in Beast form.

The Beast of Averoigne (AC 0; HD 14*; hp 63; #AT 3; D 1-10/1-10/3-18; MV 150' (50'); Save F 14; ML 12; AL C) will attack on sight. The transformation is instantaneous. The Beast attacks with two claws and a bite. It can only be hit by magic weapons.

If the Beast is killed, it will change back to the form of Théophile. The citizens of Périgon, while secretly believing that poor Théophile was indeed cursed into becoming the Beast, will publicly deny it. They will ask the party to leave Périgon and not come back. The party may take the ring with them.

61. POTION OF TIME TRAVEL.

Several individuals in Averoigne own potions of **time travel**. Two of them, Jehan Mauvaissoir and Moriamis, might be encountered by chance. If so, the DM should give the party a fair chance of obtaining a potion of **time travel**. Moriamis, in particular, will be willing to help the party as long as the risk to herself is minimal.

If the party does not obtain a potion of **time travel** as a result of a chance encounter, they will have to journey to Ximes to see Azedarc. (The **Les Hiboux** clue on the scroll is a false clue, and if they attempt to follow it they will wander through the swamp confronting the creatures that live there before discovering that no one knows about a potion of **time travel**).

Azedarc, the Bishop of Ximes, is an evil magician (AC 9; M14; hp 40; #AT 1; D 1-4 + spells; MV 120' (40'); Save M14; ML 9; AL C), a

fact he will go to any length to keep secret. His spells are

First level: darkness, read languages, read magic, ventriloquism

Second level: detect evil, ESP, phantasmal force, wizard lock

Third level: clairvoyance, dispel magic, lightning bolt, protection from evil, 10' r

Fourth level: confusion, polymorph others, remove curse, wizard eye

Fifth level: conjure elemental, feeblemind, magic jar

Sixth level: control weather, geas, projected image

The DM should make sure the party realizes that magic is considered evil in Averoigne, before they meet Azedarc.

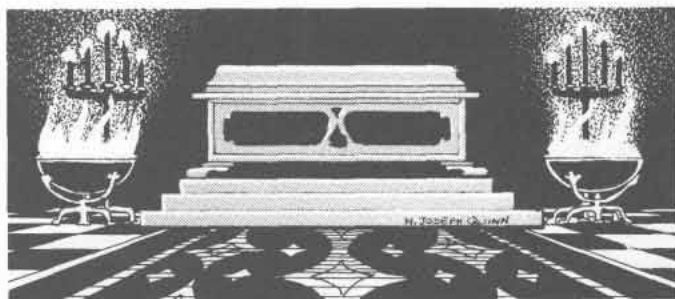
The DM should use discretion when judging the confrontation between the party and Azedarc. If the party accuses Azedarc of being a magician in front of other witnesses, Azedarc will have to defend his position in the community. He is likely to accuse the party itself of witchcraft and order the city guard to arrest them. On the other hand, if they secretly confront Azedarc, he would probably be willing to trade a potion of **time travel** for another magic item or items of at least equal value.

Two factors are particularly important in the confrontation between Azedarc and the party:

- 1) The confrontation should be secret;
- 2) The party should take some sort of precaution against treachery on Azedarc's part.

If the party does both of the above, the DM should allow them to trade for a potion of **time travel**.

The DM should note that this encounter, like many other city encounters, calls for intelligent play rather than mindless fighting. City streets are not dungeon corridors and if the party breaks the law they will have to pay the consequences.



PART 8: THE TOMB OF STEPHEN AMBER

The party should now possess the **Enchanted Sword of Sylaire**, the **Viper-Circled Mirror**, the **Ring of Eibon** and a potion of **time travel**. If they do not, they can go no further and will be trapped in Averoigne. The DM should give the party every conceivable chance to obtain the four magic items. Once these items are in their possession the characters may summon the Tomb of Stephen Amber.

When the Ring of Eibon is touched to the viper's tail on the mirror frame, the serpent will uncoil enough for the ring to slide over the tail. The ring will then slowly move up the viper's body until it circles the head like a collar. The viper's tail will once again be gripped in the viper's mouth.

When the **Enchanted Sword of Sylaire** is anointed with the potion of **time travel**, the blade will glow bright gold. As soon as the blade comes into contact with the mirror, the party will hear a high pitched humming. The mirror, ring and sword will then shatter

into thousands of shards.

The amber haze will once more surround and heal the party. The world of Averogne will fade out and the party will find itself on a seemingly endless plain. In front of them is a massive, square, 50' tall tomb made of amber colored marble. Carved over the entrance is the name "Stephen Amber."

On the door is painted the Amber family crest; A black shield with a gold phoenix (Sable, a phoenix Or). An amber crown is painted above the crest.

62. FIRST GUARDIAN.

Lying in the middle of this room, atop a pile of silver coins and gems, is a huge winged lizard. The gigantic lizard is covered with metallic blue scales. It appears to be asleep.

The sleeping blue dragon (AC 0; HD 9**; hp 41; #AT 3; D 2-7/2-7/3-30 + breath; MV (30') fly (80'); Save F9; ML 9; AL N) is the first guardian of Stephen's tomb. Its lightning breath strikes in the shape of a line 100' long by 5' wide. The dragon does not talk or use spells. If the dragon wakes, it will fight to prevent the party opening the west or east doors. The dragon's treasure is 86,000 sp and 59 gems worth a total of 5,900 gp.

63. FIRE.

Flames leap and crackle off the walls and ceiling of this long corridor. It looks like it is possible to walk down the corridor without getting burned as long as one stays in the center of the hallway where the heat is least.

A flame salamander (AC 2; HD 8*; hp 36; #AT 3; D 1-4/1-4/1-8 + special; MV (40'); Save F8; ML 8; AL N) waits to attack the party around the last corner of the room. Everyone coming within 20' of the flame salamander will automatically take 1-8 points of fire damage per round. Everyone coming within 20' of a wall or ceiling also will automatically take 1-8 points of fire damage per round. The ceiling is 50' high.

64. AIR.

You open the door and look down to find that the ground is thousands of feet below you. A solid-looking cloud trail, 10' wide, forms a path down the center of the hallway.

The cloud-path will easily support the weight of the party although they will fall if they step off the path. The walls of this hallway, though invisible, continue all the way to the ground as invisible force fields so that even flying individuals cannot leave this hallway except through one of the doors. Around the far corner of the hall a wyvern (AC 3; HD 7*; hp 32; #AT 2; D 2-16/1-6 + poison; MV (30') fly (80'); Save F4; ML 9; AL C) waits to attack the party. There is a 99% chance that any individual falling to the ground will be killed by the fall (roll % dice, a roll of 00 indicates survival with 1-4 hit points left).

65. SECOND GUARDIAN.

A 14' tall humanoid with gray rock-like skin stands in front of the inner door. The humanoid holds a large stalactite as a club. A large treasure chest sits behind him.

The humanoid guardian is a stone giant (AC 4; HD 9; hp 48; #AT 1; D 3-18; MV (40'); Save F9; ML 9; AL N). It will fight to prevent the party from opening the inner door. The chest is locked but not

trapped. It contains 5,000 gp, a neutral sword +1, +2 vs. spell users (8 intelligence, 8 ego, detects invisible and detects traps), a cursed scroll (turns victim into a living fly trapped in a piece of amber), a potion of clairaudience and a potion of invisibility.

66. THIRD GUARDIAN.

A creature with the face of a man, the body of a lion, the wings of a giant bat and a tail ridged with spikes guards the room.

The third guardian is a manticores (AC 4; HD 6+1; hp 28; #AT 3 or spikes; D 1-4/1-4/2-8/6 x 1-6; MV (40') fly (60'); Save F6; ML 9; AL C). It will fight to keep the party from opening the east or west door. Inside the room, hidden by an invisibility spell, are 3,000 gp.

67. EARTH.

The floor of this room is sunken and filled with mud.

The mud-filled floor is 10' deep. Hidden beneath the surface of the mud is a Mud Golem (AC 9; HD 8*; hp 36; #AT 1; D 2-12 + smothering; MV (30'); Save F8; ML 12; AL N). The mud golem can be hit only with magical weapons. The mud golem will rise to the surface of the mud to attack when the party passes. Characters fighting in the mud will do so at -2 to hit.

68. WATER.

This long room has a sunken floor filled with water to the bottom edge of the door.

The water is 40' deep and salty. A great white shark (AC 4; HD 8; hp 36; #AT 1; D 2-20; MV (60'); Save F4; ML 7; AL N) lies in wait for the party. It will attack anyone who tries to move past it in the water.

69. FOURTH GUARDIAN.

A large creature with a dragon-like body and five snake-like heads guards this room.

The final guardian is a five-headed hydra (AC 5; HD 5; hp 23; #AT 5; D 1-10 each; MV (40'); Save F5; ML 9; AL N). It will fight to prevent the party opening the door to room 70, **Stephen's Crypt**.

70. STEPHEN'S CRYPT.

In the center of this room is an ornate mahogany casket. The casket rests on a raised dais. A silver candelabra and an iron brazier stand at the head and feet of the casket. The candelabra holds burning amber candles, and perfumed smoke rises from the brazier. A large tapestry covers all the wall space, depicting the assassination of Stephen Amber.

Carved into the inside lid of the casket are the words "Burn the tapestry to break my curse". A skeleton wearing a crown of gold lies inside the casket. Nothing will happen until the tapestry is burned.

If the party burns the tapestry, a man dressed in rich velvet robes and wearing a golden crown and other fine jewelry will suddenly appear, stepping out of the smoke and ashes. He stretches and says, "Thanks, I've been trapped in there for ages." The tomb disappears and the party is back outside Castle Amber. The gray

mist has disappeared and the party can see the river they had been following at the start. They are back in their world. The castle was frozen in time as a result of Stephen's curse. Now that the curse is broken, the lost ages catch up with the castle in minutes. The walls grow pitted and crumble into ruins. Tapestries molder into dust. The inhabitants of Castle Amber age rapidly and die, ending as mummified skeletons. The only things left intact in the ruins are the party members, the treasure they won and Stephen Amber.

Stephen is a 25th level magic-user (AC 9; M25' hp 79; #AT 1 + Spells; D 1-4; MV (40'); Save M25; ML 11; AL N). Details for higher levels are given in the D&D® Companion Set, but the details are not necessary for the DM to run Stephen Amber as an NPC. For purposes of simplicity, the DM should allow Stephen to cast any magic-user spell in the D&D Expert rulebook. Stephen is grateful for his release and will not fight the party unless he is attacked (in which case he will teleport away). If the party does not attack Stephen, he will reward each of his rescuers with a piece of antique jewelry worth 3,000-18,000 gp each and a magic item rolled at random appropriate to the individual's class. The magic item will not be cursed; if a cursed item is rolled continue rolling until an appropriate item is rolled. If the DM feels the item rolled is too powerful, he or she may select another.

Stephen also has a **ring of 4 wishes**. He will use the ring to bring back to life up to four characters (even if the character was disintegrated, jellified, etc.). If more than four characters have died during the course of the adventure, he will pick four at random to bring back to life. Characters returned to life only receive experience points for the adventure up until the point where they died. If no characters have died, Stephen will not use the ring nor reveal its power.

Once Stephen has rewarded the players, he will thank them again, speak some arcane words and, with grand gestures, disappear in a billow of smoke.

PART 9: NEW MONSTERS

Amber Lotus Flowers

Armor Class: 9	No. Appearing: 0 (3-18)
Hit Dice: 1/2	Save As: Normal Man
Movement: 0	Morale: 12
Attacks: 1	Treasure Type: Nil
Damage: special	Alignment: Neutral

Amber lotus flowers look like golden water lilies the size of sunflowers. When a creature approaches within 10' the blossoms open and spray a 40' x 40' cloud of pollen. Any individual within the affected area must save vs. Spells or fall asleep for 4-16 turns. The flowers can spray a fresh burst of pollen every 3-12 rounds. Amber lotus flowers are often found acting in concert with other deadly plants such as vampire roses and killer trees.

Amoeba, Giant

Armor Class: 9	No. Appearing: 1
Hit Dice: 10-15	Save As: Fighter 7
Movement: 30' (10')	Morale: 10
Attacks: 1	Treasure Type: Nil
Damage: 2-12	Alignment: Neutral

Giant amoeba are 30' wide single celled animals. Except for the 1' wide gray nucleus, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant amoeba attack by first enveloping victims, then secreting an acid to digest them.

Aranea

Armor Class: 7	No. Appearing: 1-3 (1-6)
Hit Dice: 3**	Save As: Magic-user 3
Move: 60' (20')	Morale: 7
	Treasure Type: D
Attacks: 1 bite	Alignment: Chaotic
Damage: 1-6 + poison	

Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user and they spend most of their time in magic research.

For use of aranea in wilderness adventures see **Dungeon Module XI: The Isle of Dread**.

Brain Collector

Armor Class: 2	No. Appearing: 1 (1)
Hit Dice: 10*	Save As: Fighter 10
Move: 180' (60')	Morale: 10
Attacks: 1 bite + spells	Treasure Type: C
Damage: 1-10 + spells	Alignment: Chaotic

Brain collectors, or Neh-Thalggu in their own language, are a race of other-dimensional creatures who are only occasionally able to cross the barriers separating their universe from this one. Only near sources of great magical energy, such as Castle Amber, where the fabric of time and space is twisted, can they find small gateways here. They do not think like any creature known, but seem for some purpose to be driven to collect brains.

Brain collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crab-like legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head. They attack by biting with their mouth or casting spells.

These creatures slay characters and then carefully cut away the top of the head with surgical tools to expose the brain. They remove the brain and swallow it. The brain then moves into one of several pockets within the brain collector's own head where the brain may be utilized. Each brain forms a distinctive lump in the head of the monster. For each brain the creature collects it gains the ability to use one magic-user spell of 1st to 3rd level once per day. The DM should determine each new spell randomly. Once a brain collector reaches this universe, it begins to work hard to acquire as many brains in as short a time as possible. A brain collector can collect up to a maximum of 12 brains.



Death Demon

Armor Class: 4	No. Appearing: 1-4
Hit Dice: 7**	Save As: Fighter 7
Move: 90' (30')	Morale: 10
Fly 180' (60')	Treasure Type: E
Attacks: 3	Alignment: Chaotic
Damage: 1-4/1-4/2-8 + special	

Death demons, also known as Ostegos, appear as 10' tall gaunt, hairless humanoids with gray scaly skin. Ivory fangs protrude from their mouths and their fingers are tipped with adamantite talons. Their eyes glow like smoldering coals and two huge bat-like wings grow out of their back.

Death demons attack with their claws and fangs. Any creature struck by its claw must save vs. Paralysis or be paralyzed for 2-8 turns. Any creature bitten by a death demon must save vs. Poison at -2 or die.

Death demons also have **infravision**, 60' range, and the abilities to **teleport** with no error and cause **darkness**, 10' radius.



Golem, Mud

Armor Class: 9	No. Appearing: 1 (1)
Hit Dice: 8*	Save As: Fighter 8
Move: 90' (30')	Morale: 12
Attacks: 1 hug	Treasure Type: Nil
Damage: 2-12 + smothering	Alignment: Neutral

A mud golem is a humanoid monster magically created from mud. It can swim or walk on the surface of mud and quicksand without sinking. It can remain submerged in mud or quicksand indefinitely, and rise to the surface when it wishes. Mud golems hug their victims with both arms, trying to smother the victim in its body. If a mud golem hits, it will automatically cause 2-12 points of smothering damage each round thereafter. Like other golems, mud golems can be hit only by magical weapons. They are immune to **sleep**, **charm** and **hold** spells, as well as all forms of gases.

Grab Grass

Armor Class: 9	No. Appearing: not applicable
Hit Dice: 1 per 5' square	Save As: Normal Man
Movement: 0	Morale: 12
Attacks: 1	Treasure Type: Nil
Damage: special	Alignment: Neutral

Grab grass looks like ordinary tall grass (3-5' tall). Grab grass is animated and will attempt to hold any individual that moves into or through it. There is a 5% chance each round that anyone with a strength of 12 or less can break free of the grab grass. For every point of strength greater than 12 the chance increases by 5% (an individual with 16 strength, for example, would have a 25% chance each round to break free). The grab grass patch has one hit die for every 5' square area (thus 5' square are destroyed for every 8 hit points of damage done to the grab grass).



Gremlin

Armor Class: 7	No. Appearing: 1-6 (1-6)
Hit Dice: 1**	Save As: Elf 1
Move: 120' (40')	Morale: 12
Attacks: special	Treasure Type: Nil
Damage: special	Alignment: Chaotic

Gremlins are 3' tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears. They are whimsical and have an evil sense of humor. Gremlins can radiate a chaotic aura with a 20' radius. Inside the area of effect, "If anything can go wrong in a given situation, it probably will." Characters must successfully save vs. Spells each round to avoid the effect of the gremlins.

Gremlins have no attack other than their chaotic aura. However, any creature which attacks a gremlin and misses must roll a second attack against himself or herself. Any character casting a spell within the chaotic aura must roll a save vs. Spells. If successful, the spell affects the gremlins; if unsuccessful, the spell affects the caster.

Gremlin magic usually affects mechanical devices before non-mechanical devices. A crossbow might break in half, belt buckles might pop-open, ax-heads might fall off their shaft, etc. The exact effects of gremlin magic depend on the situation and the DM's imagination. In general, the magic is not deadly but is playfully malignant.

Killer Trees

Armor Class: 5	No. Appearing: 0 (2-12)
Hit Dice: 6	Save As: Fighter 3
Movement: 0	Morale: 12
Attacks: 4 limbs/ 1 mouth	Treasure Type: Nil
Damage: 0 each/ 3-18	Alignment: Neutral

Killer trees look like large trees. They can resemble any tree species. Killer trees are part animal, part vegetable. They need both sunlight and meat to survive. Some of the limbs of the killer trees are actually tentacles. These tentacles can reach out 20' and grab victims. The victims are then dragged to the mouth of the killer tree which is disguised as a large tree-bore. Each limb has 1 HD and a successful attack on a limb doing 5 or more points of damage will sever it. One attack can sever only one limb. If the victim does not cut his or her way free, the victim will be dragged to the tree mouth on the round after the limb hit successfully, and take an automatic 3-18 points of damage per round thereafter.

Lupin

Armor Class: 6	No. Appearing: 2-12 (5-40)
Hit Dice: 2	Save As: Fighter 2
Movement: 120' (40')	Morale: 8
Attacks: 1 weapon	Treasure Type: C
Damage: 1-8	Alignment: Lawful

Lupins are dog-like humanoids. They have fur-covered human-like bodies with canine heads. They hate werewolves and will attack them on sight (knowing a werewolf even in its human form). Lupins have a tribal society with hereditary rulers. Lupins are often allied with humans. In battle, lupins sometimes ride trained dire wolves, attacking with a mounted lance charge.

Magen

	<i>Hypnos</i>	<i>Demos</i>	<i>Caldron</i>	<i>Galvan</i>
Armor Class:	7	7 or armor type	5	3
Hit Dice:	2*	3 +2	4*	5*
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Attacks:	1	1 weapon	1 special	1 or lightning bolt by weapon or 3-18
Damage:	Charm	1-8 or by weapon	1-10	by weapon or 3-18
No. Appearing:	1 (0)	2-12 (0)	1-4 (0)	1-3 (0)
Save As:	Magic-User 2	Fighter 4	Fighter 4	Fighter 5
Morale:	12	12	12	12
Treasure Type:	U	C	V	C
Alignment:	Neutral	Neutral	Neutral	Neutral

Magen ("Gens Magica" or "magical people") are beings created with complex conjurations and strict alchemical formulae by high level magic-users. They will follow the commands of their creator to the death. Though magen resemble perfectly formed humans, they are not actually living beings. They exist purely through magic, and do not need air, water, food or sleep. They do not age. When killed, their physical bodies dissolve in a burst of flame and smoke. There are four basic types of magen given here, though the DM may wish to design more. There are no outwardly visible differences in the four types until they reveal their special powers.

Hypnos. Hypnos magen are telepathic and have been given a permanent **charm person** spell by their creator. They can attempt to **charm** one victim per round. If the victim does not save vs. Spells he or she will obey the hypnos magen's telepathic commands. The victim will not obey suicidal commands. Once an individual has successfully saved he or she is immune to the **charm** power of that particular magen.

Demos. Demos magen have no special powers and fight with weapons. If they wear armor, they will have the armor class of that armor; otherwise, their armor class is 7.

Caldron. Caldron magen have the ability to stretch their arms and legs up to 20'. They attempt to wrap their limbs around a victim and, if successful, secrete an acid which does 1-10 points of damage. The victim will continue to take damage each round unless freed.

Galvan. Galvan magen have the ability to store static electricity which they discharge as lightning bolts doing 3-18 points of damage. The lightning bolt forms a line 60' long by 5' wide. A successful save vs. Dragon Breath reduces damage by half. Galvan magen can discharge up to three lightning bolts per day. They will also use weapons.

The procedure for creating a magen varies according to the type desired, as the special properties of some magen require extra work on the part of the magic-user. In general, a large expenditure of time and money (for the costly and/or magical ingredients) is necessary to create even one or two magen. Also many high-level spells, scrolls and wishes must be used during the preparations. Even so, there is always a good chance that the incantations will fail.

Pagan

Armor Class:	6	No. Appearing:	0 (3-30)
Hit Dice:	1	Save As:	Fighter 1
Movement:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	A
Damage:	1-6	Alignment:	Neutral

Pagans worship the gods and goddesses of nature. They follow the teachings of certain druids, clerics of nature gods. Pagans practice seasonal sacrifices which they believe help maintain the cycles of the year. They sometimes practice human sacrifice. Characters captured in battles with pagans probably will be used as human sacrifices. Pagans generally form tribal societies.

Pagans will be encountered in Averigne on the edge of the wilderness. They hold their ceremonies in isolated forest glades and grottos. Pagans will not be encountered in cities, towns, or villages.

Phantoms*

Armor Class:	9	No. Appearing:	1-3 (1-4)
Hit Dice:	6*	Save As:	Fighter 6
Move:	120' (40') Fly 240' (80')	Morale:	6
Attack:	1	Treasure Type:	C
Damage:	1-4 + special	Alignment:	Chaotic

Phantoms are magical beings. They appear to be solid, but their bodies are made of mist which they can form into any shape which is human-size or smaller. They use this ability to lure creatures to their doom by leading them into dangerous areas. They can appear as a fellow adventurer, a limping dog, or whatever the DM can imagine. Phantoms can fly and, because they are made of mist, they can walk on water or quicksand as if it were solid ground and call for aid. Any character trying to aid the warrior will discover the seemingly solid ground is actually quicksand.

Magical attacks upon a phantom will do full damage, while other attacks will do only half damage. Phantoms can turn **invisible** at will, and once per day can cast the following spells: **confusion**, **hallucinatory terrain** and **phantasmal force**. These creatures are very cowardly and if their deception is discovered they will turn invisible and attempt to flee. If forced to fight they will attack causing 1-4 points of damage with each blow.

Rakasta

Armor Class:	6	No. Appearing:	0 (3-30 +1-8 sabre-teeths)
Hit Dice:	2 + 1	Save As:	Fighter 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1bite	Treasure Type:	M (special)
Damage:	1-4 each	Alignment:	Neutral

The rakasta are a race of nomadic, cat-like humanoids. They walk upright, much like humans, but are covered with soft, tawny fur and have feline heads. The rakasta fight with special metal "war claws" fitted over their natural claws (without these special claws, the rakasta claw attacks do only 1-2 points each). The rakasta can use normal weapons such as swords, but generally disdain them, preferring instead to use their "natural" weapons, the war claws.

For information on using rakasta in wilderness adventures see **Dungeon Module X 1: The Isle of Dread**.

Slime Worm

Armor Class: 5	No. Appearing: 1
Hit Dice: 10	Save As: Fighter 5
Movement: 60' (20')	Morale: 9
Attacks: 1 bite	Treasure Type: D
Damage: 2-12	Alignment: Neutral

Slime worms are giant-sized worms that secrete a sticky substance that coats their backs. They roll in treasure hordes so that their backs are covered with coins, jewels, weapons, armor, etc. The slime does not affect attacks. There is a chance (a roll of 1-5 on 1d6) that a slime worm will be indistinguishable from a large pile of treasure. Slime worms attack with surprise whenever possible. They swallow their prey whole on an unmodified to hit roll of 18 or more. Swallowed prey will take 2-12 points of damage per round until dead or free (similar to a purple worm).

Sun Brother

Armor Class: 0	No. Appearing: 1 (1)
Hit Dice: 10*-14*	Save As: Fighter 10-14
Move: 120' (40')	Morale: 9 (12)
Attacks: 1 weapon	Treasure Type: Nil
Damage: 1-8 (+3)	Alignment: Lawful

Sun brothers are members of the Brotherhood of the Sun, mortal enemies of efreet. Sun brothers belong to a race of 7' tall humanoids with crimson skin and bright yellow hair called Sollux, related

Pronunciation Guide

A French pronunciation guide is given here for DMs who would like to use the foreign pronunciations to add an air of mystery to the module. Each word is broken down into syllables of sound-alike letter combinations. Vowels with a “.” over them are long vowels, while those with no markings are pronounced short. Thus the word “pronunciation” would be pronounced “pro.nun.sē.ā.shun”.

In some cases English translations for the French word are given. Those translations given in quotations are English equivalents, but should not be translated because they are proper names.

André-David — (An.drā.Da.vēd), Andrew David
Averoigne — (Av.ur.wan.ye)
Le Bâffleur — (Ba.tel.yeur), The Juggler
Bonne Jouissance — (Bun.Jeu.ē.sawns)
Catherine — (Kot.rēn), Catherine
Charles — (Sharl), Charles
Le Château — (Shaw.tō), castle or manor
Le Chevalier des Épées — (Shu.val.yā Dā.zā.pā), The Knight of Swords
Claude — (Klōd), Claude
Coeur de Lion — (Kur.de Lē.yōn), Lion-Hearted
D'Amberville — (Dam.bur.vēl), Amber du, de la, d', or des — (deu, de la, d or dā), of
Étienne — (Ā.tē.yen), Stephen
Fausseflamme — (Fōs.flam)
La Force — (La Fors), Strength
La Frenaie — (Fru.nā), “Grove of Ash”
Gaspard du Nord — (Gas.par deu Nor), “Gaspard of the North”
Gaston — (Gas.tun), Gaston
Gérard de l'Automne — (Ja.rar de Lo.tum), “Gerard of Autumn”
Guillaume — (Gē.yōm), William

to efreet but lawful in nature. The Brotherhood of the Sun is distinguished by wearing red-gold armor and carrying blazing sun shields (treat as a **light** spell). All Sollux are immune to **dispel illusions** and to **detect invisible**. They are unaffected by normal fire and magical fire attacks suffer -1 to hit and damage.

The sun brothers vary in hit dice from 10 to 14. They have a morale of 9 normally and a morale of 12 when fighting efreeti.

Vampire Roses

Armor Class: 7	No. Appearing: 1-8
Hit Dice: 4	Save As: Fighter 2
Movement: 30' (10')	Morale: 12
Attacks: 1 thorn + blood drain	Treasure Type: Nil Alignment: Chaotic
Damage: 1-8	

Vampire roses look like normal white rose bushes. They can, however, uproot themselves to move about slowly. Each 4 HD worth of vampire roses represents a single rose bush. The thorny stalks of vampire roses can whip around a victim, inflicting 1-8 points of damage. The thorns are hollow. Once a thorn stalk has stuck and wrapped around a victim, the vampire rose will drain 1-8 points of blood per round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream; the victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white.

Henri — (Awn.rē), Henry
Les Hiboux — (Ē.bou), “Owls”
Isabelle — (Ē.za.bel), Isabel
Isidore — (Ē.zē.dor), Isidora
Isoile — (Ē.zwal)
Janette — (Jaw.net), Janet
Jean-Louis — (Jawn Lū.ē), John Louis
le, la, l' or les — (le, la, l' or lā), the
Luc le Chaudronnier — (Lūk le Shō.drawn.yā), “Luke the Cauldron”
Magdalène — (Mog.da.len), Madeline
Malachie du Marais — (Mal.a.kī deu Maw.rā) “Malachi of the Swamp”
Malinbois — (Mal.in.bwa), “Evil Woods”
Marie-Hélène — (Ma.rē Ā.len), Mary Helen
Le Mât — (Ma), The Fool
La Mort — (Mor), Death
Mère Camille — (Mer Ka.mē.ye), Madam Camilla
Nathaire — (Na.tair)
Périgon — (Pair.ē.gon)
Petit-Singe — (Pe.tē Sanj), Little Ape
Prince — (Prans), Prince
La Reine des Coupes — (Ren dā Keu.pā), Queen of Cups
Richard — (Rē.shar), Richard
Le Roi des Batons — (Rwa dā Ba.ton), King of Wands
La Roue de la Fortune — (Reu de la For.teun), The Wheel of Fortune
Sainte Zénobie — (Sant Zān.ō.bē), Saint Zenobia
Simon — (Sē.mōn), Simon
Sylaire — (Sē.lair)
Théophile — (Tā.ō.fēl), Theophilus
La Tombe — (Tōmb), Tomb
Touraine — (Tou.ren)
Le Valet des Deniers — (Va.lā dā Den.yā), The Page of Coins
Vyones — (Vē.yōn)
Ximes — (Zēm)
Ylourgne — (Ē.lurn.ye)

A bibliography of the Averoigne stories is included here for anyone who wants to read the original material or for DMs seeking ideas for further adventures in Averoigne. All the stories and books are by Clark Ashton Smith. The books are published in hardback in the United States by Arkham House Publishers, Inc., and in paperback in the United Kingdom by Panther Books, Ltd.

“The Enchantress of Sylaire” in **The Abominations of Yondo**.

“The Colossus of Ylourgne,” “The Disinterment of Venus” and “The Satyr” in **Genius Loci**.

“The Beast of Averoigne” and “The Holiness of Azedarc” in **Lost Worlds**.

“The Mandrakes” in **Other Dimensions**.

“The End of the Story” and “A Rendezvous in Averoigne” in **Out of Space & Time**.

“The Maker of Gargoyles” and “Mother of Toads” in **Tales of Science and Sorcery**.

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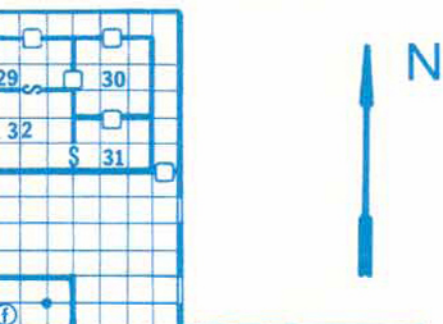
To Those Who Would Be Free:

The secret that will break the curse surrounding Castle Amber and lift the gray mist is engraved on the inside lid of Stephen Amber's casket. To summon Prince Stephen's tomb from beyond space and time, four magical items are needed. The four items, The Enchanted Sword of Sylaire, The Viper Circled Mirror, The Ring of Eibon, and a potion of time and travel, can all be found in Averoigne, our old homeland. Touch ring to viper's tail. Anoint the sword with the potion. Shatter the mirror with the sword, and Prince Stephen's tomb will appear.

Search first for the Gate of the Silver Keys.

*Sylaire-The Enchanted Sword-Sephora? Malachie?
 Vyones-The Viper Circled Mirror-Gaspard du Nord
 Périgon-The Ring of Eibon-Luc le Chaudronnier
 Les Hiboux? Ximes?-potion of time travel-Azedarac?
 Jehan?
 Moriamis?*

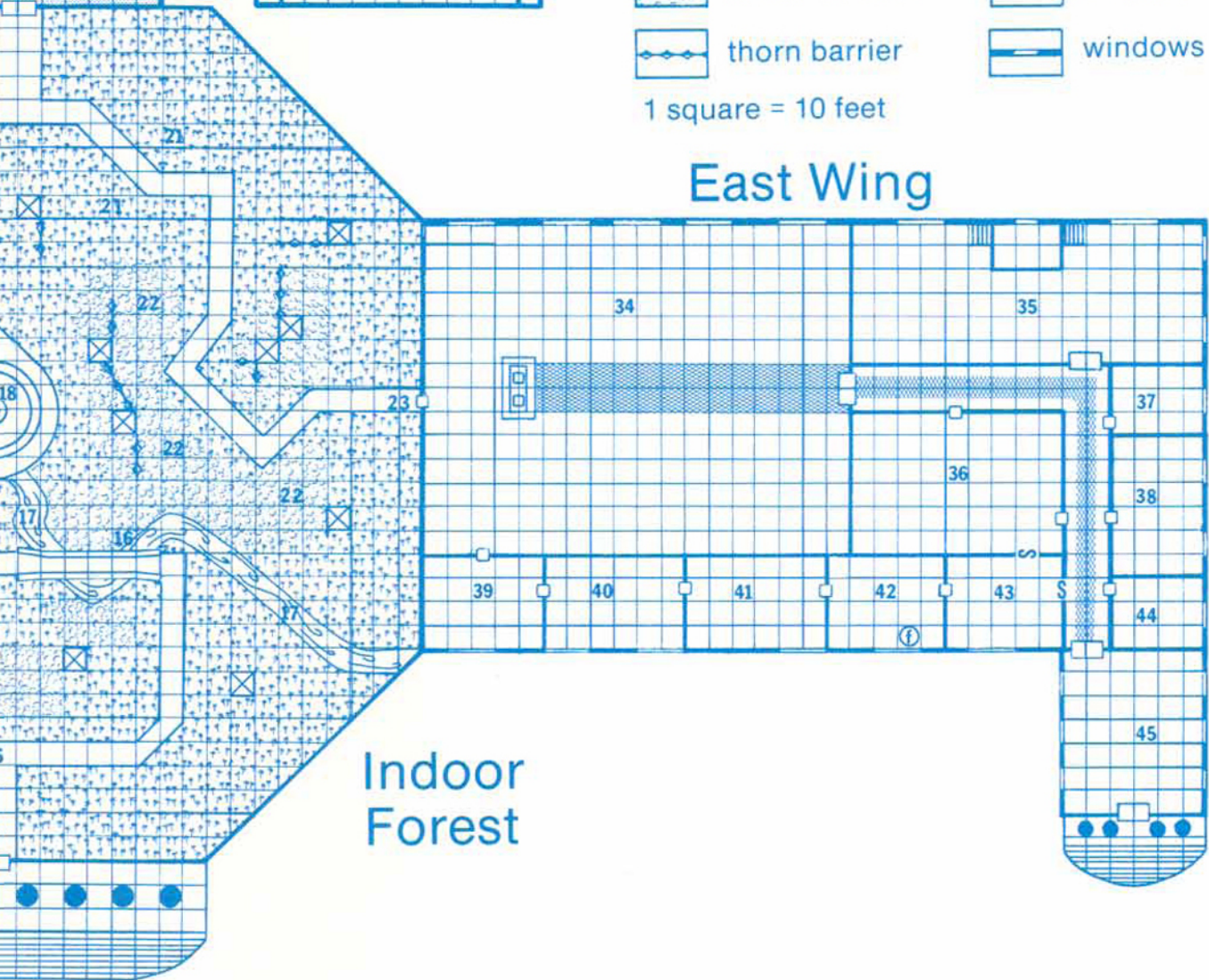
Key



- | | | | |
|--|---------------|--|-------------------|
| | door | | river |
| | double door | | pit |
| | secret door | | fountain |
| | boxing ring | | altar |
| | fireplace | | statue |
| | stairs | | trapdoor in floor |
| | light woods | | thrones |
| | heavy woods | | carpets |
| | thorn barrier | | windows |

1 square = 10 feet

East Wing



Indoor Forest



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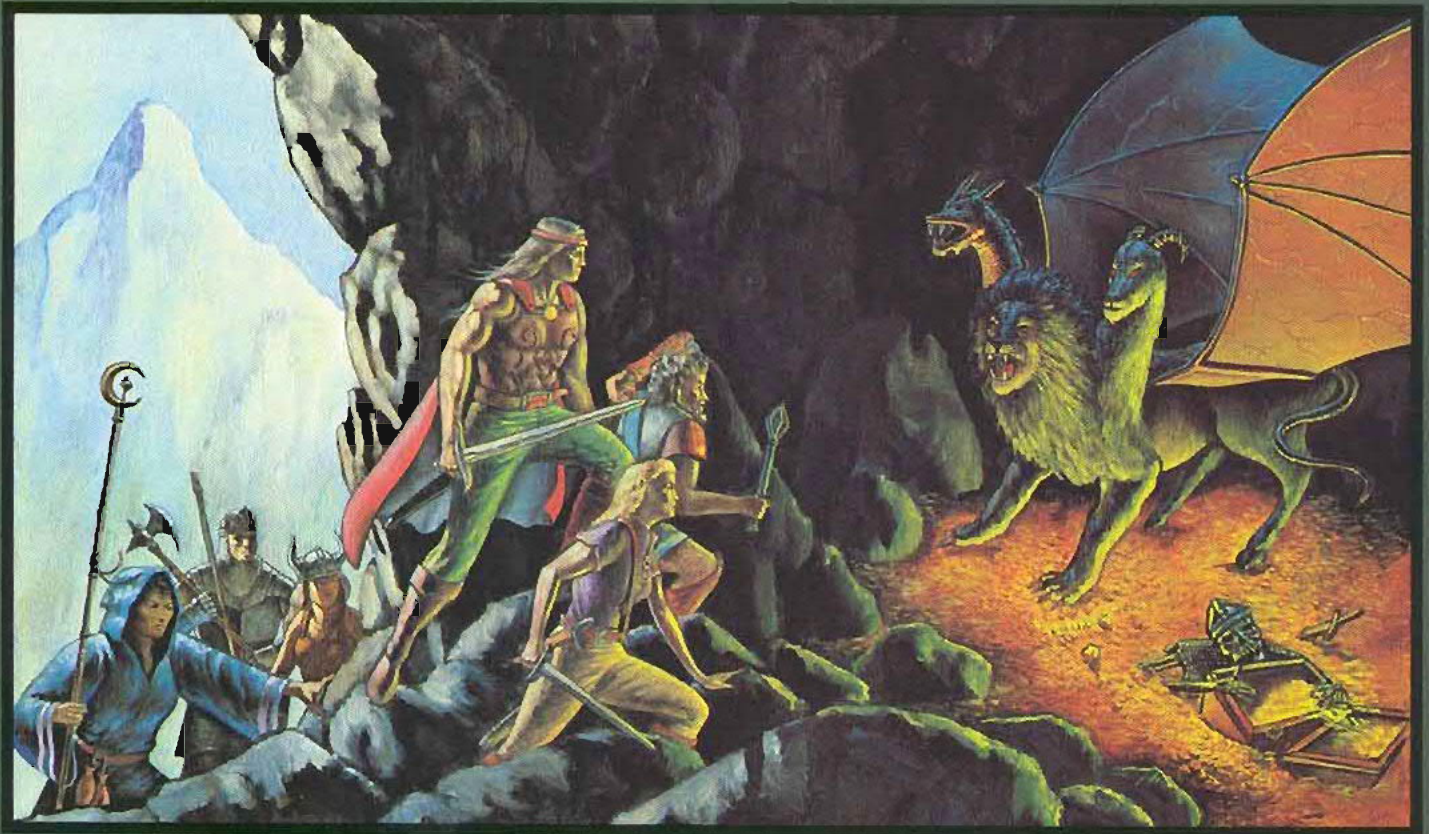
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DUNGEONS & DRAGONS[®]

Expert Set Adventure Module

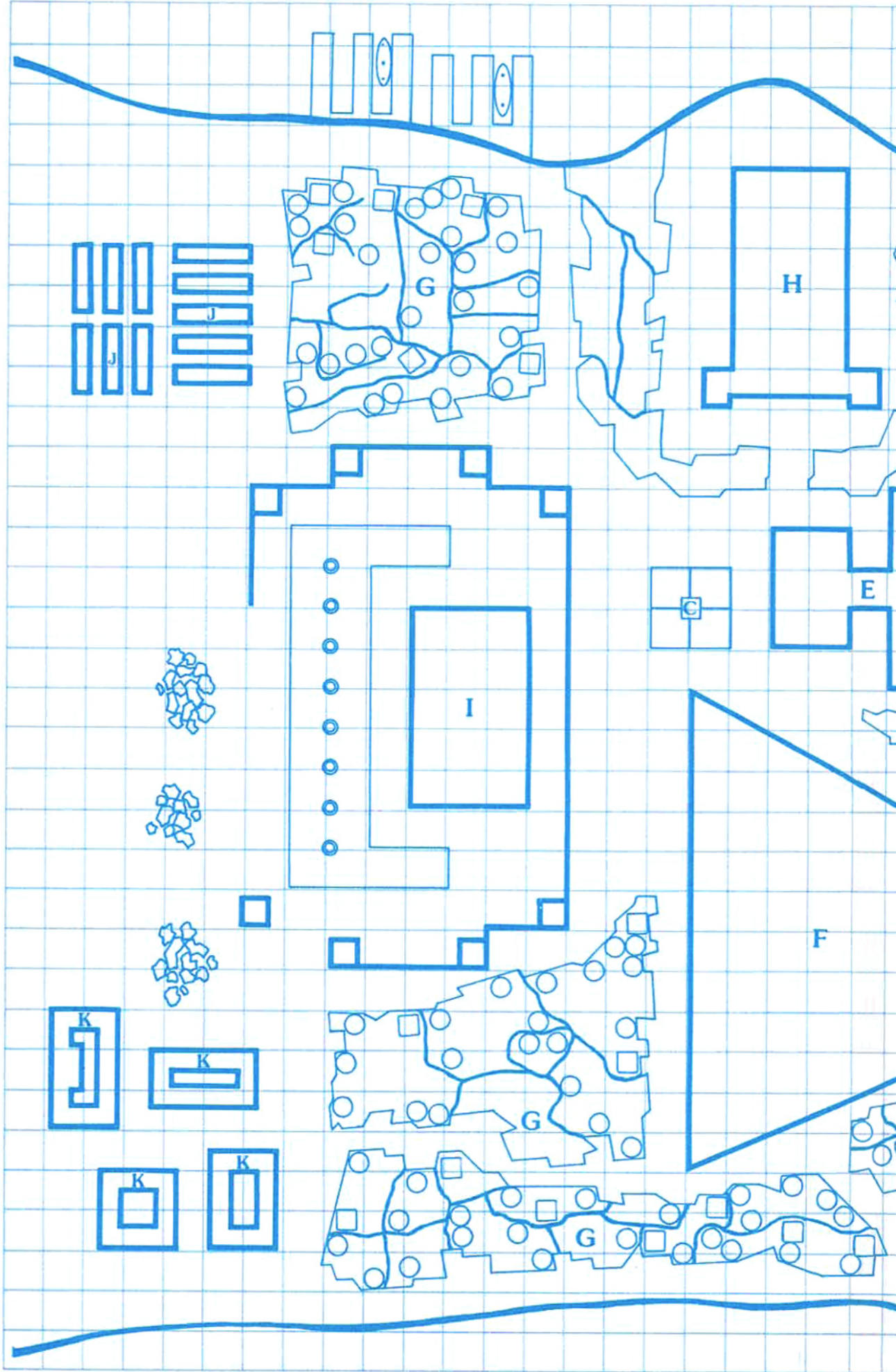
Curse of Xanathon

by Douglas Niles



The Curse of Xanathon combines town and wilderness adventuring in an exciting series of five detective-type scenarios. This challenging adventure supplies eight pre-generated characters to help you get into the game fast, plus a bonus section for further town adventures.





Dungeon Module X3

Curse of Xanathon

by Douglas Niles

AN ADVENTURE FOR CHARACTER LEVELS 5-7



*Whereas: Stephen, Duke of Rhoona has been acting in a dangerously unstable manner;
And Whereas: The Duchy of Rhoona is ready to fall before the Forces of Evil;
It is hereby decreed that a valiant and courageous party of adventurers must learn the secret of the Duke's insanity and free the city from the yoke of chaos.*

This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert Rules. Be sure to look for other products from TSR, The Game Wizards!

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9056

DUNGEONS & DRAGONS® Expert Set

Dungeon Module X3

THE CURSE OF XANATHON

This module is for use with the DUNGEONS & DRAGONS® Expert Set, which continues and expands the D&D® Basic rules. This module **cannot** be played without the D&D® Basic and Expert rules.

INTRODUCTION

STOP! If you intend to be a player in this module, do not read any further. The following information is for the DM only. Knowledge of the contents of the module will spoil the adventure and excitement for the players.

NOTES FOR THE DUNGEON MASTER

The Curse of Xanathon is an unusual module, in that much of the players' actions will be in the form of detective work, as they try to discover clues to the problem plaguing the town. Once they have located these clues, they will have to decide on a proper course of action. If they make wrong decisions, they could conceivably waste much time and obtain no results. You, as the DM, will need a careful touch to keep the players on the right track without making solutions and objectives too obvious.

Much information is included in the various scenarios, and astute players will no doubt be able to determine the proper course of action at each stage of the adventure. If a group of players is unfamiliar with this type of detective game, they may become frustrated or disinterested. The DM is encouraged to offer additional clues whenever these would seem to be necessary. This can be handled in a number of ways. For example, the High Priest of Forsetta, who moves around in a beggar's disguise, is introduced in **Scenario 1**. The DM should feel free to use this character whenever necessary as a source of information and guidance to the party. He will never join in any adventuring, however! Also, bartenders and tavern patrons throughout the town may also be used as informants, generally for a price (1-6gp). Rumors flow freely at these public gathering places, and in addition to those included in the module, the DM may wish to invent some rumors of his or her own.

Before beginning play, the DM should read the module carefully and become completely familiar with it. The information that is boxed is to be read aloud to the players at the appropriate time. The material that is not boxed is for the DM's use only and should be revealed to the players at the DM's discretion.

This module has been designed for a party of 5 to 8 characters of between the 5th and 7th levels of experience. The party should contain at least 1 dwarf, 1 magic-user, 2 thieves and a goodly number of fighters. The total of the party's experience levels should be 35-50, with a total of 46 being best.

