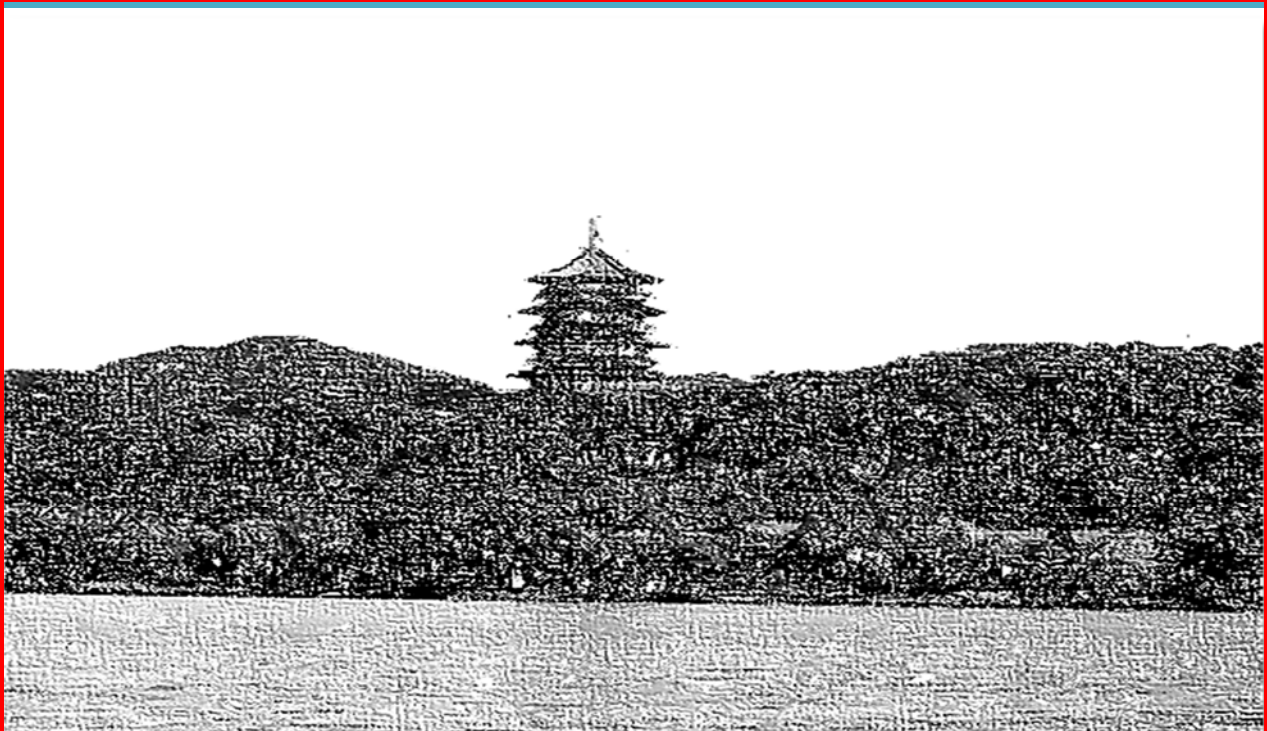


The Legend of the White Snake

By The Oliver Brothers

AN ADVENTURE FOR CHARACTER LEVELS 6-8



Originating in Hangzhou, China, this ancient legend tells of a turtle and white snake who become human immortals. The turtle-man falls in love with the white snake-woman, but she rebukes him for a human whom she marries. The turtle, in anger, seeks his revenge by becoming a great cleric, turning the woman back to a white snake before her husband's very eyes and separating the two forever. Can the adventuring party survive the island of the mist dragons and reunite the white snake with her husband Xu Xian? Find out in this famous Chinese legend – The Legend of the White Snake – now, for the first time, a First Edition Advanced Dungeons & Dragons adventure!

If you enjoy this adventure, look for future adventures from The Oliver Brothers.

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The famous
Chinese
legend is now
an AD&D
adventure!

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Background

Rumors have always persisted that a mysterious island of mist rises up out of the depths of The Lake, but never surfaces in the same place twice. Constantly moving, it is said that whenever the island appears those who are caught in the island's mists are never heard from again. Stories abound that the island is filled with a family of evil mist dragons who devour all that come ashore. Yet, there are also many fanciful tales of fabulous hidden treasures in the island's pagoda. If the tales of treasure are to be true, it might be worth the risk for a stout adventuring party.

Introduction

The Legend of the White Snake is an elaborate story derived from an ancient Chinese legend that originated in Hangzhou, China, which was told perhaps as early as the Tang Dynasty (circa 600 A.D.). The story continued to develop through oral tradition and was eventually recorded during the Ming Dynasty (circa 1300 A.D.). Although the story has developed and changed over time, the central story has not. It features a green turtle and a white snake who become human and the turtle-man falls in love with the beautiful white snake-woman. The woman, however, is offered an umbrella by a human and she falls in love with him and they soon marry. The turtle man, seeking revenge for his unrequited love, becomes a great cleric so he can turn the woman back into a white snake before her husband's very eyes. The man and the turtle fight a great battle, and although the man wins, the evil cleric casts a spell that separates the couple forever.

In 2009, one of The Oliver Brothers had the opportunity to visit Hangzhou, China, and learn of the ancient Chinese legend while visiting the Leifeng Pagoda and boating on West Lake. A tour through the pagoda, reading the museum displays that tell the story of the ancient legend, and visiting the underground reliquary, all generated a strong interest in turning this ancient Chinese legend into an Advanced Dungeons & Dragons module. Drawing heavily upon the Gary Gygax publication, *ORIENTAL ADVENTURES* as a way to convert the legend for game play, the result is the module you now have at hand.

For the Dungeon Master

This game can be played as a stand-alone adventure or as part of *The Great Flanaess River Campaign*, a 15 chapter river campaign by The Oliver Brothers coming soon to *Canonfire! Chronicles*.

If played as a stand-alone adventure, the game's adventure hook can be relatively simple. The first and easiest hook for the game is to simply have the island of the mist dragons appear before the player characters as they adventure on any given lake in any campaign world. If the local area is not currently fitting of an oriental adventure, this does not matter, because the island was created over 1,000 years ago.

If the player characters are close to a lake, a second possibility is they overhear the legend of an island of mist dragons that is filled with treasure. That should be enough to get them motivated.

A third possibility, especially if the player characters are not currently near a lake, is to drop the story into a current campaign either by way of a legendary tale, a found scroll that details the legend, or a map that suggests knowing how to predict when and where the island of mist will surface.

The game assumes that not only does the dungeon master have access to the *DUNGEON MASTERS GUIDE*, the *PLAYERS HANDBOOK*, and the *MONSTER MANUAL*, but also *ORIENTAL ADVENTURES* and *UNEARTHED ARCANA*.

The Legend of the White Snake



“Not until the Lake dries up,
Not until the ripples cease,
Not until the Pagoda collapses,
Not until then, will the white snake be free.”
-Ancient Chinese Monk

Some 1,000 years ago, a great wizard lived along the shore of The Lake, isolated so he could conduct his experiments. He had an extensive laboratory and he experimented with many various compounds. He made some that were supposed to lengthen his life, perhaps give him immortality, but they did nothing, so he cast them into the lake. A white snake and a turtle came along and ate them. They both turned into humans – apparently the magical medicine did not work on humans, but it worked well on reptiles. The turtle-man loved the white snake-woman, but when she was offered an umbrella in the rain by a young man named Xu Xian, she fell in love with him instead. After their wedding, being drawn to the water, they settled on the only island situated on The Lake. He built her a beautiful 5 story pagoda and there they lived happily, but not ever after.

The turtle-man felt that he should not be a man, nor should the white snake be a woman, so he decided to become a great cleric and one day find a way to reverse the spell. When he had achieved both, he then visited the island pagoda and cast the spell on the woman and she reverted to a white snake. The husband was overwhelmed to learn that he was in love and married to a snake. At first he could do nothing for he was truly in shock, but when the cleric threw the white snake down the pagoda well, Xu Xian finally reacted. Out of love for the woman that was his wife, despite having been a snake, he decided he could not live without her and he cast himself down the well. However, the turtle-man cleric somehow prevented him from doing so and Xu Xian could not enter the

well. The husband then turned on the cleric and they fought a great battle.

Despite the powers of the cleric, the husband won, but not before the turtle-man cast an evil curse upon him. The island vanished into the mists whereupon mist dragons were summoned to keep Xu Xian from leaving. He was fated to live on the island as a prisoner and prevented from accessing his beloved wife, the white snake, for all eternity. The cleric then turned himself back into a gigantic turtle and the island and the pagoda would ride on his back forever. It was his means of punishing the white snake and the man by keeping them so close to one another, but forever apart.

The Island of Mist appears somewhere on The Lake each day, shrouded in a heavy fog which causes daytime to turn into the darkest of nights. The pagoda remains a prison for Xu Xian even to this day, and he is prevented from leaving the island by all manner of creature. Xu Xian has attempted many times to leave the pagoda and several times he proved successful, only to be returned to the pagoda by the breath of the mist dragons.

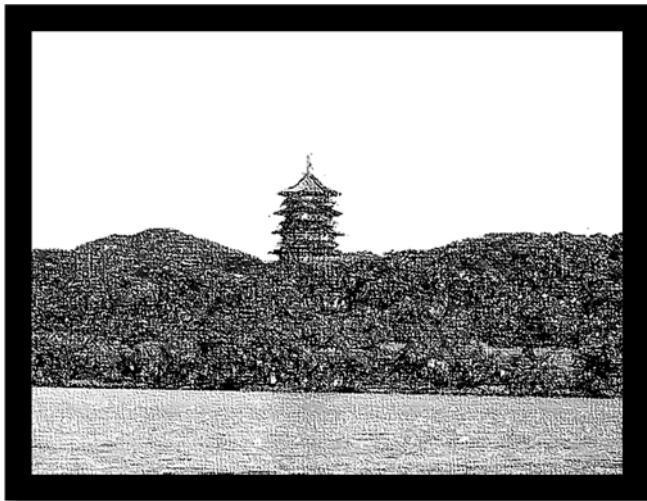
The mist dragons surround the island and their breath causes a person to be transported into the pagoda and trapped there forever. The player characters will be confronted with the Island of Mist and upon investigation will no doubt meet the mist dragons. They will then find themselves transported to the pagoda. If they try to leave, they will no doubt end up confronting the mist dragons and, once again, be returned to the pagoda. If they make it to the top level of the pagoda, there they will meet Xu Xian who apologizes for their fate, but asks for the adventuring party's assistance.

Xu Xian is now a Kuei and he is prevented from crossing the barrier into the well. The adventuring party, however, is not. If they can enter the well, find the white snake, and reunite her with Xu Xian, the spell will be broken. The well itself leads to the underground, for it is the reliquary of the Shoen (the estate). The party is also welcome to whatever they find below. All Xu Xian wants is his wife returned to him. Amongst the many creatures that live in the underground, there is one great threat, a Hu Hsien (lesser spirit) who will appear in the form of a beautiful female and pretend to be the white snake herself, in the hopes the party will lead her out of the underground. Xu Xian, however, casts a spell repeatedly every day (similar to a *bell of protection*) that prevents lesser spirits from exiting the well. If he cannot enter the well, he will

certainly not let anything exit the well. Anything other than his beautiful wife that is.

If the party does succeed in finding the white snake and reuniting her with Xu Xian, the white snake will turn into a beautiful woman and both her and Xu Xian will become freed spirits. The turtle, actually the biggest lung wang ever, will return to his normal size, hence the pagoda will sink into the lake. The party will need to get back to their boats in order to survive. Later that day, as the party members travel along, they will notice a small turtle with an old worn shell, following along beside their boat.

Key to the Legend of the White Snake



1. THE ISLAND OF THE MIST DRAGONS

The morning began with a lake of glass, still, calm and peaceful. Your boat cuts through the water with ease and you have made good time. By midday, however, the lake has begun to change. Although there are no swells, only ripples in the water, there appears to be a storm moving in. Mists begin to form over the water, the sky is turning gray, and the sunlight grows dim. There are no storm clouds, no peals of thunder, or flashes of lightning ahead, just an ever growing heavy mist that causes the lake to grow darker and darker.

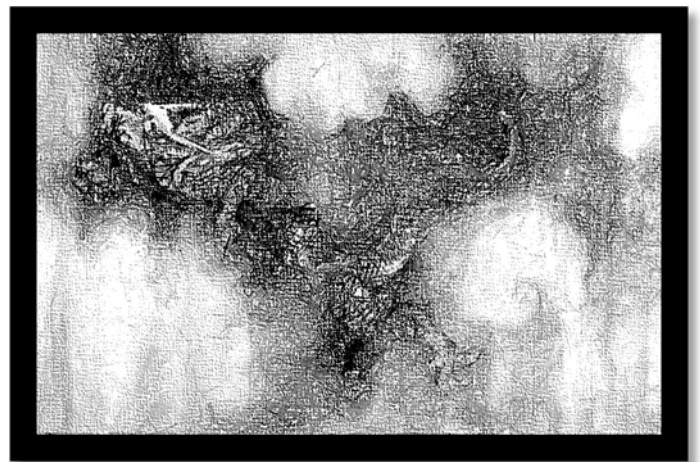
Rumors have always circulated about a mysterious island in the center of The Lake, but none who spoke of the island had ever actually see it with their own eyes. The story usually centers on the family of mist dragons that live on the small island which moves about the lake and surfaces to no good effect. The mist dragons are the reason that the mysterious island is perpetually covered in mist. All of this is true and the player characters are about to come upon the Island of the Mist Dragons.

2. LAND SIGHTED

The sky has grown completely black and day has turned to night. You are surrounded by a thick mist that reduces your vision to no more than 20', which is why when land is finally sighted, you are almost upon the shores of an island that has seemingly risen out of nowhere. In the distance, peering through the mist, you see a light twinkling, several hundred feet in front of you, and 50 or 60' in the sky, similar to the position of a light shining from a lighthouse.

The island is actually a magical island riding on the back of the largest lung wang the world has ever seen. It is the evil cleric in his natural, although magically enhanced form. If the player characters plan to explore the island, they will find a small lagoon which they can enter and a sandy beach upon which they can drag their boat. If the player characters decide not to enter the island, every time they move to get away from the island, they will find the island before them. The island (lung wang) will continually block their way forcing them to eventually explore the island and/or be attacked by the mist dragons (See area #3). The light they see in the distance is the rooftop light of the pagoda.

Lung wang: AC 0; MV 3"/19"; HD 20; hp 160; #AT 3; Dmg 1-12/1-12/6-36; SA: Breath weapon, steam, 3 x per day causing damage equal to the lung wang's current hps.