During the adventures the DM should be careful to give the player characters a reasonable chance for survival. He or she should try to be fair and impartial at all times. However, if the players should persist in taking foolhardy risks or making unwise choices, the DM should make it clear that the characters will perish unless their actions are more well thought-out. The cooperation of everyone in the party will insure that the adventures will be fun and exciting for all.

The DM should try to bring all the senses into play. It not enough to simply describe what a monster looks like to the player ... the DM should describe how it sounds, what it smells like, etc. The same is true for room descriptions. The rooms are described only briefly in this module but the DM should feel free to add additional details to make the players really see the room. Enhancing the atmosphere will only add extra excitement to play of this module.

For the convenience of the DM, whenever a monster or NPC is described in the text, the game statistics will be listed in parentheses in the following order:

Monster/NPC Name (Armor Class; Hit Dice or Class/Level; hit points; Number of Attacks per round; Damage per attack; Movement per turn (round); Save As: Class/Level; Morale; Alignment; and Abilities for NPCs, if necessary.)

The following abbreviations are used:

Armor Class = **AC**, Hit Dice = **HD**, Cleric = **C**, Dwarf = **D**, Magic-User = **M**, Thief = **T**, Level = **#**, hit points = **hp**, Number of Attacks = **#AT**; Damage = **D**, Movement = **MV**, Save As = **Save**, Morale = **ML**; Alignment = **AL**; Strength = **S**, Intelligence = **I**, Wisdom = **W**, Dexterity = **D**, Constitution = **C**, Charisma = **Ch**.

Class/Level is only used for NPCs while *Hit Dice* is used for all other monsters. Movement in a game turn is three times the movement rate per round.



SCENARIO 1 Pg.8 SKULKING THROUGH THE BARRACKS



SCENARIO 2 Pg.13 THE TEMPLE OF CHAOS



SCENARIO 3 Pg.20 JOURNEY OF THE SHRINE



SCENARIO 4 Pg.25 DUEL WITH THE HIGH PRIEST



SCENARIO 5 Pg.26 TO THE RESCUE!

BACKGROUND

For five generations the Dukes of Rhoona have ruled the city of the same name with a just and respected hand. Established as an outpost from which Eric Rhoona launched his far ranging raiding and trading expeditions, the town has grown to a population of several thousand in its century of existence. The duchy is part of the greater kingdom of Vestland, and is allied with the Jarldom of Soderfjord and the dwarves of Rockhome.

Located on a sheltered fjord nearly 100 miles from the sea, Rhoona has a bustling port from which ships sail to all corners of the known world.

Rhoona may easily be placed on continental **Map M-1**, included with **D&D®** Module X1: Isle of Dread. Find Vestland's capital of Norrvik, and locate the fjord next to it. Simply follow the line of the fjord toward the mountains, and place Rhoona inside the "V" where the fjord separates into two channels.

Many steep, treacherous and hidden passes lead across the mountains to Rockhome, and dwarven caravans often cross these with loads of metalgoods and other dwarven crafts. In fact, a sizeable number of dwarves live in Rhoona, and are presently engaged in the construction of a mighty palace for the current Duke, Stephen Rhoona.



Other passes in the rugged mountain range to the northwest have recently been crossed by immigrants from the Ethangar Khanate. The number of these nomads in Rhoona is small, but slowly growing. They are welcomed for the fine horses and goats that they bring with them.

Sheep, goats, cows, and horses are all herded in the rugged country around the town. Barley, rye, fish, milk, cheese, and mutton are common foods here, and Rhoona is known throughout Vestland and beyond for its many fine breweries. A number of taverns offer the traveller a chance to sample the wide variety of fermented malt beverages brewed here. Wine and brandy must be imported by ship, and are therefore priced accordingly.

With the exception of the unfinished Ducal palace and portions of the three temples, all of the buildings in Rhoona are made of wood, with either wooden or sod roofs. They

are one story tall, unless otherwise mentioned, and all but the largest will be one room. In the Old Town near the waterfront, life is hard but happy. Many taverns may be found here, and strangers will generally be greeted with a friendly invitation to share an ale.

Two old temples, erected decades ago, stand in Rhoona in tribute to a pair of the major gods of Vestland. The Temple of the Lawful Order of Forsetta is the oldest, and most of the citizens are members of this faith. The basic tenets include a belief in the authority of the Duke and the conviction that good deeds done throughout a person's life will result in great rewards after death. The Temple of the Spuming Nooga is the home of a neutral order, comprised mostly of fishermen and sailors. This faith is a less restrictive one, believing that a person must strive against the circumstances of his life to make the best of a short existence.

Recently, a newer temple has been erected to Cretia, the god of the Ethangarians. Although currently there is a small number of people in Rhoona from the Ethangar Khanate, they have erected a large and elaborate temple. To most Rhoonians, this temple is a strange and mysterious place, and little is known about the beliefs of the faithful.

The Ducal Guard is responsible for maintaining order in the community, as well as defending it from any outside threats. This brutally effective force is led by Draco Stormsailer, whose very name inspires fear and awe in most Rhoonians. Once Draco sailed to all parts of the world on plundering expeditions, but now he has settled down to the quiet life of garrison commander. He lives in the Ducal Barracks. It is said that the Duke respects his judgement above all other advisors.

Recently, the town has been thrown into an uproar by several rather peculiar decrees that have originated from the Duke's palace. Ten days before the start of this adventure, the order was issued that all taxes must be paid in beer, not money. Many kegs have been delivered to the palace, and now it is very difficult to purchase even a small glass of beer in the taverns of Rhoona. This has contributed to grumbling and complaining among the thirsty populace, but people are in such a fear of the Ducal Guard that no protest has been made.

Three days ago, a second decree was issued, declaring that horses ridden within the town boundaries must carry the riders facing the mount's tail. Since only the very wealthy ever ride in the town, this decree has resulted in some very entertaining sights for pedestrians, as merchants and nobles struggle to maintain balance and dignity in the awkward position. Even so, more rumors have been spread regarding the odd nature of the last two ducal pronouncements. Many people are frightened by the thought that the Duke is no longer rational.

RUMORS

At the start of play, the characters will be aware of two of the common rumors that circulate through the town. Roll a d6 twice, comparing the result to the **RHOONIAN RUMORS TABLE** to determine what these rumors are. If the second roll repeats the first, roll again until a different result is obtained.

RHOONIAN RUMORS TABLE

DIE ROLL

RUMOR

- | DIE ROLL | RUMOR |
|----------|--|
| 1 | The Duke is suffering from an inherited form of insanity that has afflicted his family for a century. This has never been publicly disclosed since the sickness has never before appeared so openly. |
| 2 | Draco Stormsailer has murdered the Duke and is issuing the decrees in his place. |
| 3 | The dwarves who are working on the palace plan to steal as much of Rhoona's wealth as they can carry off before returning to Rockhome. |
| 4 | The Duke has finally chosen a wife! The beer has been collected for a gala surprise party that he is planning to throw for the entire town, where he will announce his forthcoming marriage. |
| 5 | The immigrants from the Ethangar Khanate are somehow behind everything. No one seems to know exactly what they're up to, but they know it isn't good! |
| 6 | The gods are displeased with Rhoona. The affliction of the Duke is just the beginning of the terrible things that will be suffered by all the people of Rhoona. |

The characters may learn four other rumors simply by "asking around." They will not hear more than one rumor from any single source, but it should not take them long to hear the lot if they are interested in doing so. The DM should improvise the four rumors, making them as absurd as possible. **None** of the rumors should give the players a clue to solving the mystery.

THE PROBLEM:

The problem afflicting Rhoona is a powerful curse that has been laid upon the current Duke, Stephen Rhoona, by the High Priest of Cretia, Xanathon. Because this curse has been inflicted with the aid of that chaotic god, a **remove curse** spell is not sufficient to break it. **Only** Xanathon has the antidote, and he will not part with it easily! In fact, since Xanathon has been granted a special form of invulnerability by his god, the party will have to discover his weakness before they have a chance of successfully confronting him.

Draco Stormsailer, the widely-feared captain of the guard, is a part of the plot to undermine the Duke's authority. Xanathon has promised the ambitious captain that he will have the title of Duke when Stephen Rhoona has been deposed. Two or three of Draco's most trusted lieutenants are aware of his subversion, but the entire Ducal Guard will follow his orders unquestioningly, unless they are engaged in obvious treason.

Xanathon has no intention of fulfilling his promise to Draco. The High Priest of Cretia is an emissary of the Ethangar Khanate, and as such, he has been sent to pave the way for an invasion by those people of the steppes. He expects the Duke's recent insane actions to result in a civil war between the forces of the Duke and Draco. The two sides will destroy themselves in a war and create a power vacuum in Rhoona. When the fighting is over, Ethangarians will sweep in and claim the land.

The Curse of Xanathon Module is broken into five steps, called **Scenarios**. These Scenarios will be briefly introduced here in outline form and are detailed later in the module.

Scenario 1- Skulking Through the Barracks: Search the barracks of the Ducal Guard, and learn of Draco and Xanathon's treachery.

Scenario 2- The Temple of Chaos: Search the temple of Cretia, and discover Xanathon's weakness. Find map to the Shrine of Cretia.

Scenario 3- Journey to the Shrine: Travel to the shrine, locate and capture Xanathon's life force.

Scenario 4- Duel With the High Priest: Confront Xanathon and obtain the antidote for the curse.

Scenario 5- To The Rescue!: Defeat Draco and administer the cure to the Duke.

KEY TO RHOONA:

Although each of the scenarios has a specific place where information must be gathered or actions taken, the players have the entire town of Rhoona in which to adventure. Since they may wish to do some exploring before taking on the Ducal Barracks, the town is keyed before information concerning **Scenario 1** is given. Any of the town locations having a detailed key and map are not detailed in this section. The DM should refer to **MAP A** for further detail. Because of the size of the town, a fully detailed key is impossible. These descriptions are intended as aids to help the DM in describing these settings, but he or she may wish to add more detail if players plan on spending much time in these areas.

The Ducal Guard is responsible for maintaining order in Rhoona. Patrols circulate through the town regularly, but their frequency varies depending on the area being patrolled. Check for these guards on the **DUCAL PATROL ENCOUNTER CHART** by rolling a d6. A roll of "6" indicates an encounter with a patrol.

DUCAL PATROL ENCOUNTER CHART

AREA	FREQUENCY OF CHECKS	SIZE OF PATROL
Old Town	Once per 3 turns	11-16 (1d6+10)
Warehouses	Once per 2 turns	11-16 (1d6+10)
Marketplaces	Once per 2 turns	11-16 (1d6+10)
Middle Class District	Once per 2 turns	5-8 (1d4+4)
Upper Class District	Once per turn	5-8 (1d4+4)

These patrols are composed primarily of 1st level fighters in leather armor, carrying shields and shortswords (AC 6, hp 5, #AT 1, D 1-6, MV 90, ML 8). For every four 1st level guards, the fifth will be 3rd level, with chain mail and a longsword (AC 4, hp 16, #AT 1, D 1-8, MV 60, ML 9). If more than 10 guards are encountered, the 11th will be an officer of 5th level, chain mail and longsword (AC 4, hp 29, #AT 1, D 1-8, MV 60, ML 11). The Ducal Guard will not harass citizens, however, unless a patrol discovers laws being broken.

All areas of the town will be busy and crowded during the hours of daylight, and this is true in the Old Town and Ethangarian sector at night as well. Activity in the other parts of the town does not cease after dark, but becomes much less hectic. Since a party will be meeting persons at the rate of 10 or 20 per round, a random encounter table is impractical. Rather, the DM should study the descriptions of the areas and simply describe a typical "crowd scene" to the players. If they wish to accost an individual, then more details can be given as the DM wishes.

A. OLD TOWN: These areas of Rhoona have existed nearly as long as the town itself. Each is a maze of alleys, homes, taverns, and small shops. The alleys are generally filled with rubble and the buildings are dilapidated. The Ducal Guard rarely patrols these areas, and thievery is common. Most of the people are friendly in a rough sort of way, however.

The Old Town sections are marked on the **Map of Rhoona (MAP A)** with an **A**. These areas are made up of wall-to-wall buildings, except where the twisting lines designating alleys wind through them. These alleys are generally about five feet wide, and cluttered with various kinds of trash. The **□** marks on the map represent taverns, while the **O**'s are shops and stores. All of the other areas in the Old Town are taken up by the many squalid residences that house the bulk of Rhoona's population.

The homes and shops of the Old Town are wooden structures, with doors in front and back. Homes will be occupied by one family, with occupancy ranging occasionally up to ten or twelve people! Taverns are larger buildings, but also contain only a single large room. Residences and taverns will have a large stone hearth in the center of the room, and taverns have heavy wooden tables and simple bars, behind which are stored many varieties of malt beverages: beer (light and dark), ale, and mead. One sp will usually purchase a large glass of the brew. Wine and brandy run as high as a gp per glass, and is often watered. Of course, after the Duke's recent decree, beer is almost nonexistent!

Shops, taverns, and stores will all be one room buildings that are slightly larger than residences. There will be a space, somewhere in the building, for the proprietor and his family to eat and sleep. Often, a large fireplace will occupy the center of the room. Inventories will, of necessity, be small. For a craftsman or trader, there is a base 50% chance of a character finding what he or she looks for there. The DM should modify this percentage at his or her discretion. He or she should judge how common or rare the item being sought is likely to be in a town like Rhoona. Common items will have greater than 50% chance of being located, and rare items will have a lower than 50% chance. (**Example:** At a tool shop, a common item such as a nail might be found as often as 90% of the time, while a carpenter's plane might only be located on a roll of 15% or less.)

In order to determine the name of a specific tavern, the DM should roll a d20 and compare the result to the **OLD TOWN TAVERN TABLE**. Once the tavern is named, the DM should make a notation

on the large town map (**MAP A**) on the inside cover of the module, writing down the number of the specific tavern. Then, if the characters return to that section of town several weeks or months later, the DM will not have to remember the name of each tavern.

OLD TOWN TAVERN TABLE

DIE ROLL (d20)	TAVERN NAME
1	The Gobbling Gander
2	The Waltzing Dolphin
3	The Seafarer's Inn
4	The Sinking Ship
5	The Scarlet Sail
6	Buxom Bertha's Inn
7	The Rocky Point
8	The Quiet Cove
9	The Swampy Cellar
10	The Roving Eye
11	Delightful Dahlia's Inn
12	The Dungeon
13	The Inn of The Fair Winds
14	The Red Dragon Inn
15	The Eye of the Basilisk
16	The Stormy Port
17	The Icehouse
18	The Beached Whale
19	The Lucky Gull
20	The Blarney Chicken

A similar procedure is used to locate shops and tradesmen in the Old Town. The **OLD TOWN BUSINESS TABLE** lists the types of businesses that may be found in the Old Town. As characters move through the alleys or avenues of this sector, the DM should roll d% and compare the results to that table. It will be noted that each type of business has been given a key letter. By placing the corresponding letter in the circle for each shop or trader, the DM can keep a permanent record of each specific business as it is located. (**Note:** If the characters and DM wish to move quickly through the area, the latter may simply assign businesses from the list to the areas that the players pass, without rolling the dice.)

OLD TOWN BUSINESS TABLE

DICE ROLL (d%)	BUSINESS	KEY LETTER
1-10	Brewery	A
11-15	Fish Market	B
16-20	Vegetable Market	C
21	Meat Market-Beef and Mutton	D
22-27	Blacksmith's Shop	E
28-35	Tailor's Shop	F
36-40	Cobbler's Shop	G
41-44	Icehouse	H
45-50	Dairy Goods Shop	I
51-58	Leatherworker's Shop	J
59-63	Lumber Store	K
64-70	Woodworking Tool Shop	L
71-78	Carpenter's Shop	M
79-85	Weaver's Shop	N
86-90	Ship Builder's Shop	O
91-93	Armorer's Shop	P
94-00	Nautical Supply Store	Q

Of course, the characters may choose to ask directions toward a particular type of establishment. If they do this, the DM will have to place the business before the players have actually come to it. If the characters ask a tavern owner or other merchant for directions, the directions will be accurate. If they stop a passerby or ask a tavern patron, there is a 50% chance that the directions will be false.

If they have been given true directions, the DM should roll 3d6. The result is the number of businesses that the party will have to pass before arriving at the one they seek. The DM should then roll a d4 for the direction they should travel in order to get to their destination. A die roll of 1 is north; 2 is east; 3 is south, and 4 is west. If false directions were given, the DM should simply use the **OLD TOWN BUSINESS TABLE** to describe what the group passes as it moves.

The amount of money in any building in the Old Town is likely to be small, although (rarely!) a thieves' trove may be discovered to contain sizeable riches. In general, homes will have an amount of money equal to d% (1-100) value of gp, although the money will be in small coins. The money will be hidden in a jar, stuffed in a mattress or stored under a floor board. Taverns and shops may have twice that amount, but it will be locked in a stout wooden chest.

B. WAREHOUSES: The large buildings shown along the waterfront are warehouses for goods that are imported and exported by Rhoona's traders. Imports include cloth, wine, brandy, beans, corn, dates, copper, and whale oil. Common exports are lumber, beer, and wool. A warehouse with goods in it will be locked, and will have 2-12 1st level fighters as guards, depending on the value of the merchandise (AC 6, hp 5, MV 90, D 1-8, ML 8).

To determine the contents of a given warehouse, locate the number of that warehouse on the DM's town map. Find the corresponding number on the **WAREHOUSE CONTENTS TABLE**. (The figure in parentheses is the cash value of the goods in the warehouse.)

WAREHOUSE CONTENTS TABLE

KEY LETTER	CONTENTS
B1	1,000 bales of Ylaruam silk (50,000 gp)
B2	Empty and run-down
B3	5,000 barrels of whale-oil (80,000 gp); lumber (5,000 gp)
B4	1,000 barrels of wine (50,000 gp); 10,000 barrels of beer (100,00 gp)
B5	10,000 crates of dates, corn, and beans (100,000 gp)
B6	Empty
B7	20,000 bars of copper (20,000 gp)
B8	30,000 bales of wool (120,000 gp)
B9	Empty and rat-infested
B10	10,000 bottles of brandy (100,000 gp); 15 guards!
B11	Lumber (20,000 gp)
B12	Empty
B13	10,000 bales of Thyatian cotton (50,000 gp)
B14	5,000 bars of copper (5,000 gp); 10,000 bars of bronze (20,000 gp); 10,000 bars of iron (40,000 gp)
B15	4,000 barrels of whale-oil (66,000 gp)

C. MARKETPLACES: These two squares are the scenes of intensive bartering and bargaining on the weekly market day, when farmers bring their goods into town and set up stalls in the plazas around each marketplace. Live animals, fresh milk, fresh fish, and occasionally apples and cherries will be available on this festive day. Some craftsmen also take advantage of the crowds and peddle their goods at the market.

Because of the bargaining that goes on, exact prices of goods will have to be determined after considerable haggling between the DM and the players. Use the prices listed on the **MARKETPLACE PRICE TABLE** as a guideline. Generally, a merchant will begin by asking 2-3 times the listed amount, but with successful wheeling and dealing, it is often possible to get the price reduced to one-half the figure on the table.

MARKETPLACE PRICE TABLE

ITEM	AVERAGE COST
Cow, steer, or horse	100 gp
Goat, pig, or sheep	60 gp
Bushel of corn, beans, oats, etc.	10 gp
Bushel of fresh fruit	10 gp
1 large fish	1 gp
Quart of milk, or cheese cube	5 sp
1 dozen eggs	5 sp
Bolt of silk	20 gp
Bolt of wool	5 gp
Leather tunic	10 gp
Leather boots	5 gp
Cold weather cloak	20 gp

D. THE TEMPLE OF THE SPUMING NOOGA: This is the temple patronized by most of the seafaring folk of Rhoona. The deity of the Spuming Nooga is pictured as a giant whale spouting a great column of spray into the air. The alignment of the god and its followers is extremely neutral, and believers tend to be very self-reliant people. They are generally loyal citizens, paying taxes to the Duke and mixing freely with the other citizens of Rhoona. The temple is a simple wooden structure near the waterfront, with a large central chamber and four smaller rooms in the corners. A 9th level cleric, Grinnsvon Yenson, presides here, with a half dozen 1st and 2nd level assistants. The trappings of the religion are simple, and there is very little in the temple of value to an outsider.

E. THE TEMPLE OF FORSETTA: This is the lawful religion to which about 3/4 of the citizens of Rhoona belong. Most of the building is wooden, but the central sanctuary is made of stone. Members of this sect believe very strongly in the authority of the Duke, and above him, the King. They tend to be orderly citizens who always pay taxes and will unflinchingly obey the commands of the Ducal Guard. (As long as they believe those commands were issued by the Duke!)

One of the wings of the temple houses the clerics, of whom there are many of lower levels, and one each of 6th, 8th, 11th, and 14th level. The other wing contains a meeting and dining hall, as well as many small chambers where the clerics may privately counsel and console the faithful. Donations to the church are encouraged, and a rather large trove of wealth has been established. It is stored in a secret room of the sanctuary, and includes gold and silver pieces, and valuable platters, candlesticks, pitchers, and other implements crafted from fine metals and often inlaid with jewels. The total worth of the trove is 25,000 gp. Stealing from it would obviously be a highly chaotic act and one of the clerics would use a **commune** spell to determine the culprit or culprits. Immediate, appropriate (and fatal!) action will be taken against them.

F. BARRACKS OF THE DUCAL GUARD: See **MAP B** and key under **Scenario 1- Skulking Through The Barracks**.

G. MIDDLE CLASS RESIDENCES: These areas, while just as crowded and maze-like as the Old Town, contain slightly larger dwellings. Nonetheless, the homes are still single room affairs, although it is likely that the husband and wife will have a small alcove in which they sleep. Fewer shops can be found in these districts, since the residents do most of their shopping at the marketplaces. The Middle Class sections of Rhoona are marked with a **G** on the town map.

As in the old town, taverns are marked with an **□**. Reflecting the slightly greater wealth of the customers, prices for a glass of beer will range from 15 cp to 2 sp, and wine or brandy may be as high as 2 gp per glass. There is a 50% chance that beer will be available even after the Duke's order that all taxes be paid in that beverage. A generous bribe (2-12gp) will be necessary before the bartender will admit to this, however, as it is usually reserved for regular customers.

The DM should roll a d12 and compare the result to the **MIDDLE CLASS TAVERN TABLE** in order to determine the name of a specific tavern in the Middle Class Section.

MIDDLE CLASS TAVERN TABLE

DIE ROLL (d12)	TAVERN
1	The Crystal Girdle
2	The Inn of The Wandering Wench
3	The Sudsy Mug
4	The Inn of the Evening Star
5	Oly and Olga's Inn
6	The Slippery Seal
7	The Golden Dragon
8	The Peaceful Sea
9	The Grinning Goblin
10	The Inn of the Gleaming Glass
11	The Honest Trader's Inn
12	The Elegant Eagle

Although there are not as many businesses in the Middle Class district as in the Old Town, a few tradesmen and merchants have established shops here. As with the Old Town, the DM should place the key letter of a business in the circle marking that establishment on the large town map. The following table lists the types of shops that may be found here.

MIDDLE CLASS BUSINESSES TABLE

DIE ROLL (d%)	TYPE OF BUSINESS	KEY LETTER
01-05	Horsetrader	A
06-12	Brewery	B
13-16	Blacksmith's Shop	C
17-20	Icehouse	D
21-25	Leatherworker's Shop	E
26-30	Carpenter's Shop	F
31-38	Jeweler's Shop	G
39-45	Stonemason's Shop	H
46-50	Wainwright's Shop	I
51-55	Alchemist's Laboratory	J
56-62	Tailor's Shop	K
63-70	Cobbler's Shop	L
71-75	Armorer's Shop	M
76-80	Moneychanger	N
81-87	Dairyfood Store	O
88-91	Vegetable Market	P
92-96	Fish Mart	Q
97-00	Butcher's Shop	R

Since these buildings are larger than those in the Old Town, the merchants can maintain better inventories. The DM should assume a base 66% chance of the party locating the specific object for which they are searching. As before, this is modified according to how common or how rare the DM judges the item to be.

The standard of living is higher in the Middle Class district than in the Old Town, so each building is likely to have a little more money in it. The amount of wealth in a home will be 101-200 gp (d% + 100), but there is a 75% chance that it will be locked in a sturdy wooden chest. The businesses will have 200-1200 gp in them (2d6 x 100). The wealth will certainly be locked inside of a metal strongbox. Moneychangers and jewelers will have 1,000 to 6,000 gp extra available for emergencies. The extra funds will be hidden in a strongbox below a secret trapdoor.

H. ETHANGARIAN SECTOR: This area is populated by the immigrants from the Ethangarian Khanate. These nomadic steppe dwellers have established their own small community within the town of Rhoona, centered around the huge Temple of Cretia. The homes and shops of this area are arranged in a protective semi-circle, with a wide gateway leading to the front of the temple. Many wagons and carts are kept near this gateway, and can be pulled across it in a few minutes to create a well-protected fort. The few twisting alleys leading through the Ethangarian community can be similarly blocked.

The Ethangarians have brought herds of goats and horses over the mountains which they have sold to the people of Rhoona for huge profits. Thus, the standard of living in this sector is high, though it varies considerably from house to house. The poorest people live on the outer fringes of the sector, while the wealthiest members live on the inside, facing the temple. Several shops and stores, also facing the temple, can be found in the district, for the Ethangarians have a fairly self-sufficient community. Blacksmiths, horse trainers, butchers, leatherworkers, wainwrights, and a carpenter have shops here, as well as several food merchants. The staple foods include milk, cheese, mutton, goat, and bread.

I. DUCAL PALACE: See detailed key under **Scenario 5-To The Rescue!** Please refer to **MAP E** for room locations and additional information.



J. DWARVEN QUARTERS: These long, low buildings are the barracks and shops of the dwarves who are living in Rhoona to work on the Ducal Palace. A total of 55 of the stocky folk live here. Several smithys, a silversmith, goldsmith, and stonemason's shop occupy many of the buildings, with the rest being used as living, eating, and drinking quarters. The dwarves are a skilled (and expensive!) labor force, doing the work for great profit. Each week or two, a shipment of gold is sent by caravan over the passes to Rockhome, so there is never a large amount of treasure here.

The dwarves have managed to hide several dozen kegs of beer from the Ducal Guard, and gather in one of the barracks every evening to partake of the brew and grumble about the mismanagement of their projects by their various human directors. They are strictly lawful in alignment, but their loyalty is to their race and home nation of Rockhome, rather than to the Duke.

K. UPPER CLASS RESIDENCES: These large walled buildings are the homes of retired raiders and traders who were lucky or skilled enough to make a respectable fortune during their active careers. The houses vary from 7-18 rooms (2d6+6) and will contain souvenirs from most parts of the world. The amount of treasure in each home will vary from 3,000 to 18,000 gp (3d6 x 1,000). This will include silver tableware, pictures, frames, candelabra, skins, cloth objects (tapestries, garments, draperies), as well as coins and jewels. Each residence will have a 1st level guard (AC 6, hp 5, #AT 1, D 1-6, MV 90, ML 8) for each 1,000 gp of treasure on the premises, and there is a 75% chance that 1-4 guard dogs (treat as wolves) will be patrolling the courtyard at night. Although only four of these residences are shown on the map, several dozen more spread past the town boundary and into the hills beyond.

THE ADVENTURES



SCENARIO 1:

SKULKING THROUGH THE BARRACKS

DM Note: Give the players **MAP F** (found on Page 32 of this module). As the DM, you will use **MAP B (Ducal Barracks)** and **MAP A (DM's Map)**.

To begin playing the module, the players should then select one of the inn locations on **MAP F** (marked with an \square) in the Old Town as a base of operations. The DM may choose any name from the list of Old Town taverns, telling the players the name of the inn. **Note:** More inns are marked on the DM's map than the players', since the party can't be expected to be familiar with every tavern in the town.

The party may elect to stay at this inn, not only as a gathering place, but as a "residence." Persons who stay overnight in the inns of Rhoona generally do not retire at an early hour, since they must sleep in the tavern's single room. These lodgings are cheap, however, generally costing 1 gp per night. This fee includes supper and breakfast. If an inn does not satisfy the party's need for privacy, they may then rent a small building of their own. The fee will be 10 gp per night for the entire one room hut, but no meals are included. Most of the tavern owners either rent these places or they can direct the group to someone who does.

Regardless of where the group chooses to stay, the adventure will begin in a tavern. The following individuals will also be in whatever inn the groups selects as a starting point:

- * 3-18 sailors, merchants, and thieves
- * One half of the above number of women
- * A 4th level dwarf, (AC 3, hp 24, #AT 1, D1-8, MV 60, ML 10 AL, L) with battle axe and plate mail.
- * A 14th level cleric, (AC 8, hp 52, MV 120, ML 11, AL L), wears a tattered robe and appears to be a beggar.

The dwarf is Grimmvat Stonebreaker, a mason who has been working on the Ducal Palace. His curiosity has brought him into the Old Town. The cleric is Eric of Forsett, high priest of the Temple of Forsetta. He is following the group of adventurers, since he has knowledge that might help them in their mission. Eric would like to see the Temple of Cretia destroyed, but his lawful religion prevents him from taking direct action. He is limited to aiding the group with advice and information. He may also use his restorative spells on the party between scenarios, if the group is able to locate him.

Eric has the following spells:

First Level: cure light wounds (x2); detect evil; detect magic; light; protection from evil

Second Level: bless; find traps; know alignment; resist fire; speak with animal

Third Level: continual light; cure disease; locate object; remove curse; striking

Fourth Level: create water; cure serious wounds; neutralize poison; protection/evil 10' radius; speak with plants

Fifth Level: commune; create food; dispel evil; raise dead.

The present atmosphere in the tavern is quiet and solemn, since no beer is available. Expensive wine can be purchased, but does not satisfy these customers. Grimmvat will grumble irately about "human mismanagement." A short time will pass, while throats get drier, and Grimmvat grows more vocal as he grumbles, "Blasted decrees! Where does the Duke get these harebrained ideas, anyway? If dwarves were in charge...."

Some of the other patrons will react nervously to this complaining, but none of them will pick a fight with the sturdy dwarf. The players, of course, may react in any way they please.

Soon, a commotion will be heard in the street, and a passerby will stick his head through the tavern door and announce, "The Duke's herald approaches! There must be a new decree!" Very near to the tavern, the herald and a guard of ten soldiers will pause. The herald will unroll a scroll and read loudly:

"Be it known to all that his Benign Munificence, Stephen, Duke of Rhoona, has declared the following to be official decree:

WHEREAS, the scheming, greedy, and cunning nature of the dwarvenfolk is known to all,

WHEREAS, their short statures and bearded appearances are an affront to the sensibilities of decent humans,

AND WHEREAS, the citizens of rhoona have already borne the insulting presence of these creatures for too long,

IT IS HEREBY DECREED THAT A STATE OF WAR EXISTS BETWEEN THE FOUL AND CORRUPT DOMAIN OF ROCKHOME AND THE VIRTUOUS AND PRINCIPLED DUCHY OF RHOONA.

FURTHERMORE, any dwarf found to be within the boundaries of said duchy within one hour of the reading of this decree will be considered a dangerous criminal, subject to arrest. Its punishment shall be a public shaving of its face and stretching of its vile person upon the rack, until such time as it has attained a more human stature!

such is the word of the duke of rhoona!

A large crowd will have gathered to hear this pronouncement, but reaction will be subdued. There is little sentiment in Rhoona for a war against the powerful nation of Rockhome. After making the decree, the herald and his escort will move up the street, and the citizens will drift back to whatever they were doing.

"It's Draco who's behind this, and you can mark my words!" The exclamation from Grimmvat will be within hearing of the players, but the dwarf is talking to no one in particular. "If it's war he wants, then it's war he'll get. 'Foul and corrupt domain' indeed!" The dwarf will work himself into a sputtering frenzy, and, after several more oaths and declarations, will move off toward the dwarven community. His anger is directed at the Duke and his guards, so a friendly approach by characters will calm him somewhat. He will tell the party, if asked, that the dwarves have noticed some strange occurrences at the Ducal Barracks lately... "people that don't belong there coming and going." He will repeat his assertion that Draco Stormsailer is somehow behind this strange declaration, and suggest that answers might be learned at the barracks.

His conversation will be brief, as he needs to hurry to join the dwarves that will be leaving shortly to carry the Duke's word to Rockhome. "Shaving and stretching, huh? I'd like to see 'em try. Give me thirty seconds with that confounded Duke...and you can throw in Draco Stormsailer as well...I'll show both of 'em what it means to tangle...." Grimmvat will be audible for several minutes as he fumes and storms up the street.

If the characters take the dwarf's advice, they may proceed to the barracks at any time to begin the search. If not, Eric of Forsett, who has overheard the exchange, will approach quietly. "Wisdom may hide behind a hairy face," he will whisper as he exits the tavern. If this clue does not work, Eric will wait 24 hours before contacting the group. "Seek your answers in the lair of the Draco!" will be his very unsubtle clue at this second meeting.

NOTE: The players should be allowed free access to the background information at the beginning of this module. If they have forgotten who Draco is or where he may be found, the DM should reread the background information to refresh their memories.

The dwarves, meanwhile, will leave Rhoona and begin the trip to Rockhome. It will take seven days for them to reach their capital, another seven days to raise an army, and seven days to return with an army to Rhoona. All reasonable citizens of Rhoona know that the city's forces will have no chance against the powerful dwarven army, and that the war must be prevented at all costs. The only hope of doing this is to cure the Duke's insanity, at which time he will revoke his decrees and, after explaining the curse to the approaching dwarves, defuse the situation.

The Duke's decree will obviously create an awkward situation for any dwarven player characters. Beginning an hour after the decree has been made, any soldiers of the Ducal Guard who see a dwarf inside the town will make an attempt to arrest him. An **invisibility** spell is one obvious solution, but it will be difficult to keep the dwarf invisible on a constant basis. If the group is walking down a street with even a few other people on it, they may attempt to screen a single dwarf with their bodies. The chances for succeeding in this by having the other characters surround the dwarf in such a way that the guards do not notice him is 10% per screening character. **Example:** If seven characters are gathered around a single dwarf on a semi-crowded street, they would have a 70% chance of hiding a dwarf from the eyes of the passing Ducal Guards. (7 characters x 10% = 70%).

KEY TO THE DUCAL BARRACKS

The barracks are surrounded by a 20' high wall, just inside of a defensive ditch that is 10' deep. A flimsy 4' wide catwalk runs around the entire perimeter of the wall on the inside, but no guards will be patrolling here. The gates are sturdy and double barred. They will be closed at night, but any gate has a 66% chance of standing open during the daylight hours. The Ducal Guard has grown complacent and overconfident in their role as the Duke's enforcers, and as a result they will not be expecting an attack. Doors to the buildings will be barred unless otherwise noted, and a barred door has the effect of adding 2 to a player's roll to "open doors." Thus, if a character opens doors on a 1, 2, or 3 normally, he would need to roll a "1" to open a barred door. Note that a "1" will **always** open a door.

Servant and Guard Encounters

There is a chance of encountering either servants or guards while the group is in the barracks courtyard. Roll a d6 each turn, with a "5" indicating a servant encounter and a "6" indicating a guard encounter.

Servant encounters will be with 1-4 individuals. Depending on the area in the courtyard, these may be cooks, stableboys, serving maids, weapon tenders, or laundrywomen. They will ignore the party unless accosted, at which time there is a 25% chance that they will cry an alarm, a 25% chance that they will aid the group by answering questions, and a 50% chance that they will claim to know nothing.

Guard encounters will be with 1-6 1st level soldiers (AC 6, hp 5, D 1-6, MV 90, ML 8). They will approach the party and arrogantly demand to know their business. If attacked, they will call for aid, and have a 50% chance per round of being heard. If the cry for help is heard, 20 1st level guards and 3 3rd level sergeants-at-arms (AC 6, hp 16, ML 10) will arrive in four rounds.

The Ducal Guard totals some 120 soldiers and 25 officers, but approximately 2/3 of these will be on duty in the town or palace at any given time. Thus, the number of soldiers within the barracks only represents about 1/3 of the Duke's entire force.

1. SERVANTS' BUILDING.

This small, two story building is clean, but in need of repair. It has a single door and no windows.

This is the home of several dozen of the garrison's servants. The outer door is unlocked. Few servants will be here during the day, but all of them will be present at night. As a group, they will be timid and frightened. None will offer information in the presence of other servants. There is nothing of value to the party here, save a few cp and sp that individual servants may have managed to save from their meager wages.

2. STABLE.

This large, weather-beaten structure looks much like a barn. A set of double doors gives access to the east end of the building, and the smell of animal manure hangs in the air here.

The doors to this building are unlocked. Inside, six separate corrals are fenced off, with a closed gate leading to each. Immediately inside the doorway, to the left and right, are pens holding 10 dogs each (AC 7, HD 2+2, hp 10, #AT 1, D 1-6, MV 180' (60'), Save F1, ML 8). The dogs will bark at intruders, but cannot get out of their pens. The other pens hold 6 milk cows, 13 milk goats, 6 warhorses, 8 draft horses, and 18 riding horses. During the day, 4 stableboys and a houndmaster will be present. These servants will react to the party as other servants; i.e. answer questions, sound alarm, or claim to know nothing, based on a d% roll.

A raised loft contains saddles, bridles, and gear for all of the horses. Much hay is piled in the loft, which can be reached by a ladder to each side of the door, and milk buckets are also kept there.

3. CELLBLOCK.

This is a plain, stark room, barren of any amenities. Five metal-barred cells, a table, and a chair are the only objects in the room. Two of the cells seem to be occupied.

The door from the outside leading to this room is barred and locked. The two occupied cells each holds a badly injured and clean-shaven dwarf. They have been stretched on the rack so severely that they cannot move, but will swear vile oaths at any persons they see. There is a 10% chance per round that these oaths will bring a 1st level guard from the barracks to tell the dwarves to be quiet.

If these dwarves notice that the characters have a dwarf among the group, they will cease their swearing. Because of their injuries, they cannot even walk unaided, and so will be of no help to the characters

in a physical sense. If they are asked why they are in such a state, they will explain that the Ducal Guard caught them as they were attempting to leave the town, several hours after the decree banning dwarves was announced. They will beg the party to give them weapons, which they will conceal in their cells and use to attack the guards as soon as they get the chance.

4. BARRACKS.

This immense room is filled with many rows of wooden bunks. Many of these bunks have people sleeping on them, and several men in the uniform of the ducal guard are sitting on beds in different parts of the room.

This is the barracks of the Ducal Guard. Forty guards will be present here, minus any that the party has disposed of since entering the barracks compound. Of these, 75% will be 1st level (AC 6, hp 5, D 1-6, MV 90, ML 8) and 25% 2nd level (hp 11, ML 9). 120 bare wooden bunks occupy most of the room, with a small chest at the foot of each. These chests are unlocked, and only 10% of them contain anything of value. In these cases, the "treasure" may range from 3-18 gp value, usually in cp or sp. The doors into the barracks room from the courtyard will be barred, but those from other sections of the building will open freely.

5. BARRACKS KITCHEN.

The door from the outside is unbarred.

The room contains several large clay ovens, and some stacks of pots and pans. A pair of closed doors covers a cabinet on one of the room's walls.

The kitchen contains everything necessary to produce those delectable meals that are common to military life everywhere. Huge pots, kettles, ladles, and ovens occupy most of the room, and a pantry with crates of flour and dried meat covers one wall. It will be occupied by four cooks (hp 4, ML 6) from 1 hour before daylight until dark.

6. MESS HALL.

The door to the courtyard is unbarred.

This large room contains many long tables with benches on either side of them. A stairway at the end of the hallway leads to an open, dark space above.

The mess hall is usually empty, but at mealtimes - morning, noon, and evening - the room will ring with the noisy shouts of the dining soldiers. The noise will be clearly audible to anyone approaching any of the doors to the mess hall.

7. SERGEANTS-AT-ARMS' QUARTERS.

The door to this room is barred.

This room holds two large tables, a desk, and a dozen chairs. It is unoccupied when the door is opened.

The sergeants who are off-duty are sleeping in room 8. They will hear the doors smashed open, however, and in two rounds they will enter, fully armed and armored.

8. SERGEANTS-AT-ARMS' BARRACKS.

Twelve wooden bunks with thin woolen mattresses are placed around the perimeter of this room. Each has a chest at its foot.

Four 3rd level fighters (AC 6, hp 16, D 1-8, MV 90, ML 10) will be sleeping here, until the door to room 7 is smashed. They will quickly don leather armor and carry shields and longswords into the fight, entering room 7 two rounds after they hear the door smashed. Each of the chests is locked, and contains 10-40 gp (1d4 x 10) worth of treasure in gold and silver coins.

9. ARMORY.

This low building is very solidly constructed, and has no windows. The door is made of iron, and is locked and double barred.

Within the first room are eight 1st level soldiers, (AC 6, hp 5, D 1-6, MV 90, ML 8) one 3rd level, (AC 6, hp 17, D 1-8, ML 10), and a 5th level officer (AC 4, hp 28, D 1-8, ML 12). Note that while the officer is alive, the other soldiers will not need to check morale.

The room contains several tables and benches as well as a desk that is strewn with papers. The latter are the records listing each person that has a weapon or item of armor checked out of the building. Neatly stacked on one of the tables next to a set of crude bone dice are 18 gp, 58 sp, and 40 cp.

The doors leading to rooms 10 and 11 are made of metal, and are locked tightly. The keys to these doors are kept on a ring carried by the officer on his belt.

10. WEAPON STORAGE ROOM.

Many orderly racks of weapons are placed around the room, including swords, spears, bows, and arrows.

Although much of the rack space is empty, there are still: 31 crossbows, 800 quarrels, 35 quivers, 62 shortswords, 11 longswords, 33 pikes, and 80 spears stored in the room. None of the weapons is magical.

11. ARMOR STORAGE ROOM.

This large room is mostly empty, but several racks of what look like clothing are placed around the walls. In the center of the room is a large pile of leather.

This room is used to store the garrison's armor. Hanging on a rack on the far wall are 12 suits of leather armor, and 3 coats of chain mail are near the door. Hanging against another wall are 21 shields, and the center of the room is piled high with huge, bulky masses of leather. A closer examination of the leather will reveal it to be barding (horse armor).

12. UPPER FLOOR ENTRY ROOM.

A rickety stairway climbs from the courtyard to a barred door leading to this room. The stairway from the mess hall enters through a hatch in the floor which is currently open. A thick trapdoor is hinged so as to be able to be closed quickly over this hatch, and three metal bars are easily slipped through a set of brackets to hold the trapdoor shut.

Since the trapdoor is stronger than the stairs leading to it, any attempts to smash it open from below will simply cause the stairway to collapse. The room is empty. Only the door to room 30 is locked.

13. OFFICERS' AND SPECIALISTS' MESS HALL.

This room has four tables and several dozen benches in it. An open doorway at the far end leads to what is apparently a cooking area. Each of the tables is covered with a white cloth.

The doorway at the far end of the room does indeed lead to a kitchen, containing two small ovens, cooking utensils, a small pantry with flour, fresh meat, ice, a keg of beer, and a chest with a silver set of dishes worth 400 gp. The cloths over the tables are made of fine linen, and are worth 30 gp apiece.

14. SERVANTS' QUARTERS.

The door leads to a short hallway. Two doors are along the left-hand wall, and another door is at the far end.

The three rooms opening off this corridor are the homes of the 10 servants assigned to the officers and specialists. Each of the rooms contains enough plain wooden bunks for the occupants, and a plain table with two straight-backed chairs.

Four unmarried female servants occupy the first room, four unmarried men are in the second, and an older married couple live in the third. Their reactions to the party should be determined with the usual procedure for barracks servants. (Refer to the **Servant and Guard Encounters** in the first part of the **KEY TO THE DUCAL BARRACKS.**)

NOTE ON THE SPECIALISTS' QUARTERS (Rooms 15-21): Each of these rooms has one or two residents. They will be gone (working) during the day, but present at night. Unlike servants, they are loyal to the guards and will try to call an alarm if possible. Specialists are "0" level, with 4 hp, unless otherwise mentioned.

15. HOUNDMASTER'S QUARTERS.

This room is barren, except for a plain wooden desk and chair, and a simple bed.

16. LEATHERWORKER'S QUARTERS.

This room contains a wooden bed, a simple desk, a chair, and a table. On the table are piled a number of pieces of leather, several of which have been sewn together to form the beginnings of a suit of leather armor.

17. BOATBUILDER'S QUARTERS.

There is a desk, table, bed, and chair in this room. A skillfully crafted model of a longship is on the desk, and an oilskin cloak hangs on a peg. The room is otherwise empty.

The boatbuilder will not be found in this room, since he is staying at the waterfront until the completion of his current project.

18. BLACKSMITH'S QUARTERS.

This room contains several broken swords on a desk, as well as the usual bunk.

The smith specializes in weapons work, and plans to take the broken swords to his shop just outside of the barracks for repairs.

19. MAGIC-USER'S QUARTERS.

In this room is a bed and a cluttered workbench. Some vials of oddly colored liquids and many shallow dishes filled with a wide variety of unidentifiable substances are on the bench.

A 5th level magic-user dwells here (AC 8, hp 11, MV 120, D 1-4, ML 7). He carries a dagger upon his person, and his door is **wizard locked**. A small lab with many vials and packets of mysterious ingredients is at the far end of the room. The magic-user's spells are:

First Level: read magic; magic missile

Second Level: mirror image; wizard lock

Third Level: invisibility



If he is in his room and someone attempts to smash the door, the enchanter will make himself invisible if he has enough time. He will then attempt to slip out the door and warn the fighter and thief from rooms 20 and 21. The three will attempt to deal with the party without calling for further aid.

Among the vials in the magic-user's lab are a **potion of speed** and a **potion of giant strength**. The enchanter wears a **ring of protection +1**. He has a sack with 179 gp hidden under his bed.

20. WEAPONMASTER'S ROOM.

This room is similar to the others on the hallway, containing a bed, desk, and chair. A burly fully-armed fighter is standing in the center of the room. As the door opens, he whirls to face the intruders and draws a gleaming longsword.

The resident of this room is fully armed and armored since he is preparing for a training session with one of the officers. He is a 12th level fighter (AC 1, hp 60, MV 60, D 4-11 [1d8+3], ML 11) charged with the combat education of the Duke's garrison. He wears plate mail and carries a **shield +1**. His favorite weapon is his **longsword +2**. His room is bare except for his weapons and armor, and he keeps his door barred.

21. THIEF'S ROOM.

A bed, desk, and chair are the only items of furniture in this room. A swarthy, dark haired man with a long scar on one cheek leaps to his feet and faces the door as it opens. His hand goes to the hilt of a sword at his side, but he does not draw it immediately.

The resident of this room is a 10th level thief (AC 5 [-2 dex. adjustment], hp 21, MV 90, D 2-7 [1d6+1], ML 9, AL C) who serves the Duke as a spy. He is Draco's partner in the plot to overthrow the Duke. He will join the fighter and magic-user in fighting the party if one of them asks him to. If surprised in his room, he will attempt to talk his way out of the situation. He bears a **shortsword +1** and wears **elven boots**. He has a locked strongbox with 210 gp, 180 ep, and a 500 gp ruby in it hidden under his bed. The lock contains a poison needle trap, and the key is on a thong around his neck.

NOTE ON THE OFFICERS' QUARTERS (Rooms 22 - 28): Since the duty times of these men vary, regardless of time of day, only the rooms that mention a person will be occupied. The residents of the others will be on duty or sleeping elsewhere, as many of these higher ranking soldiers keep quarters in town. The walls of this building are thick, so the officers will not have heard any commotion below them or in the specialists' quarters. If one of the officers is attacked in his quarters, however, he will shout an alarm that will bring the other two fighters in the area to his aid. The doors to all of the rooms in this section will be locked, and the keys will be with the respective residents.

22. OFFICER'S ROOM.

There is a table, a chair, and bed in this room. A blanket on the bed is pulled over a figure that appears to be a sleeping person. A nearly empty wine bottle sits on the table, and a strongbox rests at the foot of the bed.

A 5th level fighter (AC 9 [4], hp 26, MV 120' [60'], D 1-8, ML 11) is sleeping in this room. The statistics in brackets represent his status in chain mail armor, which he will don if given 2 rounds of warning. The strongbox at the foot of his bed is locked, and contains an extra suit of chain mail, a sack with 230 gp and 390 sp in it, and a woolen cloak.

23. EMPTY OFFICER'S ROOM.

This room is bare, except for a blanket over a wooden bed, a table, and a chair.

24. DOUBLE ROOM.

Two unmade beds, a table with two chairs, and a desk are the furnishings in this room.

Under each of the beds is a locked footlocker. The first contains a cloak, leather tunic, and small sack of jewels (25 gems worth 10 gp apiece). The second locker holds a cloak, a suit of chain mail armor, a mace, and has a false bottom (locate as a secret door). Beneath the false bottom is a leather pouch containing 260 gp, 110 ep, and 345 sp.

25. CAPTAIN'S ROOM.

This room contains a desk and chair, a bed with several blankets on it, and a large chest. A tall man is seated at the desk, but quickly rises to his feet as the door opens. It will be seen that he has been working on a carving of a longship, and as a matter of fact a pile of woodshavings coats the top of the desk.

This captain is a 6th level fighter (AC 9 [2], hp 30, MV 120' [60'], D 2-9, ML 11). His door is locked and barred, and if given 2 rounds, the captain will put on his armor, changing his statistics to those in the brackets. The chest is against the wall opposite the door, and is locked. The key to the chest is hidden behind the captain's belt, and the chest contains a woolen cloak, suit of leather armor, and small wooden box containing a 200 gp diamond, 31 gp, and 7 pp. He fights with a **longsword +1**.



26. CAPTAIN'S ROOM.

A neatly-made bed, desk, small chest, table, and chairs occupy this room. Several papers are on the desk.

Most of the papers are requisition forms for various supplies. If the players look closely, they will see that 500 suits of leather armor, 500 shortswords, 150 crossbows, 3,000 quarrels, 200 shields, thousands of gallons of milk and cheese, and tons of meat and flour have all been ordered for the Ducal Guard. The bottom sheet on the pile is an order, signed by Draco Stormsailer, authorizing the drafting of 600 men-at-arms from the city's population. The chest is locked, and contains a suit of plate mail, a longsword, an **elven cloak**, and a shield. The cloak will appear normal unless a **detect magic** spell is used.

27. COMMANDER'S ROOM.

A carefully made bed, a desk, a table and chair are the furnishings of this room. A sturdy-looking warrior in plate mail armor is seated at the table sharpening a sword.

The warrior is a 7th level fighter (AC 0, hp 40, MV 60, D 3-10 [+2 strength bonus], ML 12). He is preparing for a practice session with the fighting instructor in room 20. A rack holding 6 fine daggers is on the desk. None of them is magical, but jeweled hilts, golden blades, and exquisite craftsmanship make them worth the following: 750 gp, 600 gp, 500 gp (x3), and 400 gp. A small chest is hidden under the bed containing 2 cloaks, a suit of leather armor, a shortsword, and a small sack holding 110 pp and 4 800 gp rubies. The fighter wears **plate mail +2**.

28. HIGH COMMANDER'S ROOM.

This room is bare except for a neatly made bed, a desk, and a chair.

An unlocked and empty chest is under the bed. This is the room of the 9th level fighter who is Draco's chief lieutenant and fellow conspirator. He stays at the room of his mistress in the town, and so rarely uses this room.

29. PRACTICE ROOM.

This is a large empty room. Many nicks and gouges have been carved into the walls.

This chamber is used by the officers for weapons practice. Because they use the room frequently, sounds of combat in the officers' quarters will not seem unusual to the soldiers below.

30. DRACO'S RECEPTION CHAMBER.

This sparsely furnished room contains only a table, four chairs, and two benches. A tapestry depicting a longship riding out a stormy sea hangs on the outside wall.

This is the entry room to Draco Stormsailer's quarters. Both the door from room 12 and the door into room 31 are locked.

31. PRIVATE DINING ROOM.

A long table with 14 ornate, straight-backed chairs occupies the center of the room. Six soft armchairs are in the corners, a buffet with a collection of fine silver and crystal tableware stands against one wall, and a long trophy case is opposite it.

The silver is worth 800 gp and the crystal 1,000 gp, but the latter is extremely fragile and would be difficult to transport. The trophy case contains prizes that Draco has seized, usually by force, from the far corners of the world. Among them are five bottles of fine wine worth 200 gp apiece, four paintings worth 500 gp each, and two exquisitely crafted rugs, worth 500 gp apiece.

32. DRACO'S SERVANTS' QUARTERS.

The large room is a general kitchen and work area, with a large pantry tucked into an alcove. A large table, an oven, and a waterpump are placed around the room.

The pantry contains fine meats, breads, and cheeses. Three kegs of beer are also stored in here, as well as a dozen bottles of wine, worth 20 gp apiece. The beer is literally priceless in thirsty Rhoona, but a buyer may be difficult to locate, since tavern owners are afraid of the Ducal Guard. If the player characters want to try to sell the beer to a tavernkeeper, the DM should roll a d6 to determine the tavernkeeper's reaction. On a roll of 1-2, the tavernkeeper will buy the beer. On a roll of 3-4, he will do nothing. On a roll of 5-6, he will alert the Ducal Guard.

The two small rooms at the back of these quarters are the chambers of the four servants, a married couple to each room. The servants will have retreated here when strangers enter the apartment, since they know that Draco is not at home. They will cower fearfully if approached, and will furnish no information unless very heavy handed or threatening steps are taken by the party. In any event, they do not know about the secret room beyond Draco's bedroom.

33. OFFICE AND LIBRARY.

Two comfortable chairs, a desk with a simple wooden chair, and two bookshelves are the furnishings of this room. The desk is strewn with papers, and many books are on the shelves.

The papers, upon examination, will be seen to be duplicates of those in room 26. The bookshelves contain several volumes on boatbuilding and sailing, as well as a dusty history of Rhoona and a much handled tome entitled: "*The Escapades of Draco Stormsailer-Scourge of the Seas!*"

34. TROPHY ROOM.

This unusual room has a lush layer of furs on the floor. White and black bearskins, dire wolf hides, and the skins of all of the great cats have been piled throughout the room. Along one wall, posed so as to almost appear real, is the skin and mounted head of a red dragon. Along the opposite wall are mounted the heads of wild boars, a giant, several dwarves, a displacer beast, owl bear, troll, unicorn, and woolly rhinoceros.

These trophies represent the remains of creatures that Draco has slain throughout the world. Obviously, the garrison commander takes a great deal of pleasure in killing things. The door at the far end of the room is locked.

35. DRACO'S BEDROOM.

This large room contains a huge and richly quilted bed, a table with four chairs, a number of tapestries, and a wardrobe closet. On the table is a full bottle of wine and two crystal goblets. The tapestries illustrate battle and sailing scenes in great detail, and feature prominently the exploits of a tall, black-bearded warrior with a "D" emblazoned on the front of his tunic.

The wardrobe closet contains a suit of plate mail, leather armor, and a dozen ornate robes. All of these are emblazoned with an elaborate "D".

36. SECRET TREASURE ROOM.

The secret door to this room is further concealed by a tapestry. It is opened by pushing in on a knot in the pineboard wall.

Three chests are stacked at one end of this narrow room, and a small writing table and chair are at the far end. A piece of parchment is on the table.

A letter written in an obscure code is on the table. Each of the chests is locked, and the keys are with Draco in the palace.

The first chest contains a **paralyzing** gas that will affect everyone in the treasure room for 2-12 hours, unless a thief successfully removes the trap. Inside the chest is an ornate helmet. It is a **Helm of Reading Languages and Magic**. The second chest contains many coins: 1,060 gp, 1,300 sp, and 280 pp. The third chest holds gleaming gems, worth 100 gp (x10), 80 gp (x2), 50 gp (x5), 25 gp (x8) and 10 gp (x70).

If the **Helm of Reading Languages and Magic** is used to decipher the coded letter, the following may be read:

"My dear Draco, future Duke of Rhoona,

The wheels are well in motion now. The pronouncement of war against the dwarves will be forthcoming shortly, and little resistance is apparent thus far from the populace. The slobbering idiot of a Duke will have only a short time left to reign when he declares this foolishness - I am sure you must agree that my curse is working admirably! Be alert: the moment for you to move is near!

Your faithful compatriot
Xanathon
High Priest of Cretia

SCENARIO 2: THE TEMPLE OF CHAOS



DM Note: Use **MAP C** for this scenario.

The beginning of the second phase of the adventure will depend greatly upon the group's behavior following the search of the barracks. The DM must keep careful track of the passage of time, since the dwarven army is gathering while play is going on. The curse must be removed before that army arrives or Rhoona stands a very good chance of being sacked and burned.

The scenario as written here will assume that the party of adventurers has returned to the inn where they started the game. If they go to a different inn, very little modification will be required. If they return to their rented room(s), they can hear the commotion in the street announcing the herald's arrival, and will presumably move out to hear the new decree. Eric of Forsett, still in his beggar disguise, might talk to them in the crowd after the decree has been made. If the group is relatively strong after the barracks adventure (i.e. they still have most of their spells and hit points), they might wish to proceed directly to the temple of Cretia. In this case, they could hear the decrees in the streets along the way, and there would be no need for Eric to contact them, since they will have already figured out that their next objective is the temple.

Unless the group chooses to proceed directly to the temple, 24 hours will pass following their search of the barracks before the next ducal decree is made. If this time requirement would place the announcement in the middle of the night, then substitute 36 hours for 24.

In any event, the herald will soon walk the streets again, calling out the news of the Duke's latest inspiration. The announcement is as follows:

"Be it known to all that His Benign Munificence, Duke Stephen Rhoona, has declared the following to be official decree:

whereas, it is apparent to all but the most feeble-minded that the sun is the most illustrious of heavenly bodies,

and whereas, it is of utmost importance to maintain the goodwill of this most blazing orb of flame during the coming strife,

it is hereby decreed that the burning of all combustible materials - to wit, wood, oil, cloth, peat, etc. etc. etc. - is outlawed during the period of the sun's resting, lest we incur the jealous wrath of his most heatful self!

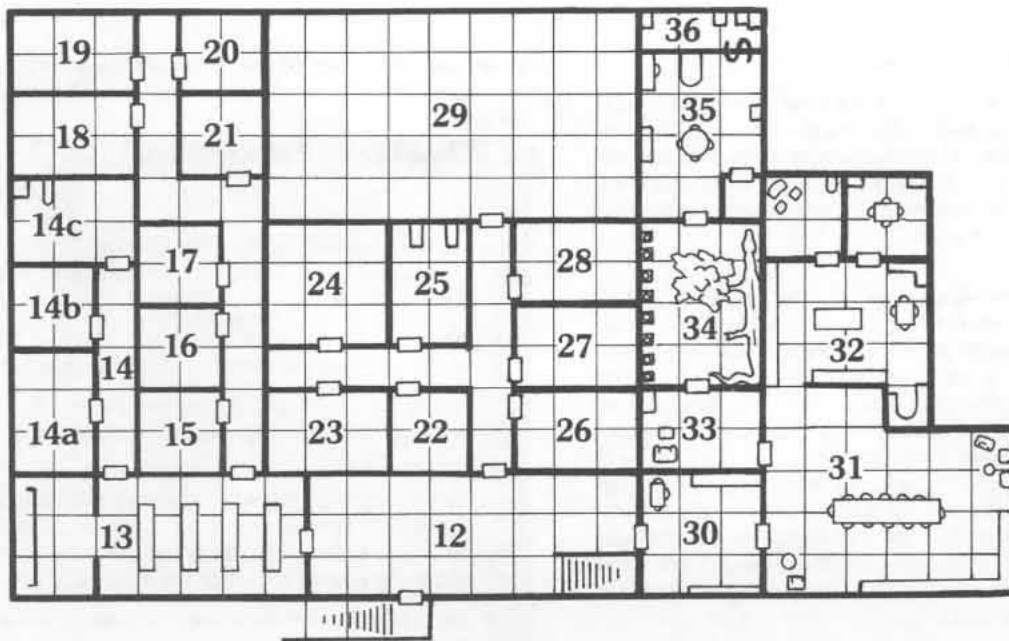
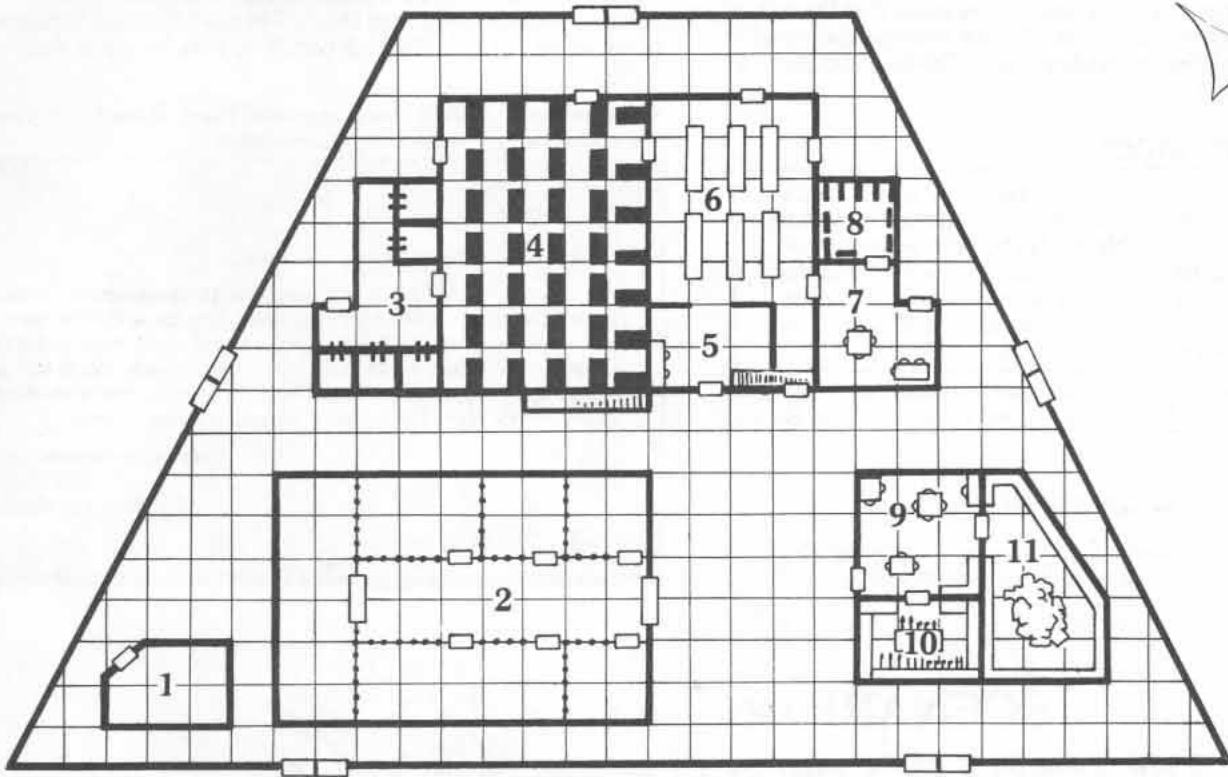
the hours include those times between the sun's touching of the western horizon and his climbing once again into the heavens of the east!

such is the word of the duke of rhoona!

Ducal Barracks

Map B

1 square = 20 feet



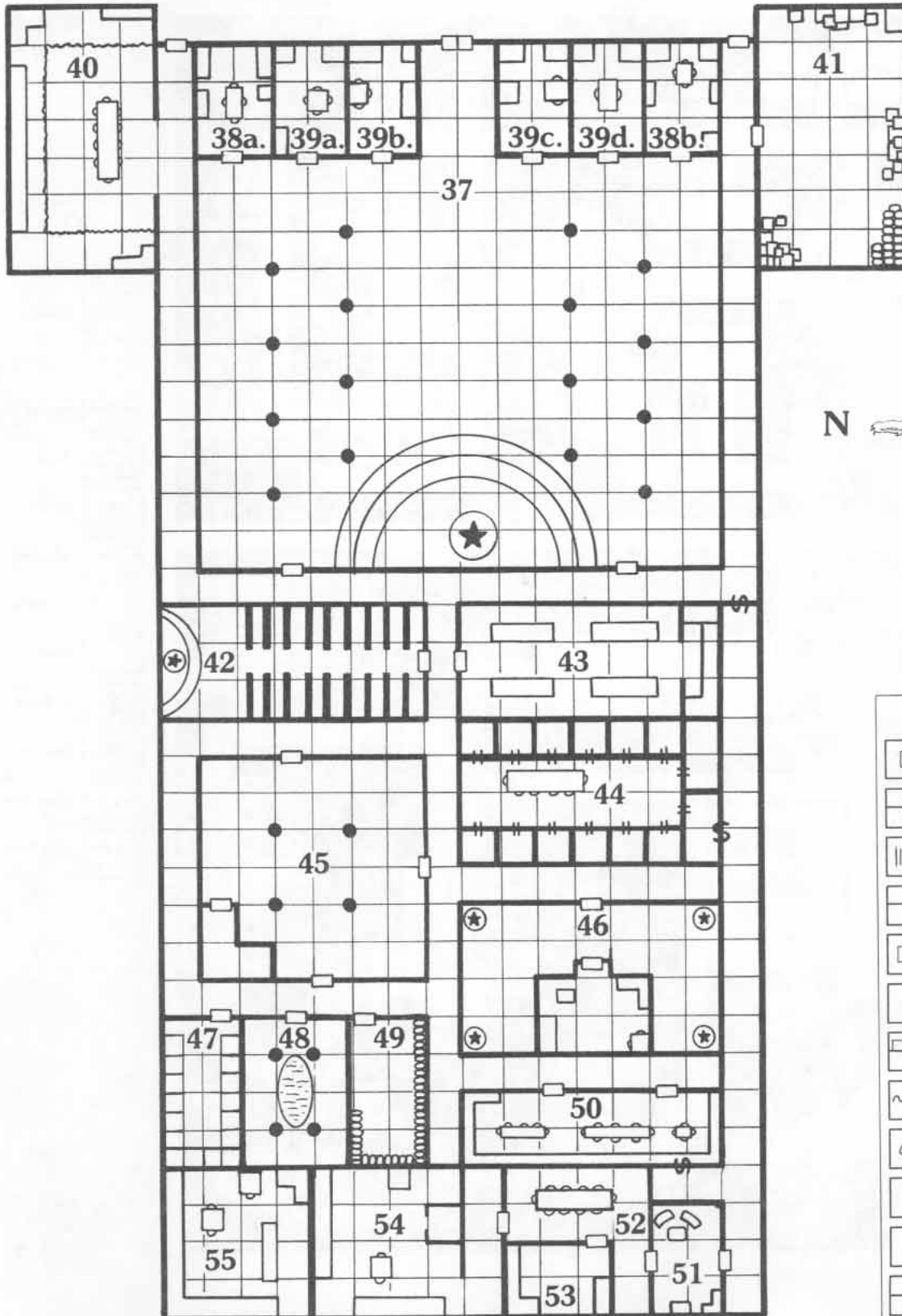
1 square = 10 feet **2nd FLOOR**

KEY	
	Bench
	Bed
	Fence
	Door
	Stairway
	Secret Door
	Table
	Chair
	Cell Door

TEMPLE OF CRETIA

MAP C

1 square = 10 feet



N



KEY

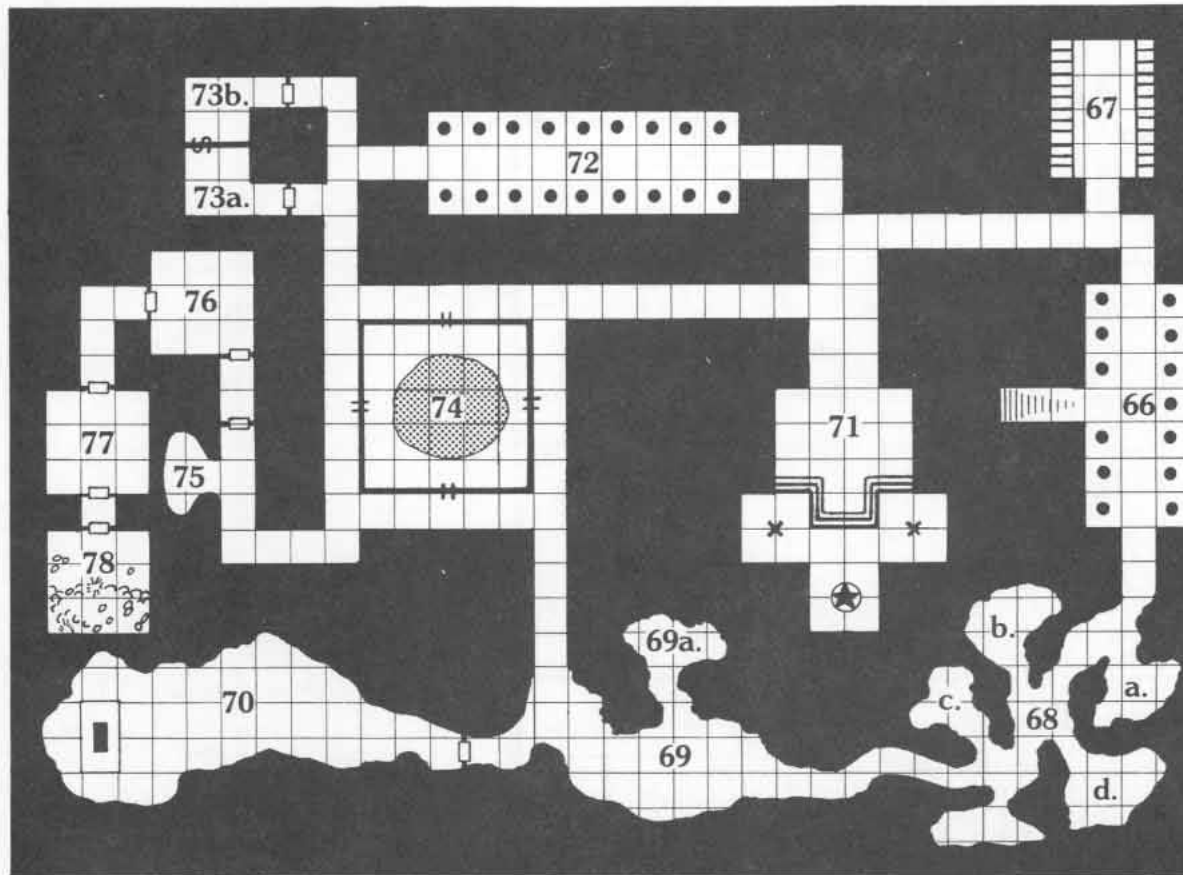
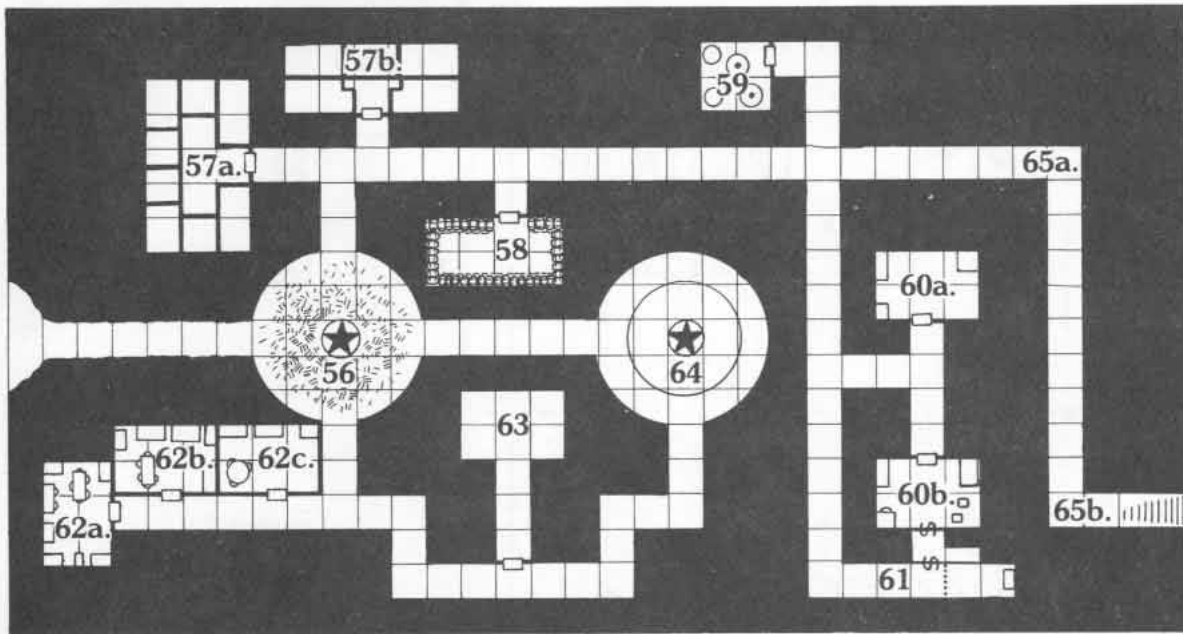
	Bed
	Door
	Stairs
	Secret Door
	Table
	Chair
	Window
	Drapery
	Pool
	Column
	Statue
	Cell Door

SHRINE OF CRETIA

MAP D

LEVEL I

1 square = 10 feet



KEY

	Bed
	Door
	Stairs
	Secret Door
	Table
	Chair
	Window
	Drapery
	Pool
	Column
	Statue
	Portcullis
	Cell Door

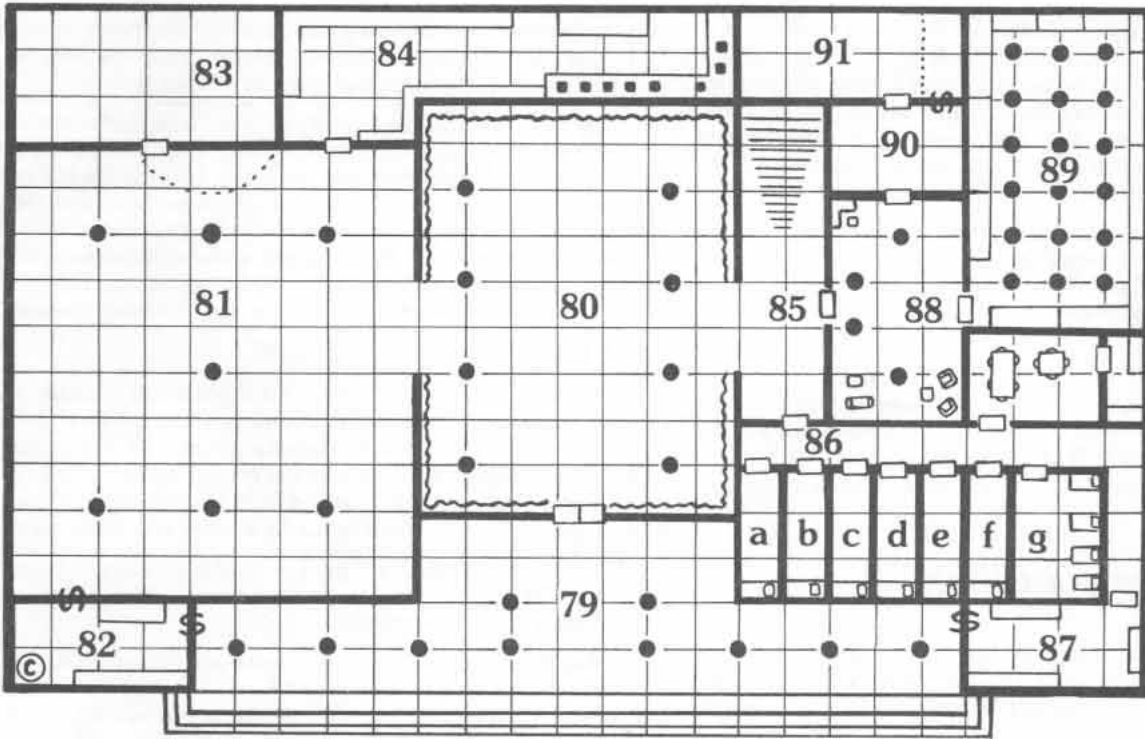
LEVEL II

DUICAL PALACE

MAP E

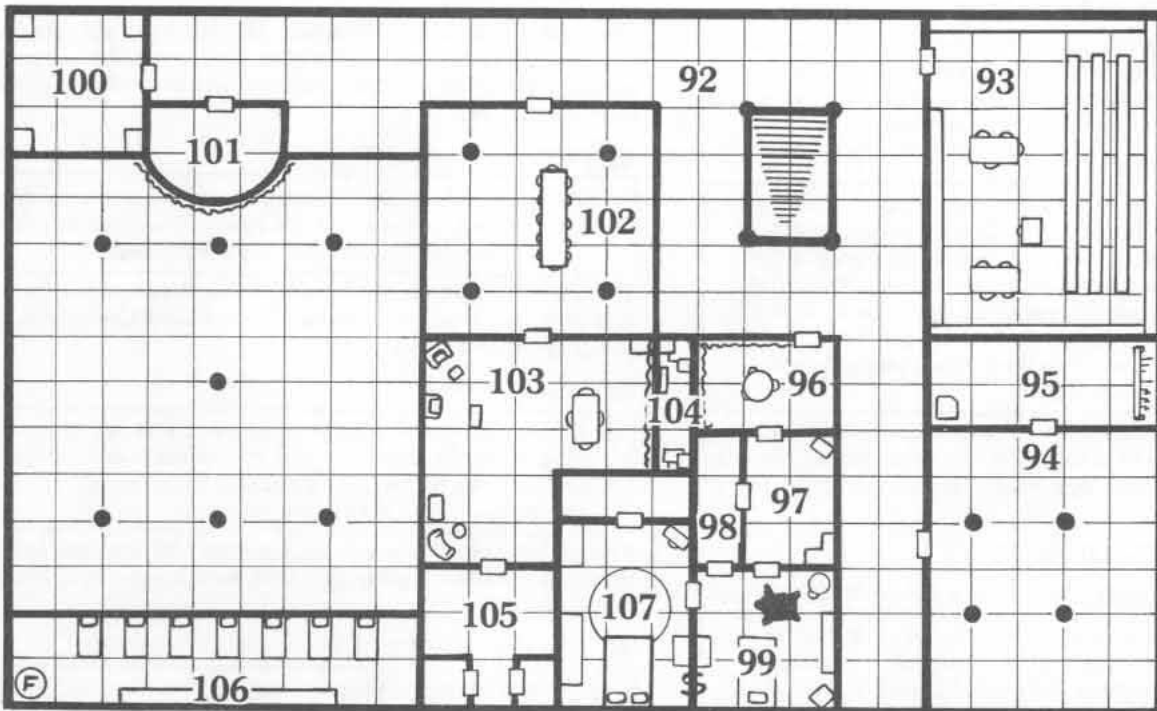


1 square = 10 feet



LEVEL I

KEY	
	Secret Door
	Book Shelf
	Column
	Door
	Bars
	Table
	Chair
	Bed
	Display Case
	Trap Door in Floor
	Trap Door in Ceiling
	Drapery



LEVEL II

This decree will be received by most of the populace with a sort of resigned indifference, as if they can no longer be surprised by the Duke's follies. As before, the herald will have a sturdy group of guardsmen with him, so none of the reactions will be blatantly hostile. A few of the more intelligent or thoughtful citizens might express grave misgivings as to the Duke's mental health, but these will be whispered quietly, and party members will not overhear such comments unless they are expressly eavesdropping.

Eric of Forsett, still disguised, will approach the group following this announcement. He will mutter to them, "The curse of the Cretin must be stemmed at its source," then slowly shuffle away from the party. If stopped by a character and asked for further information, he will simply say, "You cannot stop the rain with a bucket on the ground; you must go to the cloud that sheds it." He will ignore all further questions and walk away from the group. If pursued, he will not acknowledge any statements or queries.

As before, the cleric will again allow 24 hours to pass. If the group has not deciphered his advice in this time, he will again seek them out and sternly admonish them, "The High Priest of Cretia is an evil blight on our community. Seek him, and demand an accounting for the Duke!"

Eric has already approached the Duke and attempted to use a **remove curse** spell, unsuccessfully. He realizes that the power of the god, Cretia, is involved here, and that only Xanathon holds the key to a return to sanity in Rhoona. He is unsure of Xanathon's motives, but understands that the very survival of Rhoona is at stake.

KEY TO THE TEMPLE OF CRETIA

Many people, both Ethangarians and Rhoonians, pass through the gateway into the community around the temple, so - if the party acts calmly and passively - they will not be noticed. Once inside the Ethangarian sector, much activity will be visible at all times of day and night. Again, if the group moves quietly toward the temple, they will attract no attention. The Temple of Cretia is a massive stone structure, and only three doorways are visible, all on the front wall. All of these portals are made of sturdy wood, but only the one to the group's left (outside of room 41) will be locked.

NOTE: A number of doors throughout the temple will be locked. Unless a locked door leads to a person's quarters, Xanathon will be the only person in the temple with the key. In the former case, of course, each person has the key to his own room.

37. HALLOWED HALL.

The double doors lead into the main sanctuary of the worshippers of Cretia. Massive stone columns support a roof that is 20' above the floor. A raised dais, opposite the doors, elevates a statue of the grotesque Cretia. The god is pictured with a scowling human face upon the torso of a gorilla, with four bear-like feet. Its eyes will glitter evilly with reflected torchlight, as each of the columns holds a bracket with a burning torch set in it.

Upon close examination, the eyes of the statue will be recognized as two 20 gp gems. The doors to rooms 38 and 39 are locked, and all of their residents will be currently in them. The doors to either side of the dais are unlocked.

38(a&b). FIGHTERS' QUARTERS.

These two rooms are identical. Each has a locked door.

The room contains four wooden bunks, a table, and four chairs. Four young men wearing chain mail and carrying longswords will be seated at the table in each room.

The men in these rooms are 2nd level fighters (AC 4, hp 11, #AT 1, D 1-8, MV 60, ML 10) who have been charged with the temple's security. They wear chain mail and carry shields and longswords.

Their high morale is due to religious fervor. If intruded upon in either room, the fighters will cry an alarm that will bring all eight fighters and the eight clerics from rooms 39a-39d to do battle with the party. Each fighter will carry a small purse on his belt containing 1-6 gp and 2-24 sp.

39(a-d). CLERICS' QUARTERS.

These four rooms all have locked doors. As with the fighters' rooms, they are identical to each other.

The room contains two beds, a table, two chairs, an ivory statue of Cretia, and a smaller table with several bottles of cheap wine on it, as well as a pair of wine glasses.

Each room is the residence of a pair of 3rd level clerics (for a total of eight; AC 4, hp 12, #AT 1, D 1-6, MV 60, ML 10). Each cleric has a **cure light wounds** spell and one other 1st level clerical spell. To determine which other spell is useable by each cleric, the DM should roll a d8 and compare the result to the spell list on page X11 of the **D&D**® Expert Rules. Note that some clerics might have two **cure light wounds** spells. In battle, the clerics will tend to fight with their heavy maces. None of the clerics has any monetary treasure.

40. GUESTS' DINING ROOM.

A long table covered with a satin tablecloth occupies the center of the room, and eight fine wooden chairs are placed around it. In one corner stands a cart with a crystal decanter and glasses on it. In another corner is a low table with 5 bottles of excellent wine and eight crystal goblets. A thick purple drapery hangs around the outer wall of the room.

The tablecloth is worth 100 gp. The crystal decanter and glasses are worth 300 gp, but are of course very fragile. The wine bottles and goblets are worth 50 gp each.

In the 10' wide space between drapery and wall await 10 beserkers (AC 7, HD 1+1, hp 6, MV 120, #AT 1, D 1-8, AL N+2 on all "to hit" rolls). They are rabid followers of Cretia, and will attack any non-Ethangarians entering the room and fight to the death!

41. OFFERING STORAGE ROOM.

This room contains many crates, bales, and kegs, all stacked neatly in the corners and along the walls.

The door to this chamber is locked. This is the storage area that the clerics of Cretia use to store the offerings of the faithful. In the room are dozens of crates of grain, bales of wool, bundles of cloth, and kegs of whale oil.

42. PRIVATE SANCTUARY.

There are eight pairs of wooden benches that face an altar holding the grinning image of Cretia in this chamber. This statue is smaller than the one in the **Hallowed Hall**.

The door to this room is unlocked. This is the area that the temple residents use for worship services. The statue of Cretia has a pair of 200 gp gems as its eyes.

43. DINING HALL.

This is a room with four large tables in it. A pair of crude benches flanks each table, and an open doorway leads to a small kitchen beyond. Tin platters and colored glass mugs are displayed on a shelf in the dining hall.

The kitchen contains several large kettles and pots, and leads to a pantry stocked with loaves of bread, salted meat, lard, and some moldy cheese.

44. ACOLYTES' CELLS.

This room is divided into 14 separate cells. Each cell has a heavy wooden door with a small, slitted opening in it. The large chamber outside of the cells contains only a long table and 14 chairs.

Neither the outer door nor the cell doors will be locked. Each cell contains only a pallet of straw, a torch and a cheap copper image of Cretia (worth 5 gp). The cells are the chambers of 14 1st level clerics (acolytes)(AC 9, hp 3, D 1-4, ML 5). They will be in their cells and offer only token resistance to an attack. If trapped, they will use torches as clubs, but each will stay within his cell instead of coming to the aid of his fellows. If strangers enter this area, however, the acolyte in cell **44a** will exit through the secret door in order to warn Xanathon. Note that, if warned, Xanathon will still await the party in his chambers.

45. EXERCISE ROOM.

This is a large, open room. Four thick wooden columns support the ceiling, and a small closet takes up one corner. The room is bare, but the columns show many gashes and dents.

The marks on the columns have been inflicted during the weapons practice that often goes on in here. The closet contains several wooden benches and a small well. A bucket on a rope and simple winch hang over this well, and sweaty fighters and clerics come here to douse themselves after working out. The water drawn from the well is seawater from the fjord, and thus undrinkable.

46. CRYSTAL ROOM.

This oddly-shaped room has a door directly opposite the one that was entered. Two large areas to the left and right are not visible because of the small room that the second door seems to enter. Directly to the left and right stands a statue of Cretia, each carved out of some opaque crystalline material.

The two visible statues and their two counterparts which cannot immediately be seen are actually Living Crystal Statues (AC 4, HD 3, hp 15, MV 90', #AT 2, D 1-6/1-6, Save F3, ML 11). They have been commanded to attack anyone who enters the room unescorted by Dervill the Treacherous (the mage who is in room **46b**).

Dervill's chamber is unlocked, and the wizard will hear his statues begin combat in **46a**. He will fling open the door and enter the fray, casting spells at the party while his statues maneuver to prevent the party from reaching him. If hard pressed, Dervill will shut the door and cast his **hold portal** upon it. He will then **teleport** to Xanathon's chamber.

Dervill the Treacherous: 9th level magic user, AC 7, hp 23, MV 120', D 1-4, MV 120', ML 9. He wears a **ring of protection +2** and is armed with a dagger.

Dervill's spells are:

- First Level:** detect magic; hold portal; magic missile
- Second Level:** detect invisibility; ESP; web
- Third Level:** haste; protection from normal missiles; dispel magic
- Fourth Level:** wizard eye; polymorph other
- Fifth Level:** teleport

Dervill's favorite offensive spell is the **polymorph other**, with the recipient becoming a toad, salamander, or other loathsome crawling thing. He will also cast **haste** upon the statues, or attempt to use his **web** and **magic missile** spells against the party. In his chamber is a simple pallet upon which he sleeps, a table covered with scrawled notes which, if deciphered, prove to be lists of spell components (buzzard beaks, lizard gizzards, etc.), and a cluttered workbench. Five vials are off to one side of the bench. These contain: **poison**; and potions of **gaseous form**; **healing**; **heroism**; and **polymorph self**. The other materials, dishes, and jars contain nothing of value to the players.

47. SUPPLY ROOM.

This door is unlocked.

This is a crowded room that contains many rows of crates and boxes.

These boxes contain grains, flour, dried beans, salted meat, cheese, tools (hammers, nails, saws, prybars), lard, torches, rope, and several small statues of Cretia.

48. SEAROOM.

This room is very fancy, with an ornately tiled floor, four slender stone columns, and plush draperies hanging over all the walls except the one by the door. In the center of the room is an oval pool of green seawater. The water surface is still.

The door to this room is unlocked, but the residents of the temple know better than to enter here. Lurking just beneath the water's surface, in a position to observe people who enter the room, is a lesser sea serpent (AC 5, HD 6, hp 28, MV 150', #AT 1, D 2-12, Save F3, ML 8). It has been imprisoned in an undersea cave and is nearly starved, so it will desperately attack anyone who comes within 20' of the edge of the pool. It has no treasure.

49. WET GOODS STORAGE.

This room contains 20 kegs, all neatly stacked along the walls.

The door to this chamber is locked. Fifteen of the kegs in here contain wine, imported from the Ethangar Khanate and the Emirate of Ylaruam. Most of these kegs are worth 75 gp, but two of them hold very fine wine and are worth 500 gp. The other 5 kegs contain beer, and have been stored here in spite of the ducal decree. They are for local guests whom Xanathon occasionally entertains.

50. LIBRARY AND ARCHIVES.

In this room are many shelves of musty tomes and volumes. Three tables are in the room, with four chairs at each.

The two doors to this room are locked. The books include many volumes on the history of different Khans of Ethangar, and their bloody conquests. Also included are books about the kingdoms of Vestland and Ostland, and the Jarldom of Soderfjord. If characters spend some time studying the books about the Ethangar Khanate (written, of course, in Ethangarian), they will see that the culture has a history of warlike rulers who embark on wholesale programs of conquest.

The secret door will only be discovered if all of the books are removed from the shelves that hide it. It may be opened by simply lifting the empty shelves to flatten them against the wall.

51. HIGH PRIEST'S ENTRY CHAMBER.

The door to this room is locked.

In this comfortable room, two low chairs are set around a small table, and a small desk is against the wall. The desk is bare, but there is a bottle of wine and two glasses on the table.

52. XANATHON'S DINING ROOM.

This is a richly furnished dining room. The table and chairs are of gleaming dark wood, and have been skillfully crafted. Several paintings hang on the walls, depicting waves of grass below awesome mountain peaks. An exquisitely detailed tapestry hangs on the wall by the kitchen, picturing masses of Ethangarian riders storming through the army of some foe, and a crystal chandelier hangs over the table.

The chandelier is worth 1,000 gp; the tapestry is worth 500 gp, and the paintings 500 gp, 300 gp, and 200 gp respectively.

53. KITCHEN.

This is a clean and well-furnished cooking area. Several wooden counters, brick oven, and a closed pantry will be visible here.

The kitchen is used by the acolytes who prepare Xanathon's elaborate meals. The china and silverware stored here is finely wrought

and very valuable (300 gp and 500 gp, respectively). In addition to the usual dry goods (breads, flours, and grains), the pantry boasts the luxury of an icebox. Stored here among the slowly melting blocks of ice, are slabs of fresh meat, fish fillets, and four bottles of excellent wine. The wine is worth 75 gp per bottle.

54. XANATHON'S CHAMBER.

This room contains a large bed, a table and chairs, an open closet, a colorful map on one wall, and a large, glass paned window in the middle of the room's west wall. The drop from the window to the ground outside is only 5', and here a narrow strip of shoreline runs along the fjord to the north and south.

The most striking feature in the room is the tall, gaunt, bald man standing in the center. He is clad in a black robe, and holds a gleaming black mace in his hand. He looks rather frail but will laugh mockingly and snarl, "Poor miserable fools!" as he slowly advances.

This, of course, is Xanathon (14th level cleric, AC 9, hp 39, MV 120', #AT 1, D 3-8, ML 12).