3. DRAGONS OF THE MIST

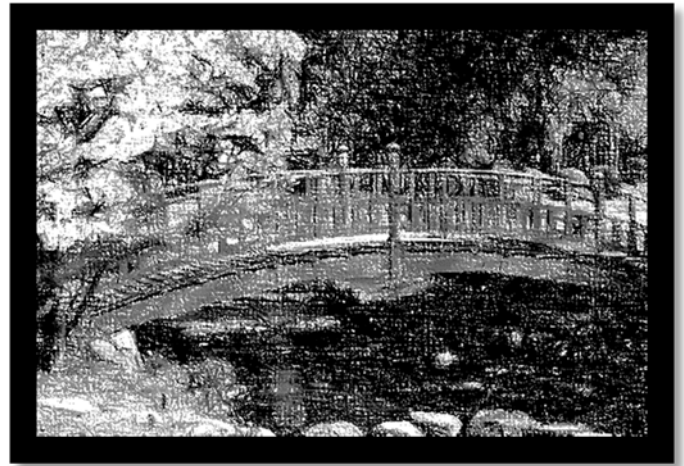
As you make your way onto the island, the mist appears to grow thicker, reducing your visibility to approximately 5'. Just off the sandy beach, you find what appears to be a path leading into a copse of woods, so old and thick, they are beyond

recognition. The gnarly branches of these trees sway to and fro as if they are trying to catch your attention, while the mist swirls around the trees seemingly with a life all their own. As the mists swirl around the trees in a downward spiral, you realize it is beginning to take on the form of a long snake with four clawed feet and the face of a hideous dragon.

The player characters have just encountered the dragons of the mist. At first they will only see one mist dragon, but they have, in fact, been surrounded. Their purpose on the island is, in general, to prevent anything from leaving the island. More specifically, it is to prevent Xu Xian from escaping. They are the last and probably the best defense on the island, for unlike the breath of a normal mist dragon, these mist dragons breathe a teleport spell that will send the player characters to the first level of the pagoda (See area #12). Xu Xian has made it multiple times past the guardians located on every level of the pagoda, including the guardians in the temple, but once outside of the Shoen, he has never been able to make it past the mist dragons.

In this encounter, the mist dragons will transfer from their mist state to their dragon state, surrounding the player characters. The first one to appear in front of the player characters will look as if it is going to enter into combat, allowing for the first round to be a standard combat round. This gives the other mist dragons time to appear behind the player characters in their physical state and cast their breath weapon on the unsuspecting island invaders. When the dragons cast their breath spell, a cloud of misty vapors will then teleport the player characters into the pagoda. In addition to the teleportation of the player characters, the effects of the spell will cause confusion among each player character for 1-2 rounds and, like the standard spell, they will be blinded, coughing, and choking for 1-4 rounds. Because of the speed in which they are teleported, player characters will not take drowning damage from the mist dragon breath.

Mist dragon (9): AC 1/-2; MV 6"/33"; HD 11; hp 88, 83, 79, 63, 56, 48, 42, 39, 37; #AT 4; Dmg 1-4/1-4/2-24/2-8; SA: breath weapon; SD: In mist form they are 30% magical resistance.



4. THE GUARDIAN OF THE BRIDGE

You come to a short, arched bridge rising out of the mist, which spans a low lying boggy area with a stream running through it. At the center of the bridge stands a 9' tall, red-skinned beast, with a horn protruding from its forehead and a cyclopsian eye just below it. The creature is armed with two curved swords and by all outward appearances it has been standing there waiting for you.

The bridge is the only way to cross the protective stream/moat that surrounds the Shoen (See area #5). The guardian of the bridge is a go-zu oni armed with two katanas. The go-zu's mission is to prevent anyone from crossing the bridge attempting to reach the island's shore. It will defend the bridge with its life, never uttering a single word, but its actions will speak volumes to anyone trying to cross.

Go-zu oni: AC 0; MV 9"; HD 12+8; hp 60; #AT 2; Dmg 6-16/1-10 or 6-16/6-16; SA: cause fear; SD: regenerates 3 hps per round, automatically detects invisibility; armed with **katana +1** (x2).

5. THE MOAT

You come to an area where the land drops into a boggy area with a small stream running through it.

The boggy area and stream surround the Shoen (estate) like a moat. The stream itself is fed from a natural spring which also creates the bog. More important, however, is the spell cast around the entire Shoen with the stream itself being the border. Any person moving from the island shore inland, toward the pagoda, can pass through the bog and stream, albeit with great difficulty and their movement slowed. Anyone moving in the opposite direction, from the pagoda to the island shore, will

find that when they pass through the stream, unbeknownst to them, they will have undergone a transportation spell. They will find themselves no longer walking toward the island shore, but back toward the pagoda. It is but one more protective measure to prevent Xu Xian from leaving the Shoen.



6. TORII (TEMPLE MARKER)

Standing before you is a large wooden structure, colored red and black with the uppermost length of the wood's ends being turned upward toward the sky. It appears to serve as an entry archway into the grounds of this once grand estate. There is a low 4' wall running around both of the major structures standing before you. The first is a large wooden structure that appears to surround a 15' tall statue, and beyond that is the 5-level roofed structure that rises over 100' into the air. There is a path that leads from the wooden archway to the statue, and on to the tall structure.

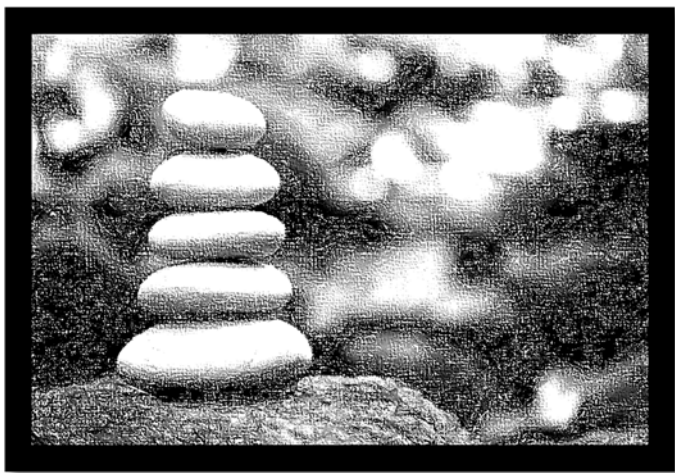
The archway is a Torii that signals a person is moving from the profane to the sacred. Each person passing under the archway must say a word of obeisance to the beautiful lady of the pagoda, the white snake. Xu Xian had the temple that lies beyond the Torii built to worship her. In order to assure that all who pass through to the temple area pay their respects, long ago he placed a **glyph of warding** on the Torii. Those that fail to pay their respects, as determined by the dungeon master, will be shocked for 16 hit points (2 points for each level of the caster), with a saving throw for half-damage. Anyone attempting to go around it by hopping the low 4' wall will receive the same shock.



7. SHRINE OF THE WHITE SNAKE

As you follow the path to the large statue, the trail splits to circle around the large wooden structure. The entryways into the red and black wood frame are located on either side of the statue. The statue is facing toward the five-story structure and the wooden frame around the statue does not block the view. There is a slanted wood roof that protects the statue from the elements. As you get a better view of the statue you realize it is the likeness of an exceptionally beautiful woman carved in white marble and she is wearing some form of long flowing robe.

This statue is a 15' tall likeness of the human female form of the White Snake. Xu Xian worshipped his wife even while they were married and living peacefully on the island. He had it carved and the edifice built so that all could worship the same woman he did. He also firmly believed that one day she would be a great goddess and all the people of the lands would come to worship her.



8. FIVE RING ROCK PAGODA

Situated in front of the statue on the outside of the wooden structure where the paths meet is a curious stack of five stones. Each of the bottom four stones has a ruin carved into the rock itself. The bottom stone's rune is carved in the shape of a large cube, the next a sphere, the next an oddly shaped pyramid (though not pointed), and the next a bowl. The top stone appears to have a hinge as if one could open up the rock.

This is a five-ring pagoda of the elements. Its purpose is to protect the statue from the elements, those represented by the first four stones. The cube is earth, the sphere is water, the quasi-pyramid is fire, and the bowl is wind/air. The top shape does indeed have a hinged top and this is where an offering is to be placed. If someone opens the top and peers in, they will see 7 gold coins of ancient make. To a collector, because the coins are at least 1,000 years old, they would be worth 1000 gp each.

The only rock that may be touched is the top one into which a person may make an offering so that the elements do not harm the statue. It is not mandatory to make an offering, but it is advised. If, however, someone were to take the offering that would be extremely offensive and, instantly, all four of the elements will activate and attack. If anyone touches a particular stone/ruin, that is also considered offensive and that specific element will activate and attack. The elements, however, are only concerned about the sacred area, so if any player character moves beyond the Torii in areas #6 or #9, they will not pursue. The elements take one melee round to form, so if player characters realize what is happening, they have a chance to either run away or attack first.

Air elemental: AC 2; MV 36"; HD 8; hp 27; #AT 1; Dmg 2-20; SD: +2 or better weapons to hit.

Earth elemental: AC 2; MV 6"; HD 8; hp 29; #AT 1; Dmg 4-32; SD: +2 or better weapons to hit.

Fire elemental: AC 2; MV 12"; HD 8; hp 38; #AT 1; Dmg 3-24; SD: +2 or better weapons to hit.

Water elemental: AC 2; MV 6"/18"; HD 8; #AT 1; Dmg 5-30; SD: +2 or better weapons to hit.

9. TORII (TEMPLE MARKER)

Standing before you is a large wooden structure, colored red and black with the uppermost length of the wood's ends being turned upward toward the sky. It appears to serve as an entry archway into the grounds of this once grand estate. There is a low 4' wall running around both of the major structures standing before you. The first is a large wooden structure that appears to surround a 15' tall statue, and beyond that is the 5-level roofed structure that rises over 100' into the air. There is a path that leads from the 4' high retaining wall to the marker and on to the tall structure.

The archway is a Torii that signals a person is moving from the profane to the sacred. Each person passing under the archway must say a word of obeisance to the beautiful lady of the pagoda, the white snake, if they are entering the statue area. Xu Xian had the temple that lies beyond the Torii built to worship her. In order to assure that all who pass through to the temple area pay their respects, long ago he placed a **glyph of warding** on the Torii. Those that fail to pay their respects, as determined by the dungeon master, will be shocked for 16 hit points (2 points for each level of the caster), with a saving throw for half-damage. Anyone attempting to go around it by hopping the low 4' wall will receive the same shock. If anyone is exiting the worship area and heading to the 5 story pagoda, the glyph of warding is not active, only for those entering.

10. PATH & FALLOW GARDENS

The pathway extends from the front entrance of the pagoda to the archway and half-way between it meets another path that extends all the way around the pagoda. On either side of this ancient path are flower beds that have lain fallow for many years.

The path circles the pagoda. There is a guardian here and anyone not located at the front entrance to the pagoda is fair game. It will take one round

for the pan lung to make it to the intersection of the paths to attack anyone in the garden area.

Pan lung: AC 2; MV 12"/12"/9"; HD 6; hp 25; #AT 3; Dmg 1-3, 1-3, 2-16; SA: If struck with the bite it will grasp and on the next round cause an automatic 1-8 points of hit point damage, plus its tail will constrict for an additional 2-12 hit points of damage, and they will claw for 1-3 more hit points of damage.

Treasure: Located on the backside of the pagoda, the pan lung has a nest in one of the old flower beds. Inside the nest are 4,129 sp, 2,060 ep, 5,867 gp, 40 gems (8 x 1 gp; 12 x 10 gp; 8 x 100 gp; 6 x 500 gp; 5 x 1,000 gp; 1 x 5,000 gp).



11. ENTRANCE TO THE PAGODA

After climbing a set of stairs, you come to a 10' patio that wraps around the entire octagon shaped pagoda. Before you stands a grand set of double doors painted in brilliant red and white, and framing the doorway are two statues. The two 10' tall statues, which are both part of the doorframe, appear to be made of white marble and feature the same likeness of the beautiful woman as the larger white marble statute standing before the pagoda.

Xu Xian had these two likenesses of the female form of the white snake carved into the doorway. While they look to be made of the same white marble as the other statute, the statutes are actually wood, intricately carved, highly polished, and painted white. The door to the pagoda is unlocked as there is no need to lock it with so many guardians.



12. TRANSPORT LOCATION

You are momentarily disoriented for your surroundings have changed. You are no longer on the island's shores, but inside some structure. Standing before you is a column stretching up 15' to the ceiling which stands in the center of a large room in the shape of a cross, 40' wide at each point. To your left and right are single doors and beyond them, two sets of double doors. Suddenly, from behind the column steps two creatures. On the left is an 8' tall red creature with two eyes and two horns protruding from its forehead. On the right is another red creature, about 5' tall, but misshapen with two grossly oversized ears. They both bow towards you, the one with big ears makes a strange noise, and the doors to your immediate left and right open.

These are the first level guardians, an oni (lesser spirit) and his bakemono lieutenant who leads 47 bakemono located behind the closed doors in areas #13, #15, #16, and #18. No two of the bakemono are alike. They range in color from orange to red to blue, in height from 3' to 6', and each has some distorted physical feature and odd protrusions such as stunted wings, hooves, or clubbed hands. Their function is to prevent anyone from exiting the pagoda. If the player characters ascend up the spiral staircase which they cannot currently see (it is behind the column), the guardians will not pursue. Otherwise, they will fight to the death. If any player characters approaches the double doors, they will go into a frenzy for they are under strict orders not to let anyone exit those doors.

Oni (lesser spirit): AC 4; MV 9"; HD 8; hp 39; #AT 2; Dmg 3-10/3-10; SA: *polymorph self* (x3), *fly* (x3), *become invisible* (x2), *cloud trapeze* (x1), and *cause fear* (at will). The oni wields two **+1 katanas**.

Bakemono lieutenant: AC 4; MV 6"; HD 2; hp 16; #AT 1; Dmg 1-6 or by weapon type. The lieutenant wields a **+1 katana**. The lieutenant has one key on a key ring attached to his belt.

Bakemono (47): AC 6; MV 6"; HD 1-1; hp 7 (x7), 6 (x14), 5 (x8), 4 (x7), 3 (x4), 2 (x4), 1 (x3); #AT 1; Dmg, 1-6 or by weapon type. Half are armed with the following weapons: katana, short sword, chains, and shurikens; while the rest fight unarmed.

13. SERVANT QUARTERS

It is difficult to tell what purpose this room originally served for it is trashed beyond recognition. There is also a foul odor emanating from the room as if something has died. The room appears to be nothing more than makeshift sleeping areas for these foul creatures.

This is the lair of 20 of the bakemono. Originally the room was the servants' quarters, but it is in such a bad state of repair, there is little chance the player characters will be able to make that determination. The room appears to be filled with all manner of trash and broken materials. There are some piles of rags strewn about, and under some of the rags, in one corner is a dead bakemono. It has been dead for several weeks, killed by the last visitors to the island, hence the stench. The other bakemono are unaware that one of their own was deceased. The smell apparently did not bother them. There is absolutely nothing of value in this room, unless the player characters can come up with a use for a dead bakemono.

14. DOUBLE DOOR

This set of double doors is not nearly as ornate as the other set on this level, but they are also painted bright red and black.

The double doors are unlocked and lead to the backside of the pagoda. The pang lung (See area #10) makes its nest on the other side of these doors in the old gardens, so anyone opening these doors will see the pang lung charge them, closing the gap in one melee round – the same time it will take to close the doors.

15. STORAGE

This room was clearly once a storage room, but all of the crates, boxes, and barrels have been smashed and now serve as pieces of makeshift beds for the foul creatures.

This room is the sleeping quarters for 7 of the bakemono. In the back of the storage room is an area that is separated from the others. This is the lair of the bakemono lieutenant. There is a lockbox underneath the rags that serve as his bed. The lieutenant wears the key on his belt that goes to the lockbox. In the box are the following items: 3,009 cp, 6,104 sp, 2,406 gp, a set of **+1 ring armor**, and a **scroll of protection from Spirits**.