Xanathon's spells are:

First Level: cure light wounds; detect good (detect evil reversed); detect magic; light; resist cold; cause fear (remove fear reversed)

Second Level: find traps; hold person; resist fire; snake charm; silence 15' radius

Third Level: continual light; growth of animals; locate object; curse (remove curse reversed); striking

Fourth Level: cure serious wounds; create water; neutralize poison; protection/evil 10' radius; sticks to snakes

Fifth Level: commune; dispel evil; remove quest (quest reversed); finger of death (raise dead reversed)

As mentioned earlier, Xanathon enjoys a particularly effective kind of protection, thanks to Cretia. His life force has been removed from his body and stored in a brilliant diamond, hidden away in the Shrine of Cretia (see **Scenario 3**). As a result, he is immune to all mind-influencing spells (**sleep**, **charm**, etc.) as well as all types of damage. Thus normal weapons, magical weapons, and damaging spells (**fireballs**, **lightning bolts**, etc.) will have no effect on him. The only way to cause him to become vulnerable is to bring the diamond containing his "essence" to within 10' of Xanathon's body.

Of course, the players will know none of this. As they enter the room, they will see Xanathon standing in the center. If Dervill has teleported here, he will be standing behind his master. The map on the wall depicts the trade route over the mountains from Ethangar to Vestland, and next to it is a picture of a cave mouth in the side of a high peak. The map has a red blot on it at the crest of the pass separating the two countries. If it is examined carefully, the blot will be recognized as the face of Cretia.

Xanathon delights in physical combat, and since he cannot be injured, he will close immediately to fight with his **mace +2**. The only spell he will use is **striking**, which he will cast upon his mace, thus causing it to do 4-14 (2d6+2) points of damage at each successful hit. He will wade into the midst of the group, laughing like a maniac, and single out one victim. He will belabor that unfortunate character until he or she is dead, and then choose another victim. He will ignore any attacks upon himself, and weapons that score hits will



DM Note: Use **MAP D** for this scenario.

The players may well be puzzled regarding where to proceed from the Temple of Cretia. The DM should allow them to debate among themselves for a time, since the clues have all been furnished in

puncture his skin, but no blood will flow and the "wounds" will close as soon as the weapon is withdrawn.

Dervill will cower at the far end of the room during this altercation. He will use any spells that he has left to defend himself if any characters come after him. Xanathon will ignore the magic-user, even if Dervill is being killed.

As the characters realize that their weapons are having no effect, Xanathon will laugh even louder. He will pause in his attacks and gloat, "I said you were fools, and now you know that I spoke the truth. You cannot wound me, for my life does not reside in this body you see before you! Rather... and here is a puzzle for your feeble brains...it is deep in the earth and high in the sky at the same time!" His laugh will ring with madness as he once more presses the attack.

At this point, the sensible group will begin to give some thought to escape. The window mentioned earlier is a likely route, as it can easily be broken. The characters can drop safely to the shore outside of the temple, and Xanathon will not pursue them.

If they choose to retreat through the temple however, the High Priest will pursue them mercilessly all the way to the outside doors. He will sneer mockingly at the party in either circumstance, but will not follow them outside of the temple.

The door to room 55 is constructed from the same stone as the rest of the temple walls, and can be found as a normal secret door. The group should not find it, however, during this scenario. It is doubtful, of course, that the battle with Xanathon will provide a character with the opportunity of locating this door in any event. A description of room 55 is included here because the group may use it during **Scenario 4-Duel With the High Priest**.

55. XANATHON'S WORKSHOP.

This large room is cluttered with many strange and mysterious objects. A large statue of Cretia occupies the center of the chamber, and this statue has a large emerald for each eye. A rack holding many small vials of white powder is set against one wall. Many scrolls of parchment are spread upon a table in a corner of the room, and a littered workbench follows one wall.

Fifteen of the vials on the rack contain nothing but worthless chalk dust. Two of them, however, contain a magical powder which, when thrown in the eyes of a person afflicted with the Curse of Xanathon, will remove the curse.

Most of the scrolls are covered with Xanathon's personal notes and are meaningless to anyone but the High Priest. Three of them, however, are clerical spell scrolls, and contain the following:

- Scroll 1. cure serious wounds x2; cure light wounds x2**
- Scroll 2. cure disease; locate object**
- Scroll 3. commune; raise dead**

A workbench is littered with various worthless materials. These are things that Xanathon has used in creating potions and new spells. There are no potions currently in the room, however.

A brass-bound, locked chest is in a corner of the room. It is trapped with 6 spring-fired darts, some of which (roll a d6 to determine how many) will strike a person picking the lock for 1-4 points of damage apiece. Inside the chest are 380 pp, 700 gp, 1,000 ep, and a **wand of trap detection** with 8 charges left.

SCENARIO 3: JOURNEY OF THE SHRINE

Xanathon's chamber. Of course, a few reminders of exactly what they saw there, and exactly what Xanathon said, may help them to determine that they must seek out the Shrine of Cretia, at the top of the mountain pass between Vestland and the Ethangar Khanate.

As the group passes from the Ethangarian sector back into the rest of the town, they will notice the people they meet seem to be very tense. They may even overhear some folks worrying out loud about when the dwarven army will be arriving. Other concerns that might be expressed - within hearing of the party - include the Duke's state of mind, and the fact that Draco is rumored to be spending all of his time at the Duke's side. No one is enthusiastic about the idea of Draco taking over the government if the Duke should die without an heir. The party may also overhear some rumors, either in the street or at a tavern or inn. One of these suggests that a massive dwarven army is even now camped just over the hills south of Rhoona (false). Another rumor is that the Duke is about to make another decree (true).

Eric of Forsett will be waiting at the inn where he originally met the group, if they wish to seek him out. He knows of the Shrine of Cretia and can give a rough description of how to find it. Since it lies along the only route from Vestland to Ethangar, it is not difficult to follow the trail to the shrine. Once at the summit of the pass, about five days travel from Rhoona, the players will have to locate the exact entrance to the shrine.

If the characters spend a full day in town after their expedition in the temple, they will hear the latest ducal decree. If not, they will have to learn of it from rumors upon their return from the shrine. In any event, with his usual escort the town herald will once again walk the streets, announcing the following:

"Be it known to all that His Benign Munificense, Duke Stephen Rhoona, has declared the following to be official decree:

WHEREAS, THE RIDERS OF RHOONA MUST BE CAPABLE OF GREAT AND HEROIC DEEDS IN THE IMMINENT WAR,

AND WHEREAS, THE CONDITION OF THEIR STEEDS IS OF UTMOST IMPORTANCE TO THE SUCCESS OF THE CAVALRY,

IT IS HEREBY DECREED THAT ALL MEAT ITEMS IN THE TOWN - TO WIT, BEEVES, SHEEPS, AND FISHES - SHALL BE DECLARED HORSE-FEED!

ANY HUMAN FOUND TO BE CONSUMING SAID MEAT, OR FEEDING OTHER THAN SAID MEAT TO HIS STEED, SHALL KNOW THE WRATH OF THE DUKE!

SUCH IS THE WORD OF THE DUKE OF RHOONA!"

THE JOURNEY TO THE SHRINE

This trip will take five days of travel time. There is no chance of the group becoming lost if they follow the caravan trail, since many herds of horses and sheep have been brought along the route. The trail is a wide and muddy track.

The journey will begin with the group being ferried across the fjord west of Rhoona. Any number of fishing boats will provide this service, for a cost of 2-12 gp for the entire party. Once across, the trail begins to climb the ridge west of the fjord. After two hours of

climbing, the group will reach the top, and from there they will follow the wide, gentle ridgecrest to the west for two days. After this time, the caravan trail will veer from the ridge into a valley leading to the northwest. It follows this valley, climbing gently, for two more days. The fifth and final day of the journey will be spent climbing the steep approach to the pass.

The first four days of travel will be through thick evergreen forests, where the group may walk three abreast. The final day will be spent on an open and rocky slope. The trail on this last day is steep and treacherous, with many switchbacks, where the party must move single file. It is important to keep these specific terrain factors in mind if wandering monsters are encountered. The DM should check for these once each day and each night by rolling a d6. A result of "6" indicates an encounter. Roll another d6 to determine which of these delightful travelling companions is encountered:

HILLS OF VESTLAND WANDERING MONSTER CHART

DIE ROLL	WANDERING MONSTER
1. Hill Giant:	AC 4, HD 8, hp 38, MV 120', #AT 1, D 2-16, Save F8, ML 8.
2. Trolls:	(2) AC 4, HD 6+3, hp 30, MV 120', #AT 2 claws/1 bite, D 1-6/1-6/1-10, Save F6, ML 10 regenerates 3 hp per round.
3. Ogres:	(3) AC 5, HD 4+1, hp 18, MV 90', #AT 1, D 1-10, Save F4, ML 10, 850 gp in sack.
4. Panthers:	(2) AC 4, HD 4, hp 19, MV 210', #AT 2 claws/1 bite, D 1-4/1-4/1-8, Save F2, ML 8.
5. Grizzly Bear:	AC 6, HD 5, hp 25, MV 120', #AT 2 claws/1 bite, D 1-4/1-4/1-8, Save F2, ML 8.
6. Rock Baboons:	(8) AC 6, HD 2, hp 10, MV 120', #AT 1 club/1 bite, D 1-6/1-3, Save F2, ML 8.

The summit of the pass will provide the characters with a magnificent vista. The plains of the Ethangar Khanate are visible, nearly 50 miles away, to the north. Southward, the mighty peaks of Rockhome thrust into the sky. A narrow, jagged, and rocky ridge extends to the right and left of the pass, while the caravan track follows the valley down the far side. Two treacherous trails, perched on a knife edge of broken rock, follow the ridges to the left and right. Travelling along either of these trails must be done in single file.

If the players follow the caravan track northward, they will have no more wandering monster encounters as they hike to the Khanate, which will take them three days. Hopefully, they will realize that this is the wrong route before then. The trails to the east and west each run for one hour of travel time before ending in a cave mouth.

EAST CAVE: This is a yawning black hole in the side of a towering mountain. The cave is 50' wide and 20' tall, extending into the rock for 150'. At the far end, perched atop a pile of glittering coins, is chimera (AC 4, HD 9, hp 48, M 120', #AT 2 claws/3 heads + breath, D 1-3/1-3/2-8/2-8/3-12+3-18 from fire, Save F9, ML 9). One of the chimera's heads will always be awake, so it cannot be surprised. At the sight of intruders, it will roar belligerently. If the party retreats, the monster will not pursue them. If the characters halt or continue to advance, however, it will charge. It has a 50% chance of using its breath weapon.

The chimera rests upon a pile containing 2,000 gp, 5,000 sp, and four beautiful pieces of jewelry, worth 500 gp apiece. Also buried among the coins is a **longsword +2**, with the ability to **charm person** three times per week. The cave ends in the lair of the chimera. If the party has followed the trail to this cave on the same day that they climbed the pass (i.e. immediately after reaching the summit), it will be too dark for them to return along the ridgetop. They must wait until the following morning to investigate the west trail.



KEY TO THE SHRINE OF CRETIA

The trail to the west approaches a small cave mouth in the side of a thin, sharp peak. As the group draws to within 300' of this cave, a manticore (AC 4, HD 6+1, hp 29, MV 120' (flying 180'), #AT 2 claws/1 bite or tail spikes, D 1-4/1-4/2-8 or 1-6 per spike, Save F6, ML 9) will soar from a rocky ledge 100' over the cave mouth. The monster will make four passes over the group, 100' above them, shooting all of its tail spikes. It will then land between the characters and the cave mouth to melee.

Once the group has disposed of the manticore, they will be able to approach and enter the cave. It is smaller than the east cave: 20' wide and 10' high. After 30', it narrows further to a square corridor that is obviously man-made. This corridor is 10' wide and 10' tall. The party may now enter the Shrine of Cretia!

56. ENTRY CHAMBER.

This large circular room has a statue of the grotesque Cretia in the center. Two greenish gems glitter in the statue's eyesockets. The entire floor of the room is covered with a 12" thick layer of grass.

Each of the gems in the statue's eyesockets is worth 50 gp. The grass on the floor of the chamber has been brought all the way from Ethangar to remind the visitors to the shrine of the waving plains of their homeland.

57(a&b). GRAIN STORAGE.

The walls of this room are lined with huge bins that take up most of the floor space, allowing only a small area on which the characters may walk.

The door to each of these rooms is unlocked and opens outward. In 57a, the bins are filled to the ceiling with yellow grain. In 57b, only a third of the bins have grain in them, and these are only half full.

58. WINE STORAGE.

In this room, several dozen small casks are stored on a series of racks around the walls.

The door to this room is locked, and the key is held by one of the clerics in 60a. There are 48 casks in the room, and they all contain a common grade of Ethangarian wine, and are worth 50 gp apiece to anyone ambitious enough to try and transport them to civilization.

59. STILL ROOM.

This room contains several large tubs, two huge, tightly-lidded vats, and a cluttered workbench. A sickly sweet odor fills the air in here.

The door to this room is locked, and the key is kept by the cleric mentioned above. It is 66% likely that anyone pausing outside the door of the room will notice a strong odor. This is because the room is the fermenting and distilling room for the shrine. The tubs hold squashed grapes, and are the source of the odor; while the vats contain liquid in more advanced stages of fermentation.

On the bench are a number of piles of herbs and some large bottles of liquids, ranging from a thick, blue syrup, to a watery reddish brew. There are 4 small bottles behind the larger ones. The latter contain 1 dose of **healing** potion apiece.

60(a&b). CLERICS' QUARTERS.

These rooms are very simply furnished. Two beds, a desk, two chairs, and a small, worthless statue of Cretia are the only visible features, aside from the two humans in plate mail that are charging the opened door with up-raised maces and yelling in a bloodthirsty manner.

Both rooms 60a and 60b are the residences of two 5th level clerics (AC 2, hp 20, MV 60', D 1-6, ML 10, AL C). Because one the clerics had a dream warning him of a battle, they are fully armed and armored. They wear plate mail and carry shields and maces. One of the clerics in 60a carries a ring of keys and a **mace +1 vs. lawful**

creatures; -1 vs. chaotic. Of course, he does 2-7 points of damage per hit.

Each of the clerics has the following spells available:

First Level: cause light wounds (cure light wounds reversed); cause fear (remove fear reversed)

Second Level: blight (bless reversed); hold person

Under the mattress of one of the beds in 60a is a clerical scroll with a **speak with animals** spell. None of the clerics has any money.

61. PORTCULLIS TRAP.

The secret doors from 60b and the corridor open into a tiny winch-room, which contains the mechanism for raising the portcullis after it has trapped a victim. The trap is sprung if anyone attempts to open the false door at the end of the corridor. The "door" will pull easily away from the wall, but cold stone is all that lies beyond.

The door opens easily. The leading characters see a solid stone wall behind it, and the entire party hears a resounding clang as a sturdy portcullis crashes to the floor behind them.

The portcullis will crash down the instant that the door is moved. Anyone standing directly under it (in the DM's judgement) must save vs. Dexterity (i.e. roll his or her dexterity or less on a d20) or be struck by the falling bars for 2-12 points of damage, and become pinned under the apparatus. If a character succeeds in avoiding the trap, roll a d6. A result of 1-3 indicates that they end up inside the trap, while a 4-6 means that they have escaped. Of course, anyone between the portcullis and the false door is trapped.

The bars may be lifted automatically with a combined strength of 44, but only three people may attempt this from any one side of the portcullis. Thus, if two people are caught in the trap and four are out in the corridor, both of the former but only three of the latter could attempt to raise it. A person trapped under the portcullis may not participate in the raising attempt.

62(a-c). FIGHTERS' QUARTERS.

These three rooms are the residences of the small garrison of fighters that lives in the shrine. These fighters have been warned of the cleric's dream, and so are also prepared for battle. Each of their doors has been crudely blocked by a chair, and must be opened as if stuck. One round after any of the doors is smashed, the fighters from the other two rooms will rush to investigate. The morale of all of the fighters is equal to that of the highest level fighter that is still alive.

62a.

The only furnishings in this room are 6 bunks, 6 chairs, and a table.

This chamber is garrisoned by 6 1st level fighters (AC 4, hp 4, MV 60', D 1-8, ML 8). The fighters are armed with longswords, and protected by chain mail armor and shields. On the table in this room are a set of crude bone dice, 21 gp, 24 ep, and 56 sp.

62b.

This room is furnished exactly as 62a.

In this room may be found 6 2nd level fighters (AC 4, hp 4, MV 60', D 1-8, ML 8). The fighters are armed with longswords, and protected by chain mail armor and shields. On the table in this room are a set of crude bone dice, 21 gp, 24 ep, and 56 sp.

62c.

This room contains three beds, a table, and three comfortable chairs.

The garrison of this room is three 4th level fighters (AC 2 (or 1), hp 20, MV 60', D 1-8, ML 11). These stalwart warriors wear plate mail and carry shields and longswords. One of them has a **shield +1**. They were passing the time by gambling, and have dice and coins spread across the table. The total is 97 gp, 105 ep, and 120 sp. Hidden beneath one of the mattresses is a pouch containing 5 100 gp gems.

63. EMPTY ROOM.

This room is completely empty.

64. ILLUSION TRAP.

This circular room surrounds a huge, shining golden statue of Cretia. Two fist-sized emeralds glitter from its eyes. A circular rug, 30' in diameter, surrounds the statue. The rug seems to be made of silk, and has been woven with a mosaic pattern in reds, golds, and black. A ring of the stone floor, 10' wide, circles the outer wall of the room.

In reality, both the rug and the statue are illusions. They conceal a gaping pit that drops 30' to a prison cell in the second level. Any character falling into it will take 3d6 of damage (3-18 points). Since the illusion has been created by the god, Cretia, no saving throw is allowed characters viewing it (i.e. they are always fooled). The first touch will dispel the illusion, however, so if a character prods the rug with a sword or spear, the trap will be revealed for what it is.

65. CORRIDOR OF ETERNAL RETURNS.

The purpose of this corridor is to prevent the uninitiated (or uninvited!) from discovering the entrance to the second level. Its function is to cause any individual or group who enters the corridor to return the way they came, without knowing that their bearings have been reversed.

Since this system has been rigged with a **teleport** spell by Cretia, no saving throws are allowed. As soon as a person or group comes around the corner at **65a**, heading south, they are immediately **teleported** to the corner at **65b**, heading north. They will have no knowledge of the teleportation; in other words, they will believe that they are still moving southward, approaching a right angle to the east.

In order to reach the second level, a group must pass the corner at **65a**, where of course they will be **teleported**. After this, they must reverse their direction somewhere in the corridor between **65a** and **64b**. They may then proceed around the corner at **65b** and walk down the stairs.

It is quite likely that the party will not discover this effect the first time through the level, and will proceed merrily out of the corridor, convinced that they are mapping a whole new section of the first level. As things start to seem familiar, the DM is advised to let the group try to figure out what has happened through inferences rather than direct statements. For example: The DM shouldn't say, "This is the wine storage room, again." He or she should simply describe it and let the group draw their own conclusions. The DM should only give broad clues if the group is becoming frustrated or bored.

66. HALL OF STATUES.

This room is lined along two walls with a series of 10' tall statues of an Ethangarian warrior. The heads of the statues reach the ceiling, and they do in fact serve as columns. The statues are plain, unadorned granite.

67. DEN OF ZOMBIES.

Twenty raised stone platforms line the walls of this room, 10 to either side. Upon each platform lies a moldering corpse.

These corpses have been placed here by Xanathon himself. He has used a potent spell with the aid of his chaotic god to affect them, and all 20 of these will become animated if a living creature enters the room. (Zombies: AC 8, HD 2, hp 9, MV 120', #AT 1, D 1-8, Save F1, ML 12). They will attack and pursue the party until they have all been **turned** by a cleric or destroyed.

68. CAVES OF THE CARRION CRAWLERS.

This is a dingy network of damp stone caverns. Water drips and trickles down the walls, and shiny patches of green moss are visible in many places.

This area is the lair of 3 carrion crawlers (AC 7, HD 3+1, hp 14, MV 120', #AT 8 tentacles, D paralysis, Save F2, ML 9). Two of these loathsome creatures dwell in **68d**, and one will be in **68c**. They will sense living creatures as soon as the party draws even with rooms **68b** and **68d**, and will immediately rush forward to attack. Each of the chambers in this area is filled with moldering skeletons. A very close examination of these bones is 50% likely to reveal them as human and dwarf remains. There is nothing of value in any of the caves.

69. LARGE CAVE.

This is a large, apparently empty cave. Much moisture is present here, dripping down the walls and collecting in shallow pools on the floor.

This area is unremarkable except for the alcove (**69a**), in which is a well. An axle, rope, and bucket are suspended above the well, and the water level is 20' below the floor. The water is cold, clear, and refreshing.

70. MUMMY'S TOMB.

There is a large stone door blocking access to this room. It is stuck, and because it is so heavy, it opens at -1, compared to a normal "open doors" roll.

This cavern is very large, and has a coating of dust on the floor about 1" thick. At the far end is a large block of stone.

The block of stone is actually the tomb of a mummy (AC 3, HD 5+1, MV 60', #AT 1, D 1-12 + disease, Save F5, ML 12).

The mummy will sense a disturbance if the door to the cave is opened, and will slowly awaken. Two rounds after the door has been forced, it will push the cap off of its tomb and sit up. One round later, it will climb out of the tomb and begin to approach the intruders.

The inside of the tomb is lined with gold and jewels. The mummy is resting upon a "bed" of 2,000 gp, and 50 25 gp gems are set into the sides of the crypt. Buried in the gold coins is a **wand of fireballs**, with 6 charges left.

71. ALTAR OF CRETIA.

This large, irregularly-shaped room has three statues in it; one in each of the alcoves at the southern end. The statue in the middle bears the hideous likeness of Cretia, while those to the sides are smaller, and bear horns, claws, and wings.

The two small statues are actually gargoyles (AC 5, HD 4, hp 17, MV 90', #AT 2 claw/1 bite/1 horn, D 1-3/1-3/1-6/1-4, Save F8, ML 11, can only be hit by magical weapons). The gargoyles will wait until the party has advanced well into the room before breaking their stance of immobility. If the party does not enter the room, however, the gargoyles will wait until they have passed the entrance and then pursue and attack.

72. HALL OF THE STONE COLUMNS.

This room is much like the room at the foot of the stairway descending from the shrine's first level (**66**). It is lined with 10' tall statues of warriors which serve as columns to support the ceiling.

73(a&b). OGRES' DEN.

These two rooms are the prison cells of 6 ogres that have been captured by the Ethangarians. Each room has a stout wooden door, barred on the outside. At present, 1 ogre will be in **73a** and the other five are in **73b**.

A short hallway leads into a small, square room. A couple of shabby wooden benches are visible, along with a pallet of straw on the floor. Suddenly, a bellow of rage is heard!

The ogres (AC 5, HD 4+11, hp 19, MV 90', #AT 1, D 1-10, Save F4, ML 10) will attack using wooden clubs that have been broken off from chair and table legs. They will fight savagely if either of the doors is opened, for they desperately want to escape this place. They have no treasure here.

74. PRISON CELL.

This room has a metal door in each wall. Each door is not only locked, but held with two metal bars on the outside.

This large, square room has a metal door set into the middle of each side. A circular hole about 30' in diameter leads upward from the middle of the ceiling into the darkness above. The ceiling is 15' above the floor.

The overhang around the trap (see room 64) is such that a thief will not be able to climb the walls and escape. In fact, unless characters can fly or levitate, escape is virtually impossible without outside aid.

75. LAIR OF THE HYPNOSNAKE.

As the party advances around a corner to the right, a snake-like horror slithers into the hall immediately before them. Its eyes seem to whirl in a hypnotic pattern and the characters in the front rank can feel themselves getting dizzy.

This alcove off of the corridor is the lair of the hypnosnake. (For more details, see **New Monster Section on Page 30**). This giant reptile will slither forward as soon as it becomes aware of movement in the corridor. It will enter the corridor at the same time as the party draws even with the entrance to its alcove.

The hypnosnake will immediately stare into the eyes of the nearest character, causing him or her to save vs. Paralysis or fall asleep. If the party attacks, the hypnosnake will curl its tail around to slash while it attempts to make eye contact with another player. It will continue to attack with tail and gaze until killed or the party flees, unless the characters attempt to fight it without looking at it. In this case, it will use its bite and tail for combat.

If the characters flee, leaving any of their number asleep on the floor, the hypnosnake will immediately begin to devour one of the sleeping individuals. This will take six rounds, and the snake will do 1-6 points of damage per round of the sleeping individual that it is swallowing. Once swallowed, the unfortunate character will continue to take 1-6 points of damage per round until dead. After six hours, the body will be digested and unrecoverable.

The hypnosnake has a very efficient digestive system, and manages to consume virtually everything that it swallows. Several of its previous victims were very well-armed and carrying much wealth and many magic items, but because of the highly corrosive acids inside the snake, even the gold and jewels have been consumed. One item has escaped the snake's maw, however, and has rolled into the south end of the alcove where it lies in the shadows. This is a **mace +2, +4 vs. undead**.

76. HAUNTED CHAMBER.

The door to this chamber is stuck.

As the door is forced, the party is immediately assailed by a terrible wailing, as if a thousand souls are crying in eternal torment.

Characters must save vs. **Fear**, or they will refuse to enter the room for 1-4 turns. If at least one member of the party makes a saving throw, however, that person will eventually be able to persuade his comrades to advance. If all characters fail their saves, then two hours must pass before they may try again. The wailing is otherwise quite harmless.

SCENARIO 4 DUEL WITH THE HIGH PRIEST

The objective of this scenario is to obtain the antidote for the curse on Xanathon. Obviously, the fact that the party has captured his "life force" in the form of the diamond will have to be communicated to him, and then a meeting between the High Priest and the party will

77. WIGHT'S CHAMBER.

As the door is opened, a hideous figure lurches out of the darkness. It seems to be surrounded by an aura of icy cold as it reaches forward with a claw-like hand.

This horrible undead monster (AC 5, HD 3, hp 15, MV 90', #AT 1, D drain 1 level, Save F3, M12, silver or magical weapons needed to hit) will lurk behind the door to this chamber when it is alerted by the wailing in room 76. It will attack as soon as the door to its room is opened, fighting until destroyed or turned.

78. SPECTRE'S VAULT.

This chamber is lit with a pulsating, eerie light that seems to be emanating from a giant gem. The gem is on a chain looped over a huge stone throne, and seated in this throne is a shadowy image of pure evil. It rises with with menacing slowness...

This creature is a spectre (AC 2, HD 6, hp 27, MV 150', #AT 1 special, D 1-8 drain 2 levels, Save F6, ML 11, magical weapons needed to hit). Suddenly, it will hurl itself at the party to do battle. It will fight until it is destroyed.

The spectre's vault is filled with riches. Many coins lie along the sides of the chamber, and several leather items and bottles are also visible. The treasure equals 210 pp, 1,500 gp, 13,000 sp, gems worth 500 gp, 100 gp (x3), 50 gp (x7), and 10 gp (x15), a **bag of holding**, a pair of **elven boots**, a **ring of spell turning** with 3 charges left, and potions of **speed** and **flying**.

Draped on a thin golden chain over the throne is a huge diamond that seems to pulse with an evil light. If a character stares at the jewel for several rounds, he will begin to feel vaguely dizzy and confused. The effect disappears when the person no longer looks at the diamond, but it may prove rather frightening. However, the effect is harmless. Contained in this diamond is Xanathon's "essence." It is quite indestructible in its present form, but if the diamond is taken back to Rhoona and brought near to the High Priest of Cretia, it will render Xanathon as mortal as any other man!

RETURN TO RHOONA

The return trip to the town is simply a repeat of the five day trek to the shrine. Wandering monster checks can be made in the same fashion. If, however, the group has been sorely damaged by the expedition to the shrine, the DM may wish to forego any encounters on this leg of the journey. If some encounters are desired, the list at the beginning of **Scenario 3** may be used. In case many of those monsters have been killed, several more wandering monsters are included here to be substituted as the DM wishes:

ADDITIONAL HILLS OF VESTLAND WANDERING MONSTERS

DIE ROLL	WANDERING MONSTER
1.	Owl Bears: (2) AC 5, HD 5, hp 24, MV 120', #AT 2 claw/1 bite, D 1-8, Save F3, ML 9.
2.	Dire Wolves: (3) AC 6, HD 4+1, hp 19, MV 150', #AT 1, D 2-8, Save F2, ML 8.
3.	Giant Weasels: (2) AC 7, HD 4+4, hp 22, MV 150', #AT 1 + blood drain, D 2-8, Save F3, ML 8.



have to take place. The group may make another foray into the Temple of Cretia for this meeting, or they may attempt to arrange a meeting with Xanathon at an outside location.

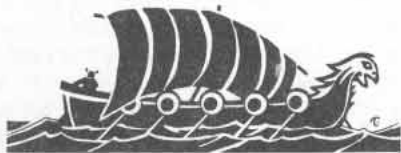
As the party returns to Rhoona, they will find the community in an uproar. Only the DM knows exactly how long it will be before the dwarven army arrives, but the population fears that it will be soon. The Duke has not been heard from since the decree announcing that horses must eat meat, and Draco has not been seen for quite awhile either. These two facts are common knowledge in the town, but obviously the characters will have to inquire of someone to learn of occurrences (or lack thereof) while they were gone.

Most of the few horses in the town will be looking very weak, as a result of having no digestible food. It must be assumed that those horses that look healthy have been fed grain on the sly. The characters might recall seeing the orders for a mustering of a large militia, but they do not know that Draco has cancelled this directive. He is planning to step into the Duke's shoes when the dwarven attack becomes imminent, negotiate a peace, and thus become a hero.

As usual, Eric of Forsett may be found in the tavern where the adventure began. He will react with obvious relief if he sees that the party has returned safely from the shrine. He does not know the specific workings of the spell that keeps Xanathon's life force stored in the indestructible diamond, but he has some theories that he will discuss with the group.

He will suspect that Xanathon's invulnerability depends upon the jewel being kept far away from his person. His advice will be to use the jewel as a bargaining agent to get Xanathon to revoke the curse. He will urge that Xanathon be prevented from regaining possession of the jewel. Remember that Cretia and Forsetta are in direct opposition of alignment, and that Eric would like to see the Temple of Cretia destroyed. Eric will also caution the group that Xanathon is not to be trusted.

If the party elects to meet Xanathon outside of the temple, they must select a location and communicate this to the High Priest. A written message delivered to a cleric or fighter in the temple will be certain to reach Xanathon. If the message is given to any other Ethangarian, a fee of 10-40 gp will be asked, and the message has a 50% chance of being delivered. Xanathon will only respond if he is convinced that the party has indeed captured the diamond. He may be convinced if a slightly detailed account of where the gem was found is included in the note.



Assuming that the characters have survived the adventure thus far, and successfully completed their objectives in the first four scenarios, they have merely to find the Duke and throw the powder in his eyes to free him from the curse. The logical place to do this, of course, is the Ducal Palace.

DM Note: It is not necessary for all the powder to be thrown in the Duke's eyes to remove the curse. Therefore, if the players elect to sprinkle the powder over the Duke (or some such similar action), the curse would be removed if even only a little of the antidote got into his eyes.

KEY TO THE DUCAL PALACE

DM Note: Use **MAP E** for this scenario.

This huge stone structure is surrounded by an unfinished stone wall, 20' in height. Eight squat towers, 30' high, have been completed, but they are unguarded. A huge pool, with a line of eight fountains down the center, dominates the south side of the palace, and a look at it will explain why the Duke ordered taxes to be paid in beer. Each fountain spouts a stream of the foaming brew! A wide porch is

Assuming that Xanathon realizes that the group does indeed possess his life force, the High Priest will show up for the meeting, alone. He will bring two vials with him in a small sack: one vial containing worthless chalk dust and the other the identical white powder that is actually the antidote for the curse. He will first attempt to bargain with the dust, trying to arrange an exchange for the jewel. If the group is shrewd enough to use a **detect magic** or **commune** spell, this ruse will be easily detected. Only if this first attempt fails will he offer the genuine antidote.

If the diamond is dangled from its chain within 10' of the High Priest, it will tend to pull toward him. Whenever the gem is this close to him, Xanathon can be wounded. At the first successful hit upon the cleric, no damage will be done, but the light will blink out of the diamond and the stone becomes a mere 2,000 gp gem. Now Xanathon may be struck and damaged as any other cleric, and if melee begins he will fight with every spell available to him (see **Scenario 2**), as well as his **mace +2**.

If the group decides to seek the High Priest out in his temple, they will find that a few changes have been made since they last visited it. Any clerics and the magic-user that might have been killed by the group will not have been replaced, but rooms **38a**, **38b**, and **39a-d** will all have been regarrisoned with four 1st level fighters per room (24 total, AC 4, hp 5, MV 60', D 1-8, ML 9). Whichever secret door the party used to gain access to Xanathon's chambers will have been bricked and mortared shut.

As in an outside meeting, if the group attempts to negotiate with Xanathon for the antidote, he will offer worthless dust first, and only come across with the true antidote if he sees no other way to regain his jewel. If it is at all possible, he will endeavor to prevent the group from seeing the secret door to room **55**, which he will have to use to get the antidote. He will try to accomplish this by holding the meeting in the dining room.

Because of his vulnerability when the jewel is near him, Xanathon will attempt to negotiate his way out of this confrontation, and will only fight if absolutely pressed. If he somehow escapes the party's wrath after the exchange has been made, he will dispatch 12 1st level fighters within the hour to carry the jewel back to Ethangar. As soon as the diamond is safely out of the city, he will attempt to find the group and slay them all. If this battle should take place, he will use spells and weapons as ruthlessly as possible.

SCENARIO 5 TO THE RESCUE!

indented into the front of the palace. The whole place appears deserted.

79. PORCH.

This wide area is shaded by an overhang of the second floor, supported by ten massive columns. The doors to the entry room are a pair of huge, wooden slabs, carved with a skillfully wrought image of the Rhoonian crest: a longship, sail spread wide and running before a stiff breeze.

The doors to the palace are locked, but not barred. At either side of the porch is a secret door leading to a guardroom. Although the party has seen no one on the palace grounds, the guards will have been watching their approach through narrow slits in the stone wall, and have prepared an ambush. When all of the characters are on the porch, or if any one character tries to open the front doors, both of these secret doors will fly open and the guards will leap to the attack.

From room **82** come 6 1st level guards (AC 6, hp 5, D 1-8, MV 9' ML 10) and two 3rd level sergeants-at-arms (AC 6, hp 16, D 1-8, MV 90', ML 10). Three of the 1st level fighters are armed with crossbows as well as shortswords, and move off of the porch to attempt to shoot at the party. From room **87** come 4 1st level guards. 2 3rd level ser-

geants, and a 5th level officer (AC 4, hp 28, D 1-8, ML 12). Three of these 1st level fighters are also armed with crossbows, and will move down to get clear shots. The rest of the fighters will attempt to melee with their long and short swords. None of the fighters carries any treasures.

80. DUCAL ENTRY ROOM.

This huge room is bare, except for eight stone columns and dozens of tapestries portraying seafaring scenes. All of the walls of the room, except the front door and two side doorways, are covered by these hangings, and many different situations (battles, clear sailing, stormy weather) are depicted.

The tapestries are quite valuable, but of course no lawful character would even consider stealing from the legally appointed Duke. (Although, perhaps the DM may have to gently inform them that they would never think of it!)

81. BALLROOM.

This large area has a ceiling that extends upward for 30', instead of the usual 15'. The columns here are the same finely crafted but simple supports that were found on the porch and in the entry room. A curtained alcove extends slightly over the floor of the ballroom from the second floor.

The alcove is the area in which musicians played during the elegant balls that the Duke used to hold. The ballroom is currently empty.

82. GUARDROOM.

This simple room is bare, except for some plain wooden benches along the walls. A ladder leads to a trapdoor in the ceiling.

Since several iron bars have been used to bolt the trapdoor from above, it will be virtually impossible to break open from below. The trapdoor is made of thick wooden planks, banded with iron, and may only be destroyed by a **disintegrate** spell.

83. STORAGE ROOM.

This chamber is stacked high with long wooden tables and expensive, straight-backed chairs.

There are 20 tables and 200 chairs in the room. This is the furniture that is used in the ballroom for the Duke's formal dinner parties.

84. KITCHEN.

This huge cooking area contains many ovens, several large tables, some cupboards, a large pantry, and several chests.

The chests are locked, and hold 100 place settings of fine china and silver, as well as some ornate serving dishes. The value of these items totals 5,000 gp. The cupboards hold all manner of pots, pans, and utensils; while in the pantry are many loaves of reasonably fresh bread and cheese, bins of grain and butter, and an icebox containing fresh beef, mutton, milk, and fish.

85. HALLWAY.

This wide passageway has two closed doors leading off it, and a wide stairway leading to the second floor. A suit of plate mail and a pair of crossed swords hang to either side of one of the doors.

The plate mail and swords are non-magical. Both of the doors in the hallway are unlocked.

86(a-h). SERVANTS' QUARTERS.

This long hallway has seven doors on the right hand wall, and one to the left. At the far end it turns to the right.

The eight rooms in this area are the quarters for the palace servants. Rooms **a-d** are occupied by 1 married couple in each room. Room **e** is the quarters of the butler and chief servant, a bachelor, while

rooms **f** and **g** are the quarters of the unmarried male and female servants, respectively. Room **h** is the dining area for all of the servants, and has a tiny cooking area attached.

As they will be certain to notice combat on the front porch, all of the servants will have taken refuge in room **86h** if such a fight has occurred. Four of the young men have armed themselves with kitchen knives and pitchforks, but will only fight if it appears that the intruders are planning to slaughter the servants. (There are 16 of them in the room.) The young men will fight at 0 level, (AC 9, hp 4, D 1-4). Their morale level will be 12 if they are fighting for their lives.

If the servants are approached in a friendly manner, they will be willing to answer a few questions. As a group, they are very loyal to the Duke, but none of them will have seen their leader in over a month. Since they universally hate Draco Stormsailer, and they suspect him of treachery, they will not hesitate to inform on him.

They know that Draco and at least one of his henchmen is upstairs with the Duke. All food and drink that is sent to the Duke has been given to Draco, who presumably passes it on to him. None of the servants can confirm that Stephen Rhoona is alive, however. They do hear some strange noises coming from his quarters at odd times, but these noises are more like animal sounds than human.

The servants' bedrooms are simply furnished, containing only beds, plain wooden chairs, and unlocked chests with a few ragged garments in them. Rooms **a-e** have one bed, room **f** has two, and room **g** has four.

87. GUARDROOM.

This room is much like the other guardroom (room **82**), containing only some simple wooden benches and the door to the corridor.

The secret trapdoor to the porch may be opened by pushing outward on it. It is a one-way door, however, and cannot be used to gain access to the palace from the outside.

88. SITTING ROOM.

This room is decorated with several tapestries showing rustic farm and hill scenes. Four stone columns support the ceiling, and eight soft chairs and a couch are set in the corners of the room. Three low tables are also in here, one next to each of the sitting areas. A thick carpet covers the floor.

The door leading into the museum (room **89**) is locked, as is the door to the training room (**90**).

89. DUCAL MUSEUM.

In this elegant chamber, three neat rows of slender columns dominate the center of the room. Along the walls are a series of glass-topped trophy cases, displaying treasures and unique items from around the world.

The glass cases are divided into 12 separate areas. Each of these is trapped with poison gas that will be released if the glass is broken or the lock picked without a proper key.

If a thief rolls successfully to "find traps," he will learn that the trap exists, but will still be unable to remove it, since it is inside the case. If the poison gas is released, all characters within 10' of the case must save vs. Poison or die. Characters between 10' and 20' away must also save, but will get a bonus of 4 added to their saving throws. The gas will diffuse in 2-12 rounds.

The cases contain a number a different items, all of excellent quality. Candlesticks of gold and platinum, rugs, goblets, tapestries, jeweled daggers, unusual farming and seafaring tools, weird bottles, and rare coins are all attractively arrayed in the displays. The total worth of the objects is 30,000 gp, but, of course, lawful characters will not disturb the treasures. If a neutral thief should happen to lag behind, breaking the cases when the rest of the party has left, the poison gas might make him regret his greed....

90. TRAINING ROOM.

Within this room is a collection of whips, straps, and chains; all neatly stacked on two wall racks.

The Duke used these tools in his hobby of displacer beast training, but there is no clue in the room to suggest that they are not torture devices to be used on prisoners. The secret door will be discovered on the usual roll. Neither the regular door nor the secret one into room 91 is locked.

91. DISPLACER BEASTS' CAGE.

This room is divided by a series of iron bars into a small and a large area. In the large area are two giant panther-like creatures that advance, snarling, as soon as the door is opened. A pair of long tentacles grows from the shoulders of each of these creatures.

The obvious door represents the Duke's idea of a practical joke, since anyone who passes through it will find himself in the cage with the 2 displacer beasts (AC 4, HD 6, MV 150', AT 2 tentacles, D 2-8/2-8, Save F6, ML 8, attacking creatures must subtract 2 from all "to hit" rolls).

The monsters are hungry and angry, so they will attack any creature that they can reach. If characters go through the secret door and stay close to the wall, the displacer beasts will not be able to reach them. The door to the cage is held with a simple latch that anyone who wishes to may open (no roll necessary).

92. UPPER HALLWAY.

This wide hallway gives access to most of the second floor. Four slender columns stand at the corners of the opening of the stairway from the first level.

93. DUCAL LIBRARY.

Several tables and chairs are placed about this room, and the walls are lined with bookshelves. A soft carpet is on the floor, and the atmosphere is one of plush luxury mixed with homey comfort.

This library contains more books than could be found throughout the rest of Rhoona. The Duke's family has collected the precious volumes from all over the world, although - unlike Draco Stormsailer - the Dukes of Rhoona usually paid in coin or goods for the items that they brought back from their expeditions.

The Duke used to enjoy reading and would often spend hours here. The books on the shelves include histories and geographies of the lands throughout the southeastern portion of the continent, manuals describing the techniques of all of the crafts practiced in Rhoona of the line of Rhoona and the kingdom of Vestland, studies of all of the different races, and many other volumes that at one time or another caught the fancy of the Duke of Rhoona.

94. PRACTICE ROOM.

This is a large, nearly empty room. Four unadorned stone columns support the ceiling, and these show signs of chipping and hacking.

The room was used by the Duke and his officers for weapons and hand-to-hand combat practice. It has not been used for several months, and a thin coat of dust is on the floor.

95. DUCAL WEAPONS ROOM.

A rack at one end of this room holds six rather battered swords, two hand axes, and four dented shields. At the opposite end of the room is a locked, glass-topped case similar to those in the museum.

The rack holds the weapons that were used for practice by the Duke and his guests. The display case is trapped with enough poison gas to fill the entire room. If the trap is sprung, all characters present must make a save vs. Poison or die. Even if a thief picks the lock, the

gas will be released, since only the proper key will open the case safely. The key is currently stuffed into the mattress of the Duke's bed. The gas will linger in the room for 2-12 rounds.

In this display case are the ancestral weapons and armor of the Duke of Rhoona. A glistening silver suit of **plate mail +2**, and a **shield +2**, which bears the Rhoonian crest are stretched across a thick cushion of blue velvet. Laid across this potent protection is the ducal **long-sword +3**. This magnificent weapon is known as "Justifier," and has the special purpose of defeating chaos. A successful hit with the sword upon a chaotic opponent will paralyze that opponent unless the victim saves vs. Spells. Furthermore, in the hands of a creature of chaotic alignment, the sword functions as a **cursed sword -3!**

Although the DM will no doubt have reminded the players that lawful characters would never steal from their leader, the temptation of some of these powerful items may prove irresistible for some players. The DM should **immediately** change the alignment of any lawful characters who steal from the Duke to chaotic.

96. LADIES' WITHDRAWING ROOM.

In this small sitting room, several pleasantly soft chairs and some small tables are placed tastefully about the room. Two tapestries, both depicting peaceful woodland scenes, decorate the walls. An elegant crystal chandelier hangs in the center of the room.

This is the room where the Duke's lady entertained female guests while the Duke attended to matters of state or war. A thin layer of dust will be visible if the room is scrutinized, since it hasn't been used for a few months.

97. DRESSING ROOM.

This room contains a large wall-mirror, a delicate vanity table set against the wall and a small, dainty chair. A long wardrobe rack formerly held dozens of elegant evening gowns, but it has been tipped over and the gowns now lie on the floor in unkempt heaps.

98. BATHING ROOM.

This chamber has a tiled floor throughout and a huge ceramic tub at one end. Several racks line the walls, and some of these have thick towels hanging from them.

99. MISTRESS' BOUDOIR.

This room is lavishly decorated. Several snow white bear-skin rugs are placed about the floor, and a huge, feathery soft bed is against the south wall. The covers of the bed are messy, and one of the quilts has been dragged across the floor. A small writing table, a straight-backed chair at the table, and two low armchairs are the only other items of furniture in the room.

This was formerly the bedroom of Lady Merete Hollowan, the Duke's consort. The lady met a rather unpleasant fate at the hands of Draco Stormsailer after the curse was placed upon the Duke. She is now residing at the bottom of the fjord. If the quilt on the floor is examined carefully, bloodstains will be visible on the bottom.

The secret door leading to Draco's room can be discovered with the usual roll. A hidden catch at the edge of the door needs to be pushed in order to release it. If released, the door swings silently open to allow access to the ducal chamber.

100. MINSTRELS' QUARTERS.

This chamber contains only four beds, four straight chairs, and six music stands.

This room used to be the practice and sleeping area for the four musicians that the Duke kept in the palace. As with Lady Merete, their presence was no longer desired after the Duke became cursed. They may also be found at the bottom of the fjord. All of the minstrels' belongings have been removed, although a smashed lute lies under one of the beds.

101. MINSTRELS' GALLERY.

This curtained room projects slightly over the ballroom below. Four straight-backed chairs and four music stands are the only things to be seen in here now.