16. GUARDS ROOM

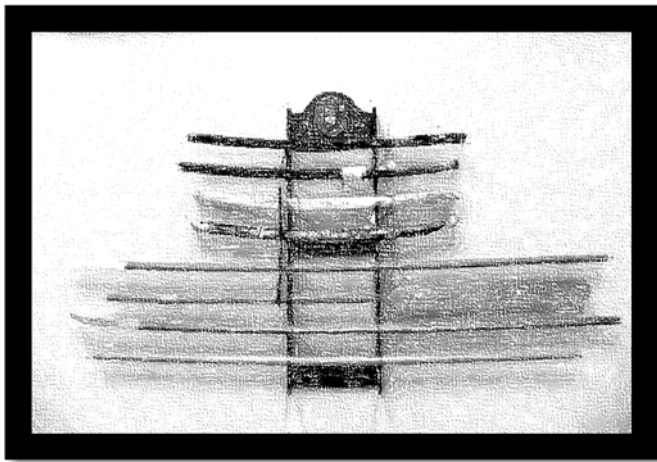
The room is an absolute wreck and has the smell of wet fur emanating from it. Every item that fills the room is in poor condition, broken, etc., all to create what appear to be makeshift beds.

This is the lair of 20 of the bakemono. It was originally a room for the guards of the pagoda. There is nothing of value in the room. The wet fur smell is just that, wet fur. Some of the bakemono have fur which yields the foul odor.

17. BLACK COLUMN (WELL)

This 10' diameter column is made of some type of black stone and extends from the floor to the ceiling.

This is the well that leads to the underground, but one can only enter it from the 5th level of the pagoda. It is magically protected, so no amount of striking the column will cause any damage to the column.



18. ARMS ROOM

This room was clearly an arms room at one time for there are still a dozen weapons displayed in the old racks. In the center of the back wall is a built up area that looks to conceal a 10' by 15' area.

Anyone entering the room will trip a thin wire that will pull on a set of wind chimes attached over the entryway. This is the oni's simple, but effective, warning device. Thieves have an additional 20% chance of detecting the wire if they are the first to enter the room. The oni makes his lair in the back of the room, where he has built up a crude partition wall. The oni has a wooden box hidden in the rags that makes up his bed. Inside is a collection of small jade statues consisting of a bird, turtle, tiger, elephant, dog, and cat. Each of the statues is worth 150 gp. There is one slot that does not have a jade statue, but the slot holds a **potion of heal**. Also in the room, located in the weapons racks are the following weapons: **+1 bo stick**, **+1 spear**, a leather belt containing **+1 shuriken, small** (x4), man-catcher, **+1 katana**, **+1 kama** (x2), and **+1 sai** (x2).

19. SPIRAL STAIRCASE

Located on the east side of the room is a grand spiral staircase with 10' wide steps and iron railing in the shape of vines and roses. It leads up to the next level of the pagoda.

The spiral stairs connect level 1 with level 2 of the pagoda.



20. OPEN ROOM

As you reach the top of the stairs, you see there is another large cross shaped room, although this level is only 30' wide. As with the first level, there is a 10' diameter black column rising from the floor to the ceiling and there are four rooms and two doors to the outside. Half-expecting something to step out from behind the column, you are not surprised when a creature does step out, but the 10' tall creature humanoid with green skin, blue hair, and white tusks itself is a bit startling. He lifts his two-handed weapon and points the large, round, spike-end toward you, throws back his head, and lets out a guttural yell. As it moves toward you, three of the doors open.

Each of the four rooms on this level houses an ogre mage and one is always on duty, ready to call the other three from their rooms. The three doors that open are areas #23, #25, and #26. Their mission is to prevent anyone from exiting the second level to the first level, and they will pursue. Any player character moving up the stairs to the 3rd level will be unmolested once they start climbing the stairs.

Ogre mage (4): AC 4; MV 9"/15"; HD 5+3; hp 34, 31, 21, 19; #AT 1; Dmg 1-12; SA: *fly* (12 turns), *become invisible*, *cause darkness* in a 1" radius, *polymorph* to human; *regenerate* 1 hp per melee round. Once per day they can do any of the following: *charm person*, *sleep*, *assume gaseous form*, and create a ray of cold (8d8). Each ogre mage is armed with a **+1 tetsubo**.

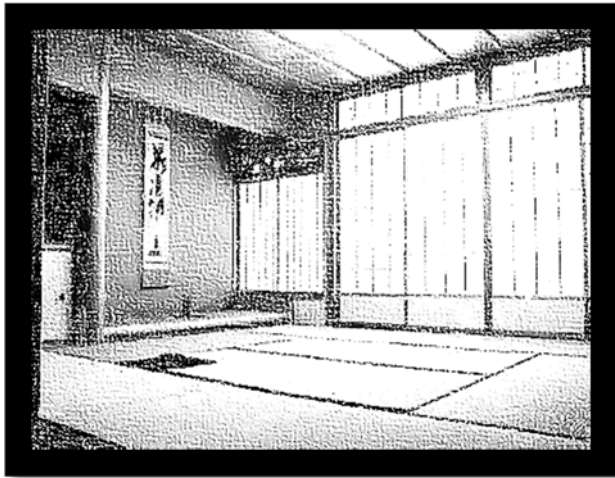
21. NORTH DOOR

The door opens to a 10' wide balcony that wraps around the pagoda. There are no railings and at 15' above the ground, it provides a good view of the tree line and the back garden.

If the pan lung in area #10 was not defeated, this will provide an excellent view of its nest in the rear of the garden.

22. SOUTH DOOR

The door opens to a 10' wide balcony that wraps around the pagoda. There are no railings and at 15' above the ground, it provides a good view of the wooden archway and the white statute of the beautiful female beyond. You are looking eye level with the top of the statute.



23. TEA ROOM

The room is 30' across and 20' deep, and while there is a futon in the center of the room, it is evident this was not meant as a bedroom, but rather a tea room. On the back wall there is a recessed alcove with a pillar, a lintel, and a shelf. On the shelf are brightly colored containers and one very ornate box. There is a small table in the center of this area with a tea set. Hanging on the back wall is a scroll with intricate writing.

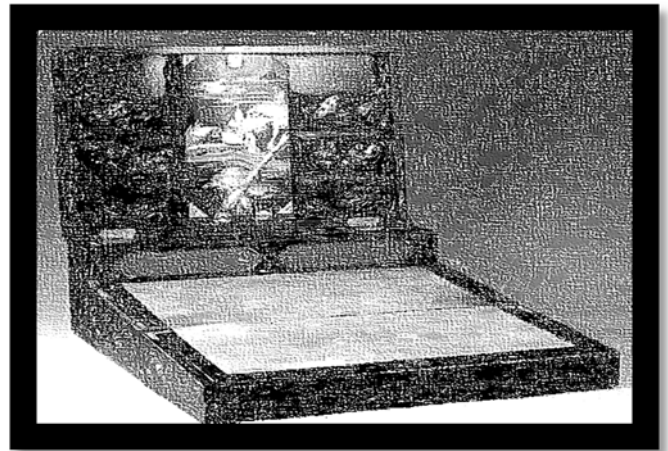
This was originally the pagoda's tea room, but has been used as a living quarters for one of the ogre mages. Apparently the ogre mage did not like tea and was respectful of the property, for it appears the recessed area has not been touched in hundreds of years.

In the sheets of the futon there is a leather satchel. Inside is a pouch containing 117 gp and 45 pp. There is also a **potion of heal**.

The tea set is very ornate featuring a pattern of red climbing roses. The tea set is actually a **decanter of endless tea** (similar to a decanter of endless water), but the teapot and the cups must be used together as a set. The decanter will not work if pouring into any other receptacle.

The shelf contains various types of tea, all of which will still make a good cup of tea. The ornate box is gem encrusted and every gem is of a different color that sparkles. It is valued at 2,500 gp. Inside are four small linen bags with drawstrings. Inside each bag is a very aromatic tea. If a pot of tea is made from one of these bags, it will be the best tea the player characters have ever tasted, and they will want to consume the entire pot of tea. If doing so, the tea will act as a **potion of extra-healing**.

The scroll hanging on the back wall is very ornate and in another language. If the language can be read, one will realize that the scroll contains the spell **restoration**.



24. POETRY READING ROOM

The room is 30' across and 20' deep. In the center of the room is a futon that has been well lived in. On the back wall, there is a recessed area twenty feet wide and 5' deep. There are various cushions set up on either end of the recess evidently so two people could sit facing each other. Before each set of cushions is a small table and on each table is an ornate box that is cushioned underneath, and has a top that slants downward with a lip at the bottom. On the back wall is a large sheet of very old paper which features three lines of highly detailed writing in some strange language.

The futon in the center of the room is owned by one of the ogre mages. There is a small pouch in the linens which contains 79 gp.

The small table on the left features a portable writing table. It opens up to reveal a calligraphy set with 5 sheets of paper. The lid can be closed and the top used as a writing surface, while the cushioned bottom can be placed on the lap. This portable writing table is a **wondrous writing set**.

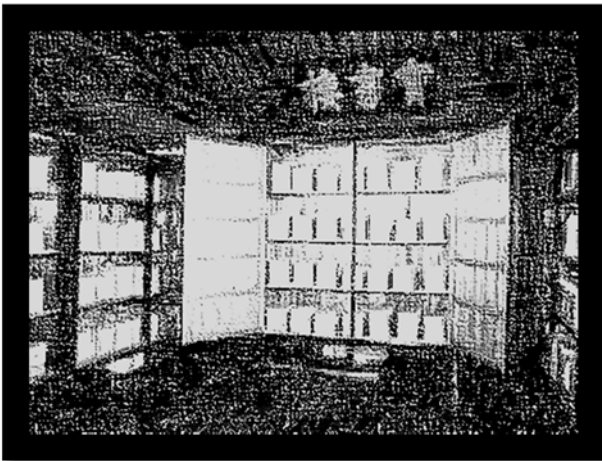
The small table on the right features a similar portable writing table, only this one does not feature a slanted top, but is flat. Inside are four sheets of colorful blank paper and one white sheet with writing and pictures on it. It clearly shows how to engage in the art of origami. On the inside of the lid are written two lines of words in another language. If the player characters can read the language, the first line will read "Semi ni kuru" which translates as "come alive," and the other line reads "Kami ni moduru" which translates as "return to paper." This is a portable table containing four sheets of **paper of forms**.

The large sheet of rice paper hanging on the wall is in another language, but if successfully translated it is the following haiku:

Beauty of all life

My words shall number the stars

Of my love for you



25. KITCHEN

You enter a room 20' by 20' which features two large tables in the center of the room with a futon and sheets on top. On the back wall is a stone fire pit. Both sides of the room feature doors framed by a set of two cabinets.

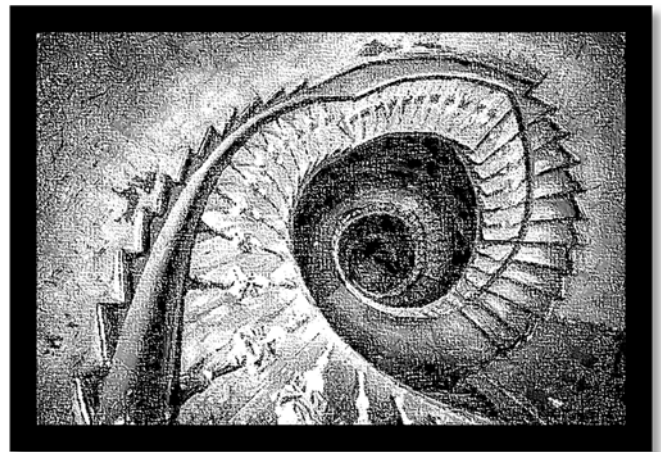
This was originally the kitchen for the pagoda and still appears to be used as such to some degree. The two tables are chopping blocks that have been pushed together as one of the ogre mages has placed a futon on top for sleeping. The cabinets still have various items such as silverware and kitchen utensils, while the doors lead into two pantries. Both of the pantries are bare of any food and the only things left on the shelves are empty crockery.

Tucked into the bottom of the sheets of the futon is a leather pouch containing three small drawstring bags. The first contains 68 gp, the second 32 small diamonds each worth 10 gp, and the third a **potion of healing**.

26. DINING ROOM

This 30' by 20' room was clearly the dining room for the pagoda. There is a 20' long and 5' wide table in the center of the room set upon an elegant handmade carpet. The chairs of the table all line the walls, while there is a futon on top of the table.

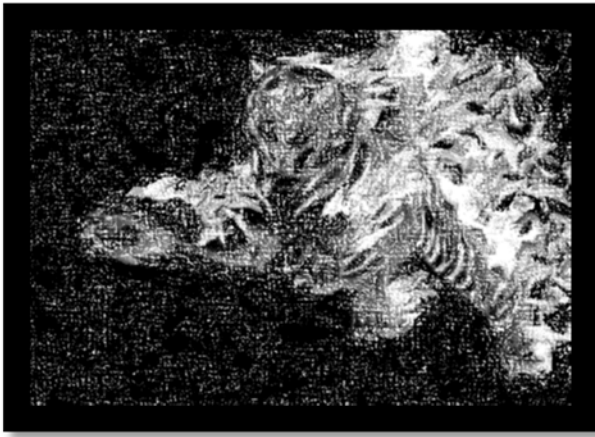
One of the ogre mages has made the top of the dining table his bed. In the sheets of the futon there is a leather pouch. Inside are 32 cp, 12 sp, 22 gp, and 1 pp. In addition, there is an empty potion vial.



27. SPIRAL STAIRCASE

Located on the west side of the room is a grand spiral staircase with 10' wide steps and iron railings in the shape of vines and roses. It leads up to the next level of the pagoda.

This staircase connects the 2nd and 3rd floors of the pagoda.



28. OPEN AREA

The open area on this level is getting more confined as the cross is now only 20' wide. The black column in the center of the room, however, remains the same 10' in diameter. While you wait for something to appear from behind the column, you cannot help but be distracted by the flames that are emanating from near the north and south doors.

The flames coming from the north and south doors are flame tigers which will come into view at the same time as the fire spirit, who will float into view from behind the column. The two tigers appear to be normal sized tigers, only they are on fire. The flame spirit appears as a human whose body is on fire and his feet have been burned off, hence he floats, rather than walks. They are the guardians of the third level and are under orders to destroy anything appearing on this level.

Flame spirit: AC 2; MV 9"; HD 7; hp 38; #AT 2; Dmg 3-10 +1-6 flame damage; SA: can use one of the following spells, each round, at will, as if a 5th level caster: *fiery eyes*, *fire shuriken*, *animate fire*, *fire rain*, *fire wings*, and *fire enchantment*; SD: can only be hit by magical weapons and is immune to fire. Water attacks cause double damage.

Flame tiger (2): AC 0; MV 12"; HD 6; hp 38, 29; #AT 3; Dmg 1-4/1-4/1-6 +1-6 flame damage; SD: can only be hit by magical weapons and is immune to fire. Water attacks cause double damage.