102. PRIVATE DINING ROOM.

Three gorgeous crystal chandeliers hang from the ceiling in this room. A beautiful, dark wood table, polished to a mirror-like sheen, occupies the center of the room, and twelve chairs are placed around it. Four stone columns, one near each corner, support the ceiling.

The Duke used this room to entertain small groups of intimate friends at informal dinner parties. The door to room 103 is locked.

103. DUCAL SITTING ROOM.

This comfortably furnished room is the height of royal luxury. A dozen soft chairs are placed around the room, and a small gaming table with four chairs is in the middle. A plush carpet covers the floor, and three chandeliers hang from the ceiling. An ornate tapestry hangs across one wall of the room, depicting an earlier Duke of Rhoona's victory over a tribe of hill giants many years ago. The bards still sing of that Duke's victory.

Behind the tapestry is a secret door leading to the ducal treasure room. If the tapestry is moved, the door must still be discovered with the usual rolls to detect a secret door. If the tapestry is not moved, there is no chance of finding the door. The door may be opened by rotating the middle chandelier clockwise through three full revolutions. The door is a solid stone slab, engineered by the most skilled dwarven stonemasons available, so it cannot be smashed open.

104. DUCAL TREASURY.

This secret room contains five large chests, each secured with a sturdy lock.

The contents of the chests are the proceeds of the taxes and plunder that the Dukes of Rhoona have acquired throughout the past century. Fortunately, Draco does not know of its existence, or little of value would still remain here. As it now stands, however, the treasure chests will again prove a temptation to a lawful character's alignment.

All of the chests are locked, but none are trapped, since the Duke considered the treasure room virtually invulnerable. The contents of the chests have been neatly organized, one type of treasure per chest, as follows:

- Chest 1 - 9,080 gp
- Chest 2 - 12,350 sp
- Chest 3 - 4,610 pp
- Chest 4 - 11,850 ep
- Chest 5 - 1000 gems, total worth 40,000 gp

105. DUCAL DRESSING ROOM.

As the group approaches the door, it is bashed open from the other side. Before any of the characters can react a huge, bull-like figure of a man charges into the room, bellowing a battle cry. His black beard is parted by a wicked slash of a mouth, and an evil gleam is in his eyes. As he charges the party with upraised sword, a scarlet "D" can be seen emblazoned on his chain mail!

Draco and his two henchmen have been planning an ambush ever since the guards informed them that the party was approaching the palace. The attack on the porch was simply a delaying action.

These are the statistics for Draco and his henchmen:

Draco: 14th level fighter, AC 2, hp 75, MV 60', D 4-11 (1d8+3), ML 12, chain mail, **shield** +2, and **longsword** +1, strength bonus of 2.

Captain: 9th level fighter, AC 0, hp 50, MV 60', D 3-10 (1d8+2), ML 12, **plate mail** +2, shield, and longsword, strength bonus of 2.

Lieutenant: 6th level fighter, AC 2, hp 30, MV 60', D 2-9 (1d8+1), ML 12, plate mail, shield, and **longsword** +1.

Draco has drilled a small hole in the door to the dressing room, and will be spying on the group through it. When he sees someone approach the door, he will fling it outward and attack. A roll of 1 or 2 on a d6 indicates that the party is surprised and Draco automatically gets the first attack. If there is no surprise, initiative is rolled for normally. Draco will carry himself forward with the momentum of his charge, allowing his two companions to enter room 103 right behind him. The two will take up defensive positions on their leader's flank.

All three of them realize that they must win this battle or their plot will be destroyed. They will fight to the death.

The dressing room is a plainly finished room with a pair of closets and a small chair in it. The closets are filled with various ducal robes and garments, and the chair was used by His Excellency, the Duke, when his servants were tying his shoes. The secret door to room 106 has been left slightly ajar, and may be noticed on a +1 chance.

106. PALACE BARRACKS.

This room has a dozen simple wooden bunks and several benches in it. A leather cloak and a pair of boots lie on the floor, but nothing of any real value is in here.

This room was the sleeping chamber for the guards that were assigned permanent duty in the palace.

107. DUCAL BOUDOIR.

This large room is messy and dirty. The door to the bathing room stands open, but the tub looks as if it has not been used for some time. A bare writing table is against the wall and an overturned chair is next to it. The bed is against the south wall. A bedraggled figure is visible on the huge bed. He is not confined in any way, but will pull the blankets up around his chin and watch the group's approach with wide, staring eyes. As the characters near the bed, he will begin to growl and bark like a dog.

The man is Stephen, Duke of Rhoona. His formerly robust appearance is gone, and he is now thin and pale. His hair shoots away from his head in all directions, and his eyes are bloodshot. A trickle of drool runs into his tangled beard. The Duke will cower in bed, making no move to flee or defend himself as the characters approach. The antidote for the cure will work as soon as it is thrown in his eyes, but any other use of the powder will have no effect. When the Duke is cured, he will have full memories of all of his actions while he was cursed. His bearing will grow proud again, and he will ask for a few minutes to clean up before talking to the party.

If the characters leave the room, the Duke will take 3 turns to wash, brush his hair and beard, and dress according to his rank. When he emerges, no sign of his unpleasant ordeal will be visible. He will ask for details of the party's adventure, and after learning of the events that have transpired, will offer each loyal character a 2,000 gp reward as "an inadequate token" of his gratitude.

Depending on how many days have passed since the expulsion of the dwarves, he will quickly prepare to ride to Rockhome and attempt to turn back the approaching army with an honest apology and explanation, sweetened with an offer of gold to make amends for the inconveniences suffered by the dwarves. Since the dwarves are not exceptionally interested in the destruction and plunder of their former ally, they will grudgingly accept the Duke's offer.

Draco's head will be placed on display before the Ducal Barracks, and the story of the curse and the party of adventurers who saved the day will be spread rapidly throughout the town. When the Duke returns from pacifying the dwarves, he will throw an elaborate banquet for the characters.

After the banquet, life will begin to return to normal in Rhoona. Within a week, the breweries will have produced enough beer for it to become available in the taverns again. The price will be doubled for two or three weeks, however, until supplies can be built up. It will be understandable if the characters wish to spend some time cele-

brating, and indeed, they will be accorded the status of heroes for a time.

Adventurers being what they are, however, the life of social gatherings and parties will soon become tedious. Once more, the breeze will whisper of far-off, exotic lands...of evil that must be defeated ...and treasure that cries to be found....

FURTHER ADVENTURING IN RHOONA

If the group decides to stay in Rhoona, a number of things can occur in the town or nearby countryside that will provide activity and challenges for the adventurers. The map of the town may be used further, but of course, places (shops and taverns) that have been marked should remain in their original locations. In this way, if the characters desire, they can get to know the town very well.

These suggestions for other adventures will obviously require some DM preparation. Each of these scenarios could be expanded to fill an entire evening of playing time, or could be used as short, one or two encounter adventures that would be playable in an hour.

A. THE BAND OF MASTER THIEVES: This is a group of five or six high level thieves who operate out of a shack in the Old Town. They will attempt to steal anything that they can get their hands on. If they hear rumors of the rich rewards given to the characters who saved the Duke from the evil curse, their curiosity will be aroused.

They will locate the group, and probably attempt to create some kind of diversion while several of the thieves rob the party of everything they can carry away. Most of the residents of the Old Town fear this group, so information regarding its lair and hangouts will be difficult (expensive) to come by. It is rumored that a network of tunnels and rooms extends through the ground underneath the thieves' shack.

B. THE SLAVERS' WAREHOUSE: The disappearance of a number of children and young adults from Rhoona will cause worry and dismay among the populace. The party must figure out that they

are being kidnapped by a band of slavers. The youths are smuggled aboard ships in the middle of the night and taken to the barbaric reaches of the far corners of the world.

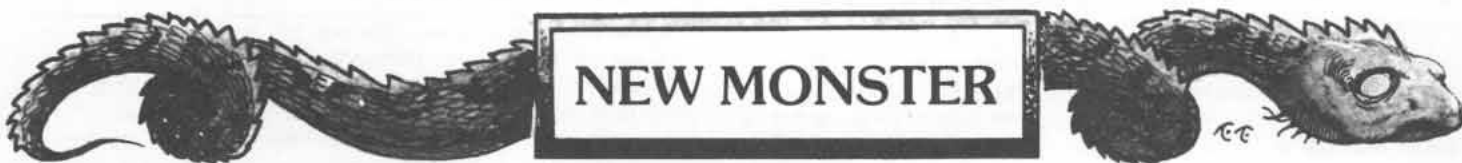
The slavers' headquarters is a warehouse on the waterfront. Mundane items such as lumber and tools are stored here, but a secret room serves as a prison until the next slave ship sails. A sturdy band of high level fighters, with magic-user, thief, and clerics to support them, is behind this wicked scheme.

C. RAIDING RED DRAGON: An old and evil fire-breathing dragon finds a comfortable cave in which to lair. The problem: The cave overlooks the fjord between Rhoona and Norrvik, and the dragon enjoys plundering cargoes and burning boats. If the characters are especially courageous, they may wish to plan an expedition against this fierce lizard, motivated by the pile of treasure that it is bound to have accumulated.

The expedition could include a wilderness adventure as the group battles various wandering monsters on the way to the dragon's lair. If any characters are fortunate enough to survive this jaunt, it may be assumed that they will return wealthier than before!

Numerous situations could be created with Rhoona as a base of operations: hill giant, ogre, or troll bands that could begin to harass the outlying farms; plots in the town against the legal authority of the Duke, etc. If the DM wishes to allow it, the characters may even purchase a boat or ship in Rhoona and launch some exploring expeditions of their own.

As with any other D&D® game situation, the only boundaries are the limits of your imagination!



Armor Class: 4
Hit Dice: 8*
Move: 90' (30')
Attacks: 1 bite or 1 gaze; 1 tail
Damage: 1-8 or sleep; 1-10
No. Appearing: 1
Save As: Magic-user 5
Morale: 9
Treasure Type: D
Alignment: Chaotic

HYPNOSNAKE

The hyposnake is a semi-intelligent reptile that attempts to hypnotize its prey before devouring it. This hideous serpent is a red and green striped reptile that may grow up to 20 feet in length. Its eyes are a whirling blend of all the colors of the rainbow.

To hypnotize its prey, the hyposnake stares into the eyes of a potential victim while swaying in a rhythmical fashion. The victim must save vs. Paralysis, or instantly fall asleep. The next round, the hyposnake may seek out another victim and attempt to hypnotize again.

A character who is surprised by the hyposnake automatically meets its gaze. Characters who are in hand-to-hand combat with it will meet its gaze unless they state that they are looking away. In the latter case, the character attacks at -4 and the hyposnake at 2 on all "to hit" rolls. If the hyposnake watches itself in a mirror for a full round, it must make a save vs. Paralysis or fall asleep.

The hyposnake can also lash out with its barbed tail for 1-10 points of damage, or bite for 1-8. Note that, if it chooses to bite, it cannot attempt to hypnotize that same round.

CREDITS

DESIGN: DOUGLAS NILES

DEVELOPMENT: DOUGLAS NILES AND ALLEN HAMMACK

EDITING: DEBORAH CAMPBELL RITCHIE

PREGENERATED CHARACTER LIST

All pregenerated characters are of **Lawful** Alignment, except for the thief (Quillan), who is neutral.

NAME	CLASS/LEVEL	HIT PTS.	STR.	INT.	WIS.	DEX.	CON.	CHA.
Ariel	cleric/7	23	13	9	14	8	10	11
Clydell	dwarf/6	40	16	7	9	10	14	8
Annelise	elf/5	18	13	12	8	14	9	11
Kimbra	magic-user/6	13	7	15	11	12	9	10
Barthel	halfling/5	22	11	9	8	16	11	12
Lamar	fighter/6	30	14	10	9	11	9	12
Quillan	thief/5	12	10	11	8	15	10	10
Raynor	fighter/6	28	15	7	13	10	13	8

CHARACTERS BONUSES AND PENALTIES

NAME	STRENGTH	SAVING THROW	MISSILE FIRE
Ariel	+1	+1	-1
Clydell	+2	0	0
Annelise	+1	0	+1
Kimbra	-1	0	0
Barthel	0	0	+2
Lamar	+1	0	0
Quillan	0	0	+1
Raynor	+1	+1	0

CHARACTER SPELLS

Ariel:

First Level: cure light wounds; detect magic
Second Level: find trap; silence 15' radius
Third Level: striking
Fourth Level: cure serious wounds

Annelise:

First Level: sleep; magic missile
Second Level: invisibility; knock
Third Level: haste

Kimbra:

First Level: detect magic; charm person
Second Level: web; ESP
Third Level: fireball; fly

QUILLAN'S THIEF ABILITIES

OPEN LOCKS	REMOVE TRAPS	PICK POCKETS	MOVE SILENTLY	CLIMB WALLS	HIDE IN SHADOWS	HEAR NOISE
35%	30%	40%	40%	91%	30%	1-3

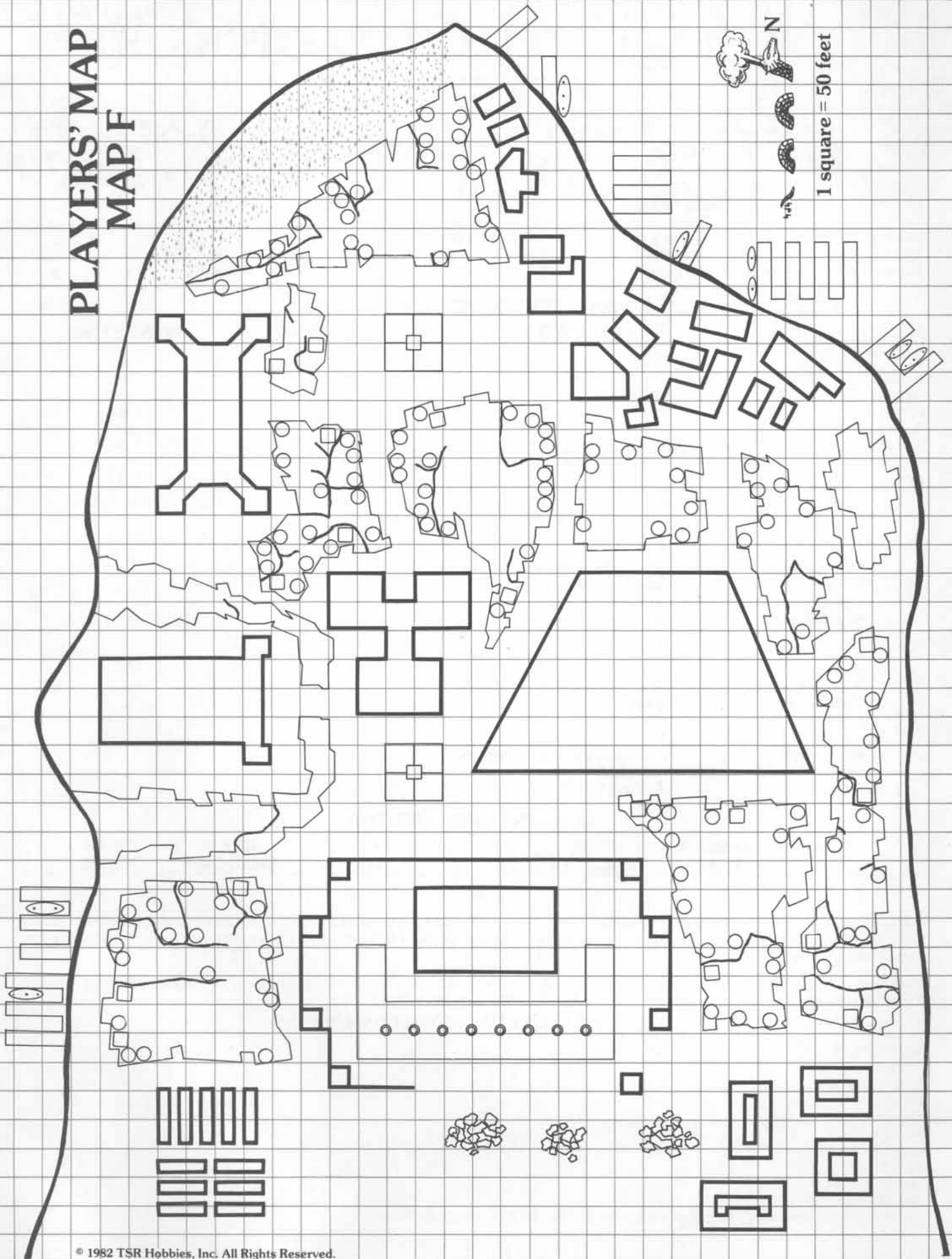
Because these are mid-level characters, it is assumed that they have collected a few possessions and treasures from previous adventuring. If the pre-generated characters are used, the DM may allow each character to roll a d6. Multiply this figure times 100 to get the amount of gold pieces carried by that character.

In addition, the group possesses the following items. The players should roll percentile dice to determine the choice of the items. The player with the highest roll gets the first choice, and so on, until all of the items have been distributed.

PREGENERATED CHARACTER POSSESSIONS

Longsword +1
 Longsword +1
 Shortsword +1
 Shield +2
 Shield +1
 Shield +1
 Plate Mail +1
 Plate Mail +1
 Leather Armor +1
 Ring of Protection +2
 Wand of Magic Detection (2-40 charges, rolled on 2d20 by the DM, privately)

PLAYERS' MAP MAP F



DM MAP MAP A



1 square = 50 feet

DUNGEONS & DRAGONS

Expert Set Adventure Module

Curse of Xanathon

by Douglas Niles

Something is rotten in Rhoona . . .

When the grotesque god, Cretia, casts his ugly shadow over the town, strange things start happening. First, Duke Stephen vanishes. Then bizarre proclamations begin coming out of the Ducal Palace... dwarves are outlawed... taxes must be paid in beer... horses must be ridden backwards. Soon the entire town is in an uproar and a dwarven army is marching on Rhoona. This is the situation when you and your party of valiant adventurers arrive in the suffering town.

There you find . . .

*A ragged beggar who prowls the streets offering cryptic advice.

*A mysterious black-garbed cleric planning treachery.

*A trusted soldier plotting his master's overthrow.

*A sinister jewel casting its evil emanations over the town.

You and your party are Rhoona's only hope. Only **YOU** can unravel the dark mystery that plagues the town and save Rhoona from . . . the Curse of Xanathon.

This module is for use with the **DUNGEONS & DRAGONS®** Expert Set, which continues and expands the D&D® Basic rules. This module cannot be played without the D&D® Basic and Expert rules produced by TSR Hobbies, Inc.

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DUNGEONS & DRAGONS®

Expert Set Adventure Module

Master of the Desert Nomads by David Cook

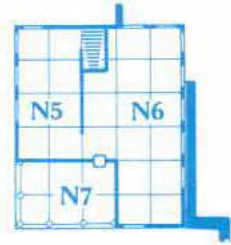
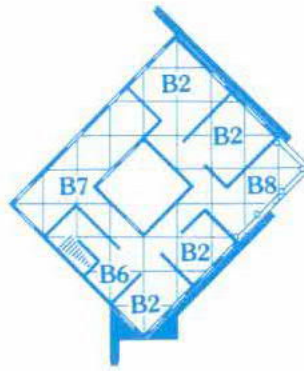
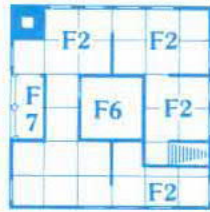
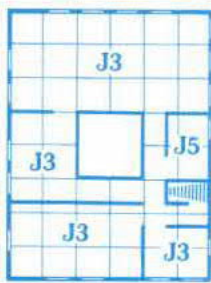
The 1st module in the DESERT NOMADS series.



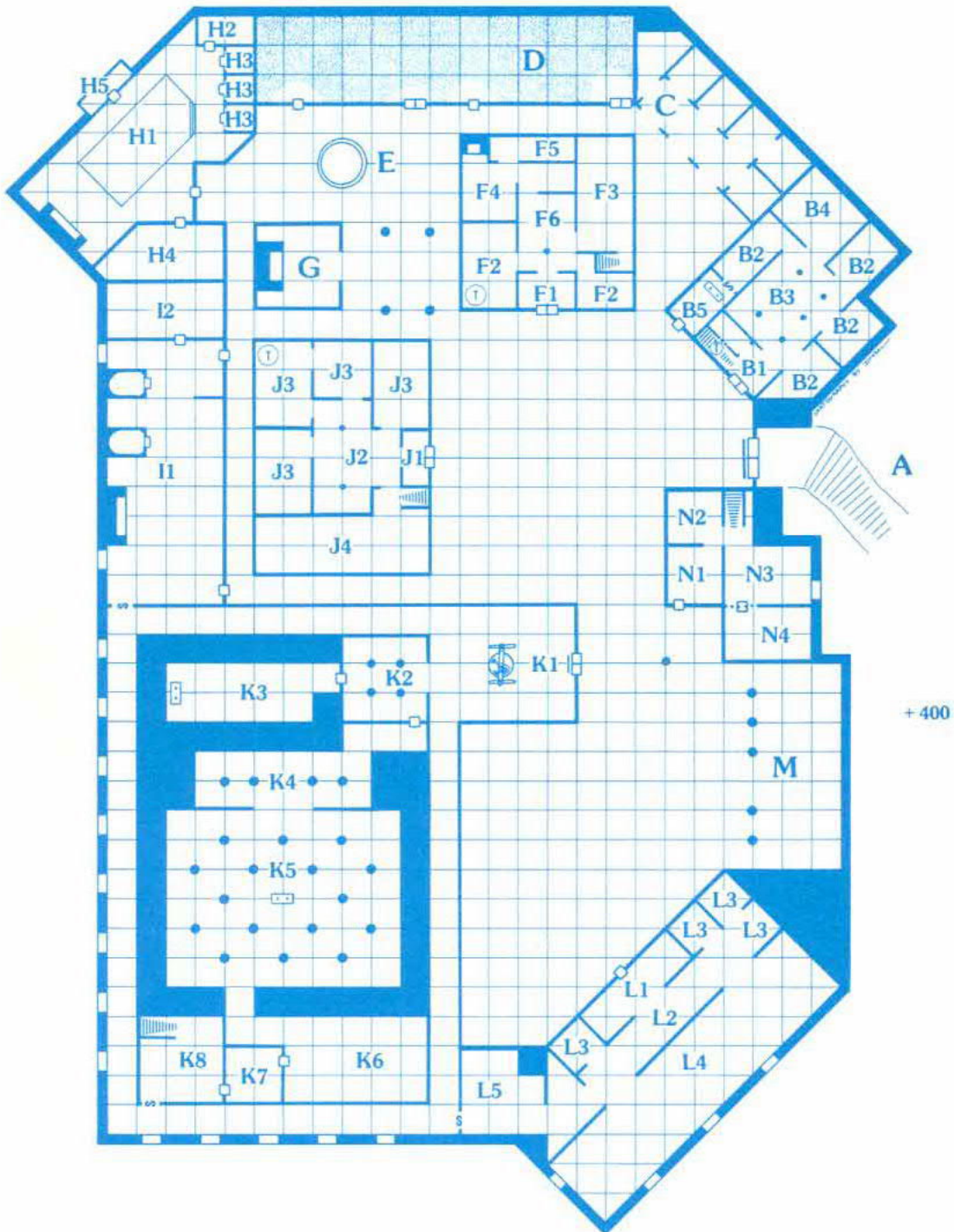
You have been sent on a deadly journey into the wastes of the Sind. Guided only by the reports of a half-dead scout and a scrawled map, you ride straight towards the monstrous armies of the Master.



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The Evil Abbey

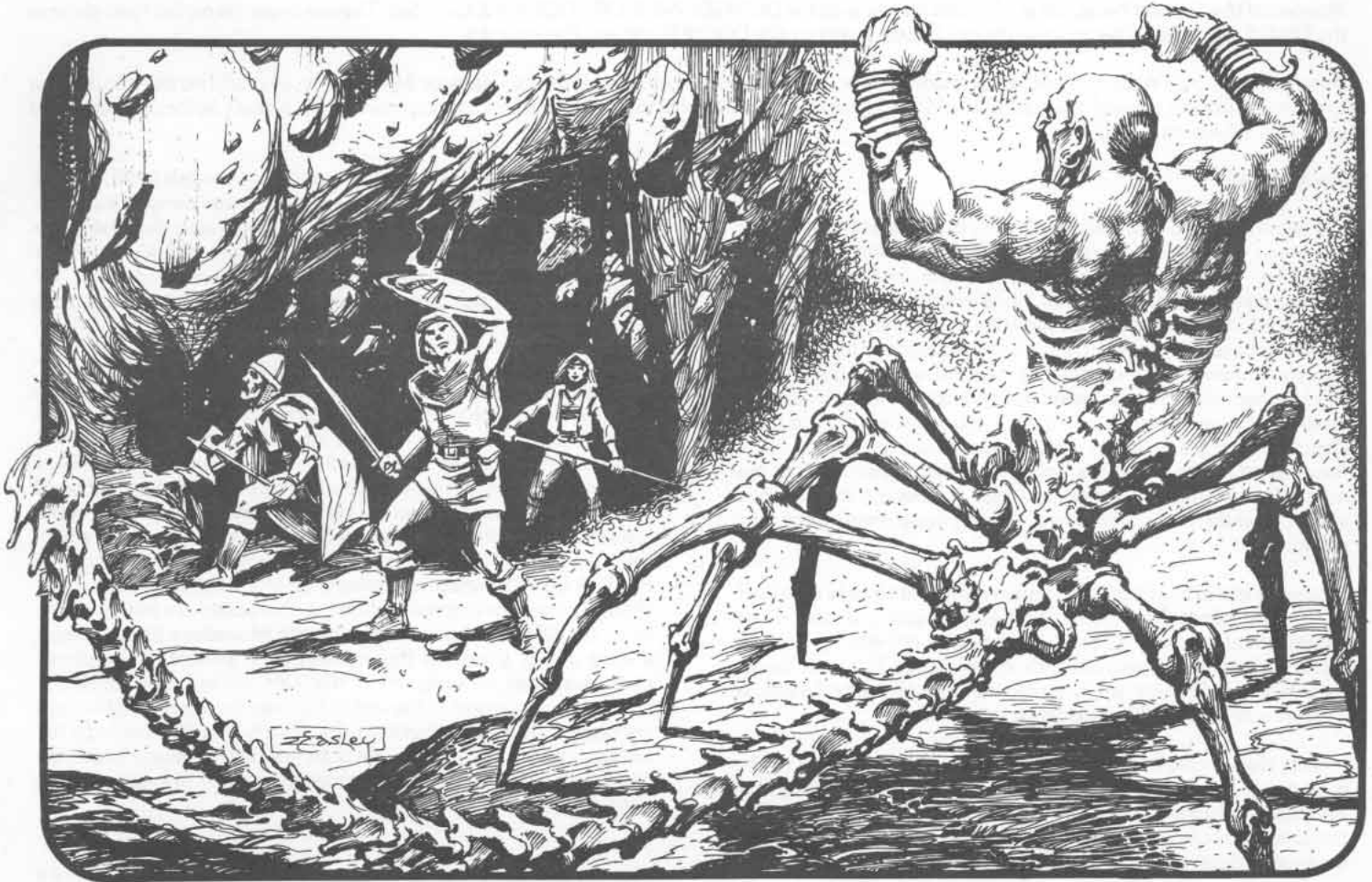


DUNGEONS & DRAGONS® Expert Set
Wilderness Module X4

Master of the Desert Nomads

by David Cook

An Adventure for Character Levels 6-9



Who is the one who sends unknown terrors into the heart of an army's camp? Is he a man — or something else? What power of his inspires fear into the horrendous legions now marching on the civilized lands? What can you do to stop the one known only as The Master?

Editor: Michael Williams

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DUNGEONS & DRAGONS® Expert Set
Wilderness Module X4

MASTER OF THE DESERT NOMADS

PART 1: INTRODUCTION

Master of the Desert Nomads is intended for use with the DUNGEONS & DRAGONS® Expert Set. This set expands on the rules given in the D&D® Basic Set. This module cannot be used without the D&D® Basic and Expert rules.

If you intend to play in this module, **stop reading now**. The following information is for the Dungeon Master only, who will use this information to guide the players through the adventure. Knowing what will happen will ruin the excitement and surprise for the players as they face new and unknown situations.

Background:

For years, the Great Waste to the west of the Republic has been the home of nomad raiders. Petty little tribes, both human and otherwise, have roamed this trackless waste, raiding each other and the surrounding settlements. For a while, the local lords easily controlled this banditry. Then the tribes became dangerous: the raiders apparently set aside their feuds and prepared for war. Spies reported massive armies gathering. Shortly, some of the farthest-flung towns were no longer heard from. Heeding their spies and the stories of refugees from the west, the lords and the governor of the Republic sent out a call for arms. Throughout the settled lands, they asked for mercenaries and experienced men to fight the nomad foes. All manner of men answered — peasants, mercenaries, veterans, elves, and adventurers. Among these many came your group.

You were late in arriving, for the main army had already marched. Your party joined the rag-tag lot of reserves going to meet them: the undesirables and unusables of those who came to fight. Along the way there were many quarrels and disputes. Peasants fought for a dead man's boots; drunken mercenaries ransacked a village; men were knifed as old blood feuds broke out.

Finally, the reserves reached a village only recently taken by the main army. Still among the smoking ruins were the signs of nomad enemies — humans, orcs, and other unknown creatures. The commanders halted at this place. Now you have been camped here for several days.

Notes for the Dungeon Master:

Master of the Desert Nomads is the first part of a two-part adventure. The second part is **Wilderness Module X5, The Temple of Death**. The same characters are used in both modules, although they may advance in levels as play progresses.

Before playing this module, the DM should read and become familiar with the details and events that appear. This will make playing more enjoyable and faster for everyone. There are eight sections of this module: the introduction, five encounters, one section of new monsters at the end of the module, and a section of pre-rolled characters that may be used with this adventure.

This module gives information in two different ways — boxed and unboxed. The information in the box should be read to the players as soon as they have an encounter or enter a room. The unboxed information is for the DM's use. It may contain facts the players can learn through questioning or actions, but the players must do something to get this information.

This module is designed for 6-8 characters from 6th to 9th level in experience, with about 50 levels total for the party. The party should have a range of all classes. It is suggested that the party have a cleric of 8th or 9th level. All characters should have from two to three magic items including magical swords and armor. All the members of the party should be outfitted for a wilderness adventure.

This adventure combines wilderness and dungeon encounters. The mission the characters will be given requires them to travel cross country and gather information. While on the way, they will have many encounters, some relating to their mission and others that simply add excitement to the adventure. With the exception of the first few encounters and the last one, none of these encounters are set. Instead, they are organized by the type of terrain in which they occur. When the player characters enter that type of terrain, the DM decides when and where on the map each encounter should occur. For example, when the characters are rafting up the river, the DM may have them meet the **Monsters From Below** after a day of travel. In this encounter, if several of the player characters are severely hurt, the DM should wait until the characters are almost to the end of the river before having the next encounter, **The Watchers on the River**. The DM controls the timing of all the encounters. He does not have to worry about the characters missing an important encounter by not going in the right direction.

This module leads the player characters through the first half of a mission that may be completed by continuing play in the second module of this series, **The Temple of Death**. However, if the DM wants to use only this module, it may stand on its own. When the players are given their mission, the DM should not have them try to find the Master, but should instruct them to find the Great Pass and report back its location. Appearances by the Master should be left in to confuse the players and give the DM a starting point for further adventures.

To complete their mission in this module (and the next in the series), the player characters must use stealth. They will travel through large areas of an enemy territory where armies are on the march, preparing for a major war. Obviously, characters who announce their mission or alignment are going to find themselves in serious trouble. When giving the players their mission, the DM should stress the need for secrecy.

The DM should also stress that the mission the player characters are undertaking is an important one. They will discover that their

mission has even attracted the attention of higher beings. Appearing at one point in the module is an "Unknown Benefactor." There is no explanation of who or what this being is, and the player characters are not able to observe it closely. The being only appears in the most absolute of need, but it should not be used to bail the characters out of situations into which they have stumbled through their own stupidity or foolishness! The Unknown Benefactor appears in the module for atmosphere and feeling, not as a cure-all to the characters' problems.

This module contains maps of the Evil Abbey (on the inside cover), a wilderness map of the Great Waste, the Bandit Attack, the

Village of Pramayama, and the Buried Temple. The wilderness map is designed to be joined to the upper left edge of the wilderness map that appears in **Module X1, The Isle of Dread**, but it is not necessary to use these maps in this way. The wilderness map has many locations named on it that are not described in the module so that the DM may incorporate the map into his campaign, filling out these place names with whatever information or details are desired. This way, the wilderness map may be used for later adventures.

To begin play in the module, start with the first encounter of the following section.

PART 2: KEY TO THE SETTLED AREAS

General Information: The settled lands form the Western outpost of the Republic. This is a very poor region and is normally not well-defended. The land along the Asanda River is dry and stony. It cannot support many crops and is only thinly settled by humans. Those who live here survive by raising cattle, fishing, and irrigating fields to grow crops — a constant job since both annual floods and the desert destroy fields.

When the player characters arrive with the reserve forces, nearly all of the settlers will be gone from this area. They have either left, going back to the safer lands, or have been killed. There are signs

everywhere of the passage of a large army — burned buildings, broken weapons, stragglers, graves, bones, and scavenging animals. If the players tell the DM they want to do something heroic or adventurous on the journey, the DM can inform them that they are too late. There is really nothing in this area to do.

On each day that the characters travel in the settled lands, the chance for an encounter is 1-2 on 1d6. The DM should then roll 1d20 and consult the following table to determine what has been encountered. Beside each number is the time of the encounter, either daytime (D), night (N), or anytime (Any).

Settled Lands Encounter Table

Die Roll	Time	Encounter
1-2	Any	3-30 Brigands (AC 6; HD 1; hp 4 each; #AT 1; D 1-8 [sword] or 1-6 [shortbow]; MV 120'; Save F1; ML 8; AL C)
3	N	2-12 Bugbears (AC 5; HD 3+1; hp 14 each; #AT 1; D 2-8; MV 90'; Save F3; ML 9; AL C; surprise on 1-3)
4	Any	1-4 Gargoyles* (AC 5; HD 4; hp 18 each; #AT 4; D 1-3/1-3/1-6/1-4; MV 90'/150'; Save F8; ML 11; AL C; immune to sleep and charm)
5	N	3-18 Gnolls (AC 5; HD 2; hp 10 each; #AT 1; D 2-8; MV 90'; Save F2; ML 8; AL C)
6	N	2-8 Hellhounds (AC 4; HD 5; hp 30 each; #AT 1; D 1-6 or breath; MV 120'; Save F5; ML 9; AL C)
7	D	2-4 Lions (AC 6; HD 5; hp 28 each; #AT 3; D 2-5/2-5/1-10; MV 150'; Save F3; ML 9; AL N)
8	D	2-8 NPC's (all variable)
9	Any	1-6 Ogres (AC 5; HD 4+1; hp 20 each; #AT 1; D 1-10; MV 90'; Save F4; ML 10; AL C)
10-14	D	2-20 Peasants (AC 9; HD ½; hp 2 each; #AT 1; D 1-4 (dagger); MV 120'; Save Normal Human; ML 5; AL N or L; will have 1-4 rumors per group)
15	D	1-8 Robber Flies (AC 6; HD 2; hp 8 each; #AT 1; D 1-8; MV 90'/180'; Save F1; ML 8; AL N; surprise on a 1-4)
16	D	1 Tarantella (AC 5; HD 4; hp 24; #AT 1; D 1-8 + poison; MV 120'; Save F2; ML 8; AL N, causes dancing)
17-19	D	2-20 Veterans (AC 2; HD 2; hp 14 each; #AT D 1-8 [sword] or 1-6 [bow]; MV 120'; ML 6; AL L or N; will know 1-6 rumors per group)
20	N	3-30 Zombies (AC 8; HD 2; hp 12 each; #AT 1; D 1-8; MV 120'; Save F1; ML 12; AL C; immune to sleep and charm ; always strike last)



The brigands, bugbears, gargoyles, gnolls, and hellhounds will all be under the command of the Master, although only indirectly (i.e. through his army, spies, or other agents). Any who survive an encounter with the player characters will report the events to their leaders. This is yet another means the Master has of keeping track of the party.

Rumors

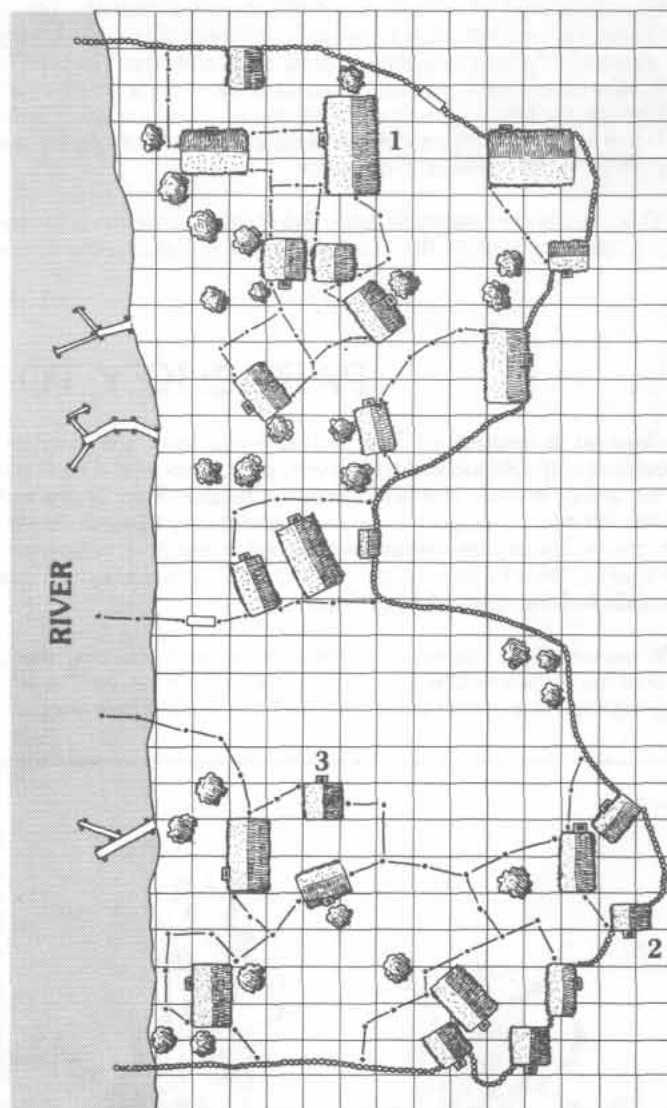
If the player characters are able to talk with any friendly humans, they may learn some of the current rumors, true or false. The DM should not just give the rumors to the players; they must ask for information from the NPC's. To determine what rumors the characters learn, roll 1d20 and consult the following list.

Die Roll Rumor

- | | |
|----|---|
| 1 | The desert raiders took no slaves. They killed my brother, a strong worker! (True) |
| 2 | Dragged at the head of the attacking army was a monstrous horrible idol too hideous to describe. (False) |
| 3 | Flying things darkened the sky when the attackers came to my village. (True) |
| 4 | The Republic Field Army has been destroyed. (True) |
| 5 | A survivor told me he heard two soldiers talking about the "things from the Black Mountains." He said they were afraid of them and what they would do. (True) |
| 6 | The army of the desert raiders has scattered and fallen apart! (False) |
| 7 | We saw a small band of men fleeing across the desert, pursued by a black, flying shape. (True) |
| 8 | The raiders must be guided by some ungodly force! (True) |
| 9 | I tell you, I saw it with my own eyes! The raiders are all zombies! (False) |
| 10 | They cannot be killed! Dead men rise up and fight again in their ranks! (False) |
| 11 | Some caravans, carrying rare chemicals and unknown goods, are able to cross the desert unharmed. A scout told me so. (True) |
| 12 | A foul stench precedes the coming of the raiders. It terrified all the men. (Partially true) |
| 13 | Scouts sent against the might of the evil army have never returned. We find their skulls on stakes. (True) |
| 14 | Their leaders are able to raise great sandstorms from calm weather. (False) |
| 15 | The source of their power is a great chariot beyond the snowy peaks. This I saw in a vision. (True) |
| 16 | I was offered the chance to convert or be killed. Luck was with me and I escaped. (False) |
| 17 | They attacked us on the night of a full moon. Their army was nothing but accursed monsters. (False) |
| 18 | I used to adventure, and I saw their army. It wasn't much — only a mangy lot of desert men with some orcs and foul beast men. (Partially true) |
| 19 | They are ruled by the Master. Beware for his eyes are everywhere! Trust no one! Trust nothing! (True) |
| 20 | Destroy that being called the Master and you destroy them all. (Partially true) |

THE VILLAGE OF PRAMAYAMA: The adventure for the characters begins in the small village of Pramayama, a human farming village located on a bank of the Asanda River. The buildings are made of dried mud brick with thick walls and high, narrow slit windows. The many fences inside the village are made from palm tree logs and woven reed rope. Surrounding the village is a crude palisade (log wall) made from palm tree logs, woven palm

The Village of Pramayama



leaves, and thorn bushes. A small battle was recently fought here, and the village shows the effects. When the player characters arrived, the palisade was broken in many places and the insides of some of the buildings were burned, but by now the palisade has been repaired and the soldiers have tried to fix up the remaining buildings. There are only two villagers remaining in the town. All their food (grain and cattle) has been taken or driven away.

1. Commander's House

This is the largest house in the village, although it does not look any better than the others. The commander of the reserve force and his followers have taken it over to use as their headquarters. The commander (a 14th level fighter) will never meet with the player characters. If they wish to talk to the commander or have information they want to give him, they will meet with the fighter Sarras (AC 0; F10; hp 65; #AT 1; D by weapon; MV 40'; Save F10; ML 10; AL L) armed with a **sword** +2. Also present in the house are 4 bodyguards (AC 1; F6; hp 35; #AT 1; D by weapon; MV 40'; Save F6; ML 9; AL L) armed with crossbows and swords.

Sarras is a very busy man, handling most of the daily work the reserve force demands. Therefore, he will only have a little time to

spend with the players. He will listen and deal with matters that relate to the reserve force (for example when the characters report incidents at their guard post), but will have no patience with wild claims or demands on his time. The first time the player characters come to him (if they do), he will be half-interested. If the characters return again, Sarras will be rude and ignore them. If they persist after this, he will order their confinement. The DM should try to make it clear before this that the player characters will be expected to adventure without anyone else's help. Everyone else is just "too busy" or "too important."

2. House of the Mad Hermit

In this dirty, small hut lives one of the two remaining villagers, a mad hermit (AC 9; HD 1/2; hp 2; #AT 1; D by weapon; MV 40'; Save NM; ML special; AL N). He hides inside his hut all day and only appears at night. Everyone (including the PCs) knows of his presence, and most think he is a powerful holy man, touched by a vision from the gods. If the player characters try to talk to the hermit, his behavior will be completely unpredictable. The DM should roll a monster reaction every turn (see D&D® Expert Rulebook, p. 23) to determine how the hermit will behave. If he attacks, he will whip a dirty dagger from under his shirt and leap on the nearest character. At the same time, he will scream at the top of his lungs. This will not attract any attention, though, for the villagers often hear the hermit screaming for no apparent reason.

The hermit does have some valuable information that he may give the player characters if he reacts well to them and if they ask the right questions. He will tell them to "beware the Malakaz of the swamp" and that "the eyes of those not near can see." He will also tell the characters to "seek the lost gate that scorpions guard." He claims not to know what lies beyond the swamp. As the DM runs this encounter, he should mix in incoherent babbling and insane giggles. The hermit has nothing of value.

3. The Guide

Staying in this house is the other remaining villager, Pormas Theocrates (AC 7; HD 1/2; hp 4; #AT 1; D by weapon type; MV 120'(40'); Save NM; ML 8; AL N). Pormas is a river guide. If asked by the player characters, he will be willing to guide them up the river to the Sind Desert; however, he must be paid at least 500 gp to take the job. He will not let himself be hired for any less, and will try to get as much money as possible. In bargaining, he will point out the great risks involved — the dangers of the river and the fact that an enemy army is somewhere out there. If the player characters do not hire him, he will give them no information about the desert or the location of the Great Pass. Pormas has only leather armor and no weapons other than a dagger. If the party hires him, he will insist that they provide him with proper equipment, including a camel.

Pormas does have other information: if asked what he knows of the enemy, he will tell how he hid in the mud of the riverbank when the attackers came. The enemy troops were mostly men or creatures very like men. Most of the men rode camels. More importantly, there were a number of other beasts — "monsters of the desert" and unknown flying things. Unlike in previous raids, the attackers did not take slaves. All who were captured by them were eventually killed. Several times he heard mention of "the Master's orders" or "by the command of the Black Master." From the little information he has, he believes the Republic main army has followed the desert raiders into a trap somewhere in the desert. He has no other information.

Settled Land Encounters

The following two encounters must be played in the order listed. The DM should follow the instructions given, changing or adding as he sees fit. Both encounters should take place while the player characters are in the settled lands.

1. The Mysterious Man

To prepare the players for this encounter, the DM should read the following to them:

You have been staying at the village of Pramayama for several days. Very little has happened and certainly nothing exciting. There have been no reports from the main army. Because your group has more experience than the normal soldier, you have been made special scouts and have been given the title "Guides." This has managed to keep you from having to do most of the dull and demeaning work of the ordinary soldier.

Tonight is your night for guard duty. Almost all the villagers are gone and the rest of the army is out searching for food. Only yourselves, the commanders, and a few others remain in the village.

Slowly, the night passes. All seems quiet and normal. Suddenly, well past midnight, you hear a scream from the darkness! Just at the edge of your lantern light, you can make out the forms of several creatures struggling. Human cries mingle with an unnatural hissing.