29. THE LIBRARY

As you enter this 30' by 20' room it is obviously the library. It has not been entered for centuries. The walls are entirely lined with bookshelves which are filled with ancient tomes, and there is a layer of dust nearly half-an-inch thick over everything. In the center of the room are two chairs and a table, and

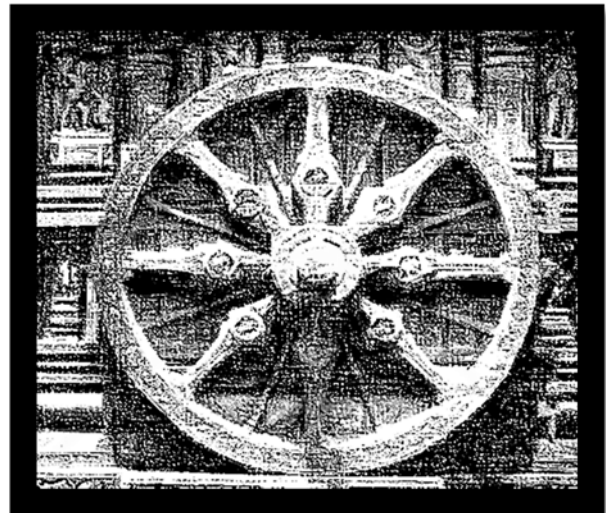
upon the table is a large tome and candelabra. As you enter the room, you notice there is a long strip of red paper hanging down from the lintel inside the doorway.

The red strip of paper is a **charm of protection from fire** to protect the collection in case of a fire. All of the books are ancient tomes, 1000+ years old. There are 632 books in total and to a collector they would be worth 5,000 gp. The candelabra is worth 300 gp as it is made of pure gold and the tome on the table is a **book of exalted deeds**.

30. NORTH DOOR

The door opens to a 10' wide balcony that wraps around the pagoda. There are no railings and at 30' above the ground, it provides a good view over the trees and of the surrounding lake, as well as the garden below.

If the pan lung in #10 was not defeated, this will provide an excellent birds-eye view of its nest in the rear garden.



31. THE STUDY

As you enter this 30' by 20' chamber, the most prominent feature in the room is a large desk made of wood, inlaid with gold trim. There are two candelabra on the desk, as well as an assortment of other items. On the wall, apparently for decoration, are two large ornately decorated chariot wheels and between them hang a helm and a whip. As you enter the room, you notice there is a long strip of yellow paper hanging down from the lintel inside the doorway.

The yellow paper is a **charm of protection from fire**. The candelabras are made of pure gold and are

worth 300 gp each. The desk is inlaid with gold that can be pried off yielding 750 gp worth of pure gold. The chariot wheels are **wheels of fire**, while the helm is a **helm of brilliance** and the whip a **+3 whip**. On top of the desk are two wooden boxes, a writing set, and an incense kit. The first box contains a seal kit with a **seal of deception**, while the other box contains a seal kit which is a **seal of vigor**. The writing set is a quill and ink set with the paper being high quality scroll paper (12 sheets), worth 100 gp. Finally, the incense kit is a small ornate incense burner with a lid, flint and steel, incense fire sticks, and four blocks of sweet smelling **incense of meditation**.

32. GUEST CHAMBERS

This 30' by 20' chamber is a bedroom, consisting of a bed, nightstand, small table, chair, and washstand. It is evident no one has entered this room in centuries for the dust is thick over everything.

This was a guest chamber. There is nothing of value in the room.

33. SOUTH DOOR

The door opens to a 10' wide balcony that wraps around the pagoda. There are no railings and at 30' above the ground, it provides a good view of the white statue of the beautiful female, the moat surrounding the pagoda and the bridge that crosses it, as well as the path that leads to the shore of the lake.

34. STORAGE

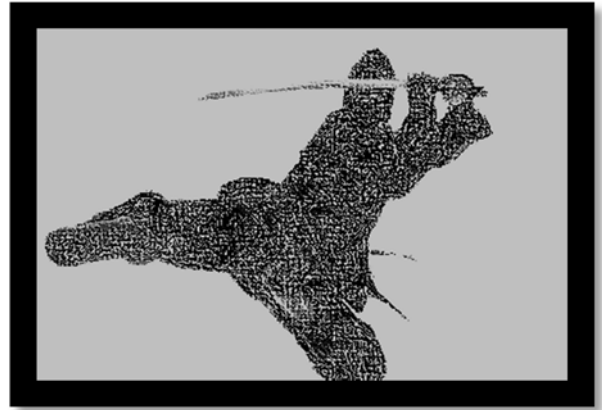
This 30' by 20' room contains a number of items that suggests it was a storage room. There are a dozen chairs, two tables, 10 futons, two washstands, a desk, two table leaves, several empty bookshelves, 5 nightstands, 5 rolled up carpets, a divan, as well as dozens of rice mats, partitions, and stools.

This was a storage room situated evenly between floors 2, 3, and 4 for moving furniture around depending on needs. There is nothing of great value in this room.

35. SPIRAL STAIRCASE

Located on the east side of the room is a grand spiral staircase with 10' wide steps and iron railings in the shape of vines and roses. It leads up to the next level of the pagoda.

This staircase connects the 3rd and 4th floors of the pagoda.



36. OPEN AREA

As you reach the top of the spiral staircase you step into the most confining of the levels so far as the open area is no more than a 10' wide hallway. The 10' diameter column is still the same position as the other levels. There is, however, something quite different about this level. It is eerily quiet.

The reason the level is very quiet is because there is a **silence** spell cast on this level. When the player characters move forward, a hole will open up in the air, generally in the vicinity of the column, and out will fly what appears to be a human wearing black clothing, black boots, and a black mask. They are the haunted ninjas who guard this level. There are a dozen of these warriors and each melee round, another will appear. They can appear in front of or behind the player characters and they will pursue and fight unmercifully anywhere in the pagoda except for the stairs leading to level 5 or level 5 itself. When a haunted ninja is killed, its body disappears.

Haunted ninja (12): AC 7; MV 18"; HD 4; hp 24 (x2), 23, 22, 21, 20 (x2), 19 (x2), 16, 15, 14; #AT 1; Dmg 2-7; SD: immune to magic and must be hit with either silver or magical weapons.

37. BED CHAMBER

This 30' by 20' bed chamber was evidently appointed for a female, but has not been entered in centuries due to the presence of a thick layer of dust.

This was the bed chamber of the white snake. The bed is canopied and covered in white silks with a floral pattern. There are several chest of drawers in the room, as well as a vanity, a small writing desk, a

washstand, and a partition. There is nothing of value in this room.

38. NORTH DOOR

The door opens to a 10' wide balcony that wraps around the pagoda. There are no railings and at 45' above the ground, it provides a bird's eye view of the entire island.

If the pan lung in area #10 was not defeated, this will provide an excellent view of its nest in the rear garden.

39. SERVANT QUARTERS

This 30' by 20' chamber is a simple bedchamber with bed, nightstand, table, chair, and washstand.

This was the quarters for the personal servant of Xu Xian. There is nothing of value in this room.

40. BED CHAMBER

This 30' by 20' room was evidently appointed for a male, but has not been entered in centuries as determined by the presence of a thick layer of dust.

This was the bed chamber of Xu Xian. The bed has three steps up to a raised platform upon which rests a futon. There is one chest of drawers, a small desk and chair, and a washstand. There is nothing of value in this room.

41. SOUTH DOOR

The door opens to a 10' wide balcony that wraps around the pagoda. There are no railings and at 45' above the ground, it provides a good view of the entire island and a bird's eye view of the white statue of the beautiful female.

42. SERVANT QUARTERS

This 30' by 20' chamber is a simple bedchamber with bed, nightstand, table, chair, washstand and partition.

This was the personal living quarters of the servant of the white snake. There is nothing of value in this room.

43. SPIRAL STAIRCASE

Located on the west side of this level is a grand spiral staircase with 10' wide steps and iron railings in the shape of vines and roses. It leads up to the next level of the pagoda.

This staircase connects the 4th and 5th floors of the pagoda.



44. THE PRISON OF XU XIAN

As you reach the top of the spiral staircase, you realize that this is the final level of the pagoda, but there are some differences from the other levels. This level has no rooms and is entirely open, save for the decorative partitions on the east side of the room. There are no more spiral staircases, and the black column no longer reaches to the roof, but only extends upward 5' from the floor. There is a heavy iron framework above it with a winch and what look to be 150' rope. Suspended from the ceiling, immediately over the well, is a large bell. Standing in front of the well is a tall, thin man, in clerical robes, who has long hair tied back in a pony-tail. His hands are opened toward you, palms up, and he says, "Peace and serenity be with you."

The man is Xu Xian. He has been held captive on this level for over a thousand years. He has tried on many occasions to escape, but he is always returned to the top level in one manner or another. He immediately tells the party he is sorry for their being trapped on the island, but they must be stout warriors to have made it this far with all of the guardians. If asked, he will tell the player characters that the guardians all guard him and prevent him from leaving the pagoda. He will also tell them the story of his circumstances and ask them for their help.

Xu Xian's Story:

A thousand years ago, I lived on this lake. I was raised in a fishing village and was taught the trade. My father had once been a cleric and I showed promise for the art, but there was always work to do. One day, I had returned from a very good

catch and as I exited the boat, coming along the pier was the most beautiful woman I had ever seen. She looked to be in distress because it began to rain, so I offered her my umbrella and we immediately fell in love. My sense of purpose was renewed and I became the cleric I always wanted to be. We were married and because of the wealth I accrued as a cleric, we established our Shoen, this pagoda, on an island in Hú. We were happy and content.

Then, one day, an evil cleric showed up in our pagoda and my wife was visibly afraid. She seemed to recognize him from her past. I went to defend her, but somehow he cast a spell upon my wife and she turned into a white snake. He told me that it was her form of origin and that I was married to a snake. He said he was a turtle of the lake. They ate of some magical potion and became human, but he was strong in his beliefs that neither of them should be in that form. He also told me he loved the white snake, but she had denied him, so now he was going to deny her. He then picked her up and cast her into the well. I did not want to be separated from her, so I reacted without thinking and threw myself into the well. I fell 4' and hit an invisible floor. The evil cleric prevented me from getting to my wife and I went into a rage. We fought a great battle and I won that battle, but I lost the war.

You see, before his human form died, he cast a curse upon me and I was trapped here in my own Shoen, unable to get to my wife who was cast into the Shoen reliquary down the well. She, it turns out, could not come to me either. For a thousand years, we have been so close, but so far from each other.

The evil cleric slipped back into the water and turned into the largest lung wang the world has ever seen. He then disappeared and the entire island began to shake. It was soon covered in mist and then began to move. And for a thousand years it has been moving.

I have tried many times to escape, but the evil cleric left many spirit guardians, as you well know. Once I even made it past the Oni on the bridge, only to be brought back by the dragons of the mist.

All I want is to be reunited with my wife, even if she is a white snake. My love knows no bounds.

I apologize for your fate my friends, there is little I could do; no way I could warn you. I am trapped just as you are now. You see, I am a Kuei, a lesser

spirit of the dead. I have died, my life unfulfilled. I was unable to rescue my love.

You are now trapped on this island and it will be difficult to leave. For even if you have destroyed all of the creatures to achieve this level, the creatures will once again be present when you try to leave. If they do not defeat you, the dragons of the mist will send you back to this prison for all eternity. So, I humbly beseech you; I ask you for your help.

I cannot enter the well, but you can. If you can find the white snake, you can bring her to me through the barrier. If you can do that, my life will be fulfilled and I will no longer be a Kuei trapped on this Hai gui dao (Turtle Island). I implore you to take whatever you find in the reliquary. It is yours. I have no need for earthly treasures. And, I am still a good cleric. I can help you. I still have the ability to lay hands upon you; to heal. But you must come to me, for I cannot go to you. I have one item that may prove of some value to you, it is a shi tie de konngu – a body bag of holding.

Xu Xian does not mention that others have been trapped on the island before the current adventuring party and that most never make it to his level. Some, over the past 1,000 years, have managed to make it, but they never returned from the well. If the party agrees to descend into the well, they can use the rope and pulley system to lower themselves down the well. The invisible barrier does not affect the player characters. He will warn them that it could be very dangerous in the reliquary and that he is unsure where the white snake would be as many passages were built into the underground. They should also be aware of the water below as well, for the well serves both as a source of water and the only entrance into the reliquary; a secret known to very few.

Xu Xian has little in the way of treasures or valuables. Behind the northeast partition are a futon and an Ema on the wall depicting the Year of the Fox. If someone calculated the date of the calendar, they would discover it to be a little over 1,000 years old. Behind the southeast partitions is an area for painting and composing poetry, the two things he has continually done since his imprisonment. The large bell that hangs over the well is a **bell of protection** which Xu Xian rings once-a-day.

Xu Xian (Kuei, lesser spirit): AC -4; MV 18"; HD 6; hp 48; #AT 1; Dmg 1-12; SA: As a kuei, possession; as a cleric, Xian has the following spells: *bless, remove fear, cure light wounds, cure blindness, cure*

disease, remove curse, cure serious wounds, cure critical wounds, raise dead, and heal; SD: +4 magical weapon to hit.

Treasure: Shi tie de konngu (**body bag of holding**). This item looks like a standard body bag for the deceased, but it acts as a bag of time suspension. The bag is big enough for a full-sized human in plate armor to fit into the bag. When the bag is zipped shut, time stops for the person inside. They will remain in this suspended state until the bag is unzipped at which point time will continue for them right as it left off.

45. THE WELL

As you descend down the well, you realize you are now looking at the inside of the black column that was at the center of every level of the pagoda. Once you are lowered 60' down, you estimate that you are now approximately level with the first floor, but the well continues to descend downward. Here you discover there is writing on the wall.

The writing is in an ancient language and there are three lines, each written 10' (vertically) apart. If the player characters can comprehend languages, they will read:

Darkness is coming.

The moist air hangs heavy here.

Something is stirring.

The writing is both a haiku and a warning for what waits below. For what waits below, 40' from the first floor, and 100' from the entrance to the well, is an open cavern. The open cavern has a permanent darkness spell cast upon it, and the players still have 50' to go to reach the water of an underground lake.



46. WELL WATER CAVERN

You easily sense that you have dropped into empty space; you are no longer in the well, but suspended over an empty void that is dark as pitch. It is difficult to penetrate the void with your eyes. From below you comes the sounds of gently moving water.

The description is limited because of the *darkness* spell cast upon the entire cavern. The player characters will need to overcome this. They must then deal with the fact that they still have 50' to go to reach the surface, which is fine for they have 150' of rope available. However, the surface is not land but rather it is the surface of a small lake. It is from this that water would be drawn from the well.

The lake is 70' by 70' and is situated in the center of a cavern whose dimensions are approximately 110' by 90'. The lake, at its deepest, is 70'. The transition from the lake to the cavern floor is approximately a 5' climb over a sandy beach. There is then a 10' wide path leading around the edge of the lake with five passages heading off into the darkness. One of the passages, the eastern passage, has features of worked stone and is a grand looking 10' wide stone stair case leading upward.

When the player characters make any loud noise, try to generate any type of light, or hit the surface of the water, they will alert the guardian of the lake, a shen lung (spirit) dragon. If the player characters generate light or make excessive noise while still on the rope, one of the shen lung's favorite attacks is to fly up out of the water from the center of the lake and to bite any creature entering the cavern via the well in which case it only gets the one bite attack.