Fighting just at the edge of lantern range are a soul eater* (AC 0; HD 10; hp 50; #AT 2; D 1-10/1-10; MV 180'(60'); Save C10; ML 12; AL C; see end of module for more information) and Bishop Guillaume (AC 1; C7; hp 32; #AT 1; D 2-7 [1d6+1]; MV 120' (40'); Save C7; ML 6; AL L). Guillaume has the following spells memorized:

First level: none
Second level: speak with animal
Third level: striking
Fourth level: none
Fifth level: quest

All his other spells have been cast. Guillaume also has a **ring of protection, +1** and a **mace +1**. If the party investigates, both the soul eater and Guillaume will see the group. Guillaume will scream for aid, saying that he carries a valuable message. The soul eater will say, in hate-filled tones, "Stay back, helpless beings! This one is pledged to me." If the party attacks the soul eater, it will still concentrate its attacks on Guillaume, but will attack those who get in its way.

If on any round, Guillaume has 10 or fewer hit points, he will try to cast his **quest** spell on a human character wearing plate mail armor. He will throw a tube at the character and say, "Go there and do what should be done in the name of Law and righteousness!"

If the soul eater is defeated, it will dissolve and Guillaume will collapse to the ground. It will be obvious to all that he is exhausted. He appears to have been in the desert for many days. His clothes are caked in dust, and sand has worked down into his armor, rubbing sores and cuts into his skin. His face is dry and sunburnt and his lips are cracked. He has no equipment except his plate mail armor and his magical items. The soul eater, on the other hand, will return to attack the Master, who will suspect that the creature failed its mission. The Master will defeat the soul eater, and this will not affect his statistics as given in the next module.

If alive after the fight, Guillaume will explain that he has a mission of great importance. With or without the party's consent, he will cast his **quest** spell on a player character who wears plate mail armor. If necessary, he will explain that great dangers demand this action, and though it troubles him to cast the spell, it must be done. He will give the tube to the character, with the same instructions as above. He is almost incoherent and will not be able to give more details about what must be done.

The tube contains a crude map to the Highlands beyond the Great Pass. Next to a large red blot on the Highlands is scrawled: "O Gods, guide me to destroy this temple of death..." The rest of the map shows some of the terrain, though not in any detail.

Since their job is to guard the camp and report all unusual incidents to Sarras, characters will be expected to bring Guillaume (alive or dead) to the leader and make a report, after which they will be sent back to their post. Nothing more will happen that night. The next day they will be ordered to the commander's house. Sarras will tell them that they are needed for a mission of grave importance and great risk. He will order the player characters to travel beyond the Great Pass and find the Temple of Death. He does not know what they should do once they get there, and will tell them that they must use their own judgement. Somehow, he thinks, the temple is connected with the outcome of the war. He will give the characters Guillaume's map. The map is very crude, he points out, and does not show how to reach the Great Pass. Therefore, the first part of the mission is to reach the Republic main army and learn more from their scouts. The army is somewhere in the desert, chasing the enemy. He will tell the player characters that scouts have reported a caravan west of the town, beyond the Salt Swamp. They are to join this caravan and travel with it into the Sind Desert. The caravan leaves soon, and to reach it in time, the characters must take a boat up the river and across the swamp. Finally, because of the importance of their task, Sarras stresses the need for secrecy. Agents of the enemy might be anywhere. The player characters should be very careful.

The instructions that Sarras gives the players should assure that they will follow whatever character (if any) Guillaume has **quested** in the section above.

2. The Evil Patrol

After the players have received their mission from Sarras, the DM should allow them time to prepare. If the players ask about the guide, Sarras will vouch for the man's loyalty and suggest that he be hired. Sarras will not be able to give the characters money, magic or any other assistance except a boat, nor will he be able to spend any more time with the characters. The reserves are setting out from the village today and he must work on other details of the campaign. If Guillaume is still alive, he will not be able to add any more information except that his scouting party was attacked by horrible beasts and only he escaped alive. He will be able to use his spells to heal any wounded party members. From this point on, the players will be on their own.

By the time the boat is ready to leave, it will be late in the day. The DM should read the following to the players.

You are at one of the small docks, preparing to leave. The sun hangs low over the river, making it shine like red glass. The commander and the remaining troops have already left the village and marched into the desert. Except for the remaining villagers, the place is deserted. As you are loading the boat, you hear a low throbbing sound, like a distant drumbeat. The crickets and the frogs stop their singing. Everything is suddenly still.

If the characters scan the horizon, they will see nothing unusual. However, if a character looks toward the setting sun, there is a possibility equal to his chance to find secret doors that he will see something. About a mile away, a large, winged creature flies in a slow circle above the river. The sound seems to be the beat of its wings. It will circle for about 10 minutes and then fly away. The player characters will not be able to see the creature clearly, but half an hour later (before the loading is finished), the party will hear the beating sound again. Again, if the party looks to the sky in the west, they will have the same chance as before to see the flying creature. This time it is flying down the river towards the



characters. As it gets closer, the characters will be able to see a figure riding on its back. The creature is a wyvern (AC 3; HD 7; hp 44; #AT 2; D 2-16/1-6 + poison; MV 90'(30')/240'(80'); Save F4; ML special; AL C) and the figure riding on its back is a magic-user (AC 9; M 6; hp 19; #AT 1; D 1-4 + spells; MV 120'(40'); Save M6; ML 10; AL C). He has the following spells memorized:

First level: magic missile, shield

Second level: levitate, mirror image

Third level: haste, lightning bolt

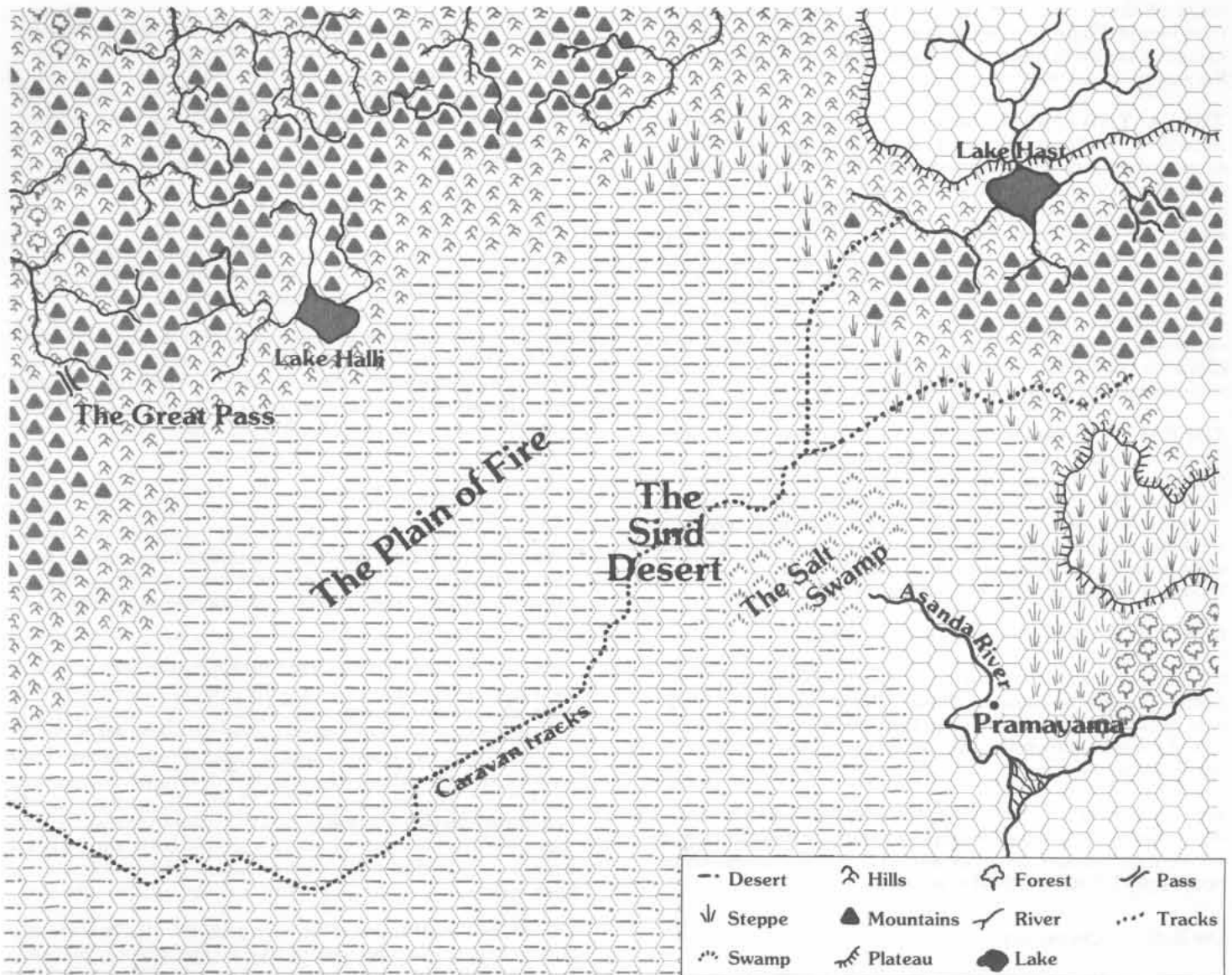
He also has a ring of spell storing that contains the following spells: **haste** and **lightning bolt** (D 6-36).

The wyvern does not need to make morale checks if the magic-user is alive. If the magic-user is slain, the wyvern will have a morale of 7.

As soon as the wyvern is within 240 yards, the magic-user will cast his **haste** spell from the ring on three trolls (AC 4; HD 6+3; hp 40, 32, 28; #AT 3; D 1-6/1-6/1-10; MV 120'; Save F6; ML 10(8); AL C) hiding along the riverbank 240 yards from the boat. On the next round, the trolls will charge to the boat (moving double speed) and attack (six attacks each). Meanwhile, the wyvern will close to 180 yards and the magic-user will cast his **lightning bolt** from the ring at the party. After this, the magic-user will dismount, cast his **shield** spell to improve his armor class, and let the wyvern attack the party. Then the magic user will cast his other spells as best he can. If he has five or fewer hit points left, he will mount the wyvern and flee.

The magic-user is also carrying 500 gp, a dagger, and an amulet carved in the shape of a skull. This is an **amulet of finding**. Any person with one of these amulets may see everything the wearer sees through the eyes of other amulets of this kind. The Master has one of these items and will know the success of the attack and who the player characters are. The Master keeps his amulet in a cloth bag around his neck, so the player characters will only see blackness at the other end, if they discover the power of the amulet (which they must guess). If a player character wears this amulet, the Master will be able to keep track of the group's progress, and the party will not be able to surprise any of his followers.

The Wilderness Map of the Great Waste



1 Hex = 24 miles

PART 3: KEY TO THE ASANDA RIVER

THE ASANDA RIVER: This river starts in a large salt marsh on the edge of the Sind Desert. Water rises from underground through a layer of natural salts, and bubbles up into the marsh. From the marsh, the river gradually forms and flows to the east. Its currents are slow, so it does not carry much silt downstream with it. The water is brackish (salty to the taste) and is a murky blue-green. Most plants do not do well when given water from the river, and the water must be purified before it can be drunk safely. If a character drinks more than a few swallows of unpurified water, he must save vs. Poison or suffer severe cramps and sickness that will make him unable to travel for 24 hours. A successful save means the water has had no effect.

THE SALT SWAMP: This large swamp is the headwater of the Asanda river. There are some areas of large muddy flats, encrusted with salt, where nothing grows. The rest of the swamp is covered with thick reeds that grow up to 8' in height. These reeds are very dry and brittle and clatter constantly in the wind. There are no trails through this swamp. All travel through it must be by boat. Any character who attempts to wade through the swamp will sink 1 foot every 5 rounds and will only be able to move 1/3 his normal movement rate. Movement through the reeds (even on a raft) simply sounds like the wind. The water of the swamp is extremely foul and cannot be drunk unless it is purified. If a character takes even a small sip, he must save vs. Poison or be ill and unable to move, cast spells, or fight for 48 hours.

THE RAFT: The boat the characters have been given is little more than a raft. Because the river is broad, calm and shallow at points, rafts are the best means of travel. The raft is large enough to carry the player characters, their equipment, and their animals. There is one mast for a sail, but movement can be assisted by poling. A small lean-to in the center of the raft provides shade during the heat of the noonday sun. The movement rate is 12 miles per day (30' per round), since the current barely affects the raft.

River Trip Random Encounters

While characters are travelling on the river, the DM should use the **Settled Lands Encounter Table**. When non-flying intelligent humanoids are encountered, they will be on the riverbank 70% of the time. Otherwise, they will be sailing downstream on a raft similar to the players'.

While players are in the swamp, the DM should use the table below. Encounters should be checked once during the day and once during the night, occurring with a 1-2 on 1d6. If an encounter occurs, roll 1d8 to determine what is met.

Die Roll	Encounter
1	1 Hydra (AC 5; HD 5-12; hp 40-96; #AT 5-12; D 1-10 per head; MV 120'; Save F5-12; ML 9; AL N)
2-4	1-4 Giant leeches (AC 7; HD 6; hp 32 each; #AT 1; D 1-6 (blood suck); MV 90'; Save F3; ML 10; AL N)
5-6	4 Swamp Termites (AC 4; HD 1+1; hp 5 each; #AT 1; D 1-3 or poison or hull damage; MV 90'; Save F1; ML 10; AL N)
7	1-10 Giant Bats (AC 6; HD 2; hp 12 each; #AT 1; D 1-4; MV 30'/60'; Save F1; ML 8; AL N)
8	1 Black Dragon (AC 2; HD 7; hp 45; #AT 3; D 2-5/2-5/2-20 or acid breath; MV 90'/240'; Save F7; ML 8; AL C)

All the creatures encountered will be out of their lairs, hunting for food. They will not be unwary or asleep. All (except the termites) will consider the characters a good dinner.

Encounters on the Asanda River

Encounters #1 and #2 should occur, in either order, before players reach the swamp: it is suggested that both occur some distance upstream from the village of Pramayama. **Encounter #3** should occur while the characters are crossing the swamp.

1. Monsters From Below

Unless the player characters have some way of seeing under the water, this attack will come without warning. As the raft is being poled through a particularly slow section of the river, it will quiver and shake as if grounded on a sandbar, and will then stop moving. While the characters are trying to figure out what has happened, three giant crabs (AC 2; HD 3; hp 20, 16, 13; #AT 2; D 2-12/2-12; MV 60'; Save F2; ML 8; AL N) will rise up out of the shallows, surprising on a 1-3. If a crab hits with both pincers, it will have gripped the victim in its claws. It will then try to drag the character underwater, taking it to a safe place to feed. Held characters will take 2-12 points of damage automatically at the end of every round from the crushing grip of the crab. The water is shallow, so the characters will not be in any danger of drowning.

Also lurking in the water around this sandbar is a large crocodile (AC 3; HD 6; hp 36; #AT 1; D 2-16; MV 90'; Save F3; ML 7; AL N). It will attack any character in the water who is not in the grip of a giant crab. The crocodile is difficult to fight (-2 on "to hit" rolls) because it is mostly underwater; however, it is not large enough to damage the raft.

2. The Watchers of the River

The river here is broad with reed-filled shallows, the reeds growing up to 6' high. As your raft rounds a bend, you can see smoke rising at many points along both banks of the river. A line of reeds and thick palms prevents you from seeing any signs of a camp.

Ahead of the characters is a large patrol of the Master's army. It is camped on both sides of a ford in the river. On the left bank are camped 25 mounted bowmen (AC 7; HD 1/2; hp 3 each; #AT 1; D by weapon type; MV 120'/240' mounted; Save NM; ML 8; AL N) armed with shortbows and swords, all wearing leather armor. They are led by a fighter (AC 2; F7; hp 46; #AT 1; D by weapon type x2; MV 120'/120' mounted; Save F7; ML 10; AL C) who wears a **girdle of giant strength**. He hits as an 8 HD monster and causes double damage with his weapons, a sword and a lance. He also carries a large, non-magical horn. If his group is attacked, he will sound the horn, summoning reinforcements from the other side of the river.

Camped on the other side of the river, away from the humans, are 20 orcs (AC 6; HD 1; hp 6 each; #AT 1; D by weapon; MV 120'; Save F1; ML 8; AL C) armed with short swords and bows. Bullying them around are 8 bugbears (AC 5; HD 3+1; hp 18; #AT 1; D by weapon +1; MV 90'; Save F3; ML 9; AL C) armed with giant mauls (D 1-10). This group is led by 2 weretigers (AC 3(9); HD 5*; hp 30, 28; #AT 3; D 1-6/1-6/2-12; MV 150'; Save F5; ML 11; AL C). They are currently in human form, but will change to tiger form at the first sign of trouble.

If any character is openly wearing the **amulet of finding** (see **Settled Lands Encounter 2**), the group will not be able to surprise the patrol, no matter what they do. If, while wearing the amulet, the party hides the raft in the reeds, the weretigers will lead the orcs and bugbears to the spot. The orcs will remain on the edge of the reeds with orders to slay any who try to escape: this they will try to do by arrow fire. The bugbears and weretigers will move up to the raft and melee, surprising on a 1-3. If the party decides (while wearing the amulet) to sail past the camps, the human archers and

orcs will line both banks. Both the bowmen and the orcs will be able to follow the raft upstream with no difficulty. They will follow on the banks of the river until their morale breaks or they are all slain. If the characters try to slip by (again, while wearing the amulet) at night, the orcs will behave as listed above. The human bowmen will not fight.

If no character is wearing the amulet, the party will be able to hide in the reeds without being discovered. If they try to slip past at night, they will succeed if they are quiet and do not show any lights. If they are discovered, the orcs will attack as explained above. If the characters try to sail past in daylight, there is a 50% chance they will be far enough upstream before the orcs notice them. In this case, only the mounted bowmen will pursue. Otherwise, if the raft is noticed, the bowmen and orcs will attack as explained above.

There is very little treasure in either camp. If one camp is searched, the characters will find 500 gp in coins of different types. If both camps are searched, 1000 gp will be found.

3. The Malakaz

This encounter should occur while the characters are crossing the swamp. The exact location in the swamp is left to the DM.

On the night before the encounter, the sleeping character with the highest wisdom will have disturbing dreams. These dreams will not awaken him, nor will he have a clear memory of their details, but in the morning he will know that he had very clear and very evil dreams. The DM should describe scenes from the character's life that were very terrible or dangerous. The character will remember these scenes and that they somehow felt "wrong," as if things happened differently in the dreams than they did in the actual adventure where the event took place. The character will remember that there also seemed to be a force or power watching, feeding, guiding, or laughing at the character. The DM should stress the "wrongness" and "alienness" of these dreams to create a mood for the coming encounter.

As you move slowly through a reedy section of the swamp, only the sounds of normal wildlife reach you above the snapping and cracking of the reeds. The air is hazy with heat and the work of poling the raft is tiring and sweaty. Slowly the surroundings begin to change. The reeds become thicker. Large tumors grow on some of the stalks. Large patches of green-brown algae spread before you. Fish, doughy white and gray, swim just below the surface. Slowly the sun sets under a gray sky.

As the characters travel, the landscape will become more and more blighted. The reeds will become twisted with strange growths, algae will cling to the raft, and fish will have stranger and stranger deformities. However, the change is so slow that the characters will not notice it unless they specifically ask or pay attention. If they do not, the only thing they will notice is that the swamp grows quieter. At the end of the day, the characters will notice a small hut, raised on stilts just above the level of the swamp. It is an old building. It has only one room and is empty. There is no one or nothing in sight.

In the ooze under the house lives an evil influence. It is not a monster, but an evil force. The hut was once the home of a particularly evil female wizard. When she died, the hut and the area around it became filled with the essence of all her evil. In a way, the hut and area are "alive" with this power. If a **detect magic** spell is used, the entire area will show magic. Likewise, a **detect evil** will reveal powerful evil in the area. The hut and the surrounding area have several special magical effects.

1. The area has a personality. It calls itself the Malakaz. Player characters will be able to talk to it when they use **ESP**, or the first time they try a **commune** or **contact higher plane**. If contacted,

it will gloat over the characters' fate, telling them they are doomed and cannot escape. It will not reveal what will happen to the player characters or how they can escape.

2. If the characters try to leave the area, they will always return to the hut. The entire area has a special distortion that makes it impossible for the characters to leave in a normal manner. When the characters have travelled 100 yards beyond the hut, the DM should say that they push through a thick stand of reeds and see the hut in front of them again. The same thing will happen if they try to fly, swim, etc. out of the 100 yard radius. They will be able to escape if they use **dimension door** or **teleport**. They may also leave the area if the Malakaz is defeated.

3. During the night, the Malakaz will "attack." At midnight, any character who is awake must save vs. Spells at -2. Those who fail to save will fall asleep and will not awaken until morning. If at least one character is awake at all times during the night, nothing will happen. If all the characters fall asleep during the night, the Malakaz will drain the mind of one of them. In the morning, when the group awakes, the drained player will be completely mindless, a vegetable. The remaining characters will remember having bad dreams. Note: If draining the mind of a character is possible, on the first night the Malakaz will drain an NPC, if there is one with the group.

4. If the characters damage the hut, nothing unusual will happen. However, if they try to leave the area and are returned to the location of the hut, it will not be damaged. Each time the characters leave and return, the hut will be in its original condition. If the characters dismantle the hut and carry it away on their raft, the wood will slowly fade away as they cross through the reeds.

5. The Malakaz is in contact with the Master. If the player characters become trapped here, the Master will know. He will also know if the characters escape.

The Malakaz will continue to attack as explained above until the player characters escape or are all drained of their minds. If a **dispel evil** is cast on the hut, the Malakaz will automatically release the characters. The caster will hear a voice in his mind telling the characters to go. The Malakaz will not be dispelled; it will only release the characters. Other spells will have no effect on the Malakaz.

If the DM finds the players are having difficulty escaping from the clutches of the Malakaz, he may use the following to help them: a cleric may **commune** to gain information on how to escape (although the god will demand a valuable magic item be thrown into the swamp in return), or a magic-user may use a **contact higher plane** to gain the same information. All questions will be answered truthfully and magic-users will not have any chance of insanity (however, the DM should not tell the magic user this!). If the group does not have either of these spells, they will see a flitting shape on the edge of the area. This is their "Unknown Benefactor." If they go to the spot where the Benefactor appeared, they will find a small tube. Inside will be a scroll with one of the two spells above on it. The DM should decide which spell, not giving a **commune** if the party no longer has a cleric, for example. Whoever opens the tube will have a **quest** to complete when their current **quest** is finished. There is no saving throw for this **quest**. The DM should decide a suitable task based on his campaign. If the players are still trapped after this, the Unknown Benefactor will appear in a dream. It will tell them to try a spell they have not yet used. If the characters still do not figure out the situation, they will have to escape without the aid of the Unknown Benefactor.

Characters whose minds were drained by the Malakaz may be restored only after the party has escaped. A **remove curse** will automatically restore a drained character.

PART 4: KEY TO THE CARAVAN TRACK

THE SIND DESERT: On leaving the swamp, the characters will enter the Sind Desert. This desert is more barren and stony than sandy: rocky areas, craggy bluffs, and patches of dry thorn bushes dot the landscape. During the daytime, temperatures often reach 110 degrees or higher. At night, the temperatures will drop as low as 30 to 40 degrees. Experienced travellers do not travel during the noon and afternoon on the Sind Desert. Most travelling is done during the morning, late afternoon, and early night. If players insist on travelling during the hottest part of the day, the DM should have them save vs. Death. Those that fail to save will take 1-4 points of damage from the intense heat. A successful save means the character is not affected by the heat.

THE CARAVAN: When the player characters reach the caravan track, they will immediately sight a caravan heading in their direction, and going the direction they must travel. The caravan composition is as follows:

Caravan Master: Surna Lamshar, merchant (AC 9; HD 1/2; hp 4; #AT 1: D 1-4 (dagger); MV 120'/150' on camel; Save NM; ML 9; AL N), is the leader of the caravan. He makes all the major decisions, based on the advice of others.

Captain of the Guard: Ahmed Khel, fighter (AC 0; F6; hp 52; #AT 1; D 3-10 [1d8+2]; MV 120'/150' on camel; Save F6; ML 8; AL C). He uses a **sword +2, extra damage (x4 for 1-10 rounds), AL N, Will 17**, wears **+2 chain mail armor**, and carries a **shield +2**. Khel is secretly an agent for the Master, working the caravan routes for information on the Master's enemies and caravans worth plundering. He wears an **amulet of finding** that works the same as that explained in **The Evil Patrol, Settled Lands Encounter #2**. He will not be forewarned about the player characters and will have no reason to suspect them if they do nothing unusual.

Sergeants of the Guard: Two fighters (AC 2; F3; hp 24, 20; #AT 1: D 2-9 [1d8+1 for strength]; MV 120'/150' on camel; Save F3; ML 8; AL C) named Zeid and Dakhial. Zeid has a **potion of heroism**.

Guards: The guards are 40 1st level fighters. All have the following statistics in common: AC 6; F1; hp 6; #AT 1; D by weapon; MV 120'/150' on camel; Save F1; ML 7. Their alignment is either Neutral (25%) or Chaotic (75%). They ride camels and are equipped with leather armor and shield, swords, and spears.

Merchants: There are 12 merchants (AC 9; HD 1/2; hp 3; #AT 1; D 1-4 (dagger); MV 120'; Save NM; ML 6; AL N). The merchants tend the pack camels. All of them travel on foot.

Besides the camels used by the guards and the leaders, there are 40 camels loaded with goods and 6 extra camels brought for replacements. The camels are loaded with dried fruits, grains, and cloth.

If the characters remain in the open as the caravan approaches, Lamshar, Khel, and 10 guards will ride ahead of the rest and approach the player characters. They will stop within shouting distance and greet the characters, asking who they are and where they are bound. If the players do nothing hostile or suspicious, Lamshar will ride forward to parley. He will be cautious but friendly. If asked, he will be quite willing to let the party join the caravan. If any character is wearing anything openly that would show his alignment or religion, Lamshar will warn the character to keep the object out of sight. This caravan, he explains, does not ask who a man is or what his beliefs are, only whether the man will do his work.

If the party should be rash enough to attack the outriders, they will scatter and hide. The remaining guards will ride to join them and use spears to keep the characters pinned down while the merchants lead the animals past. Obviously, if the characters attack the caravan, they will not be allowed to travel with it!

When the characters join the caravan (as the DM should encourage them to do), they will quickly discover that the caravan seems to be a tough and ill-tempered group. If the players have not already figured it out, the DM should warn them not to speak about their mission, alignment or beliefs. He may stress this fact by pointing out that any of these people may be a spy. Again, the players should be aware of the need for secrecy.

Encounters on the Caravan Track

The first two encounters may occur in any order the DM wants. The third encounter should occur last. As described above, the caravan will travel during the morning and evening. During the remainder of the day, the caravan will rest.

1. Bandits on the Way

Not finding the company of the caravan the most pleasant or sociable around, your party has accepted orders from Lamshar to act as an advance guard. Riding out to a point about 300 yards ahead of the main group, your group notices signs of the passing of a large group of men. Occasionally you find graves, torn open by wild animals. From the remains, you can tell that the Republic army passed this way, apparently just recently. Then, as you ride past the base of a steep bluff, you see a cloud of dust in the distance. It appears to be moving your way.




The cloud of dust is a band of 100 desert bandits (AC 7; HD 1; hp 5; #AT 1; D by weapon; MV 120'/240' on horses; Save F1; ML 7; AL N) galloping toward the caravan. They are all armed with swords and shortbows. The bandits are lead by a fighter (AC 2; F8; hp 50; #AT 1; D 1-8; MV 120'/240' on horse; Save F8; ML 9; AL N) wearing plate mail armor and armed with a sword. He also carries a **horn of blasting**.

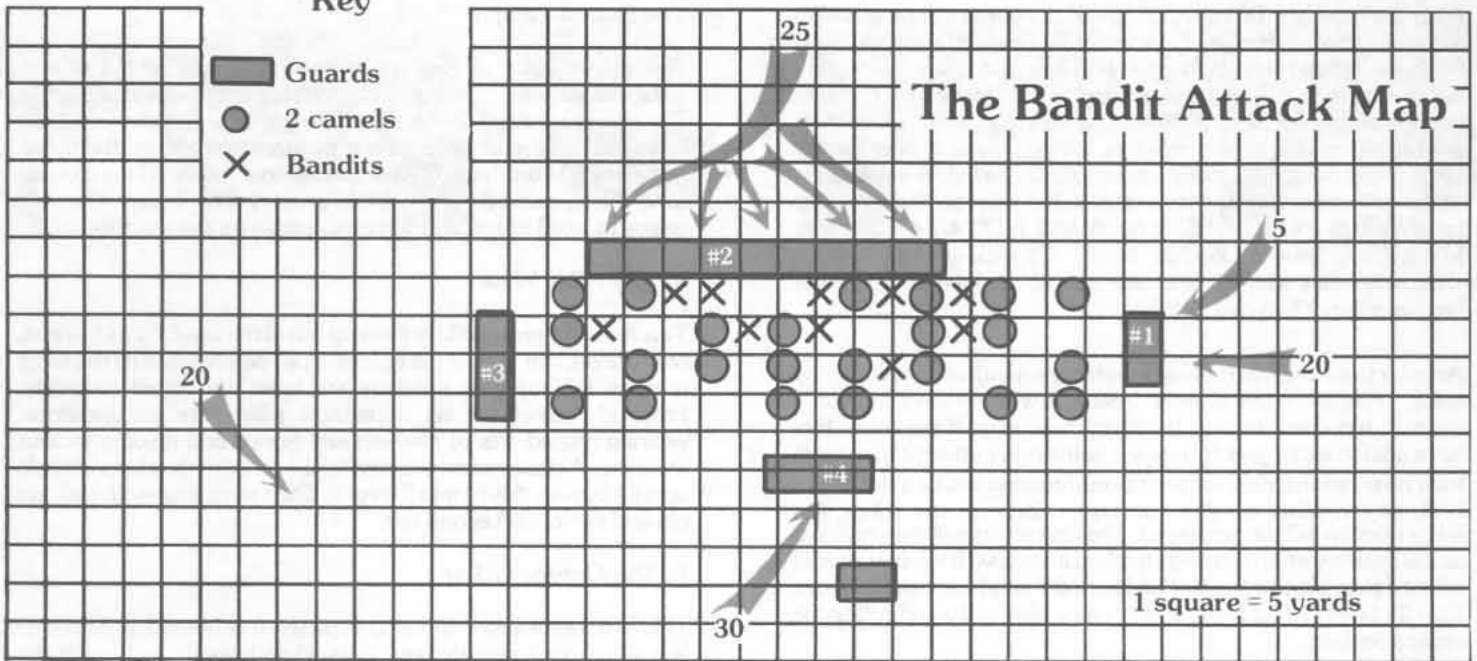
If the characters act quickly, they will be able to warn the caravan in time to prepare for the attack. There will not be enough time to get the caravan into a defensive position, but the guards will be able to take positions. Khel will tell the player characters to take command of one of the positions for the duration of the attack; he feels their experience will be needed to drive off the bandits.

If the player characters do not warn the caravan, the bandits will attack it with surprise. By the time the characters rejoin the caravan, all the guards and merchants will be dead. The bandits will be looting the bodies and leading the camels away. The player characters will have to continue the adventure on their own.

The inset map shows the caravan, the position of the guard units (and how many men are in each), and the attacks of the bandits (and how many men are in each attack). Each guard position is numbered. The players should select the position they wish to command. Khel and the sergeants will take the other positions. The bandits will then attack. The DM should conduct the combat as follows: roll for the guards and bandits fighting each other at the same position as the player characters. One "to hit" roll should be made for every five guards and bandits. If a hit is scored, five men on the opposing side will be killed. Those bandits fighting the player characters should be handled normally. After the players have fought three rounds of combat (or killed all the attackers at the

Key

-  Guards
-  2 camels
-  Bandits



position), the DM should describe the situations at the other positions. The player characters should be allowed to react as they wish.

The bandit attack at each position will be as follows:

1. Twenty bandits will charge the line of 10 guards at this position. The guards will meet them with leveled spears, killing most of the mounts and throwing the riders. Instead of staying in formation, the guards will rush out and attack the fallen bandits with swords. At this point, five more bandits will ride down on the disorganized men, taking a terrible toll. At the end of three rounds, the guards will be in serious trouble. Three guards will remain, fighting 8 bandits.
2. Twenty-five bandits will attack the flank of the caravan. The 10 guards will be too widely spread to stop them, and many of the riders will break through into the caravan proper. At the end of three rounds, five guards will remain, fighting six mounted bandits, while 10 more bandits ride through the caravan attacking the merchants and trying to lead off animals (X's on the map).
3. At this position, 20 bandits will dismount and take cover behind the rocks. From here, they will use bow fire to pin down the 10 guards at this position. The guards will also take cover behind rocks and fallen animals. They will return fire with thrown spears. At the end of three rounds, this position will be in a stalemate. There will be eight guards remaining and 16 bandits. Neither side will rush the other.
4. Charging in tight formation, 30 bandits and the leader will crash into the line of spears of the 10 guards here. Fierce hand-to-hand fighting will occur. At the end of the third round, 15 bandits and the leader will have just reached the caravan animals. All the guards will be dead. The leader will be preparing to blow his horn.

If the player characters manage to defeat all of the attackers at two of the positions or to slay the leader, the bandits will flee. Otherwise, they will fight to the death. If the caravan is victorious at the end of the fight, the characters will learn that 20 guards, 5 merchants, 8 camels, and Zeid will have been killed. (If the players see more guards or merchants fall in the fight, they will discover that some were only unconscious, lightly wounded, or playing dead.) Searching the bodies of the bandits will turn up a total of 200

gp. If they want, the characters may also capture 2-20 of the bandits' horses. It will be obvious that none of the bandits have any connection with the Master of the evil army of the desert. After the fight, the caravan will leave the area as quickly as possible.

2. The Lost Oasis

If the players have separated from the caravan, the DM should not read the following section to the players. Likewise, all information relating to the caravan should be ignored.

Just before noon, the caravan arrives at a small oasis. It is nothing more than a pool of muddy water in a hollow of rocks, surrounded by a few feeble date palms. The merchants leisurely tie the camels and begin to make camp; Ahmed Khel posts guards in well-hidden places. It looks like it will be safe here. Lamshar comes up to your group and explains, "Here we stop for several days. The men and animals are tired and to travel on without resting would mean our deaths. We were lucky to find the Lost Oasis. Sometimes the sand hides it, and sometimes the water is gone. In celebration of our good luck, tonight there will be a feast. You will be my guests." Indeed, you have already noticed the merchants gathering dates and butchering two of the camels. In a short time the smell of stewing meat and rice hangs over the oasis.

If the characters refuse to remain in camp, Lamshar will warn them that this is a serious insult to hospitality. If the characters insist on leaving, they will not be able to hire a guide, and no one will give them any directions. Furthermore, Ahmed Khel will become suspicious of the group. He will contact the Master and inform him of the party's position. Otherwise, nothing more will happen.

If the party remains, they will be the guests of honor at the night's feast. After a thick, syrupy coffee, the merchants will carry in a large platter of camel meat (still on the bone) laid on a bed of rice. Over this will be ladled burning hot grease and melted camel butter until it flows over the sides of the tray. Lamshar will then invite the characters to eat. They will be expected to dip their fingers into the tray and pull out balls of meat and rice, dripping with grease. Lamshar and Khel will dine with them, offering the player characters choice bits of camel meat that they have pulled out. After the characters have had their fill (and to only eat a little would be insulting), the other merchants will take their place at the tray. The meal will finish with somewhat green dates.

After the feast, the DM should have all the player characters who took part save vs. Poison. Characters that make the saving throw will have nothing unusual happen to them. Those who fail to save will not be able to sleep, being kept awake by severe stomach cramps and indigestion. At two in the morning, those characters awake will notice a foul smell in the air. As this odor grows stronger, a distant squeaking noise will be heard. A small flying shape will cross the moon, outlined for only an instant. This creature is a tabi (AC 6; HD 5; hp 35; #AT 2; D 1-4/1-4 + delusion; MV 20'/80'; Save MU5; ML 12; AL C; pick pocket, hide in shadows, move silently 40%; see end of module). Nothing will happen when it flies overhead.

An hour later, the tabi (having scouted the area) will creep into the camp using its "move silently" ability. It will find the character's camp. It has come to steal the characters' map. If the characters have posted extra guards or made some other attempt to protect their possessions, they will see the tabi coming and be able to fight it. If, on the other hand, these precautions are not taken, the tabi's mission will be successful. The characters will then notice it as it is fleeing with something clutched in its paw. It will try to avoid a fight if possible and flee to **The Buried Temple**. If it suffers more than 15 points of damage, it will not be able to fly and will try to escape on foot.

If the tabi has the map, or is forced to flee, it will travel one mile across the desert (away from the caravan track). At the end of the mile, hidden behind a low bluff, is a small ruin (see **Buried Temple Map**). The tabi will fly or run into these ruins and disappear from sight. If the characters do not follow the tabi, Lamshar will send them on a scouting expedition the next day. He wants to know more about the strange creature that flew over in the night and if it is a threat to the caravan. On the scouting trip, the characters will find **The Buried Temple**.

The Buried Temple

The site appears to have once been a temple, but it is now collapsed into ruin. It is built from red sandstone and pink marble. The pillars are carved with unknown symbols and the remaining walls show signs of once having pictures painted on them, but these decorations have been erased almost totally by the blowing sand. Now, mounds of sand pile around their bases. The ruin seems to smell of rot, and buzzards perch on the standing walls.

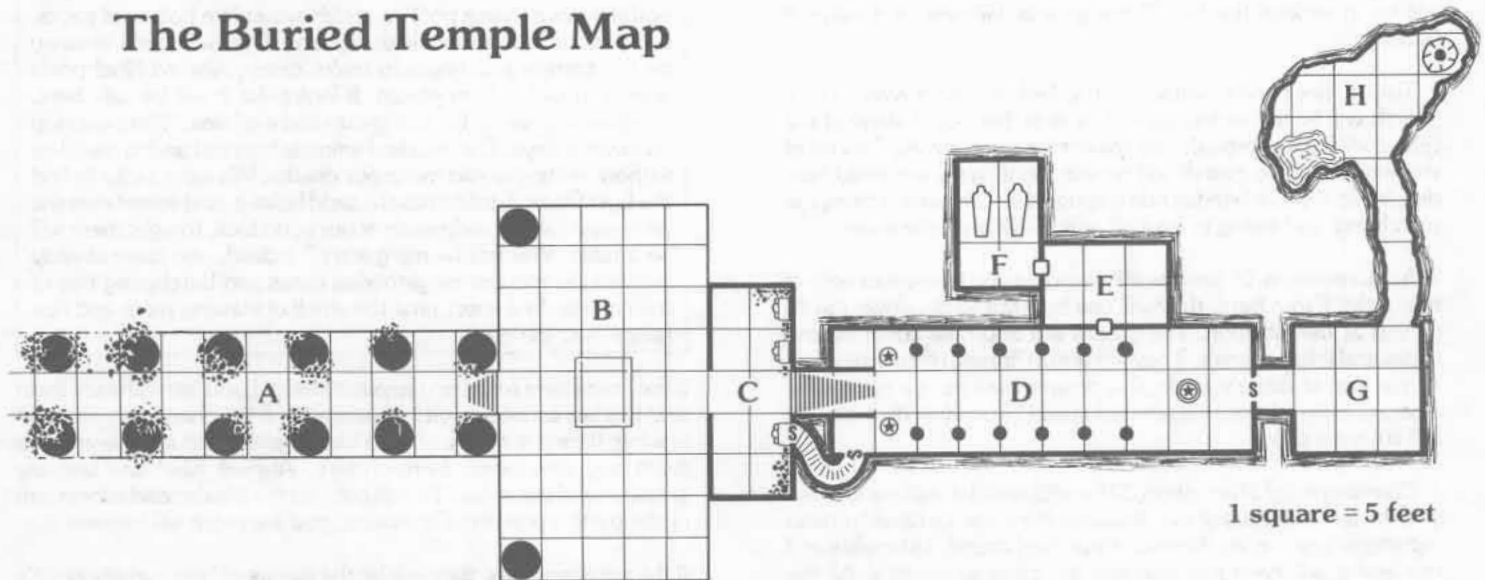
A. The Pillar Walk

This narrow ramp of pillars rises up out of the sand. At its low end, only the broken tops of the columns can be seen, but as the ramp reaches the top, the columns are taller and more complete. Propped against the six uppermost pillars are six skeletons, wearing ragged bits of clothing and armor and holding various weapons. A close examination will show that the skeletons are held upright by nails driven into the rock. Their weapons and armor are old and corroded beyond use.

B. The Outdoor Altar

This large open area is almost completely free of sand. In its center is a stone pool, now dry and clogged with sand. Just under the surface of the sand is a pit viper (AC 6; HD 2; hp 12; #AT 1; D 1-4 + poison; MV 90'; Save F1; ML 7; AL N) that will attack anyone who disturbs the pool. If its morale breaks, it will slither away through a drain below. If the sand is cleared away from the bottom of the pool, a series of pictures and writings will be exposed. Some pictures show people making offerings of flowers and fruit to a scorpion-man deity sitting in front of a flaming pit; others show the scorpion-man battling fearsome monsters. The writing is in an unknown tongue. If read by some means, it says, "This we give to the One Who Keeps Us that He may guard the Gate forever."

The Buried Temple Map



Wall	Rubble	Standing sarcophagus	Broken Column
Sinkhole	Sarcophagus	Statue	Column
Pool	Stairs	Secret door	Door

C. Anteroom

This large room has small piles of rubble and decayed wood. Lining its far wall are three sarcophagi (mummy cases). All of the cases are decorated with writing and pictures. The pictures are defaced, but the characters will be able to tell that they once showed a scorpion-man surrounded by flames. The writing, if read by some magical means, tells that these cases contain the bodies of three lesser priests of the temple. Each case has a warning that it should not be disturbed or a **curse** will fall upon the offender (there is no effect if the cases are disturbed). All the cases contain mummified bodies. One of the cases shows signs of being recently disturbed. The back panel of this sarcophagus has a secret catch that, when released, swings the panel open. The mummy in the case is fastened to the panel and swings with it. Beyond is a narrow flight of stone steps that curves to the left and ends in a door. There is also a visible exit out of the room — a flight of steps going down.

D. Hall of the Dead

To either side of the main staircase is a statue of a crouching sphinx. Both are carved from some type of clear, golden stone. The one on the left is an amber golem (AC 6; HD 10; hp 60; #AT 3; D 2-12/2-12/2-20; MV 60'; Save F5; ML 12; AL N; immune to **sleep**, **charm**, and **hold**; able to **detect invisible**). It has instructions to attack any creature coming down the main staircase into the hall. The sound of fighting will attract Abatu (his face hidden by robes) and the tabi from **G., Abatu's Chamber**. The tabi will attack the group and Abatu will use his spell powers. If the fight is going badly for the golem, Abatu and the tabi will flee to **H., The Gate**. The golem will not attack anyone who uses the secret passage from **C.**

Covering the walls of this room are frescos showing scenes of preparing a body for burial and the afterlife. Many of the paintings appear to have been purposefully defaced — sections of them are chipped away, so that what they might have been is impossible to tell. At the far end of the hall is a small raised platform, upon which stands the statue of a vulture-headed man covered with gold-leaf. The statue weighs 200 pounds and could be sold for 5,000 gp in a large city. Around its base are broken bits of stone. Examination will show these to be parts of a statue or statues — some kind of man or insect, or both. Behind the statue is a secret door.

E. Storeroom

This room contains many old chests, crumbling furniture, broken statues, and stoppered urns. A thick layer of dust covers everything in the room. If any of the urns are opened, all the characters in the room must save vs. Dragon Breath from the sickening smell that comes from the unknown contents of the urn. Failure to save means the character will be -2 on all "to hit," saves, and turning attempts for the next 2 turns. Hidden in one corner of the room are several ancient scrolls. Written on these, in a forgotten non-magical tongue, is the history of the temple. It will take the player characters several hours to read through the difficult text.

The scrolls tell of the scorpion-man god who lived at this temple. A lawful being, he was charged with keeping certain evil horrors under the earth, away from the world of men. To aid him in this task, the gods gave him invulnerability to all things but a magically inscribed ivory spike. In time, a religion grew around the scorpion-man, and his worshippers built the temple around him. At this point, the account ends.

F. Burial Chamber

This room contains two ornate sarcophagi, resting on platforms on the floor. Carved around the base of each is a warning not to disturb the peace of the high priest and priestess of He Who Keeps

Us. The cases are very large and heavy. Each is gilded and set with 10 gems (worth 500 gp each). If the gems or the cases are disturbed, the occupants of the chamber will attack. These occupants are two mummies* (AC 3; HD 5+1; hp 33, 29; #AT 1; D 1-12 + disease; MV 20'; Save F5; ML 12; AL C). One is resting in each case. They will fight until slain, turned, or dispelled. At the bottom of each case is a **potion of longevity**.

G. Abatu's Chamber

This is the room of Abatu, a nagpa (AC 3; HD 9; hp 50; #AT 1; D 1-8 + spells; MV 120'; Save MU9; ML 9; AL C; see end of module), and his tabi (AC 6; HD 5; #AT 2; D 1-4/1-4 + delusion; MV 20'/80' (indoors); Save MU5; ML 12; AL C; pick pocket, hide in shadows, move silently 40%; see end of module). The tabi is the same creature that entered the camp of the characters, and will have the same number of hit points it had at the end of that encounter.

If the tabi managed to steal the map from the player characters, Abatu will have it now. Otherwise, the tabi will have returned to report its failure. If the characters do not fight the golem, Abatu and the tabi will be in this chamber. When the characters enter, Abatu will be standing at a table, looking into a mirror that shows a small, incense-filled room in which a man stands, dressed entirely in black, grotesque armor. His face cannot be seen. If Abatu has the map, he will be about to hand it through the mirror when the players enter. The tabi will attack the party, while Abatu will use his spell powers to hurt or hinder them. He will save his **corruption** to destroy the weapons and magic items that are used against him. If Abatu is reduced to 20 or fewer hit points, he and the tabi will flee to **H., The Gate**.