Shen lung (spirit) dragon: AC 1; MV 12"/12"/9"; HD 9; hp 41; #AT 4; Dmg 1-4/1-4/2-24/1-8; SA: cast *bleed* and *curse* once per day, and *control weather* and *ice storm* three times a day; SD: immune to poison, take no damage from lightning (but double damage from fire).

Treasure: The treasure of the shen lung is located in three chests at the bottom-center of the lake, 70' down. Chest #1 contains 9,890 cp and 6,234 gp. Chest #2 contains 96 gems, each valued at 100 gp and 40 pieces of jewelry, each valued at 100 gp. Chest #3 contains **potion of plant control**, **cloak of protection +1**, **potion of diminution**, **scarab of insanity** (12 charges), **ring of swimming**, and a **potion of water breathing**.

47. WRITING ON THE WALL/PASSAGE #1

Located at the far western portion of the cavern is an 8' wide passageway leading west into the dark. There are three lines of writing on the cavern wall beside the entrance:

*Big sounds echo small,
In these cavern halls so tight,
Small things make big noise.*

48. WRITING ON THE WALL/PASSAGE #2

Located at the northern portion of the cavern is an 8' wide passageway leading north into the dark. Three lines of writing are located on the cavern wall beside the entrance:

*Hard shells of armor,
Warriors of cavern's deep,
Death comes from a bowl.*

49. WRITING ON THE WALL/PASSAGE #3

Located along the eastern portion of the cavern is a 10' wide passageway of worked stone that leads to a staircase ascending upward into the darkness. There are three lines of writing located on the cavern wall beside the entrance:

*Lying in repose,
Darkness is its welcome home,
All lights are on you.*

50. WRITING ON THE WALL/PASSAGE #4

Located in the southeastern portion of the cavern is a 5' wide passageway leading into the darkness. The entrance to this passage appears to have been sealed over at one point with stone and mortar. There is now a 4' high by 2' wide entryway that was created by force; the debris lying inside the passageway. There are three lines of writing located on the cavern wall beside the entrance:

*Fear not what is out,
Fear more what comes from within,
Fear within is death.*

51. WRITING ON THE WALL/PASSAGE #5

Located in the southwestern portion of the cavern is a 5' wide passageway leading into the darkness. There are three line of writing located in the cavern all beside the entrance:

*Out of the ether,
Into night's evil abyss,
Comes this dog of war.*

52. UNDERWATER PASSAGE #1

As you swim underwater on the northwestern side of the lake, 10' feet beneath the lake's surface you see an underwater tunnel.

The underwater tunnel leads to area #72.

53. UNDERWATER PASSAGE #2

As you swim underwater on the northeastern side of the lake, 10' beneath the lake's surface you see an underwater tunnel.

The underwater tunnel leads to area #85.

54. UNDERWATER PASSAGE #3

As you swim underwater on the southeastern side of the lake, 10' beneath the lake's surface you see an underwater tunnel.

The underwater tunnel splits and then leads to areas #89 and #92. The underwater tunnels then connect to areas #90, #91, and #93.

55. UNDERWATER PASSAGE #4

As you swim underwater on the southwestern side of the lake, 10' beneath the lake's surface you see an underwater tunnel.

The underwater tunnel leads to a secret trap door in #58.

56. THAT SCURRYING SOUND

As you walk along the dark passage, up ahead, in the distance, you hear a scurrying sound that echoes off the walls.

The sound of rats scurrying is what they hear, but these are no ordinary rats, they are goblin rats. Currently, they are in their oversized rat form, but upon hearing the sound of people walking down the corridor, they are racing back to their lairs where they will turn into their human shapes, grab their weapons, and wait for the sound of the gong to attack. If the player characters charge forward, they will see large rats scurrying down the hallway.

57. CAVERN INTERSECTION

You have reached an intersection with five more passages leading further into the darkness. The tunnel that is to your immediate right, which leads to the north, has light emanating from down the tunnel.

If the player characters head toward the light, as soon as they step into the passageway, from the back of that chamber they will hear the loud, reverberating sound of a gong, followed by footfalls that are no longer the sounds of animals scurrying, but animals heading in their direction. The gong is used to summon all goblin rats to the lighted chamber, armed and ready for combat. As the goblin rats come running out of each tunnel from their lair, now armed with weapons, they will enter into melee combat. See each respective lair's information for goblin rat combatants.

58. GOBLIN RAT LAIR #1

The cavern measures 20' by 20' and it is covered in all manner of chewed carpets covering the floor, followed by chewed blankets and pillows. There is a repugnant smell in this chamber.

This is the lair of four goblin rats. Underneath the chewed carpets in the southeast corner of the lair is a trap door in the floor. If one opens the door it appears to be a well. Any player character dropping into the well and diving underwater (assuming they can see in the darkness) will

discover a 5' diameter tunnel that leads to the lake (See area #55).

Goblin rat (4): AC 7; MV 9"; HD 3; hp 18, 13 (x2), 11; #AT 1; Dmg 1-8 or by weapon type; SA: in animal form, those being bit have a 5% chance of contracting the plague. Goblin rat #1 is armed with a bo stick, #2 with a trident, #3 with a kama, and #4 with a sai. Whether they are confronted in their chamber or are summoned into combat, this group works together as a team, targeting one player character, typically the lead melee combatant, and attacking them until defeated.

Treasure: tucked underneath the well-chewed carpets is a pouch containing 32 ancient pp (worth four times that amount to an antique dealer), a fiery orange jacinth necklace valued at 5,000 gp, and a **potion of sweet water**.

59. GOBLIN RAT LAIR #2

This chamber is 20' by 10' and the floor is covered in a threadbare material that looks like it may have been fine silk at one time.

This is the lair of 3 goblin rats.

Goblin rat (3): AC 7; MV 9"; HD 3; hp 14, 13, 8; #AT 1; Dmg 1-8 or by weapon type; SA: in animal form, those being bit have a 5% chance of contracting the plague. Goblin rat #1 is armed with a mace, while the other two are armed with 5 spears each.

Treasure: Underneath the silk sheets is a large leather pouch which contains one large piece of silk that has not been soiled and it is worth 500 gp. There are also three small pouches with ancient gold coins inside, 18 gp, 52 gp, and 64 gp (all worth four times that to an antique dealer).

60. GOBLIN RAT LAIR #3

This chamber measures 30' by 10' and covering the floor are thick, ancient tapestries that once depicted some exotic scene, but are now so worn they have faded to merely outlines of what may have been scenery and people.

This is the lair of 6 goblin rats.

Goblin rat (6): AC 7; MV 9"; HD 3; hp 13, 12 (x2), 11 (x2), 7; #AT 1; Dmg 1-8 or by weapon type; SA: in animal form, those being bit have a 5% chance of contracting the plague. All of the goblin rats are armed with katanas.

Treasure: The three tapestries on the ground are over 1,000 years old and the side facing upward is worn and the images faded. However, these tapestries were two sided and used to separate various areas of an open room. The side now facedown has been well preserved as they still depict the beautiful scenery of a lake with mountains in the distance. Each is valued at 500 gp, but each is also 10' high and 15' wide, and when rolled up weighs 150 lbs. There is a small crevice in the north wall that is rock filled. If the player characters remove the rocks, they will find 5 small pouches hidden in the crevice. The pouches contain the following: #1, a green frog pendant made entirely of jade worth 350 gp; #2, a **potion of gaseous form**; #3, a **phylactery of faithfulness**; #4, opal necklace, opal ring, and opal earrings, matching set, valued at 1,000 gp; & #5, a necklace with a large pendant of a war dog's face. Attached to the pendant are 7 small cones that look like little horns. Blow into one and the horn will turn into a war dog, the same as a **figurine of wondrous power (onyx dog)**.

61. GOBLIN RAT LAIR #4

This 20' by 20' chamber is empty except for a large sarcophagus against the northern wall. The sarcophagus has no lid and there is rubble around the base.

If not summoned into combat, anyone entering this chamber will be heard by the two goblin rats who live in the sarcophagus. They have ranged weapons and will bring them up to fire at any intruders. The inside of the sarcophagus is layered on the bottom with various materials that have been chewed up and are worthless.

Goblin rat (2): AC 7; MV 9"; HD 3; hp; 14, 13; #AT 1 or 2; Dmg 1-8 or by weapon type; SA: in animal form, those being bit have a 5% chance of contracting the plague; SD: their AC is reduced by 2 as long as they remain in the sarcophagus firing missiles. These two goblin rats are armed with chu-ko-nu (repeating crossbows). They can fire two per round for 1-4/1-4 damage, and have 10 quarrels ready to fire before needing to reload. Because it takes 5 rounds to reload, they will resort to their bite.

Treasure: In the materials inside the sarcophagus are a ruby and a sapphire, each worth 150 gp, and a small pouch filled with 50 diamonds, each worth 10 gp.

62. THRONE ROOM OF THE GOBLIN RAT KING

This chamber is 20' by 20' and features a small throne flanked by two braziers. Behind the throne is a very large gong against the back wall. Seated on the throne is a very large rat-man, and he is flanked by two more.

This is the lair of the goblin rat king. If any intruders enter this chamber, one of the guards will strike the gong, sending an alarm throughout the cavern complex and all goblin rats will change from their rat forms into their semi-human forms, grab their weapons, and proceed to the throne room for orders. The goblin rats will, if still alive, come from areas: #58, #59, #60, and #61. The two guards will move to protect the goblin rat king.

Goblin rat king: AC 4; MV 9"; HD 5; hp 33; #AT 1; Dmg 1-8+2 or by weapon type; SA: in animal form, those being bit have a 5% chance of contracting the plague. The king wields a **two-handed +1 sword**. If the goblin rat king is reduced to less than 10 hps he will run behind the gong and disappear through the secret door into the next room (See area #64) where he will revert to his rat form. He will then make his way to the bottom of the floor trap (See area #69), through the secret passage (See area #74), then into the underwater trap (See area #72), and finally through the tunnel into the lake (See area #52) in order to escape.

Goblin rat (2): AC 7; MV 9"; HD 3; hp 21, 20; #AT 1; Dmg 1-8 or by weapon type; SA: in animal form, those being bit have a 5% chance of contracting the plague. The goblin guards are armed with lajatang and uchi-ne.

Treasure: The goblin rat king wears a gold medallion on a gold chain. The medallion has a locking mechanism that clasps two pieces together. If opened, on the inside there is a realistic portrait of a cat. This is how the goblin king came to power, by wielding the portrait against his enemies (goblin rats are deathly afraid of cats, even pictures of cats). The gold medallion is worth 500 gp.

63. LAIR OF THE GOBLIN RAT KING

Traveling down a short hallway you come to a tri-fold screen depicting small birds on the branches of a cherry tree blocking the entrance to this chamber.

Pushing past the tri-fold screen reveals a very opulent chamber. A futon with silk sheets, blankets, and pillows lie on a 10' by 10' gold inlaid carpet that fills this chamber. There are three chests along

the back wall, a small 3' diameter gong, and a variety of weapons leaning against the cavern wall next to the entrance.

The carpet is worth 1,000 gp, but rolled up it is 10' long, 3' in diameter and weighs 130 lbs. The silk sheets are soiled, but could be cleaned and would be worth 50 gp. In chest #1 there are 8,456 cp and 5,134 sp. In chest #2 there are 3,245 gp. In chest #3 there is silk material cushioning five pouches. Each pouch contains a flawless tiger's eye, each worth 1,000 gp. Leaning against the wall are a naginata, a man catcher, a lajatang, a sang kawu, and a +1 **daikyu** with a quiver of 12 +1 **frog crotch arrows**.

64. SECRET PASSAGE

The gong is 6' in diameter and it is placed along the back wall of the cavern. It is situated on a frame and the mallet hangs by a rope located on the left side of the frame. There is a 2' clearance between the cavern wall and the gong.

The gong conceals a secret door. The door is actually located at the base of the cavern wall and is a small, double, spring-loaded door which is designed to look like part of the cavern wall. It only measures 3' by 3' at the base of the cavern wall, thus making it difficult to enter from behind the gong. When a person pushes through, the two doors snap back into place.



65. TEMPLE STAIRCASE

This chamber is 20' wide, 40' deep, and the ceiling is 25' in height upon entering the room. The walls have been highly worked and are smooth stone. The room features two levels with a central staircase rising up 15' to a balcony overlooking the room. At that point, the ceiling is 10' above the

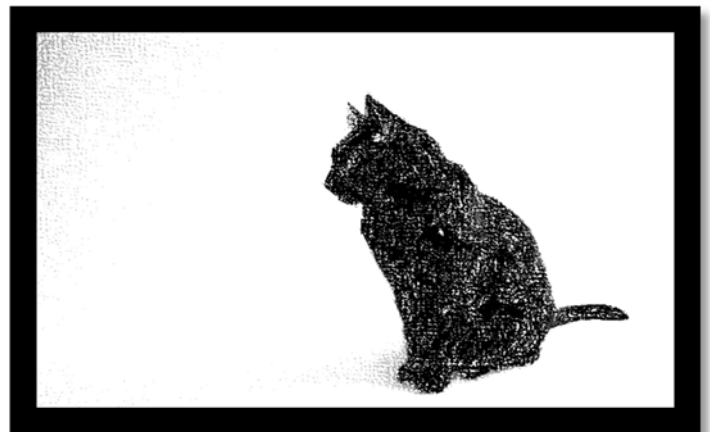
floor. There are two statues of lions set back a few feet from both sides of the staircase and they overlook the lower floor. Written on the facing walls beside the stairs are three lines of ancient writing.

If the player characters successfully translate the writing on the walls they will read the following haiku:

Respect the temple,
All else brings the guardians -
To restore honor.

The lion statues are the guardian of this temple and any who try to climb the stairs unaccompanied by the priests of the temple will be attacked. The statues transform instantly into flesh and blood lions. This is why the goblin rat king from #62, if he managed to escape, turned into his rat form, so as to find his way past the guardians.

Temple guardian (lions) (2): AC 5; MV 12"; HD 5+2; hp 33 each; #AT 3; Dmg 1-4/1-4/1-10; SA: If a lion scores a hit with both paws on the same opponent, they take the advantage of raking by clawing with both rear claws for an additional 2-7/2-7 hit points of damage.



66. TEMPLE GROTTA

The walls of this roughly 30' by 30' room are smooth from the entryway to the back wall, at which point it becomes a very prominent grotto. Set at the base of the grotto is a pool of water and prominently tucked into the grotto is a very ornate tabernacle, made of pure gold that stands 8' tall and is 5' wide. At the center is a large white ivory box that features a gold metal clasp and lock. Resting on top of the white box, oddly, is a cat.

The cat is a guardian familiar, set here to guard the treasure within the grotto's tabernacle. The magic-user which placed the guardian familiar was of the 10th level. Each time the guardian familiar is killed, it returns one hit dice stronger and will defend the tabernacle, continuing to do so through 9 lives.

Guardian familiar: AC 8; MV 12"; HD 1 (9); hp 6; #AT 3; Dmg 1-6/1-4/1-4; SD: magic resistance 50%; because the guardian familiar has 9 lives, each time it returns its AC improves by 1, its hit dice increase by 1, its movement increases by 2", and its damage will increase by +1 hit point for each of its attacks.