The mirror is a **mirror of sending** that will show any scene known to the user. Objects, but not living creatures, may be passed through it; spells, however, cannot pass through it. Each turn in which the mirror operates exhausts one of its charges: at this time, it has only four charges left. During the fight, the mirror will still be in operation. The man in black (the Master) will be able to see the outcome of the combat. If the players look into the mirror, the Master will observe them, write two messages on parchment, and hand these to them. The first will read, "Come and enjoy my hospitality, mortals. I will await you beyond the great pass." The second reads, "The bearers are to be given escort to the Great Temple. By the hand of the Master." He will then bow to them, and the scene will fade away. If the room is searched, the characters will find a bag containing 5 gems, each worth 500 gp. The only other item of value to the players in the room is a scroll. It is non-magical and bears the following message in code: "They have slipped past the Malakaz. Learn what they know and report it to me." Tucked inside this scroll is a second, shorter note. It reads, "Get the map and send it to the Black One across the desert!" Both messages are from the Master and refer to the player characters. "The Black One" refers to the Abbot of The Evil Abbey.

H. The Gate

This is a small stone cavern. At one end is a pool of water, at the other a shaft that disappears into the bowels of the earth. Scattered about the room are bones of some unknown creature. If Abatu and the tabi have fled to this room, they will both fight as before. If Abatu is in danger of death, he will run across the room and leap into the shaft, quickly falling out of sight. Rising from the well will come a burst of sickly-sweet smelling steam and a chorus of insanely evil screams and laughter.

If any character wants to jump after Abatu into the pit, the DM should give him warnings such as "The pit looks bottomless," or "You hear monstrous roars and screams from below." If the player insists, he will die. If the party tries to climb down into the pit, they will find the rocks too hot and the smell of rot too great to continue.

If the characters examine the bones in the chamber, they will notice that they belong to what was probably a combination of man and insect. The bones also appear to have been deliberately broken apart. Further searching will turn up the skull of the creature, transfixed by a large ivory pin with faint carving on it. If this pin is removed, there will be a sudden crash like a thunderclap. The ground will shake and tremble and the bones will begin to slide back together. The skull will speak in a hollow, booming voice, "Ha, mortals! You have freed me! Flee for your lives!" Even as the characters watch the skeleton, flesh will begin to regrow on its body. The entire chamber will begin to crack and shift. Debris will crash from the ceiling and a burst of howling screams will come from the pit. Fire, steam, smoke, and the stench of rot will also rise from the shaft. If the characters have not yet left the room, the scorpion-man skeleton will cry, "Flee now! While you can!" To give his words added meaning, a large section of the roof will fall, almost blocking the exit.

The scorpion-man skeleton was once the powerful guardian of this gate, but he was defeated and has been long since forgotten by the world. His defeat made it easy for Abatu to watch over this site and learn its secrets. Abatu has been getting help from the Master in return for service and information. By removing the spike, the characters have restored the guardian creature, who is now using its powers to seal the pit. The creature (AC 0) may only be killed by the ivory spike the characters pulled free.

If the characters try to return to this area after the scorpion-man appears, they will not be able to get beyond the Hall of the Dead. The remaining sections of the temple will have collapsed.

3. Friend or Foe?

This encounter should be the last one the players have while travelling with the caravan. It should occur at some point when the characters are separated from the rest of the caravan, either when riding back from The Buried Temple or while acting as advance scouts.

You are riding through a narrow draw, along the only trail suitable for your animals. The desert is starting to become uncomfortably hot. As you come around a bend in the ravine, you see a man on foot, standing in the shade of the rock.

The man is an advance scout for a band of dervishes who have been watching the movements of the characters through the ravine. Hidden in the rocks are 40 dervishes (AC 7; HD 1; hp 5; #AT 1; D by weapon; MV 120'; Save F1; ML 10; AL L) armed with swords and shortbows. About one mile away is a larger party of 100 dervishes. They are equipped the same and are all mounted on camels. The camels of the 40 hidden in the rocks are with this larger party.

The dervishes will not attack or reveal themselves until they see the reaction of the player characters to the advance scout at the bottom of the ravine. If the players attack him, the dervishes will fire arrows at them. If the player characters do nothing hostile, the dervishes will remain hidden until the scout signals that everything is safe. If the 40 dervishes are in great danger, one man will run back to the larger group for help. The remaining 100 men will arrive in one turn.

When the party approaches the scout, he will signal his peaceful intentions by laying his weapons aside. If asked who he is, he will answer, "A traveller." He will then ask the characters, "Are you of the true faith?" If their answer is no or that they do not understand, he will ask, "Are you willing to convert?" At the same time, the characters will become aware of a movement in the rocks above them. The 40 dervishes will rise up and cover the characters with their bows. If the players claim to be of the true faith, the scout will ask, "By what sign?" If the player characters produce the holy

symbol of a Lawful cleric, he will signal that all is safe and the men will climb down to join him. If they use any other holy symbol, he will have the dervishes cover them as above, and give them the chance to convert.

If the characters have proven themselves, they will be escorted back to the main group of dervishes. If they are offered the opportunity to convert and accept, they will be asked to give up their weapons and obvious magical items (wands, scrolls, etc) as a sign of their willingness. If they refuse, their weapons will be seized, and they will be escorted under guard to the main group. The slightest action that might be spell-casting will cause the guards to attack.

When the dervishes reach the main group, they will be greeted by their leader, Talel el Hareidhin, a cleric (AC 6; C10; hp 42; #AT 1; D 1-8+2 [mace]; MV 120'/240' on horse; Save C10; ML 10; ALL). He has the following spells memorized:

First level: cure light wounds, detect evil, purify food and water, remove fear

Second level: bless, know alignment, hold person, silence 15' radius

Third level: cure disease, remove curse, striking

Fourth level: create water, cure serious wounds, neutralize poison

Fifth level: commune, dispel evil

He has a **mace +2**, a **ring of animal control**, and a **scarab of protection**. If the party comes in peace, Talel will chant a prayer of thankfulness for the safe return of the patrol. Any cleric who pays attention to this will notice that Talel also casts a **detect evil** during the course of the chant. If no characters harbor evil intentions towards the dervishes, Talel will be satisfied and will greet the party warmly. If he does **detect evil**, Talel will immediately cast a **hold person** on the character or characters so detected. The rest of the party will then have to swear with their lives to the good conduct of the held person(s). Talel will let the spell expire, but will keep the suspect character(s) under close watch. If the party refuses to vouch for a held character, that character will be killed and the rest of the party will be suspect.

If the party comes as converts, Talel will cast the same spells as above, but will not bother to hide his actions. Should any character be detected as evil, Talel will order the death of all the party. The characters may be able to prevent this by quickly explaining the quest they are to complete.

After Talel has satisfied himself about the party's intentions, he will ask them to ride with him. If the characters have given him no cause for suspicion, he will order their weapons and magic items returned. He will also insist that the party be guests at his camp that night. The camp, he explains, is but a day's journey away. If any of the characters is in immediate need of clerical help, Talel will offer the use of his spells unless the party has a cleric who can deal with the problem.

When the characters reach the dervish camp (the DM should decide how long this takes), they will see that it is a collection of tents set in a well-protected area. The camp appears to be about 250 men strong. The characters will be shown to tents and left guarded or unguarded, depending on the situation. If the characters are to convert, instructors in the faith will give them lessons for the rest of the day. That night, the characters will attend a feast as guests of Talel. This feast will be similar to that held at the oasis by the merchants, except that the meal will be pleasant: lamb, not camel, will be served.

After the feast, Talel will ask what news the characters bring from distant lands. After hearing what the characters have to say, he will tell the news of the desert. If asked about the Republic Army and where it can be found, he will tell of the crushing defeat it suffered: according to his story, it was lured into a trap and destroyed almost to a man by the evil forces that have armed for war. He will then ask what purpose the characters have in entering the desert at such a dangerous time. If they explain their mission, he will become very serious and grave. He will dismiss all others and hear what the characters have to say in detail. After listening, he will tell them what he knows.

Of the Master or the mind behind the gathering evil armies, Talel knows nothing. His own tribe has led its life much as before, surviving and raiding on the non-believers of the area. He does know that the Republic army is no more and will not be able to help the players. He also knows that travelling towards the mountains is dangerous: the farther the party gets, the more enemy patrols and camps they must avoid. His knowledge of the land is limited to the desert and the hill country to the west. He does not know anything about the lands beyond the mountains, but he does know a little about the Great Pass. "Pass" is not the proper term for it, he says. It is actually a maze of narrow valleys, river canyons, and dark caverns that few enter and from which fewer return. He does remember that there was once a monastery built near the entrance to guide and protect travellers on their way; however, he is not sure

it is still there. The DM should let the players ask what questions they want of Talel. However, he will not always know the answers or may have the wrong information. At the end of the night, Talel will inform the characters that he will have more guidance for them shortly.

After several days (during which the characters may rest and recover hit points and spells), Talel will summon the characters. He will say, "I have learned only a little, and that I do not understand. On your way, seek these things: first, a land where terror sleeps beneath the earth; second, four strong men who cannot move; and last, a man who is not a man. There is no more I can tell you. One of my men will guide you for a short way. May the gods be with you." If the party has the amulet, he will continue: "That which is behind this evil can see you through an amulet you possess. Always keep it covered."

The three things mentioned above are **The Hibernating Monster**, **The Guardians of the Pass**, and **The Abbey of Evil**. As the party finishes these encounters, they will have learned enough to lead them to the next location. However, getting the information requires that the players ask the right questions or decipher what they have learned.

The guide will lead the characters 10 miles from the camp and point in the direction of the hills. He will then turn to go back to the dervish camp. The characters will be on their own.

PART 5: KEY TO THE SIND DESERT

The Plain of Fire: When the characters leave the dervish camp, they will enter an area of the Sind Desert called "The Plain of Fire." Here the temperatures are normally 100 degrees or higher during the day and only a little cooler during the night. The area is a large lava plain with many sharp rocks and blowing sand. There are no oases or wells anywhere, and only a few dried-out plants. If characters travel during the hottest part of the day while on the Plain of Fire, they must save vs. Dragon Breath or suffer 1-10 hit points of damage from the heat. Those that make the saving throw will still suffer 1-4 points of damage.

The Desert Hills: Beyond the Plain of Fire is a low range of hills. From a distance, they look quite barren and lifeless; however, there are many different kinds of small game, bushes, grasses, and small trees in this area. In the hills near the mountains, the trees become taller and more dense.

Random Encounters in the Sind Desert

While characters travel across the desert, the DM should check for random encounters. There is a 1 in 6 chance of encounter every day the party is on the Plain of Fire. There is a 1-2 in 6 chance of encounter every day the party is in the Desert Hills. If the characters still carry the **amulet of finding** openly, the encounter will automatically be with one of the Master's minions. Otherwise, to determine what is encountered, roll 1d20 and check the table below.

Die Roll	Plain of Fire	Desert Hills
1-3	Basilisks (1-4)	Cockatrices (1-4)
4	Dragon, Blue (1)	Cyclops (1)
5	Efreeti (1)	Enemy Patrol #3
6-10	Enemy Patrol #1	Enemy Patrol #2
11-14	Enemy Patrol #2	Enemy Patrol #1
15-17	Enemy Patrol #3	Giant, Hill (2-5)
18	Salamander, Flame (1-2)	Gorgon (1-3)
19-20	Scorpion, Giant (1-4)	Wyvern (1-3)

Enemy Patrol #1: This patrol of the Master's army consists of 20 gnolls (AC 5; HD 2; hp 10; #AT 1; D 2-8; MV 90'; Save F2; ML 8; AL C), 5 harpies (AC 7; HD 3; hp 18; #AT 3 + special; D 1-4/1-4/1-6 + special; MV 60'/150'; Save F3; ML 7; AL C) and a magic-user leader (AC 8; MU6; hp 18; #AT 1; D 1-4 or spells; MV 120'; Save MU6; ML 8; AL C) who has a **ring of protection +1** and the following spells memorized:

First level: protection from evil, sleep

Second level: invisibility, web

Third level: fireball, protection from normal missiles

Enemy Patrol #2: 30 goblins (AC 6; HD 1-1; hp 3; #AT 1; D 1-6; MV 60'; Save NM; ML 7; AL C), 10 bugbears (AC 5; HD 3+1; hp 15; #AT 1; D 2-8; MV 90'; Save F3; ML 9; AL C), 2 trolls (AC 4; HD 6+3; hp 38, 32; #AT 3; D 1-6/1-6/1-10; MV 120'; Save F6; ML 10(8); AL C; regenerate 3 hp per round), and a fighter leader (AC 2; F7; hp 45; #AT 1; D 2-9 [1d8+1]; MV 120'; Save F7; ML 9; AL C) who carries a **sword +1 (NSA)**.

Enemy Patrol #3: This special patrol of the Master's army is led by a fire giant (AC 4; HD 11+2; hp 58; #AT 1; D 5-30; MV 120'; Save F11; ML 9; AL C). In the group are 5 harpies (AC 7; HD 3; hp 12; #AT 3 + special; D 1-4/1-4/1-6 + special; MV 60'/150'; Save F3; ML 7; AL C) and a fighter (AC 4; F4; hp 20; #AT 1; D 1-8; MV 120'; Save F4; ML 8; AL C) leading a trained chimera (AC 4; HD 9; hp 50; #AT 5 + special; D 1-3/1-3/2-8/2-8/3-12 + special; MV 120'/180'; Save F9; ML 9; AL C).

If the players show the pass obtained from the Master at the Buried Temple, none of the patrols encountered will harm them. Instead, they will be led to **The Evil Abbey**. The characters will be allowed to keep their weapons, but will be under guard at all times. If they attack a patrol escorting them, the escort will fight to the death.

Encounters in the Sind Desert

The following encounters need not occur in any particular order, but the first one given should occur while the characters are crossing The Plain of Fire.

1. The Hibernating Monster

As you ride across the broiling, flat plain, you see a line of clouds rolling in your direction. By late afternoon, the sky is partly cloudy, a rare occurrence on the Plain of Fire. Within half an hour, it has started to rain. At first, the rain is light, but then it suddenly turns into a downpour. You cannot see more than 10' ahead, and the rain pounds on your heads and shoulders. Soaked to the skin in warm rain, you welcome the relief from the heat. And then, as quickly as it started, the rain stops. The sun breaks through the clouds and steam begins to rise from the many puddles and streams left behind. It is hot and humid.



As the party travels on, they will find that the cloudburst has soaked the entire countryside. There is little mud, but the sand has become damp and sticky, making travel tiring for the animals. One hour after the cloudburst, the characters will feel the ground tremble under their feet. If they stop and listen, they will hear a faint scratching noise from below. Suddenly, a dragonlike head will burst out of the ground directly in front of the characters! Using the morale levels given in the rulebook, the DM or players should roll a morale check for every animal and NPC with the group (made at -2 for all the animals). If a being fails its morale check, it will flee for 1-3 miles before stopping. Riders will be thrown from their animals when this happens. Even as this is happening, eight more heads will burst out of the ground near the first.

The ground breaks open and a desert hydra (AC 3; HD 9; hp 72; #AT 9; D 1-10 per head; MV 120'; Save F9; ML 11; AL N) rises to attack the characters. The desert hydra is like a normal hydra except for its armor class and that it hibernates underground during long dry spells. When it appears, it must hunt quickly and will attack any food source near it. This hydra will try to kill as many creatures as possible and then come back to feed on them later. It will randomly attack characters or their mounts.

If the characters slay the hydra, they will be able to search its nest, which is nothing more than a hollowed-out area under the earth. Scattered throughout it are the bones of several more unfortunate adventurers, 1000 ep, 2000 gp, and one 50 gp gem. Also in the nest is a scrap of leather. On one side of it is a map that shows the route to **The Guardians of the Pass**. The players will have completed the first deed of the puzzle given them by the dervish leader: to find "a land where terror sleeps beneath the earth."

2. The Enemy on the March

This encounter may occur either in the Plain of Fire or the Desert Hills.

As you are travelling, you notice that a low haze hovers above the ground ahead. An hour later, you can tell the haze is actually a large cloud. As you approach, the cloud resolves itself into a huge boiling mass of dust. Now you can begin to make out a faint sound, a sort of low rumble, that slowly rises and falls. As it grows nearer, the cloud now appears to be several miles across. It is too late to ride out of its way, but suddenly, a small cave mouth appears ahead in a small gully.

The large dust cloud is raised by a major part of the Master's army as it marches toward the east. The army will march in the direction of the players and will camp when it reaches the area of the cave. This camp will cover about a two square mile area. The cave will be somewhere near the center of it.

The cave the characters have found is a small one, only about 30' deep. There is nothing in the cave of note; it is large enough, however, to hold the entire player group and their animals. If the characters hide in the cave and take precautions such as brushing away tracks, screening the entrance with bushes, or casting a **hallucinatory terrain**, they will not be immediately discovered. If the characters remain in the open instead of hiding, a group of 20 goblins (AC 6; HD 1-1; hp 3; #AT 1; D 1-6; MV 60'/150' on wolves; Save NM; ML 8; AL C) riding dire wolves (AC 6; HD 4+1; hp 22; #AT 1; D 2-8; MV 150'; Save F2; ML 8; AL N) will first discover them. If the characters have and show the pass received from the Master at the Buried Temple (see **The Buried Temple, Area G.**), the goblins will escort them to the main army. After a night in the camp, under guard, the party will be given an escort (**Evil Patrol #3**) to The Evil Abbey. If the characters fight, the goblins will defend themselves while at least one goes back for help. The DM should try to make it clear to the players that fighting is a losing proposition — the army appears to be several thousand strong in men and monsters! If possible, the characters will be captured and held in the camp for questioning. In such a case, all their equipment will be taken away, and all will have their hands bound (making spell casting impossible). As a rule, unless something extraordinary happens, captured characters will be tortured and killed.

If players are intelligent and remain hidden, the army will move into their area and make camp. If they look, the characters will catch glimpses of creatures moving at the top of the ravine: men, bugbears, goblins on dire wolves, a giant of some type, and trolls. Many of the creatures will come to the gully and throw refuse into it, including dead bodies. In time, buzzards will flock to the area near the cave mouth. The characters will have little fear of discovery by the Master's troops. However, the cave will begin to fill with the odor of rot.

At night, the players will see the glow of fires beyond the edge of the gully. The buzzards will have left, so if the characters decide to leave the cave and investigate, they will not make any noticeable noise. Ten yards from the top of the gully is a small camp of five nomad soldiers (AC 6; F1; hp 4; #AT 1; D 1-8; MV 120'; Save F1; ML 8; AL C), dressed in robes and armed with swords. Beyond them, the plain is dotted with fires for several miles. The nearest fire beyond the soldiers is 100 yards away. If the characters watch

the five men, they will quickly notice that they are not on their guard. Occasionally, a goblin or similar small creature will wander into their camp, only to be driven off with small rocks, insults, and sword waving by the soldiers. Listening to the men will reveal that they speak their own language and the common tongue, but cannot speak Goblin or any of the other monster languages. Finally, about 10 at night, the men will bed down. One man will remain awake, apparently to look out for thieves and cut-throats in the night.

If the characters return to their cave, the rest of the night will pass without incident and in the morning, the army will break camp (with much shouting and swearing) and move on. The characters will not be discovered. If the characters decide to investigate the camp at night, they will first have to dispatch the guard near the gully. Since he is not watchful, the characters will be able to surprise him on a 1-3 if they creep up on him. If they approach him openly, they can try to pose as soldiers in the Master's army. However, if there is a dwarf, elf, or halfling in the group, the guard will be suspicious, since none accompany the army. If the characters can devise a suitable explanation for the character's presence (the DM should decide what is suitable), he will not wake his fellows. If there are no unusual characters with the party, the guard will accept the players as fellow soldiers. He will still be suspicious, thinking they may be thieves or murderers, but will not wake his fellows. Once closer to the guard, the players will be able to see that his face is surrounded by three black painted circles, apparently some kind of tribe or sect marking. The faces of the sleeping men are painted in the same manner.

After the soldiers have been dispatched, the party may disguise themselves with the dead men's clothing and move about the camp. If they do so, the DM should use the following special encounter table, checking once every 10 minutes. The chance for an encounter is 1-3 on a six-sided die. 1d6 should be rolled to determine what has been encountered.

Die roll and Encounter

1. 2-8 bugbears (AC 5; HD 3+1; hp 18; #AT 1; D 2-8; MV 90'; Save F3; ML 9; AL C; surprise on a 1-3) looking for lone creatures or small groups to beat up and rob. They will not kill their victims, unless forced to do so. The bugbears do not know the password and carry no treasure.

2. 2-20 guards (AC 6; F1; hp 5; #AT 1; D 1-8; MV 120'; Save F1; ML 8; AL C) who are drunk (40%) or patrolling the camp. If they are drunk, they will befriend the characters and invite them to drink. Through careful questioning, the players will be able to learn 1-6 rumors and the night's password ("hydra"). If the guards are patrolling the camp, they will break up any fights they can, using whatever force is necessary, not hesitating to kill if they must. They will try to capture any party containing a dwarf, elf, or halfling unless a good reason for the character's presence is given.

3. 1 hill giant (AC 4; HD 8; hp 44; #AT 1; D 2-16; MV 120'; Save F8; ML 9; AL C) carrying a stolen horse (its dinner) under its arm. It will try to scare the characters away. If this fails, it will attack.

4. 1-4 gargoyles* (AC 5; HD 4; hp 20; #AT 4; D 1-3/1-3/1-6/1-4; MV 90'/150'; Save F8; ML 11; AL C; immune to **sleep** and **charm**) will flutter down on the party and harass them. The gargoyles will not seriously harm the party if they are not hurt themselves.

5. 2-5 officers, all fighters (AC 3; F4; hp 30; #AT 1; D by weapon; MV 120'; Save F4; ML 8; AL C) will challenge the party, demanding the password and the characters' business in this area. If the players do not answer to their satisfaction, the officers will summon a guard patrol to capture them.

6. A juggernaut camp guarded by 10 fighters (AC 4; F2; hp 12; #AT 1; D 1-8; MV 120'; Save F2; ML 9; AL C) and led by a fighter officer (AC 1; F7; hp 40; #AT 1; D 1-10; MV 120'; Save F7; ML 9; AL C) carrying a two-handed sword and wearing **plate mail +2**. The guards will challenge any who try to enter the camp, demanding the password and the reason for the visit. Failure to give a suitable answer will cause them to attack, while one summons help from a nearby camp. Help (3-30 more guards) will arrive in one turn. At the center of each juggernaut camp is a large vehicle. It stands 30' high and is shaped like a pyramid. Instead of wheels, it has two rollers like a steamroller. The vehicle appears to be made of wood.

This vehicle is a wood juggernaut (AC 6; HD 25; hp 100; #AT 1; D 8-80; MV 120'; Save special; ML 12; AL N; see end of module for more details). If the player characters attack the camp, it will slowly begin to rock back and forth. After 4 rounds of this, it will attack, pursuing the player characters, although not waiting for the guards to get out of its way. In fact, it will crash through anything in its path until the characters leave the camp. At this point, it will stop and move no further. Its attack will cause considerable panic in the camp and if the characters escape, there will be no further pursuit by the troops.

If the characters manage to befriend any of the people they encounter, or if they creep close to a camp and listen, they may learn some useful information. The DM should roll from the list below to determine what they might learn. It will be up to the player characters to ask the right questions (or, if they are listening in, to piece together clues) to learn this information.

Die Roll Rumor

- | | |
|---|---|
| 1 | The Master is in league with powerful forces from elsewhere. |
| 2 | The Republic army was crushed and scattered by the Master's powerful infernal machine. |
| 3 | Now that the Republic army is destroyed, the Master's army prepares to march on the lands to the east. The attack will begin in about one month. |
| 4 | The Master is a powerful spell caster who guards himself with creatures not of this world. |
| 5 | There are none of the Master's forces between here and the Great Pass. |
| 6 | There is some type of secret sign that will show the true path through the Great Pass. |

If the player characters use visible magic (**fireballs**, **lightning bolts**, etc.) while in a fight in the camp, it will attract the attention of others. After one turn, 50 guards (same statistics as those given above) will arrive at the scene of the fight. On the round after that, another 50 guards will arrive. Unless the characters have escaped before the first group arrives or are able to escape in the confusion of a fight in the dark, they will be captured. Captured player characters will be treated as has already been explained above.

In the morning, regardless of the actions of the player characters, the army will break camp and move to the east. Left behind will be the debris of an army on the march — dead bodies, broken equipment, and the ashes of fires. If the characters think of it, they will find it easy to follow the trail of the army back to the Great Pass.

Note: This encounter could have many more possibilities for adventures. If the DM wants, he may allow the characters to try nearly anything within reason. Such events would have to be handled by the DM as they came up, but he should always bear in mind that stealth, not fighting, will be more likely to succeed. Even a group of expert players cannot hope to defeat several thousand men and monsters.



PART 6: KEY TO THE GATES OF THE PASS

FOOTHILLS TO THE PASS: The mountain foothills are different from the desert hills: bent and twisted pine grows on the land, and streams flow through the area, carrying water from the Black Mountains beyond. The hills are very rugged, cut with ravines and bluffs. The ground, though covered with trees and grass, is dusty and rocky. If players take time to hunt, they may find antelope and other small game. The air is somewhat cooler than the desert below, although the temperatures still average about 80 degrees during the daytime. To the west, the tops of the Black Mountains rise above the horizon, their peaks often disappearing into banks of icy clouds. Even from this distance, the characters can tell the peaks are tall, jagged, and icy.

THE BLACK MOUNTAINS: This massive mountain range is among one of the highest and most dangerous mountain chains in the known lands of the campaign. (The DM is always welcome to create one that is higher.) Its peaks are permanently ice covered, and large glaciers fill many of the high valleys. From a distance the mountains appear white and dull blue, but when viewed more closely, the blue becomes dull gray, barren rock. Most of the mountain land is well above the treeline, even above the highest of the meadows that cover the lower slopes. Travel through the mountains is nearly impossible except at certain passes and trails: any traveller who tries to climb through the mountains will confront a lack of food, snow-covered crevasses, avalanches, cliffs, cunning monsters, freezing cold, and air so thin he cannot breathe. If the characters attempt to cross at some place other than a pass, they will die unless they turn back.

Encounters for the Gates of the Pass

The two encounters for this section must occur in the order listed. The madman who controls the Guardians has information useful in the second encounter, without which characters may be at a serious disadvantage.

1. The Guardians of the Pass

Your party is travelling through a light stand of trees that grow near the base of a rocky bluff. Travel is difficult: the trees and loose shale force you to detour often. As you finally reach the top of a low ridge, you discover a large, bowl-shaped clearing on the other side. At the lower, far end are four giant-sized statues. Their features are nearly worn away, and it is difficult to tell that they are carved to represent old men. Each stands with his hands folded in front of him.

Hidden behind the statues is a small cave. By standing at certain points in the cave and speaking, it is possible to make it seem as if each of the statues is speaking. Hiding in the cave is a madman (AC 9; HD 1/2; hp 3; #AT 1; D 1-4; MV 120'; Save NM; ML 7; AL N). He understands the purpose of the cave, and knows where to stand to make each statue speak. The madman has also made four drums, one at each position. Over each he has hung a large rock. A system of ropes allows him to release all the rocks at once from any of the positions. As soon as the characters enter the clearing, the madman will see them and run to one of the positions. The first statue will say in a whispering voice, "Look! Someone enters our valley. Who is it?" The madman will run to a different spot and have another statue say, "Some travellers. What do they want?" "They want to hurt us," a third will reply. Then the last will say, "Quiet. Then they will not see us."

The madman was once held prisoner by the Master. Now, after his escape, he has hidden in these woods for nearly a year. During this time he discovered the statues and learned how they work. He is now convinced that he and the statues are one. Whenever possible, he will speak through one of the statues and not directly to the other person. He will always refer to himself as "we." He will not want to be rescued or cured, but because of his experiences, he has useful information about the The Evil Abbey, The Great Pass, and the Master.

If any character comes within 10 yards of the statues, one will shout, "Stay back, man of mortal clay. This is our sacred ground!" Another statue will say, "Speak what you want. All who come to us are fulfilled." If the characters continue to advance, the madman will untie the rocks hanging over the drums, causing the statues to utter a tremendous, echoing crash. Immediately, a statue will say, "Do not provoke our wrath, mortal!" If the characters advance beyond this, the statues will begin to scream and chant in a wild chorus of voices. Finally, the madman will break down in fear and begin to beg for mercy. This will be carried to the players through one of the statues.

If the characters do not advance or if they find the madman, they may ask him questions either through the statues or directly. He knows the directions to The Evil Abbey and The Great Pass beyond it. If asked about "the man who is not a man," he will cackle and laugh quietly and then say, "Ask the holy men on the great hill, for truly they will know the answer." If the characters ask about the pass, he will say, "Seek at the Swallower of the Sun and be led by a snake that does not bend." If the characters ask about the Master, he will scream, "He Who Is Not Named! The Servant of Death! He dwells in a chariot of many rooms, in a land of neither ice nor fire. Once we met in a world beyond this land, a world above the clouds." After this, the madman will break into whimpering and babbling and then curl up into a small, silent ball on the floor. He will not react to anything. If he is asked a question to which he does not know the answer, he will make something up on the spot. Sometimes these answers will seem to make sense; sometimes they will include whatever strange instructions or riddles strike his fancy.

Only a **wish** can cure this madman. If the characters use one to cure him, he will find that he cannot remember what has happened to him for the last two years, for the only way he can be cured is to forget everything that has happened to him.

Since the four statues are the second part of the puzzle given by the dervish leader, the DM should do what he can to see that the characters get the directions to the next encounter. However, if the players are simply not figuring things out, the DM should not give them free help.

2. The Evil Abbey

This encounter should be the last one used in this module. If the DM uses the last half of the series, **Wilderness Module X5, The Temple of Death**, the adventure will continue in that module when this encounter is completed.

The Evil Abbey is located very close to the shadow of the Black Mountains. By the time the characters reach the abbey, they will have passed the treeline and will be crossing alpine meadows. A large point of rock juts above the level of the surrounding area. The top of this rock has been cleared, and the abbey built upon it. It is surrounded on all sides by steep cliffs (the heights are marked on the map). A broad staircase climbs from the base of the rock to its entrance.

The abbey itself is composed of a number of buildings. Some of these form the outer walls, while others stand separate inside the compound. All are made of plastered stone and have steeply pointed, red tile roofs. All the windows on the buildings and outer wall are shuttered and have bracings for awnings. These bracings are very strong and can support the weight of a man and equipment. Inside, the abbey is heavily decorated with frescos and wood carvings of religious significance.

The abbey was once the home of a number of Lawful monks, at the heart of a large village now long since destroyed. Long ago, the village was destroyed, burned and plundered by a band of evil raiders. Surrounded, the monks of the abbey were trapped. For

nearly a year, they held out, carefully rationing their supplies, but finally, the inevitable came, and they were overrun and killed almost to a man. However, since the abbey is so far from civilization and deep in the heart of the enemy territory, no word has ever escaped concerning their fate.

Now, new occupants have taken over the abbey. The monks met in this encounter are actually bhuts (see end of module for details). During the day, they will behave like perfectly normal holy men, doing nothing that will give the player characters any reason to suspect they are not what they claim. At night, they become evil and murderous. For several years they have lived in the abbey, maintaining this deception to slay unwary travellers who stay the night. They have been so successful that the Master has taken them into his service, giving the bhuts the extra duty of guarding the entrance to the Great Pass. This they have done extremely well.

To add strength to their deception, the bhuts pretend that the monastery is under a powerful curse. As they explain it to visitors, this curse only affects the monks and those visitors who do not heed their warnings while they stay. The bhuts will warn the visitors not to leave their rooms at night under any circumstances, even if they hear screams or other sounds. The bhuts explain that, to battle the curse, the monks must be more active at night, praying in the temple, drawing mystic signs, and burning incense in the different buildings. To help calm suspicions, the monks will tell the visitors that they are not required to stay in the guest house during the day and may move around the monastery freely. They will ask visitors to respect their religion and not enter the temple compound, since only those initiated into their faith may enter this sacred ground.

If the characters offer to help the monks, the offer will be accepted. The monks will warn that other brave and stout adventurers have tried before, and all have failed. The monks have learned that the source of the curse seems to be the blacksmith's shed, from where an icy creature supposedly appears during the night. The monks do not know the reason for the curse; they will claim, however, that it was placed by some powerful deity.

The creature is actually a frost salamander that lives in the hearth of the blacksmith's shed. During the day, it spends its time in certain freezing passages under the abbey. At night it searches for food. It hates the bhuts but will not normally attack them. The bhuts would be very happy if it were dead.

If the characters ask about the "man who is not a man" (which refers to the bhuts), the bhuts will claim not to know the answer. They will promise to look into their library for the answer. Of course, they will not bother doing this.

The room key given below describes each room as it would appear during the daytime. If there are any differences in the description at night, these will be noted. Any creatures in a room will only be there during the night, unless noted otherwise. During the daytime, most of the rooms and chambers will have people coming and going from them.

Below is listed a **Sequence of Events**. This will explain what will happen when the characters arrive at the abbey and how they will be treated. By using both the **Sequence of Events** and the **Room Key** that follows, the DM will be able to run the encounter.

Sequence of Events for the Evil Abbey

The following section outlines the events that will occur at the Abbey when the player characters arrive. This outline is not absolute; it does not try to account for all the possible actions of the player characters. The DM should adjust the events as he sees fit, remembering the goals and objectives of the bhuts at the abbey.

When the characters first arrive at the abbey, the DM should read them the following:

Your party has been riding across the treeless plain for several days now. A light snow has fallen and the air is quite cold. Then one of your group points to something in the distance. There, outlined by the black mass of the mountains and the white snow, you see a small line of red. Another hour passes as you ride toward it, and now you can tell it is a line of roofs. Some time later, you see a group of buildings clustered on a craggy rock. Finally, close, you can see what must be the monastery. A broad staircase climbs the cliffs to a gate above. Sweeping the base of the steps are two men, barefoot and dressed in orange-yellow robes. They see you, bow, and smile. "Brother, do you wish shelter and rest for the night?" one of them asks.

The two "monks" will lead the player characters up the staircase, mumbling something as they take each step and bowing to the little statues that line the stairs. Once at the top, they will have the gate opened, will send for the bhut posing as the abbot, and will offer to stable the characters' animals. When the abbot arrives, he will ask if the players wish to stay the night in the guest house. If they do, he will explain the supposed curse, but tell them they will be safe inside. He will encourage them to stay in the abbey, saying that the outside lands are also unsafe at night.

If the characters offer to defeat the curse (the frost salamander), the bhuts will accept. They will help the party set up their positions and will supposedly pray and bless them. That night, the bhuts will do nothing. They will stay inside and will not bother the players.

If the characters manage to defeat the frost salamander, the monks will appear the next morning, rejoicing to their gods at being freed from this awful curse. They will insist the characters stay that night for a feast. The monks will explain that their religion will not allow them to dine with the player characters, but they will be glad to prepare a fine meal for them: nuts, grains, roots and dried fruits, along with wine. There will be no meat. Everything served to the characters will be drugged. If they fail to make a saving throw vs. Poison, they will fall asleep. When the characters wake, three will be shackled to the walls in **Catacomb Area #3**, three more will be locked in the cell at **Area N4**, and any remaining characters will be locked in **Area I2**. Each night the bhuts will come and take another character to "join them for dinner," starting with the NPC's. The DM should allow the characters a reasonable chance to escape their predicament, either through spells or cunning.

If any of the characters manage to stay awake after the feast or if the feast is not held for some reason, the bhuts will use the tunnel to visit the guest house. They will try to capture one of the players each night, or, failing that, as many as possible in one night. If the bhuts draw suspicion, they will try to kill the characters, always trying to use stealth as much as possible.

If for any reason the bhuts are attacked during the daytime, they will defend themselves with polearms and swords. They will fight at the level of their hit dice and may be hit only by magical weapons, even in daytime.

ROOM KEY TO THE EVIL ABBEY

A. The Grand Stairway

This staircase of 999 steps is carved from the rock of the peak. Rising from the plain, it climbs to the main gate of the monastery. On each step is carved a symbol representing one of the 999 prayers that the former inhabitants said while ascending to the world of Truth. At each ninth step, there is a small statue to the side of the staircase. These once represented the 111 Precepts of Understanding, to which offerings were made while climbing the stairs. At the top of the staircase is the gate, both doors of which are carved and painted. One shows the essence of Truth rising above a mob of deformed beings. The other shows a guardian creature driving evil spirits away.

B. The Guest House

This building is where visitors to the abbey stay. From the outside, it is unremarkable — only plastered and whitewashed stone. In front of the main door is a 6" circle of red clay. Visitors are required to touch their head to this circle before entering the building. In this way, they show respect to the protective spirits of the house. Doing this will not affect a cleric's standing with his deity. On each door of the double door entrance is painted an eye so that the protective spirits may see evil before it enters.

B1. Entrance

The entrance to the guest house is divided into 2 small chambers, both bare of any furnishings or decorations. Under the staircase that leads to the second floor of the building is a secret, one-way trapdoor that may only be opened from below (**The Dolorous Way, Area 4**). The bhuts use this trapdoor to enter the guest house secretly at night.



B2. Sleeping Chambers

These small rooms are used as bedrooms for visiting travellers. One person will be assigned to each room. All of the rooms may be closed off by heavy drapes. There is only a little furniture in each: a hard wood pallet and stone pillow, a small traveller's chest, a stool, and a chamber pot. None of the rooms will be occupied when the players arrive.

B3. Courtyard

This small, tiled court allows fresh air and some light to reach the lower rooms. All the rooms and balconies around the courtyard have windows. In the center of the courtyard is a statue, a stone rod that rises 6' into the air and is topped by a oval ball somewhat larger than the rod. If the characters ask, the monks will explain it is a representation of one of their gods. There is nothing else in the courtyard.

B4. Kitchen

This room shows signs of being long unused. Dust covers the one table and the hearth. A few cooking pots are piled neatly in one corner. If the monks are asked about the kitchen's apparent lack of use, they will explain that since the evil armies are abroad they have had few visitors. Those that do come will generally dine with the monks. The characters may use this kitchen to prepare meals if they wish.

B5. Meditation Chapel

This small chamber contains a shrine to the protective spirit of the guest house. This consists of a small altar, surrounded by candles and incense and set in front of the three-panel painted screen. Behind the screen are the secret doors to the rest of the house.

Every night this room contains a bhut* (AC 4; HD 7+2; hp 44; #AT 3; D 1-4/1-4/1-6 + special; MV 40'; Save F10; ML 10; AL C) supposedly praying for the safety of the players. When the bhuts decide to act (see **Sequence of Events**), the one staying in this chamber will enter the house by the secret doors. There is nothing of value in this room.

B6. Instructional Chamber

This small chamber is lavishly decorated with paintings representing the various deities once worshipped by the monks in the abbey. Each picture shows the deity surrounded by its symbols of power. Along the bottom of the pictures runs a series of smaller paintings that tell the stories associated with these deities. None of the bhuts know these stories well enough to explain them. If asked about this room, they will say that its purpose is to provide restful contemplation for visitors. If asked to explain the pictures, they will refuse, saying, "The mysteries of our faith may only be discovered by contemplation and insight. When you have done this, you will be one of the initiated."

B7. Chamber of Contemplation

This narrow room is bare of furnishings and decoration. It was intended to be used for rest and meditation when the guest house was built. It may now be used for any reason the characters wish.

B8. Terrace

This terrace overhangs the outer edge of the abbey. From here the characters will be able to have a clear view of the Black Mountains. It is a 400' drop to the ground below.



C. Stable

This open shed is used as a stable for any animals belonging to visitors. It will be empty when the characters arrive, apparently unused for a long time. The mangers are nearly empty, containing only a little rotting grass and grain. Some grooming equipment hangs on the walls, all of it rusted and in poor condition. If the bhuts are asked about this, they will explain that they own no animals and never use the stables themselves. It has been a long time since they have had visitors.

D. Granary

When the abbey was still in operation, this long building held the grain stores for the monks. The large doors are double doors, while the smaller ones are dutch doors (the top and bottom may be opened separately). All the doors are very stout. On each is painted an image of a guardian spirit, supposedly to keep the grain from spoiling.

Inside, there is a clear space in front of each door where grain has been taken out. Beyond the clear area, the grain is piled nearly to the ceiling. It is dusty and gray. If the grain is disturbed, clouds of gray dust will billow up and beetles and other insects will scurry about. It is obvious that the supply is old and dry-rotted beyond use.

Hidden in the granary are 10 giant rats (AC 7; HD 1/2; hp 2; #AT 1; D 1-3 + disease; MV 40'; Save F1; ML 8; AL N). They are reasonably well-fed on the insects found in the grain, and on the leavings of the bhuts. They will only attack if the grain is disturbed.

If the players ask the bhuts why all their grain is spoiled, the bhuts will explain that it is part of the curse. No grain they gather can be kept for very long before it spoils. The bhuts will apologize for this and explain that the characters will have to provide feed for their animals. Actually, the bhuts never bother to gather or use grain, since they do not eat it.

E. The Well

This well is the source of water for the abbey. A wooden roof is built over the well; on the ground beside it is a bucket and a 70' rope. The water is 60' below the mouth of the well, forced up the interior of the rock through an underground spring. The water is 20' deep.

F. The Monks' House

This building is made of plastered and whitewashed stone. A band of red and green 3' from the ground circles the entire building. In front of the doors is a 6' circle of black earth. Before entering the house, a person must spit on this circle to invoke the protective spirits of the house. As in the guest house (B), the doors have eyes painted on them to see evil before it enters. If any characters enter the house at night, the two bhuts (Area F2) will follow them around, waiting to attack at the best time.



F1. Entryway

Lining the walls on either side of this small room are two racks of polearms. There are 10 weapons in all, in good condition and apparently cared for by the monks. If asked why these weapons are here, the bhuts will point out the need to defend the abbey against the evil forces in the land.

F2. Sleeping Chambers

These small chambers were once used for sleeping by the human monks who lived at the monastery. Now, the rooms are little used by the bhuts. The rooms are sparsely furnished, containing only a straw mat, a bowl, and a lamp; they are dusty and have cobwebs in the corners. If players examine any of the bowls, they will notice that each is stained with a rusty red powder (dried blood).

One room contains a secret trapdoor to the catacombs below. (**Area 6, The Dripping Passage**). It may be opened from either side. During the night, there will be two bhuts* (AC 6; HD 7+2; hp 43, 40; #AT 3; D 1-4/1-4/1-6 + special; MV 40'; Save F10; ML 10; AL C) in this room at all times. They will attack any creature that enters the building.

F3. Dining Room

This narrow room has a low table and several short stools. Lined neatly in a row along one wall are several bowls and eating utensils. The bhuts do not use this room normally, but will give the appearance that it is used when there are visitors at the abbey. The first time the characters see the room, there will be a coating of

dust on everything — more dust than could have accumulated in a day or even a week. If the characters return to the room later, it will be clean and give the appearance of recent use.

F4. Kitchen

The kitchen is not normally used by the bhuts, but they will have cleaned and prepared it to look normal before the characters enter it. The room, though small, is clean. It is furnished with a single table and a large hearth fireplace. On the table are several bowls, a heavy knife, and some bundles of roots and herbs. If the characters examine the table, they will notice some large reddish stains which could have been caused by nearly anything. If players examine closely, they will find the fireplace full of water-soaked ashes and the chimney clogged with spiderwebs.

F5. Pantry

This was once used to store food for the monks who stayed at this house. It is now very dusty. Piles of rags and other broken cooking items are pushed into the corners. Hidden among them is a human skull.

F6. Courtyard

This an open courtyard identical to that in the guest house (**B3**).

F7. Terrace

This terrace overlooks the well and the blacksmith's shed. The ground is 15' below. There is nothing of importance here.

G. Blacksmith's Shed

This small shed shows signs of having been long deserted. Inside is a large hearth with a set of bellows in good repair. There is no fire in the hearth, and the air seems icy and chill around it. If asked about this, the monks will explain that it is apparently connected with their curse. Living under the coals is a frost salamander* (AC 3; HD 12; hp 53; #AT 5; D 1-6 (x4)/2-12 + 1-8 from cold; MV 40'; Save F12; ML 9; AL C). It does not appear during the day, as it is under the earth at this time. Hence, during the day, no character will be affected by the 20' cold radius. At night, it comes out and stalks for prey in the monastery and surrounding countryside. It will not attack the bhuts unless forced. Hidden deep under the frozen coals are an **axe +2** and a **ring of invisibility**. Both are resistant to the effects of the great cold in the lair.

H. Bath House

This corner building was once the bath house for the monastery, but is now long unused. If asked why, the bhuts will explain they no longer have the people required to heat and fill the bath.

H1. Main Bath

A 4' deep pool dominates this room. It is filled with a scummy brown, algae-choked water. The algae floating on the surface hides an ochre jelly* (AC 8; HD 5; hp 26; #AT 1; D 2-12; MV 10'; Save F3; ML 12; AL N; immune to lightning and weapons) living in the pool. If characters approach the edge of the pool, it will attack. Underneath it are 2000 sp and the bones of several previous victims. The floor, walls, and pool are covered with painted tiles. Examination will show that these explain the proper bathing ritual of the monks who once lived here. At one end of the room is a stove for heating water.

H2. Yellow Mold Peril

This large changing room is encrusted with a large yellow mold* (AC always hit; HD 4; hp 20; #AT special; D 1-6 + special; MV 0; Save F2; ML na; AL N). Rising out of the mold at the far end of the room is a skeleton with a bright, shiny sword clenched in its hand. Neither the skeleton nor the sword is magical. There is nothing of value in this chamber.

H3. Dressing Chambers

These small chambers were used as changing rooms when the baths were in operation. There is nothing in any of these rooms.