Treasure: The tabernacle itself is valued at 50,000 gp, but it is one piece of crafted gold, weighs approximately 10,000 lbs., and would be impossible to move. The ivory box is removable and is valued at 750 gp. Inside is a small figurine carved from ivory depicting a beautiful woman. It is worth 250 gp.

67. TEMPLE PRAYER TOWER

From the doorway, this room is 30' deep and at its widest point, 30' wide. Filling the center of the room along the back wall is a very ornate replica of the pagoda that you are in. You can see through the open doors of the pagoda that something inside the model is moving.

The creature moving on the inside of the pagoda model is an iron cobra, the model's guardian. It will attack anyone drawing near the pagoda who does not have the command word to deactivate it.

Iron cobra: AC 0; MV 12"; HD 1; hp 6; #AT 1; Dmg 1-3; SA: Poison three times, save at -2; SD: immune to spells affecting the mind, it can hide in shadows, it emits no body heat.

Treasure: The pagoda model is worth 5,000 gp, but it is very fragile and any attempt to move it will cause its collapse.

68. HALL OF THE TEMPLE GUARDIANS

Past the two doors and a narrow passageway, there is a 30' long chamber that is 20' wide. An ornate carpet leads the way to a small temple, silver in color, with a domed roof and a narrow set of double doors. The carpet is flanked on either side by two pedestals upon which stand statues of some very ominous looking warriors. Each is well armored and features a different colored skin: blue, light blue, green, and light green.

The guardians of the silver domed temple (which is actually the false temple), are ogre mages (Japanese ogres). Anyone entering who is not a priest of the temple or accompanied by one will cause the statues to animate and attack. They will fight until defeated at which point they will disappear.

The silver domed temple is a false temple. The real temple is hidden beyond the secret door in the northeast corner. If anyone opens the double doors of the silver domed temple they will find inside, in the center of the small room, eight posts with u-shaped tops. They are set in pairs 5' apart and spaced every 2'. If the doors of the temple are closed, in the center of the room, a minyan (a portable shrine) on 10' poles will begin to phase in, glowing in a greenish color, and the poles will appear set into the u-shaped tops of the posts. The minyan will appear, suspended by the poles, in the center of the room. It will spew forth a green gas that will make everyone in the room nauseous and sick causing their hit points to be reduced in half (no save). The minyan will then disappear and three lines of words will appear on the silver domed ceiling in an ancient language. If they player characters can translate, they will realize this time it is not a haiku, but rather 3 curses:

May you live in interesting times.

May you come to the attention of powerful people.

May you find what you are looking for.

The secret door is a false wall made of paper and plaster, and realistically painted. It can be pushed back one foot then it swings open on a hinge.

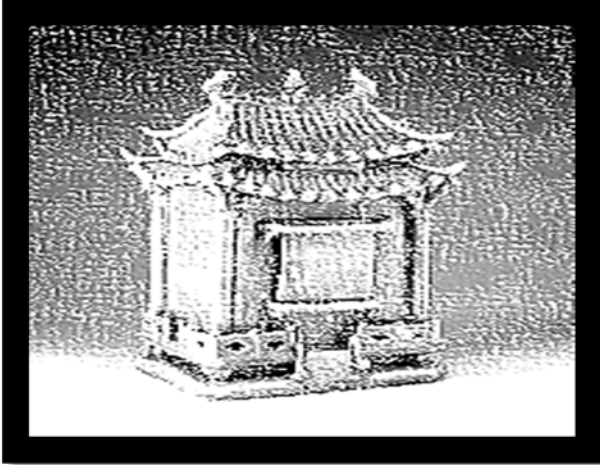
Ogre mage statue(4): AC 4; MV 9"/15"; HD 5+3; hp 25 each; #AT 1; Dmg 1-12; SA: none. Unlike normal ogre mage, when these statues animate they are simple combatants fighting with the traditional katana.

69. TRAP DOOR

Before you is a 30' long hallway that opens into a room from which a glow of light emanates.

The center of the hallway has a collapsing floor that will fall away and drop the player characters into a 30' deep pit. Any pc failing their save will fall to the bottom of the pit suffering 3-18 hit points of damage. The bottom of the pit is dark, but any light source will reveal a round wooden door, 4' in diameter, in the south wall at the bottom of the pit.

Through the door, a tunnel ascends gradually over the next 50' before reaching the door in area #74.



70. RELIQUARY TEMPLE

In the center of this 30' by 30' room is a silver domed temple with narrow double doors.

This is the reliquary's true temple. If anyone opens the double doors, they will find inside, in the center of the room, eight posts with u-shaped tops. They are set in pairs 5' apart and spaced every 2'. If the doors of the temple are closed, in the center of the room, a minyan on 10' poles will begin to phase in, glowing in a bluish color, and the poles will appear set into the u-shaped tops of the posts. The minyan will appear suspended in the center of the room. It will spew forth a blue gas that will make everyone in the room feel peaceful and rejuvenated causing all their hit points to be restored. The minyan will then disappear. At the same time, three lines of words will appear in writing on the ceiling. If the player characters can translate it, they will read the following three blessings:

May good fortune be with you.

May all your wishes be fulfilled.

Have a safe journey.

In the center of the temple, on the floor between the posts, is a concealed trap door. If opened, it will reveal an iron rung ladder descending down thirty feet to a 10' wide passageway that leads south into the darkness.

71. HEAVY IRON DOOR

At the end of the 30' hallway is a heavy iron door which is green/black in color. There is a circular

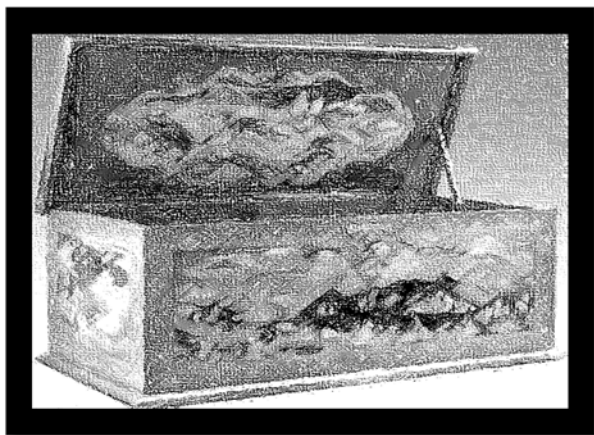
wheel set into the door. It would appear to be the mechanism to open the door.

An observant player character will ask which side the hinges are on to know which way the door swings. As the hinges of this great iron door are on the inside, the door will swing inward. Because the wheel which opens the door is rather rusted, it will take a combined strength of 20 to turn the wheel. As soon as the door begins to open, water will start pouring into the tunnel and at that point it will be too late, for the rush of water will quickly force the door open and water will burst into the chamber. As this is a large door, it will be a large amount of water, so player characters will be thrown back by the sheer force of the water for 1-3 hit points of damage. It will take 4 melee rounds for the water to fill the tunnel and level off at 15' up the ladder in area #70. At this point, player characters can proceed through the door into area #72.

72. WATER FILLED ROOM

This circular chamber is 30' in diameter and is completely submerged in water.

The chamber is 30' in diameter and 10' deep and because the water level in this room is submerged under the lake's water level (see #46), there are no pockets of air in this room. It is completely submerged in water. There are 4 entry/exits in this chamber. The first is from the lake (See area #52), the second is from the hallway (See area #71), the third is the crawl tunnel (See area #74), and the last is a hatch that leads to an underwater tunnel (See area #73). This last doorway is located at the bottom center of the chamber and has a wheel lock mechanism which, if turned, allows a trap door to drop downward. Because this passageway is already flooded with water, there is no change in water pressure or any rush of water. A player character can then swim down five feet into a 30' long and 10' wide passage that will take them to area #73.



73. TREASURE CHEST

As you swim down the tunnel, your lungs straining for air, you realize the tunnel has ended and you sense there is no longer a roof over your head.

At this point, the player characters can surface into a 20' diameter room that has fresh air from a 1" pipe, located in the center of the ceiling which runs upward to the surface. Assuming they have a light source, they can see that at the back of the chamber there is a slight "beach." On the beach is a very large chest and on the wall behind it are three lines of writing. Assuming they can translate the writing it will read:

Armor up Cleric,

Smite the evil in the world,

Body protected.

The chest itself is unlocked and contains the following: a kabuto (**helm of comprehending languages and reading magic**), hara-ate (**splint mail +3**), kote (**bracers of defense AC 5**), **boots of striding and springing**, **staff of the serpent** (adder), and 20 large round disks made of electrum and stamped with an image of the pagoda on one side and the island on the other. Each is worth 1,000 ep

74. TUNNEL DOOR

After crawling through the 40' tunnel you come to a heavy metal door, round in design with a lever.

An observant player character will ask which side the hinges are on to know which way the door swings. As the hinges of the circular door are on the inside, the door will swing inward. As the handle is rather rusted, it will take a combined strength of 20 to move the lever in a counter-clockwise manner (pushing downward). When the door

begins to open, water will start pouring into the tunnel and at that point it is too late, for the rush of water will quickly force the door open and water will almost instantly flood the chamber. Player characters will either have to retreat back to the pit in area #69 or wait for the water to level out to be able to swim into area #72. It will take 4 melee rounds to back out to the pit, while it will take 8 melee rounds for the chamber to completely fill in order to enter the water filled room.

75. DESCENDING TUNNEL

This cavern tunnel gradually descends downward into the darkness. After traveling 30' the tunnel bends to the left and at this point you hear the sound of rushing water. As the tunnel straightens out, the elevation of descent is much steeper and your footing is less sure as the flooring turns wet and then muddy.

The total descent is 60'. The initial descent is very gradual, but past the turn, when the passageway straightens out, it becomes very steep. Half-way down this portion, player characters must roll a six-sided die and if rolling a 1-3 out of 6, they slip and slide down into the water located in area #76.

76. THE ECHOES OF WATER FALLING

The tunnel you have been descending ends in water and then opens up into a 30' wide and very deep chamber. The water moves from east to west and you see there are small holes in the wall where the water is rushing through. The sound of white water is very loud and fills the entire chamber with the echoing sound of rushing water.

The chamber stretches 70' to the north wall. When the player characters enter the water, they will find the water is 5' deep in this chamber. After proceeding 20' into the chamber, they will see white water entering the chamber from the east. The water is pouring down the tunnel located in area #77. Once past the rushing water from the tunnel, there is a rock shelf that rises 1' out of the water. It is 10' wide and nearly 50' in length. There are three lines of writing on the wall. Assuming the player characters can read languages they will read:

Cavern of darkness

A river runs right through it

Water moving fast,

77. KAPPA GUARDS

You begin walking up out of the 5' deep water as you come to a 10' diameter tunnel from which water rushes down into the pool from which you have come. Where the rushing water and pool meet is a churning explosion of white water.

The two kappa (creatures that look like turtle-back boys) that stand guard at the entrance here will have heard the player characters enter the pool for they are attuned to the noise in the chamber. They will then submerge under the water, one on either side of the tunnel. As the player characters pass by them, they will try to grab and drag them underneath the water in an attempt to drown them. They will then enter into melee combat and fight to the death. These kappa have no treasure.

Kappa (2): AC 3 (AC -2 for any back attacks); MV 6"/18"; HD 4; hp 21,16; #AT 2; Dmg 5-10/5-10; SA: due to their 18/00 strength they receive a bonus of +3 on attack rolls; SD: regenerate 1 hp per round.

78. LAIR OF THE KAPPA #1

As you round the bend you come to a 30' diameter cavern which features a large pool in the center of the room. On the north end is a waterfall that drops 5' into the pool and as the pool overflows on the south end, the water travels down the tunnel from which you came. There are two 5' wide stone shelves on both the east and west side of the room where there are piles of bones, both big and small. Rising out of the pool are two more of the turtle humanoids.

This is the lair of two kappa, a male and a female. They spend most of their time in the 3' deep pool. The kappa will immediately enter into melee combat if any intruders enter their lair. Once engaged in combat, on the second round, they will make a shrill piercing noise, alerting the two kappa in area #79. They will then appear in this lair in round three, dropping over the waterfall, and ready for combat on round 4. As they make their way to the waterfall, they will also let out a loud piercing shrill, alerting the three kappa in area #80. Those three kappa will make it over both waterfalls and into this lair by round 5 and be ready to go into combat on round 6. See other lairs for kappa statistics.

Kappa (2): AC 3 (AC -2 for any back attacks); MV 6"/18"; HD 4; hp 25, 21; #AT 2; Dmg 5-10/5-10; SA: due to their 18/00 strength they receive a bonus of +3 on attack rolls; SD: regenerate 1 hp per round.

Treasure: At the bottom of the pool are 3,279 sp; 5,037 gp; 1 diamond bracelet valued at 500 gp; a gold tiara inlaid with various gems valued at 3,000 gp; a decorative gold arm band, 800 gp.

79. LAIR OF THE KAPPA #2

This chamber is similar to the previous one with a 5' waterfall entering the chamber on the north end and a 5' waterfall exiting the southern end of the chamber. There is a 5' wide stone shelf situated east and west of the water.

This is the lair of another kappa couple. It is assumed these two entered into the melee based on the alert sounded by the kappa in area #78. If for some reason they were not summoned, the two kappa will be present in their lair here. There is a secret door behind the waterfall (See area #86).

Kappa (2): AC 3 (AC -2 for any back attacks); MV 6"/18"; HD 4; hp 21, 17; #AT 2; Dmg 5-10/5-10; SA: due to strength they 18/00 strength they received a bonus of +3 on attack rolls; SD: regenerate 1 hp per round.

Treasure: At the bottom of the 3' pool are 3,109 gp, 1 moss agate gem valued at 10 gp, 1 obsidian gem valued at 10 gp, and 1 star rose quartz valued at 50 gp.

80. LAIR OF THE KAPPA #3

This 30' diameter chamber features a pool at its center with a stone shelf to the west, a 5' high waterfall that leads out of the chamber to the south, and a wide 20' tunnel that leads upward at a relatively steep angle. There is a river of water running down the center of the tunnel and into the pool in this room.

This is the lair of 3 male kappa. They will be the last to respond to the call from area #78. If for some reason they did not receive the call, they will be found here in their lair, two in the 3' deep pool, one lounging in the ascending tunnel with the river water running over him.

Kappa (3): AC 3 (AC -2 for any back attacks); MV 6"/18"; HD 4; hp 21, 16, 14; #AT 2; Dmg 5-10/5-10; SA: due to their 18/00 strength they receive a bonus of +3 on attack rolls; SD: regenerate 1 hp per round.

Treasure: At the bottom of the 3' pool are 6,505 gp,



81. GIANT FROG FARM

As you finish climbing up through the tunnel with the river running through it, you enter a rectangular shaped chamber. There, you are greeted by several dozen pairs of eyes staring back at you.

Spread throughout this chamber, are 24 giant frogs. The giant frogs are the main food source of the kappa and they even have farmers who tend to them. Right now, the farmers are in area #82, so the player characters only have the giant frogs to get through, but because they are both sitting on the stone shelves and in the water, they are going to be difficult to get by. There is no treasure in this chamber.

Giant frog (24): AC 7; MV 3"/9"; HD 2; hp 8 each; #AT 1; Dmg 1-6; SA: tongue strike is at +4 to hit, but does no damage. The next round, the player character will be drawn to the frog for maximum damage.

82. KAPPA FARMERS AND THE FOOD

This chamber is 40' wide and 50' deep and on the southern end features a 10' tall waterfall that is channeled through a makeshift dam. There are three turtle creatures in this chamber, two working on the dam and one at the base of the waterfall. They do not appear to notice you.

These three kappa are the farmers for the kappa food. They are the weakest members of the kappa clan and are tasked with raising the giant frogs for the other kappa to eat. They are also occasionally the source of food for the vampiric kappa that resides in area #85. This is why they are so weak. They will fight, but they are slow and always take last in initiative. They have no treasure as they are allowed none.

Kappa (3): AC 3 (AC -2 for any back attacks); MV 6"/9"; HD 4; hp 8, 6, 4; #AT 2; Dmg 1-6/1-6. Note: These kappa have lost their exceptional strength because of the vampiric kappa draining them, so they have no extra attack abilities. They have also lost their ability to regenerate.

83. THE GRAND WATERFALL

This waterfall drops 10' from the portion of this chamber that resides higher up. The dam is made of various materials such as wood beams, old rusty shields, and other assorted items.

The dam is unstable and it is another task of the kappa farmers to constantly shore up the dam. Any player character trying to climb over the dam has a 50% chance of causing the dam to collapse for which they will sustain 1-6 hit points of damage. If the dam does collapse, it will widen the waterfall, allowing it to spill naturally over that portion of the stone shelf. There is a hidden door located in the west cavern wall behind the debris (See area #86).

84. KAPPA CLERICS

This upper portion of the chamber, above the waterfall, is approximately the same size, 40' wide and 50' deep. The water enters this chamber from a tunnel that leads into the cavern from the southwest. There are two turtle creatures located in this pool wearing tattered robes.

These are the caretakers of the vampiric kappa that resides in area #85. While they are not real clerics, they fashion themselves in this manner, wearing the tattered robes of clerics that they had found long ago in the reliquary. They are, in reality, nothing more than servants of the vampiric kappa and they will protect him to the death. They have no treasure for they have given everything to the vampiric kappa.

Kappa (2): AC 3 (AC -2 for any back attacks); MV 6"/18"; HD 4; hp 31, 20; #AT 2; Dmg 5-10/5-10; SA: due to their 18/00 strength they receive a bonus of +3 on attack rolls; SD: regenerate 1 hp per round.

85. LAIR OF THE VAMPIRIC KAPPA

As you reach this large 60' diameter round cavern, you see yet another large pool fills a large portion of the room. The water that overflows the pool rushes down the passageway from which you came. You also notice that there seems to be a force of water coming from the southwest portion of the chamber, pushing the water to the north. In that direction, you see a narrow inlet leading to

another smaller pool in which rests a large sarcophagus. The lid of the sarcophagus is formed into a dozen bowls and each bowl is filled with water.

If the player characters draw closer to the sarcophagus, they will see three coffers resting on the stone shelf behind the sarcophagus pool, as well as three lines of writing on the wall. If they can translate the writing they will read the following haiku:

A watery grave,

Kappa king who rules the night,

Death comes before dawn.

The sarcophagus lid is just slightly under the water line in the pool and the kappa lies in the water-filled sarcophagus. If any player character touches the sarcophagus or the bowls of water, the kappa king will rise, using his exceptional strength to toss off the lid toward the front of the pool, potentially dropping the heavy lid on anyone standing in front of it causing 3-18 hit points of damage (or ½ damage if the player succeeds on their save). The vampiric kappa will then enter into combat.

Vampiric Kappa: AC 0 (-2 for any back attack); MV 9"/18"; HD 7+7; hp 37; #AT 3; Dmg 5-10/5-10/1-6; SA: Once the kappa succeeds on a bite, it does not let go and drains one point of strength each round until the player character reaches 0 and is slain; there is also a 50% chance they will contract a disease causing them to lose 1-3 points of strength per day until either cured or slain upon reaching 0; Due to their 18/00 strength they receive a bonus of +3 on attack rolls ; SD: kappa regenerate 1 hp per round.

Treasure: Coffers #1: There is a glyph of warding on this coffer and whoever removes the lid will suffer 14 hit points of electrical damage. Inside the coffer are 6,077 cp, 6,604 sp; and a **bag of beans**: there are three beans in the bag and if dumped out they will touch each other and explode causing 1-12 hit points of damage each (save for ½ damage). If they are planted in dirt and watered the beans will have the following effects: bean #1, the ground begins to freeze and the freeze moves outward in a one mile radius, creating a thick layer of ice that will thaw naturally over time; bean #2, the ground begins to emit a gas which causes blindness for all those within a 30' radius; and bean #3, immediately grows into a full-sized carrion crawler which then attacks.

Carrion crawler: AC 3/7; MV 12"; HD 3+1; hp 25; #AT 8; Dmg paralysis.

Coffer #2: There is a glyph of warding on this coffer and whoever removes the lid will suffer 14 hit points of fire damage. Inside the coffer are 2,121 gp, a **potion of undead control**, and a **vacuous grimoire**.

Coffer #3: There is a glyph of warding on this coffer and whoever removes the lid will be permanently blind until cured. Inside are 7 jet black gems (100 gp each), 1 pair of silver earrings worth 1,000 gp, 1 silver necklace with bloodstones worth 4,000 gp, a scroll of **protection from demons**, and a **scarab of insanity**.

86. SECRET TUNNEL

There is a secret tunnel located between areas #79 and #83. In area #79, it is located behind the waterfall and is a 4' x 4' block of stone that must be pushed out from inside of the tunnel. The tunnel itself is 4' in diameter, crudely cut through the stone. The other end of the secret tunnel exits through a secret two-way door located behind the piled up debris on the west side of area #83.

87. DARK PASSAGE

A stairway ascends 15' up to a 10' wide passageway that leads into the dark. Up ahead, on the ground, you see something moving in the shadows.

The hallway stretches back 30' before coming to a staircase that descends 20' down. Lying in the hallway are the remains of two adventurers who died in this hallway long ago. They are moving because there are 4 giant rats nesting under the tattered armor and in the ribcages of two long dead humans. Each dead warrior wears **do-maru +1 armor**, and one is armed with a **+1 tetsubo**, while the other wields a kau sin ke (which also happens to be wrapped around his neck). The rest of their clothes are in tatters or are rotted, as are the pouches each carries holding one **potion of underwater breathing**. The rats will try to bite if someone reaches their hand into the armor, otherwise, they will attempt to flee in any direction they think is safe.

The stairs descending down are wet and covered with slippery moss. There is a 10% chance player characters will slip on the stairs and tumble to the bottom. Roll 1-4 to determine damage. 1 = 1-8 points of damage; 2 = 1-6 points of damage; 3 = 1-4 points of damage; 4 = no hit point damage, only damage to the player character's pride.

Rat (4): AC 10; MV 12"; HD 1-4 hit point; hp 1 each; #AT 1; Dmg 1-3 point of damage plus disease (5% chance of contracting a serious disease).

88. BLIND HIM

As you reach the bottom of the slippery staircase, you notice the cavern floor continues away from the stairs at a downward slope. Suddenly, someone has turned on 8 sets of bright lights, blinding you with their intensity.

There are four blindheim waiting in repose in this central cavern. As soon as anyone ascends the stairs from area #87, their acute hearing picks up their sound and they wait for the intruders to descend the stairs before opening their large eyes in order to blind their prey, The blindheim each have their own lair/pool located in #89, #90, #91, and #92.

Blindheim (4): AC 1 (if blinded)/3 (if immune to bright light); MV 9"; HD 4+2; hp 25, 23, 18, 12; #AT 1; Dmg 1-8; SA: blinding stare: Anyone within 30' or less must save (as against wands) or be blinded for 11-20 turns. Any player character with infravision in that range must save at -3.

89. BLINDHEIM POOL #1

You enter a cavern 20' in diameter which features a pool of water 15' in diameter. There is a 5' wide passage that follows along the cavern wall, but it is sloped at an angle toward the pool of water and it looks wet and slippery.

This is the lair of one of the blindheim from area #88. Toward the bottom of the pool, on the west side of the cavern, is an underground water tunnel, 4' in diameter that leads to area #54, while on the eastern side of the cavern there is a similar tunnel that leads to area #90. The pool is 15' deep at the center and located there is one of the blindheim's treasure.

Treasure: 1,867 cp; 3,135 ep; 2,060 gp.

90. BLINDHEIM POOL #2

You enter a cavern 30' long and 20' wide, which features a pool of water in the center of the room. The pool itself is 25' long and 15' wide and there is a 5' border around the pool. The border is sloped at an angle downward toward the pool and it looks wet and slippery.

This is the lair of one of the blindheim from area #88. Toward the bottom of the pool on the north end of

the cavern is an underground water tunnel, 4' in diameter that leads to area #89. On the south end is a similar underwater tunnel leading to area #91. The pool is 15' deep at the center and located there is one of the blindheim's treasure.

Treasure: 2,656 cp, one alexandrite gem (100 gp), one fiery orange jacinth gem (5,000 gp), one deep purple amethyst gem (100 gp), one amber gem (100 gp), one coral necklace (500 gp), one gold tiara encrusted with oriental emeralds (5,000 gp), wrought platinum bracelet (1,200 gp), and wrapped in oilcloth is a **+4 mace**.

91. BLINDHEIM POOL #3

You enter a cavern 30' in diameter with a pool of water taking up most of the cavern. From the cavern wall to the pool is a 5' wet, slopping walkway.

This is the lair of one of the blindheim from area #88. Toward the north end of the cavern is an underground water tunnel that is 4' in diameter and leads to area #90. There is a similar tunnel on the west end of the cavern which leads to area #92. The pool is 15' deep at the center and located there is one of the blindheim's treasure.

Treasure: a small leaden box, wrapped in oilcloth, contains one oriental topaz (5,000 gp).

92. BLINDHEIM POOL #4

You enter a cavern 30' in diameter with a 25' diameter pool of water filling most of the space. There is a 5' passageway from the cavern wall to the edge of the pool, but it slopes at a downward angle and appears to be wet.

This is the lair of one of the blindheim from area #88. Toward the bottom of the pool on the north side of the cavern is a 4' diameter underground water tunnel leading to area #54. On the east side of the cavern is a similar tunnel leading to area #91. The pool is 20' deep at the center because cut into the 15' bottom is a 5' deep hole. This is yet another underwater passageway, leading to the west, and it connects with area #93. The blindheim's treasure lies at the bottom of the cavern, 20' down.

Treasure: 8,670 cp,



93. LAIR OF THE FALSE WHITE SNAKE

As you exit the underwater tunnel, you find yourself in a similar pit located at the bottom of a cavern filled with water. It is 20' to the surface and you see light coming from that direction. As you break the surface of the pool, you find yourself in a dimly lit cavern 30' in diameter. On the west side of the cavern is an archway leading into a recess where there stands a beautiful white skinned woman in a white gown. She screams, "Watch out for the guardian!" and you notice a ripple in the water coming toward you.

The woman is not the white snake, but rather a hu hsien (lesser spirit) that was banished to this hidden cavern over a thousand years ago. She desires to escape the reliquary, but there is a spirit naga that guards her. She remains in her beautiful female form to pose as the white snake in the hopes of fooling someone into helping her to escape. If the party assumes she is the white snake she will talk of returning to the surface to exit the well. She will not speak of Xu Xian. If the party does, in fact, try to help the hu hsien escape, when she approaches the exit to the well, the **bell of protection** suspended over the well, having been rung every morning by Xu Xian, will prevent her from exiting the well. It creates a protective barrier that lesser spirits cannot cross. At this point, Xu Xian will recognize that the adventuring party has not brought the white snake, but rather a lesser spirit. The hu hsien, once discovered, will attack any of the adventuring party still in the well or below.

Spirit naga: AC 4; MV 12"; HD 9; hp 32; #AT 1; Dmg 1-3 +poison; SA: permanently *charm* any creature she gazes at (save versus paralyzation), in addition the spirit naga has the following spells that she casts as 5th level magic-user or 4th level cleric: magic user spells: first level: *hail of stones, magic missile, shield, wall of fog*; second level: *fire shuriken, detect*

invisibility, third level: *magnetism*; clerical spells: first level: *deflection, cause light wounds*; second level: *withdraw*.

Hu hsien (lesser spirit): AC 7; MV 15"; HD 6; hp 38; #AT 1; Dmg 1-6 or by weapon type; SA: *fascination* when in human form due to 25 comeliness and can drain one experience level per day; SD: +3 or better weapons to hit, heals 2 hit points per hour, immune to fire, half damage from cold attacks. She can also use the following spells at will, once per round: *become invisible, polymorph self, disguise, chameleon, know history, hypnotism, read magic, comprehend languages, ventriloquism, apparition; ESP*; the following spells once per day: *possess, servant horde, major creation*; and the following spells three times per week: *ancient curse, reward*. Her only possession is a **ring of swimming**.

Treasure: Located in the recessed archway is a treasure horde that is part of the reliquary and was hidden in this secret cavern. The most prominent feature is the large 7' tall statue of a warrior, holding a spear high above his head, as he rides on the back of a winged tiger. The statue is easily worth 5,000 gp, but it weighs over 1,000 pounds. The spear, however, can be removed from the statue and it is the **spear of Chao Kung Ming** (demigod of war). It is a +3 spear of power that does 2-12 damage versus small or medium opponents and 2-16 versus large opponents. Also, when thrown, if the spear misses or after it strikes its intended target, the spear will dissolve and reappear in the owners's hand, ready on the next round to be thrown again.

To the left of the large statue is a 6' tall metal pole that curves downward at the end to a hook. Attached to the hook is a set of **wind chimes of protection**, with each chime being 4' long and 1" in diameter. The set of wind chimes acts the same as a bell of protection, like the one over the well in Xu Xian's pagoda. The pipes are currently stuffed with paper so that the chimes do not sound.

To the left of the wind chimes and against the cavern wall are 6 porcelain vases, each with intricate depictions of cherry blossoms. Each vase is worth 500 gp.

Behind the chimes is a stand upon which sits a large spinning wheel. The wheel itself has 12 slots the peg can land upon. Within each segment is the depiction of a different animal. They are as follows: 1 = rat, 2 = ox, 3 = tiger, 4 = rabbit, 5 = dragon, 6 = snake, 7 = horse, 8 = ram, 9 = monkey, 10 = rooster, 11 = dog and 12 = pig. Beneath the spinning wheel

is a little gold box that has a small slot at its base with a small gold tray in front of it. Any player character can spin the wheel once, and only once, to receive the benefit of the **spinning wheel of the zodiac**. Have any player that wants to spin the wheel roll a 1-12 sided die and the spinning wheel will stop on the corresponding animal above at which point a gold ring will slide out of the slot and into the gold tray. The head of the corresponding animal will appear on the top of the gold ring. The magical properties of the ring will only work for the person who spun the wheel, but more than one person can receive the same ring if the spinning wheel lands on the same animal. Each of these rings will act in a similar manner to the ring of the ram. The wearer of the ring can form an image of the animal and send it forward to strike someone doing normal damage of the animal with one charge, double the damage with two charges, and triple the damage with three charges (the maximum) used. Each ring comes with 30 charges. The following are the base damages for each animal and any special abilities:

- 1 = rat (rat, giant, Sumatran), Dmg 1-3 (note: no disease)
- 2 = ox (rothe), Dmg 1-3/1-3/1-8
- 3 = tiger (tiger, common), Dmg 2-5/2-5/1-10
- 4 = rabbit (killer rabbit), Dmg 2-24 (it's got fangs!)
- 5 = dragon (Shen lung, spirit dragon), Dmg 2-24
- 6 = snake (snake), Dmg 1-3 (note: no poison)
- 7 = horse (horse, heavy), Dmg 1-8
- 8 = ram (ram), Dmg 1-6
- 9 = monkey (baboon), Dmg 1-4
- 10 = rooster (no similar entry), Dmg 1-3
- 11 = dog (dog, war), Dmg 2-8
- 12 = pig (no similar entry), Dmg 1-6

To the right of the large statute is yet another statute, only this one is on a 2' high pedestal and the statute itself is only 3' tall. It features a cloth statute of Ma Yuan, the killer of gods. This creature has the head of a tyrannosaurus rex and four humanoid arms. Different from the rest of the statute is a simple leather necklace to which is attached a small triangular stone. This is a **+1 magical stone of weapons**. The stone itself can turn into any weapon the owner of the stone wishes at

any given moment and regardless of type, all will perform as a +1 weapon.