H4. Storeroom

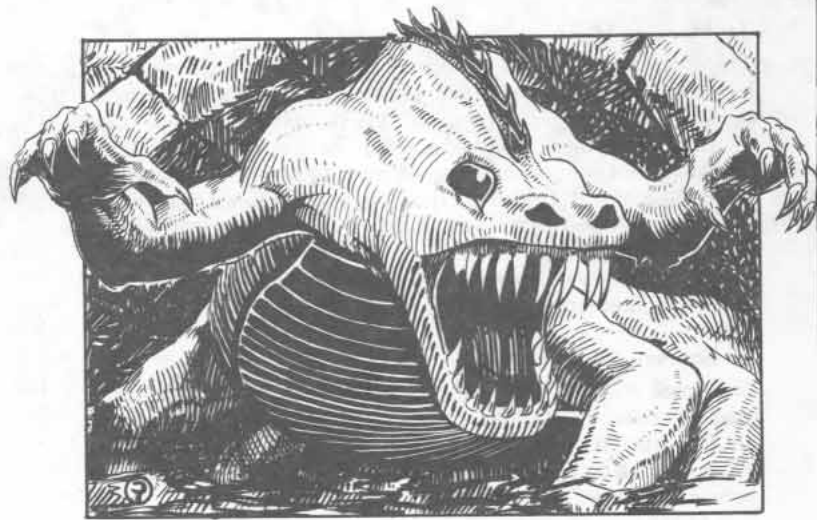
This room contains firewood, tubs for heating water, and several large urns that contain the spoiled remains of scented oils. There is nothing of value in this room.

H5. Balcony

This narrow balcony overlooks the cliff. The ground is 350' below, a series of large stone terraces cut into the sides of the rock on which the abbey sits. The railing of the balcony is very sturdy and will easily support characters climbing on ropes.

I1. Abbey Kitchen

This large kitchen, once used to feed more inhabitants than are now living here, is still used by the bhuts for preparing their meals. The kitchen itself appears to be perfectly normal; however, there are no foodstuffs (flour, meat, fruit, nuts, etc.) in sight. Along the outer wall are two large ovens and a large fireplace. There is nothing of value in the kitchen. The door to the **Kitchen Storeroom (I2)** is locked.



I2. Kitchen Storeroom

This room is kept locked, to keep the characters from discovering the nature of the foods the bhuts do eat. There is nothing in the room but the remains of past prey. If asked about this room, the bhuts will say it is their House of the Dead.

J. The Training Hall

This building was once used as classrooms for instructing initiates in the abbey's beliefs. It is now used by the bhuts as a meeting place and a command center when servants of the Master arrive at the abbey. On the ground in front of the doors is a blue circle of clay. Before entering the building, characters will be required to rub their palms upon this to appease the protective spirits of the house. On the front doors are the eyes like those found on the other houses in the compound; however, these eyes have small peepholes allowing those inside to see out. Painted on the outer wall, 3' from the ground, is a rainbow band of blue, green, orange, and red.

J1. Entryway

This entryway is lavishly carved and painted with pictures of the gods of learning once worshipped by the monks. These show benevolent old men with long beards and robes holding various objects in their hands — a mirror, a bowl of water, a small animal, and a plant of some type. At night, the entryway is trapped: any person crossing the threshold into the rest of the building will release an axe fixed in the ceiling, which will swing toward the person who released it. The axe will hit like a 4th level fighter and do 1-10 points of damage. A secret catch on the wall beside the arch disarms the trap.

J2. Courtyard

Unlike the courtyards in the other buildings, this courtyard has a small tree at its center instead of a statue. The tree is withered and dead. There is nothing else in the courtyard.

J3. Classrooms

Each of these rooms contains a low table, an oil lamp, writing and painting equipment, parchment, and a litter of ancient-looking scrolls and books. During the daytime, if the players visit this building, there will be one bhut in each room, apparently studying and meditating on religious topics. The bhuts are actually searching for ancient lore that might be of use to them. At night, there will be four bhuts* (AC 4; HD 7+2; hp 40; #AT 3; D 1-4/1-4/1-6 + special; MV 40'; Save F10; ML 10; AL C) scattered throughout these rooms. They will stalk any characters who enter the building, attacking at the best possible moment.

J4. Meeting Hall

This room contains a long table and several chairs. On the table are loose papers and several oil lamps. There will be no one in here day or night. The papers are drawings, paintings, and notes on information obtained from old scrolls. There is a secret drawer in the table, containing several papers from the Master: one gives the bhuts the authority to protect the pass; another lists a shipment of prisoners that was given to the bhuts; the third gives instructions that at least one of the player characters be brought alive to the Master should they appear at the abbey. Complete descriptions of the player characters are also given on this paper.

J5. Storeroom

This small room is lined with shelves of materials: scrolls (non-magical), parchments, inks, paints, and bundles of dried plants. If the DM rules that any player character is able to identify these plants, he will be able to tell that they are herbs used for healing, poison antidotes, and salves. However, the character will not be able to tell that all the plants have been infected by a poisonous fungus. If any of the plants are eaten or applied to a wound, the character must save vs. Poison (at +4) or die. There is nothing else of value in this chamber.

K. The Temple Compound

This area of the abbey is walled off from the rest of the buildings. The wall is 12' high and made of plastered and white-washed stone, like the rest of the abbey. The only apparent openings in this wall are the gate and the windows overlooking the cliffs. The cliff along this area is 350' high. There are two secret doors in this wall: one enters the private collection of the library, and the other enters the **Abbey Kitchen, I1**.



The temple gate is carved and painted. One door shows a large circular wheel. Around the edges of this wheel are seven different scenes. At the top are a group of god-like beings, apparently the gods of the temple. The other scenes depict man (at the bottom), a group of demonic creatures struggling with each other, a group of animals, and the elements of earth, fire, and air. In the center of the wheel is apparently the holy symbol of the order — a bull's horns with the sun in between them. The other half of the gate has a picture of a fierce and ugly god-like creature slaying smaller hideous creatures against a background of clouds. The gate is barred from the inside.

The bhuts will not allow the characters to enter the temple openly. When posing as monks, they will explain that the temple ground is holy and non-believers cannot enter. If the characters are found inside the temple, the bhuts will try to slay them.

K1. Outer Courtyard

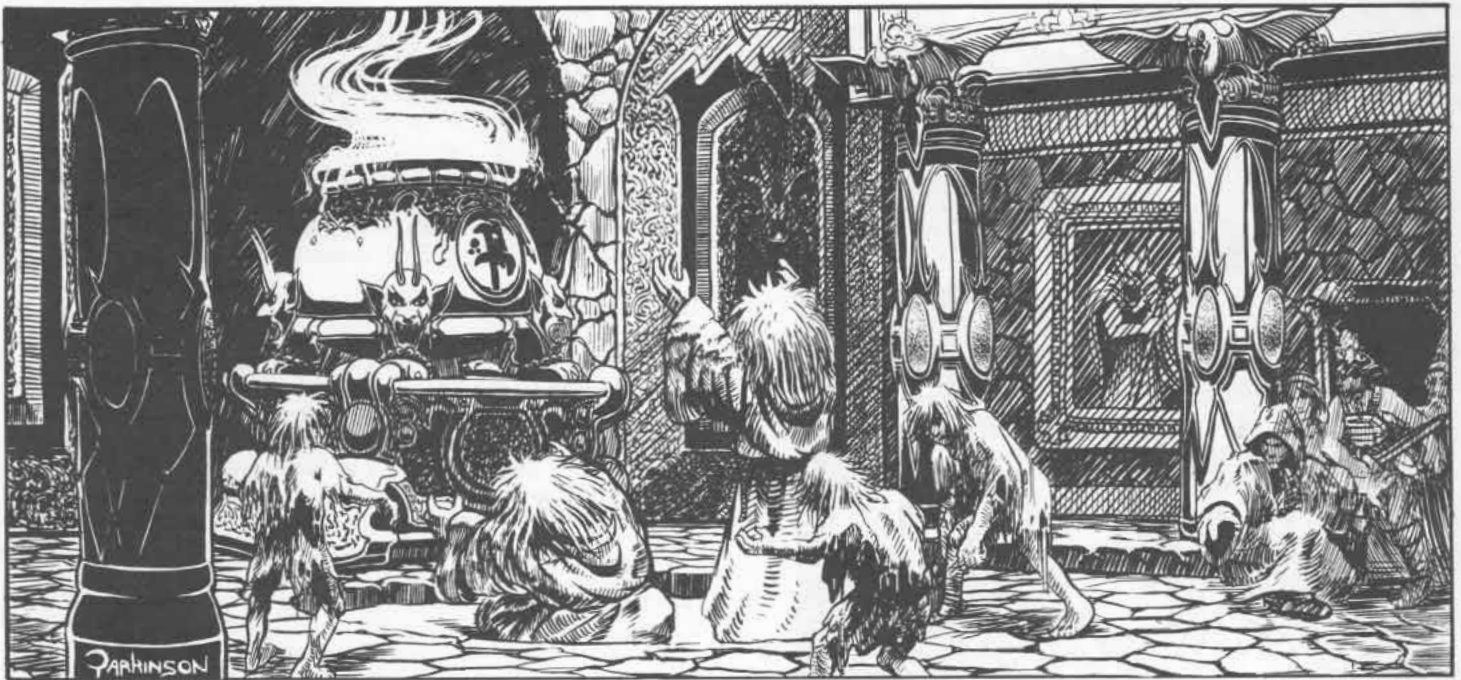
This courtyard is decorated with paintings similar to those found on the temple gate. The ground is striped with red, black, and blue clay. In the center of the courtyard stands a large frame that supports a bell. A wooden post, hung horizontal in a sling alongside the bell, is used to sound it. The courtyard opens onto the **Temple Porch** and a covered corridor that surrounds the entire temple proper.

K2. Temple Porch

This open-sided porch has a yellow clay floor and a roof decorated with many carvings of flowers and leering faces. In the center of the porch is a 5' wheel, hung vertically on a pole. The wheel is carved with writing (prayers) and hung with small bells. The wheel is fastened by its axle and may be spun easily. Sitting on top of the wheel is a small monkey, tied to the pole by a long chain, who has been trained to turn the wheel whenever any creature other than a monk (or bhut) enters the porch area. The sound of the bells will attract two bhuts* (AC 4; HD 7+2; hp 41, 38; #AT 3; D 1-4/1-4/1-6+ special; MV 40'; Save F10; ML 10; AL C) and their trained giant weasel (AC 7; HD 4+4; hp 20; #AT 1+ special; D 2-8; MV 50'; Save F3; ML 8; AL N) in 2-8 rounds. These guards normally patrol the corridor surrounding the temple. They will not receive any help from other creatures in the temple. If one of the bhuts is killed, the other will attempt to flee and warn those inside. If he is successful, the party will not be able to surprise any creatures in the temple.

K3. The Abandoned Shrine

The door to the room is long unused and may only be opened after an "open doors" die roll. Inside is a dark, narrow, and dusty chamber. It shows no signs of having been used recently. At the back of the chamber is a small altar, also covered with dust. It is a small stone table, on which rests a statue of a dragon-like creature perched on a large rock. Pinned under one claw is a writhing snake with a woman's face. Clenched in the other claw is a large pearl (1000 gp value). The altar is a shrine to the deities of Law. Any lawful character who pays reverence to this shrine (speaks respectfully, offers prayers, cleans the statue, etc.) will be **blesed**. This will give the character a +1 "to hit," damage, and morale. This **bles**, unlike the normal spell, will last 24 hours. The DM should not inform the player character what has happened; the player character will merely notice a feeling pass over him. If the DM feels that the motive for the character's actions was self-interest (the player saw another character receive this unknown feeling and does the same thing so he can get the benefit), he will not be **blesed**. It is important that the player characters be sincere in their actions. Once the characters leave this chamber, they will not receive the **bles** if they return. If any character steals the pearl or damages the altar in any way, he will be -1 on all "to hit" and saving throw rolls for 24 hours. There is nothing else in the room.



K4. Temple Foyer

This chamber is heavily decorated. A rainbow band runs around the walls, 3' from the floor. Above this are the remains of many bright, gilded paintings, all of which have been scratched away or smeared with filth. The floor is made of small wooden tiles that form patterns of different colors. These tiles have been cunningly fitted so that any creature walking on them will give rise to a series of moans and near-human cries that will echo up through the floor. This noise will alert any creatures in **Area K5, The Main Temple**. It will not attract the attention of creatures elsewhere in the abbey.

The archway to **The Main Temple** has a magical trap. Any character who crosses through without saying, "I come to thee, my Master," will release a **curse** on himself. If the character saves vs. Spells, the **curse** will have no effect. If he fails his save, however, this **curse** will cause the character to forget everything of his past life. He will not remember who his friends are, what his name is, where he is, or why he is there. All spells memorized will be forgotten, although new spells may be memorized normally (if there is enough time). The character will not remember the powers of any magic items, but he will not forget how to speak or what class he is. He will retain all the abilities of his class except for memorized spells.

K5. The Main Temple

This room is ornately decorated with paintings and gilt carvings. All the walls are covered with carved wood panelling showing various deities surrounded by flowered borders. The pillars are painted with black, red, yellow, and blue stripes and are inlaid with bits of mother-of-pearl and mirrors. Lights shine and dazzle off these to create sparkling points throughout the room. In the center of the room is a dais. On the dais is a large cauldron.

Standing around the cauldron are two bhuts* (AC 4; HD 7+2; hp 39, 32; #AT 3; D 1-4/1-4/1-6 + special; MV 40'; Save F10; ML 10; AL C) and 3 ghouls (AC 6; HD 2; hp 10; #AT 3; D 1-3 each + special; MV 30'; Save F2; ML 9; AL C). They will attack any characters who enter the room unless they are accompanied by a monk (or someone wearing a monk's robes). If possible, however, they will try to convince any lone character who has lost his memory from the curse at **Area K4** that he is actually on their side and that the

other players are the enemy. If the character fails to save vs. Spells, he will believe the bhuts unless there are other player characters present in the area. If one of the bhuts is slain, the other will flee. He will not warn any other creatures in the temple, but will attempt to escape the monastery altogether.

Hidden in a secret compartment in the dais are 3000 gp, 3 gems (each worth 500 gp), and a map showing the location of the Great Pass.

K6. Robing Chamber

This chamber was once used by the Lawful abbot to prepare for ceremonies in the temple. It is bare of all decoration. Against the walls are 4 chests. The first two chests are open and the contents (robes, slippers, and undergarments) are scattered on the floor in front of them. The other two chests are closed. One contains only more clothing like the open chests. The fourth chest is apparently the same; however, there is a secret compartment in the bottom. When this compartment is opened, the characters will see an illusion (no saving throw) that the chest is a gate to a deep shaft. At the bottom of the shaft are flames and the shadows of leaping, demonic creatures. The illusion will not be dispelled if touched, but will not cause any harm to those who see it. Hidden by the illusion is a miniature (6" long) spear. This is a **Spear of Panic**. When a character attempts to hit with the spear, it will magically grow out to 10', allowing any target within 10' to be attacked. The spear has no bonuses to hit and only does 1-6 points of damage. However, if the spear strikes an enchanted or undead creature, the creature will automatically flee from the combat.

K7. Abbot's Antechamber

This small chamber has two low stools, a small table, and an oil lamp. Otherwise, the room is not decorated. Curled out of sight under the table is a giant rattlesnake (AC 5; HD 4; hp 23; #AT 2; D 1-4 each + poison; MV 40'; Save F2; ML 8; AL N). The rattle of the snake has been cut off. If the alarm at **Area K2, The Temple Porch** has been sounded, the abbot-bhut will have released the snake and it will be able to move around the room freely. If no alarm has been raised, the snake will be fastened by a chain to the wall. In this case, the snake will not be able to attack characters who enter the room and immediately follow the wall that leads away from the table. There is nothing of value in this room.



K8. Abbot's Shrine

This room is hung with painted silks and carpeted with furs. In one corner stands a small shrine. There are several lit candles around it. The shrine is obviously one to some Chaotic deity. Kneeling at the shrine is the abbot, a bhut* (AC 4; HD 7+2; hp 50; #AT 3; D 1-4/1-4/1-6+ special; MV 40'; Save F10; ML 10; AL C). Lying beside him is his pet grizzly bear (AC 6; HD 5; hp 34; #AT 3; D 1-4/1-4/1-8; MV 40'; Save F2; ML 8; AL N). If the abbot is attacked, he will call for help and attempt to fight his way to the stairs that lead to the catacombs. If possible, he will escape down these steps while the grizzly holds the party at bay.

If the characters destroy the statue of the Chaotic deity, they themselves will not be affected. However, within 1-4 rounds, a huge lightning bolt will crash out of the sky, striking the cliff directly below this corner of the temple, blasting rocks and leaving a huge hole. At the end of 2-12 rounds, the room will suddenly shift. Cracks will appear in the walls. Each player should be given only a few moments to tell the DM what he is going to do. If he runs to the staircase or the door (not the secret door!), he will be safe. If he does anything else, he will fall with the chamber when it slips off the edge of the cliff. Characters who fall will take 6-60 points of damage from the fall and will be unconscious for 24 hours.

If players search the room before it is destroyed, they will find 3000 gp, 5000 sp, and a scroll with three spells: **light**, **read languages**, and **detect invisible**. The painted cloths are worth 4000 gp if sold in a major city.

L. The Library

This low building is different from all the others in appearance. Instead of whitewashed, plastered stone, the abbey library is covered with dried, red clay. Pressed into the clay at many different points are mystical seals. They are not magical but were intended to invoke the spirit of learning into those who entered the library.

L1. The Entryway

This broad entrance has a statue standing on either side of the door. One is a sword-wielding, banner-waving, ogre-faced man running through the clouds. The other statue is of a demure older woman holding a piece of cloth. At the base of each statue is writing in an unknown tongue. Each identifies its statue: the man is "Guardian Against False Reading and Impious Thought." The woman is "The Veil of Truth." These statues, if sold in a major city, would be worth 5000 gp. Each statue weighs 3000 coins.

L2. Library Shrine

Built into the wall in between the two entrances to the Main Library, **Area L2** is a small shrine to the deity who protects those seeking knowledge. The shrine consists of a statue of an three-armed, bull-headed man. One hand holds a lamp, the second holds a dagger, and the third holds a writing brush. There are several candle stubs around the base of the statue. None of them look recently used. However, the statue appears to be clean and free of dust.

L3. Cubicles

These small chambers each have a stool, a lamp, a desk, and several scrolls. During the day, none of the cubicles will be occupied. At night, there will be one bhut* (AC 4; HD 7+2; hp 33; #AT 3; D 1-4/1-4/1-6+ special; MV 40'; Save F10; ML 10; AL C) in one of the cubicles. The DM should decide which cubicle the bhut is in. The bhut will be searching the manuscripts for lost lore. It will attempt to hide from the players, only attacking if it can catch a character alone or if forced to fight.

L4. Main Library

This long room is lined with shelves that reach to the ceiling 15' above. The shelves are stacked with scrolls, some of which are relatively new, while others are quite old and brittle. The room shows signs of recent use. If the characters examine any of the scrolls, the DM should roll on the following table to determine what they find. A **read languages** spell will be necessary to read any of the scrolls.

Die Roll	Scroll Found
1-75	Treatise on the interpretation of the proper rituals of the religion of the abbey.
75-90	A section of the chronicles of the abbey. It will only cover one year. The abbey has been here for 500 years.
91-95	A geographical text, that, if studied, will reveal the location of the Great Pass and give some basic directions on how to find one's way through it.
96-99	A text on heretical religions that will describe a huge temple, "the chariot beyond the clouds." The temple will be somewhere beyond the Great Pass. All the other information will deal with theological differences of opinion and will not be useful to the player characters.
100	A magical scroll that will give any reader other than a cleric one point of wisdom. Any cleric not of the same religion as the Lawful monks who once lived here will lose one point of wisdom. The DM should decide if the cleric's religion and the monks' religion are the same. Once the scroll has been read, it will crumble into dust.

There are over 5000 scrolls in this library.

L5. The Secret Archives

As in the Main Library, this chamber is lined with shelves that are stacked with scrolls. However, these scrolls are those that have been found or written by the bhuts. If the characters read two or more of these scrolls, they will learn the history of the bhuts at this abbey — how they came to occupy it and what they have done since they came here. The characters will also learn of the arrangement between the bhuts and the Master beyond the Great Pass. Finally, they will learn the general directions to the Great Pass and how to find the entrance to it. They will not gain any information on how to find their way through the Great Pass. There are also four scrolls of ancient lore. There is a 1 in 20 chance that any scroll read will be one of these scrolls. If the character reads one of these scrolls, he must save vs. Spells. If he saves, he may ask three yes or no questions of the DM, just as if a **commune** spell had been cast. If the character fails the saving throw, he will be permanently confused and will not be able to fight or cast spells until a **remove curse** is cast on him. These scrolls will only work once.

M. Storage Shed

This open-fronted building contains an assortment of tools and junk that has collected at the abbey for many years. In this shed may be found carpenter and stonemason tools, rope, wheelbarrows and handcarts, lamp oil, firewood, wooden buckets, and other common items. Most of the items are covered with dust and cobwebs. A few, like the lamp oil, appear to be used from time to time. There is nothing of great value in this shed.

N. The Abbot's House

This small building was once the Abbot's private chambers. The outside is like that of most of the other buildings —plastered and whitewashed stone. It has no other decoration. The door and windows are a shimmering black wood that does not appear at all natural. This material resists fire, weapons, and spells.

The door and windows are actually gateways to the Master's temple. The rooms inside the Abbot's house are part of this temple. A person entering from the Abbey will be transported (with no ill effects) to the Master's temple. When the person leaves these rooms, he will return to the abbey. Although the character will be at the Master's stronghold, he will not be able to explore more than the small group of rooms that forms the Abbot's house on this map. The Master does have a magical device that allows him to use these rooms as a normal **teleport**. He uses this gate to communicate with his servants, the bhuts, and his army in the field.

The insides of these rooms are different from those elsewhere in the abbey. The floors are large, dressed blocks of stone. The walls are black stone carved with some ornately evil designs.

If the characters are still wearing the **amulet of finding (Settled Lands Encounter #2)**, they will not be able to surprise any of the creatures found in this area. If the DM wishes, he may have some of the intelligent creatures in these rooms prepare traps for the player characters.

N1. Guard Chamber

This gloomy, smoke-filled room contains no furniture except for one smoldering brazier. Huddled away from the brazier are three wights* (AC 5; HD 3; hp 22, 20, 18; #AT 1; D energy drain; MV 30'; Save F3; ML 12; AL C) who are bound by the Master to guard these chambers. They will attack any creature who enters, unless the Master is present or has given orders not to attack. There is nothing of value in this room.

N2. Meeting Room

This room is strewn with cushions and the walls are hung with rich fabrics. There are no creatures in this room. There is, however, a table covered with papers, an inkwell, and a writing brush. If the characters search through the papers, they will find a listing of the forces for the Master's army that is currently marching to the East. Also among the papers is a partial list of the spies working for the Master. These papers would be of great use to the human armies of the East, if the players can find some way to return with them.

N3. Small Armory

The walls of this room are lined with racks of spears, pole arms, swords, and other weapons. Shields also hang on the walls. All of the weapons are in excellent condition, but none are magical. The characters will be able to find any weapon (except lance) that is listed on the equipment lists in the rulebook. The Master maintains this armory in case attackers manage to enter these rooms or in case the bhuts of the abbey need assistance. The window in this room looks out over a scene of lightly forested plains. There are no mountains in sight.

N4. Holding Cell

This room is a cell. The door is locked and the bars are very stout (to keep the wights out). Inside the room is strewn with dirty, foul-smelling straw. Hiding in the far back corner is a woman, Dressla the Thief (AC 9; T5; hp 13; #AT 1; D by weapon; MV 40'; Save T5; ML 6; AL N). She has no equipment and is dressed in a ragged pair of pants and a shirt. If the characters rescue Dressla, she will tell them her story. According to what she says, she had heard stories of a fabulously large gem that was hidden in an ancient temple far beyond the mountains. She and several others went to find or steal this gem. They found the temple, learned that it was occupied by a large number of creatures, and managed to enter unnoticed. Unfortunately, the group was discovered before theft could be made. All her companions are dead. Once back to the abbey, she refuses to return to the temple of the Master. If the characters do go on, she will leave, hoping to reach the lands to the east. She will be able to tell the characters the following information:

1. They should watch for the sign of the fish when travelling through the Great Pass.
2. The temple is many miles away on the other side of the mountain range.
3. The temple is decorated to look like a huge wagon or cart.
4. On certain holy days, they will be able to enter the temple disguised as members of the Master's army.
5. The inner parts of the temple are very dangerous, filled with unknown guard creatures and traps of all kinds.

She will have no other useful information. After she was captured, she explains, she was kept blindfolded or in the dark. She has no idea why she was in the cell the characters rescued her from, except that it was for some special purpose.

N5. Upper Hall

This hallway is bare of furniture. There are no creatures present. Hung on the walls are scrolls with characters written on them. These are prayers to a great Chaotic deity. The windows look out over a tree-spotted plain. There are low mountains far in the distance.

N6. Storeroom

This room contains a number of common supplies: candles, lamps, fancy woods for repairs, tools, and barrels of grease and fat. Searching in one corner is Mond, a fighter (AC -1; F11; hp 72; #AT 1; D 4-11 [1d8+3]; MV 40'; Save F11; ML 9; AL C). He has a **sword +2(NSA)**, **plate mail armor +2**, **shield +1**, and a **ring of djinni summoning**. Mond is one of the Master's main commanders. If attacked in this room, he will fight to the best of his ability, summoning the djinni only if he has suffered 30 or more hit points of damage. If Mond's morale breaks, he will not surrender, but will attempt to flee. The windows in this room look out on a tree-spotted plain. There are no mountains in sight.

N7. Terrace

This small area is an open terrace. When the characters step onto this terrace, they will find themselves back in the abbey. If they go into the Abbot's House through this door, they will find themselves in the Master's Temple.

THE CATACOMBS

These passages burrow into the rock. The walls and ceilings are solid and have no bracing. The floors are worn smooth, but the walls are rough and jagged. Most of the passages are quite dry, and the air is very stale. There is no light anywhere in the catacombs.

1. Crypts

This is a passage with niches filled with coffins — some very old, some fairly new. Most are intact, but a few are cracked or broken, revealing the bones inside. All are covered with dust and cobwebs.

A. This coffin contains the corpse of a vampire* (AC 2; HD 7; hp 42; #AT 1; D 1-10+special; MV 40'/60'; Save F7; ML 11; AL C). It is currently "dead," a stake driven through its heart. If the stake is removed, it will come to life in 10 rounds. It is hungry and will stalk the player characters through the catacombs.

B. There is one large coffin in this niche. An inscription tells that it is the coffin of a previous abbot of great faith. If the lid is pried open, the characters will find a skeleton and, beside it, a long bone tube. This tube contains a map of the Great Pass, showing the proper route to take to get through it.

C. Carved on the back wall of this niche is some writing, but it is covered by dust and cobwebs. The writing says nothing important. The niche contains one large coffin. If any character enters the niche, there is a 1-3 chance on 1d6 of triggering a rockfall. The character will suffer 4-40 points of damage unless he saves vs. Paralysis. The rockfall will completely block the entrance to the niche. If the character fails his save, others may pull him from the rocks in one round. If he saves, he will suffer no damage, but will be trapped on the other side of the rockfall. It will take 6 turns to dig him out. Hidden in the coffin (which will break open when the roof collapses) is a **wand of fear** and a gem-encrusted crown worth 8,000 gp.

2. Secret Altar

In the center of this circular chamber is a large statue of a man dressed in exotic black armor. If the characters saw the Master in the mirror at The Lost Oasis, they will recognize that the statue is of him. Draped around its neck is a large snake, apparently part of the casting. The statue has a permanent **magic mouth** cast on it: when a group enters the chamber, it will say, "Ah, small beings, you have come to do homage to me and my gods! Kneel and pray for our mercy!" The voice will alert all the other creatures in the catacombs, making surprise impossible unless the characters remain here for at least 3 turns.

The snake is actually a rock python (AC 6; HD 5; hp 30; #AT 2; D 1-4/2-8; MV 30'; Save F3; ML 8; AL N) that will attack anyone who comes within 10' of the statue. If the morale of the snake breaks, it will slither back up the statue and hiss menacingly at the characters. There is no treasure in this room.

3. Cells

The passageway ends in four small cells — no more than niches in the rock with shackles at the back of each. The floor of each cell is covered with filth and puddles of water.

A. Shackled to the wall of this niche is the former abbot, a cleric (AC 9; C7; hp 10; #AT 1; D by weapon; MV 40'; Save C7; ML 5; AL L). He cannot speak and so cannot pray for or cast spells. Over the years he has been imprisoned here, he has become nearly blind. He can still see well enough to write, however, and the bhuts have kept him alive for information and in case they need him for an emergency. If rescued, he will not trust the players until after sunset, when he can learn if they are bhuts or not. He knows the layout of the abbey and its underground passages, and can guide characters through them.

B. These cells are empty.

4. The Dolorous Way

This passage leads to the secret trapdoor that enters into the guest house (**Area B1**). At its end is a ladder that leads to the trapdoor. There is no latch on the other side of the trapdoor, so it can be opened only from this side. Strewn along the sides of the passage are bones. If players examine these, they can tell that they are human bones that have been gnawed and broken.

5. The Water-Filled Chamber

Here the passage opens into a large chamber. Near the opposite wall is a large pool of water, part of the same spring that feeds the well. The water is very cold, but is murky with constantly bubbling sand. Living in this pool is a giant leech (AC 7; HD 6; hp 32; #AT 1 special; D 1-6; MV 30'; Save F3; ML 10; AL N). At the bottom of the pool are 3 gems (1000 gp each) and a **potion of heroism**.

6. The Dripping Passage

This passage is very damp; water drips constantly from the ceiling to form puddles on the floor. In turn, these puddles form small streams that flow towards **Area 8, The Secret Exit**. There are no creatures living in this passage. There are, however, several branches, one of which leads to the secret trapdoor that opens into the Monks' House. This trapdoor may be opened from either side.

7. Trapdoor

At this point is a ladder leading to a trapdoor in the ceiling. This trapdoor may be opened from either side. It opens into the Training Hall.

8. The Secret Exit

This passage winds for some length (not shown on the map) and finally ends in a secret door. Standing guard here are a bhut* (AC 4; HD 7+2; hp 36; #AT 3; D 1-4/1-4/1-6+special; MV 40'; Save F10; ML 10; AL C) and two bugbears (AC 5; HD 3+1; hp 20, 18; #AT1; D 2-8; MV 30'; Save F#; ML 9; AL C) who have just arrived from outside. They will fight any intruders from inside or out (i.e. any character not wearing a monk's robe). If their morale breaks, all the creatures will flee through the secret door. This door opens to the alpine meadows at the base of the rock on which the abbey is built.



PART 7: NEW MONSTERS

This section presents the new monsters used in the module. All of the creatures given are extremely rare and should seldom be encountered in a normal campaign.

Bhut*

Armor Class: 4	No. Appearing: 2-8 (2-8)
Hit Dice: 7+2**	Save As: Fighter: 10
Move: 120' (40')	Morale: 10
Attacks: 2 claws/1 bite	Treasure Type: A
Damage: 1-4/1-4/1-6 + special	Alignment: Chaotic

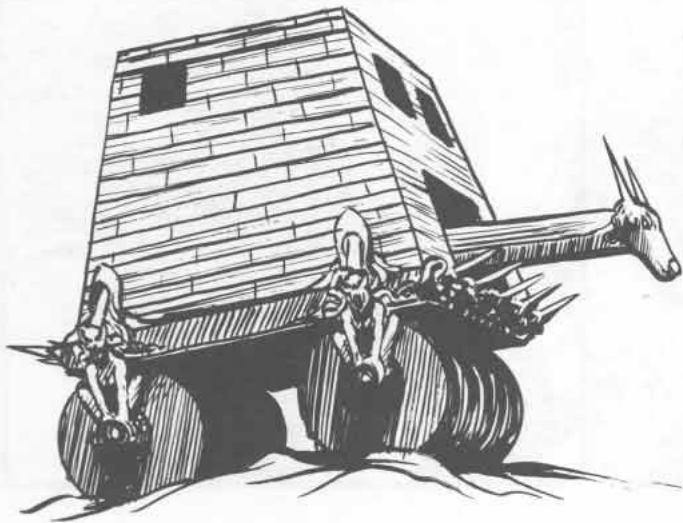
Bhuts are intelligent, evil beings similar in many ways to lycanthropes and undead. During the daytime, bhuts appear to be normal humans. At night their hair becomes wild and their skin scaly. Their hands turn into claws, and their teeth become fangs. While in this form, they hunt humans and demi-humans for food. They are extremely clever and often use deception and trickery to obtain their meals.

In combat, bhuts attack with their claws and bite. Their bite is freezing to the touch. Besides normal damage, any creature bit by a bhut must save vs. Paralysis or be numbed. Numbed creatures always lose initiative and are -2 on all to hit rolls. The numbness will last for 1-4 rounds.

Bhuts have all the immunities of an undead creature (**sleep, charm, hold, poison, and gases**). They also, like undead, make no noise when moving. They cannot be turned. They save at a level higher than their hit dice. Bhuts cannot be struck by non-magical weapons, but a single hit from a **blessed** weapon will kill one instantly. In addition, bhuts radiate a powerful aura, preventing **detect evil** and **know alignment** spells from working on them. **Know alignment** will mistakenly detect the bhuts as Lawful.

Bhuts prefer to live near human settlements, preying on those living there. Often, they will work together. Normally, they will assume some innocent cover (monks, travelling gypsies, a family on the edge of town, etc.) to prevent suspicion.





Juggernaut

	WOOD	STONE
Armor Class:	6	0
Hit Dice:	25**	30**
Move:	120' (40')	90' (30')
Attacks:	1 crush	1 crush
Damage:	8-80	10-100
No. Appearing:	0 (1)	0 (1)
Save As:	Special	Special
Morale:	12	12
Treasure Type:	G	M and N
Alignment:	Neutral	Neutral

Juggernauts are huge magical machines. They look like houses, pyramids or statues mounted on great rollers. They are magically animated and have some awareness of their surroundings, allowing them to hunt and kill. They are made of wood or stones.

Juggernauts are very maneuverable. They can stop, back up or turn in one round, allowing them to attack creatures in front, behind, or alongside in the same round. They attack by rolling over the victim with their huge wheels. These rollers are 30' wide, making it possible for juggernauts to attack more than one target in their path. If there is only one target in a given direction, the attack is made normally. If there are two or more targets in the path, each target is first allowed to save vs. Dragon Breath. Targets that make their saving throw have managed to get out of the path of the juggernaut. Those that fail to save will be hit by the Juggernaut if it rolls its "to hit" number against that target. A separate roll is made for each target.

All juggernauts have the following immunities in common: all non-magical missile fire; **sleep**, **charm**, and **hold** spells; and poison.

WOOD JUGGERNAUT: This type of juggernaut normally appears as a large wooden building on rollers. It is 20' to 30' high. It saves vs. everything, except magical fire, at 5 or better. A wooden juggernaut will fail its saving throw vs. any type of magical fire attack.

STONE JUGGERNAUT: These appear as small pyramids or huge statues on rollers. They stand 40' to 50' high. They may only be damaged by magic weapons or spells. All saving throws are made at 4 or better. Stone juggernauts can crush small buildings, even those made of stone.

A juggernaut carries its treasure inside it. This treasure may only be found after the juggernaut is dead.



Naga

Armor Class: 3	No. Appearing: 1 (1)
Hit Dice: 9	Save As: Magic user: 9
Move: 120' (40')	Morale: 9
Attacks: 1 bite or spells	Treasure Type: I
Damage: 1-8 or special	Alignment: Chaotic

Naga look like dried, withered humans with the heads of vultures. They are very intelligent and are highly magical in nature. They may use the following powers up to three times each a day: **create flames** (This will cause a burnable object within 60' to burst into flame for 1-3 rounds. It will cause 2-12 points of damage each round. A saving throw vs. Spells will reduce the damage to half), **paralysis** (All lawful characters within 10' must save vs. Spells or be paralyzed for 1-4 rounds), **corruption** (This will cause a non-living object within 60' to decay or rot into uselessness. Magic items are allowed a saving throw vs. Spells at the level of the character using the item), **darkness**, and **phantasmal force**. In combat, a naga will try to avoid melee if possible, and use its spells.

Naga are rarely met, preferring to stay in deserted ruins or wastes. They speak their own tongue, their alignment language and a common language.



Soul Eater*

Armor Class: 0	No. Appearing: 1 (1)
Hit Dice: 10*	Save As: Cleric 10
Move: 180' (60')	Morale: 12
Attacks: 2 claws	Treasure Type: Nil
Damage: 1-10 each + special	Alignment: Neutral

A soul eater is a being from another dimension summoned or granted to high level clerics. It is used to slay beings as ordered by the cleric who summoned or received it. A soul eater appears as a cloud of glowing darkness and can assume any shape desired. Once given a victim to kill, it will not quit until the victim or itself is defeated. A soul eater is highly intelligent and will accomplish its mission by any means it can.

In combat, the creature will attack with two ghostly claws each round. In addition, each time it hits it will drain one point of Wisdom unless the victim saves vs. Death Ray. This saving throw must be made each time the character is hit. A soul eater may only be struck by magical weapons. Silver and normal weapons will have no effect on it. If the victim is slain by the soul eater or has his Wisdom reduced to 0, the victim is dead, and the soul eater will return to its own dimension. Characters slain by a soul eater cannot be raised or reincarnated. Otherwise, the character regains Wisdom at the rate of 1 point per day. If the soul eater's hit points are reduced to 0, it will dissolve into a formless cloud and drift away. It will not return.

If the soul eater's victim is slain by another or if the soul eater is defeated, it will return to the cleric who summoned it and attack him. Because of its rage, it will have 20 HD and will do 3-18 points of damage when it attacks. If defeated a second time, it will disappear forever.

Tabi

Armor Class: 6	No. Appearing: 1-4 (1-4)
Hit Dice: 5	Save As: Magic user: 5
Move: 60' (20')	Morale: 6 (12)
Flying: 240' (80')	Treasure Type: Nil
Attacks: 2 claws	Alignment: Chaotic
Damage: 1-4/1-4 + special	

The tabi are small, winged, ape-like creatures about the size of a large housecat. Their bodies are covered with a long golden fur while their wings are leathery membranes, like a bat's. They give off a stench of rot that can be smelled at up to 100'. They are intelligent and clever.

In combat, tabi fight with their sharp claws which drip with a crystal blue venom. Anyone hit by a tabi must save vs. Paralysis. A player who fails to save will be deluded, attacking any creature or character adjacent to him. A deluded character may only fight with weapons or bare hands, but will do so to the best of his ability. The delusion will last for 2-12 turns or until a **neutralize poison** is cast on the victim. Tabi also have a 40% chance to pick pockets, move silently, and hide in shadows. Tabi prefer to ambush characters and then hide while the deluded victim attacks others.

Tabi have very long lifetimes, during which they gather much information about ancient legends and forgotten lore. They are intelligent and speak their own tongue. It is possible for high level magic-users to research a spell that will bind a tabi to his service. If the spell is researched and worded properly, the tabi will remain in service to the magic-user until one or the other dies. While enspelled, it will be absolutely loyal to the character commanding it. In such cases, the parenthesized morale should be used. An enspelled tabi will also assist its master by telling information that it knows.

PART 8: PRE-ROLLED CHARACTERS

It is possible that the player characters in the DM's campaign will not be of high enough level to play this module immediately. In this case, the DM may save this module until the characters in the game are ready, or he may let the players use the pre-rolled characters given below. These characters are designed to fit with the adventure; players using them will find the encounters challenging, but not beyond the abilities of their characters.

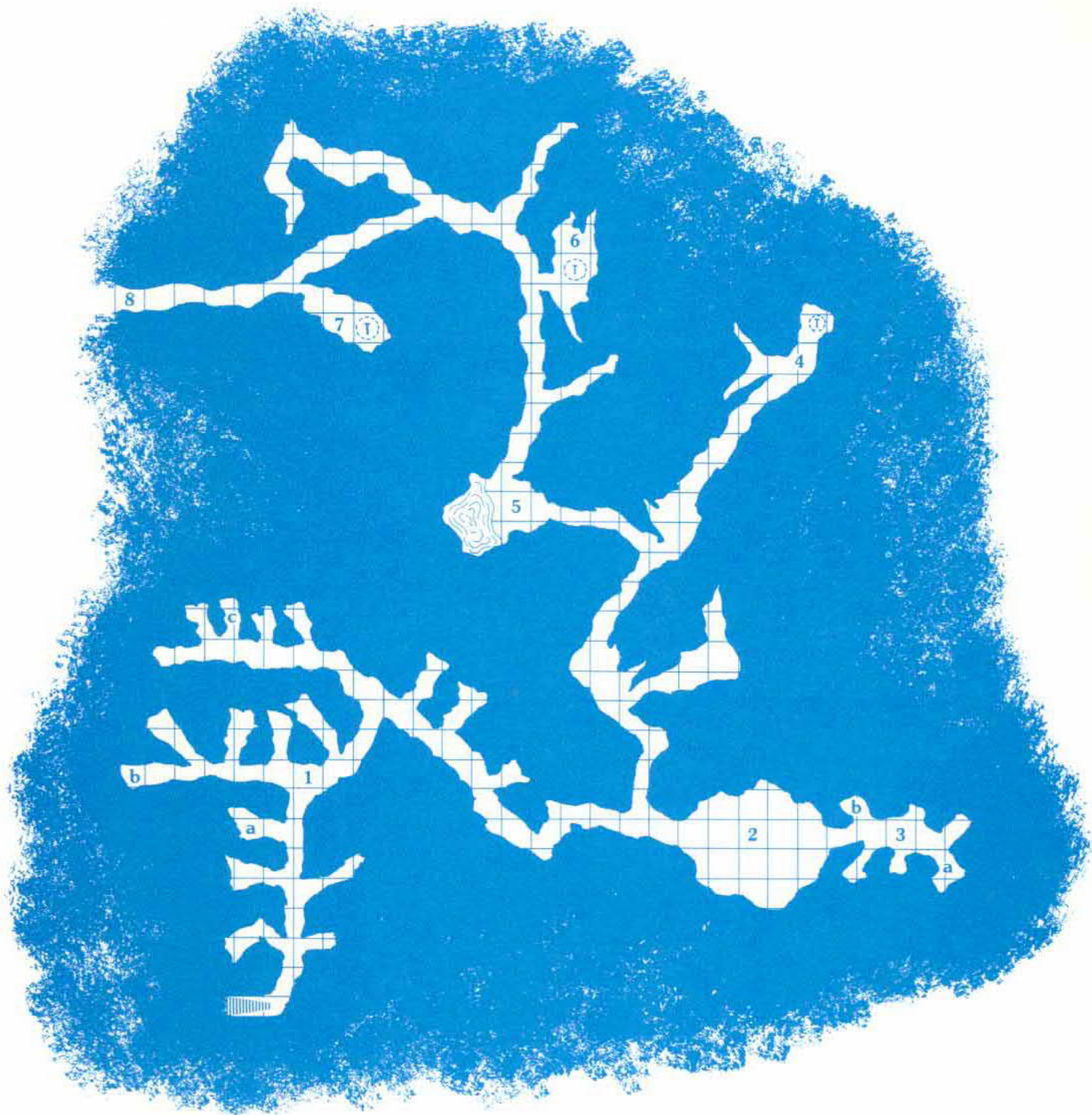
The table below lists seven different characters, a typical party for this module. All the necessary information has been given, including magic items that characters may carry. No spells are listed for the spellcasters: the choice should be made by each player for his character. The number of each character has a corresponding number on the Magical Items Table, after which there is a list of useful magical items that the character might choose to carry. For equipment, the DM should allow pre-rolled characters to have any items they wish from the equipment list in the rulebook, limiting them only by encumbrance. In addition, each player character should have 500 to 1000 gp with which to start the adventure.















Pre-Rolled Character Table

No.	Class	LVL	STR	INT	WIS	CON	DEX	CHA	HP
1.	Cleric	8	11	12	14	16	10	7	46
2.	Fighter	9	15	12	6	17	12	10	60
3.	Elf	6	12	17	9	11	8	10	23
4.	MU	8	7	15	8	14	9	8	31
5.	Dwarf	7	15	7	10	16	10	9	46
6.	Thief	7	13	9	9	14	14	12	25
7.	Halfling	6	12	16	12	10	14	10	26

MAGIC ITEMS TABLE

1. plate mail armor +1; shield +1; ring of fire resistance; staff of striking; potion of undead control
2. sword +1, flames on command (NSA); potion of healing; potion of speed; plate armor +1; shield +1
3. sword +1, intelligence 9, see invincible, detect gems, levitation, alignment Lawful, ego 7; 8 +1 arrows; bag of holding
4. dagger +1; ring of telekinesis; scroll of magic missile, invisibility 10' radius, disintegrate; scarab of protection; wand of cold
5. shield +2; 6 +2 crossbow bolts, war hammer +3; scroll of protection from lycanthropes; potion of healing
6. sword +1 (NSA); leather armor +1; ring of spell turning
7. sword +1 (NSA); sling +1; plate mail armor +1; elven cloak and boots



 Door	 Trapdoor/floor	 Altar	 Grain
 Double door	 Trapdoor/ceiling	 Pillar	 Fireplace
 Gate	 Window	 Terrace railing	 Pool of water
 Secret door	 Stairs		

Scale: 1 square = 5 feet

DUNGEONS & DRAGONS®

Expert Set Adventure Module

Master of the Desert Nomads

by David Cook

To arms! To arms! The battle lines are drawn as desert men and inhuman tribes wait poised to strike on the fertile and rich lands of the east. The call has gone out through the civilized lands. The armies have been raised to match the invading foes from the west. Nobles and peasants have joined swords to greet the foes.

But Fate or Chance has decreed another role for a small few. No glorious banners will wave on their march. No squadrons of knights will charge at their word. Instead, they will fight the war with stealth, secrecy, and cunning. The risks they will take are great, but the fates of both armies lie with them.

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