Surrounding this last statute and appearing along the cavern wall on this side of the alcove are 10 chests.

Chest #1 is an ornate platinum treasure chest that itself is worth 500 pp, and contains 500 pp.

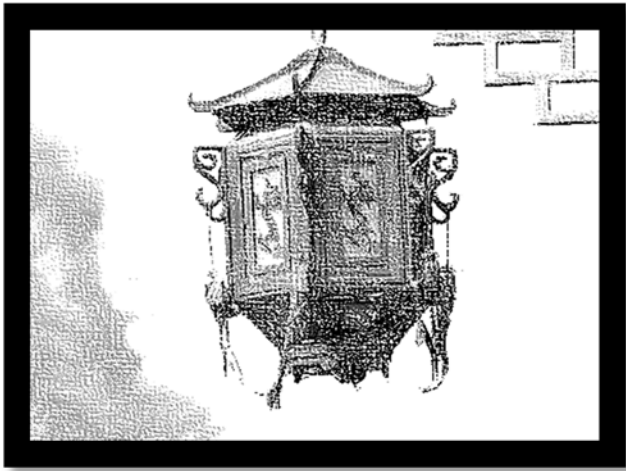
Chest #2 is an ornate wooden box that features strange looking dog creatures on the outside of the box. The box itself is worth 500 gp, and inside are two of the dog creatures carved in some manner of red wood. The statutes perform in the same manner as the onyx dog – **figurines of wondrous powers**.



Chest#3 is a very plain wooden chest and inside, wrapped in cloth, is a jade statute of a T'ian Lung (celestial dragon) worth 3,500 gp.

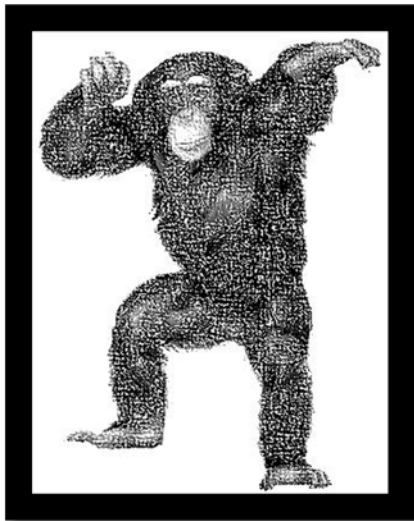
Chest #4 is a simple wooden chest that contains a 1' wide and 1' high porcelain horse statute encrusted with various colored jewels worth 2,500 gp.

Chest #5 is a small iron chest packed full of cloths in order to protect a very high quality telescope worth 300 gp.



Chest #6 is a simple wooden chest which contains four paper hanging lanterns that bare images of birds on tree limbs. These are four **magical paper lanterns** that magically light up whenever it is dark and casts its light in a 30' radius.

Chest #7 is a simple wooden chest and contains what appears to be an ordinary wood and paper folding fan depicting panda bears frolicking under cherry trees full of blossoms, but in reality it is a **wind fan**.



Chest #7 is a simple wooden chest that contains a small statue of a monkey wielding a bo stick. At the base, there is an inscription. If a player character can comprehend languages, read languages, read magic, etc., whoever does so will cause the monkey to transform into a life-size monkey who effectively wields the bo stick and will be an animal companion. This statue is similar to a **figurine of wondrous power**. If this monkey is killed in combat, it will return to its appearance as a statue until someone else reads the inscription. A player

character reading the inscription a second time will have no effect as it has served its master and needs a new one.

Monkey: AC 7; MV 12"; HD 1+1; hp 9; #AT 1; Dmg 1-4 or by weapon type; SD: climbing. The monkey wields a **+1 Bo stick**.

Chest #8 is a black colored chest made of a mysterious black metal. Inside the chest are a black top, black pants, black boots, black sash and black mask. This is a **magical shinobi shozoku outfit**. It will size itself to the wearer and when all items are worn together they work as the following: +3 armor, gauntlets of dexterity, gauntlets of swimming and climbing, cloak of elvenkind and boots of elvenkind. However, all of these properties are negated if one item is removed (e.g., no mask) and if any other armor is worn, including both magical and non-magical. This also includes such armor enhancing properties such as rings of protection, bracers of defense, etc.

Chest #9 is a small but heavy iron chest. Inside is a heavy iron turtle figure that measures 1' by 2'. On the turtle's back are 9 squares laid out 3 by 3 with numbers in each of the corners. It appears as follows:

2	—	6
—	—	—
4	—	8

Any player character writing in the proper numbers with any writing instrument or even drawing the number in the appropriate blank squares with their finger will cause the turtle shell to unlatch exposing it as a lid. Inside are 15 flawless diamonds each worth 500 gp. The answer to the puzzle (a Sudoku) is 15:

2	7	6
9	5	1
4	3	8



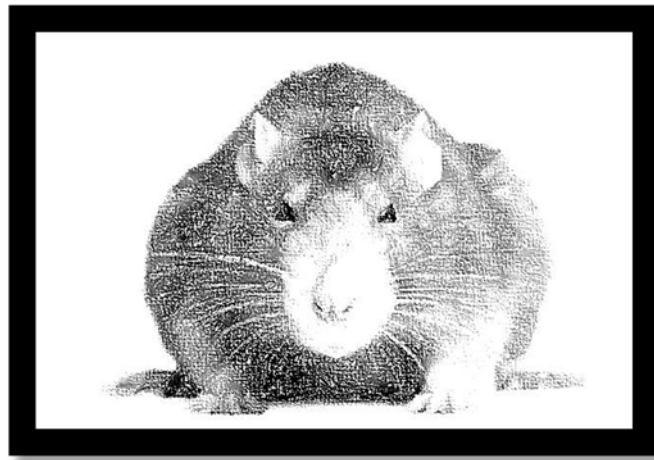
Chest #10 is a simple wooden chest and inside is a small tree encased in a glass dome enclosure. There is a small set of tools in the chest that include various scissor-like instruments. This is a magical **bonsai tree of healing**. Any player character who spends one hour, undisturbed, gently trimming and shaping the bonsai tree receives the same benefit as a potion of healing.

94. THE HALL OF SKULLS

As you proceed down this dark narrow cavern hallway, you see in the distance there are protrusions coming out of the cavern wall. You realize they are human skulls. Not just a few, but hundreds, if not thousands. They start at the floor of the cavern wall and proceed all the way up to the 15' high cavern ceiling. You notice dozens of skulls staring down at you vacantly from the ceiling itself. Clearly this was some sort of burial catacombs. You also hear movement up ahead.

This is the catacombs of the island, which predated the reliquary and building of the pagoda. It was an ancient burial ground where thousands were buried. The bodies were placed in the various cavern chambers until there was nothing left but bones. Small recesses were dug into the cavern wall in which were inserted all of the bones of the deceased and the skull was then used to "plug up" the hole. Every cavern hallway is lined like this, each is 15' high, and it makes for very narrow passageways, not more than 3' wide.

The sound of movement that is coming from up ahead are sumatran rats located in area #95.



95. SUMATRAN RATS

As you approach the sound of scurrying, the narrow passageway opens into a small cavern room littered with bones and skulls. There are three dark recesses in this chamber as well as two passageways, one leading west and one leading east.

Any player character stepping into this small cavern chamber will be flooded by the 26 very hungry sumatran rats that live in the three niches. They have burrowed lairs in the niches by removing the bones, hence the bones and skulls that litter the chamber floor. These rats have no treasure.

Sumatran rat (26): AC 7; MV 12"/6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-3 plus 5% chance of contracting a serious disease per wound inflicted. In the face of fire such as torches, these rats will use hit and run tactics. In the face of fire weapons, they will altogether flee.



96. BURIAL CHAMBER #1

The narrow cavern hallway lined with skulls opens up into a cavern chamber that measures approximately 20' by 20'. The floor of the cavern is covered in rubble and the remains of human bones are scattered about. The walls themselves are not lined with skulls, but rectangular horizontal recesses that measure 7' long and are 2' tall. How far they go back is hard to see, for in many there are the skeletons of humans and in those that are empty, it is too dark to see.

These are the burial niches where the dead would be placed and then a form of cement would seal them inside. Once a certain amount of time had passed, the concrete would be smashed and the skeletons removed and then placed in one of the hallways. Not one of the burial chambers is covered over in the cement anymore, for all of the crypts have been violated by the Buko that now reside in these caverns. One buso tigbanua lies still in one of the burial recesses in the western wall, watching the player characters. It does not look out of place for it resembles a dead human, mostly skeletal in nature. When the player characters inspect this portion of the crypt, it will attack. If they do not inspect the western portion, it will wait for the player characters to file down one of the corridors then strike the last member of the party.

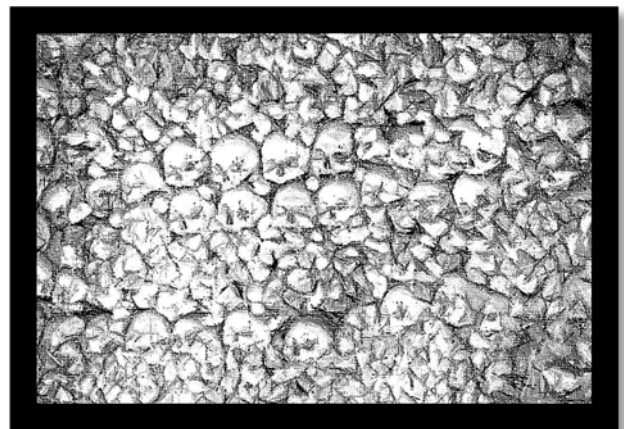
Buso (tigbanua): AC 4; MV 12"; HD 8 +2; hp 39; #AT 3; Dmg 1-6/1-6/1-10; SA: radiates fear in a 10' aura, creatures with less than 1 HD are automatically paralyzed, those over 1 HD must save vs. paralysis. If the save fails the victim will remain paralyzed as long as the buso is within 10'; if a claw strikes, must save vs. death or contract a disease that may transform them into tagamaling buso.

97. BURIAL CHAMBER #2

The cavern corridor widens as it enters a chamber that stretches to the south and west. This chamber is different from the previous chamber for rather than the recesses containing the skeletal remains being horizontal, they are vertical, meaning that the skeletons appear to be standing up in the alcoves all along the cavern walls. Many of the skeletons are wearing the remnants of armor, now either rusted metal or nearly deteriorated leather.

This was a special burial chamber for those warriors who died in battle for it is more honorable to remain on your feet, even in death, than to lie in repose on your back. As the party approached, the buso tigbanua that lives in the chamber moved into one of the recesses in the southern end of the room and donned a rust helmet to disguise itself. Any player character within 10' of the buso must make a save vs. paralysis. If the player character fails, the buso will wait to see if it can paralyze others who come to investigate the sudden strange paralysis of their companion. If the paralysis fails, it will charge out of the burial alcove and attack.

Buso (tigbanua): AC 3 (reduced AC because of the metal helmet); MV 12"; HD 8 +2; hp 41; #AT 3; Dmg 1-6/1-6/1-10; SA: radiates fear in a 10' aura, creatures with less than 1 HD are automatically paralyzed, those over 1 HD must save vs. paralysis. If the save fails the victim will remain paralyzed as long as the buso is within 10'; if a claw strikes, must save vs. death or contract a disease that may transform them into tagamaling buso.



98. BURIAL CHAMBER #3

The skull-line corridor leading to this chamber is a bit wider than the previous corridors. The cavern room appears to be a 20' by 20' room with a passageway leading to the east. The floor of the

cavern is clear and the walls feature the rectangular horizontal burial recesses that measure 7' long and are 2' tall. These recesses, however, do not appear to have any skeletons in them.

The buso tigbanua that dwells in this burial chamber, which is the smallest of them all, has a ravenous appetite and usually joins forces with the buso tigbanua in area #100. If the players enter area #98 first, this buso will flee in advance of them to area #100 in order to prepare for an attack. If the party entered area #100 first, this buso will join the fight there.

Buso (tigbanua): AC 3 (reduced AC because of the metal helmet); MV 12"; HD 8 +2; hp 32; #AT 3; Dmg 1-6/1-6/1-10; SA: radiates fear in a 10' aura, creatures with less than 1 HD are automatically paralyzed, those over 1 HD must save vs. paralyzation. If the save fails the victim will remain paralyzed as long as the buso is within 10'; if a claw strikes, must save vs. death or contract a disease that may transform them into tagamaling buso.

99. BURIAL MAUSOLEUM

The 10' long hallway leading to an arched doorway which stands 10' wide and is made of worked stone. The doorway is made of some mysterious black stone with a small gap running down the center suggesting it is a set of double doors. There are no handles, nor is there any sign of a lock on the door. There is, however, a set of three runes across the door. They are three circles with crosses inside them and a strange writing, then a tail that ends in a ball on the left and right runes, and a series of three horizontal lines on the center one.

Background:

This was the not-so-final resting place of the Lord of the Skulls (a black magic witch doctor who became a juju zombie, but retains some intelligence and has spell-like abilities), the reason for the catacombs and its skull-lined cavern. He was human once, but practiced black magic and thievery, often stealing from those who were buried in the catacombs and raising them from the dead, then sending them back to their homes to steal. With the money, he found even more means of practicing his black magic, which ultimately led to his summoning a demon (a babau). Under the lord's control, the demon promised him all the powers of the negative material plane if he released him and turned himself undead, for he would prepare the way for his entry into the negative material plane where he would obtain

unlimited power. The lord released the demon, turned himself undead, but has been waiting for nearly 2,000 years for the demon to take him to the other plane. He remains partially in and partially out, waiting his day of release from the material plane inside his sarcophagus.

Double doors and a pit:

The runes on the left and right, if read, sound to be the ravings of a madman and are in actuality, explosive runes. Anyone touching or reading the runes will find they instantly explode for 12-30 points of damage (6d4+6) hit points of damage. If, however, the left and the right are touched simultaneously, the heavy stone doors will open inward, and the runes will not explode. The runes will only work once and the door will remain undamaged.

The rune in the center reads as follows:

The Lord of Skulls

Awaits the Demon from the

Negative plane,

Death to those who disrupt my

quiescence

If ever I must so deign.

If the center rune is read or touched, the entire hallway gives way, for it is a pit trap. The trap is tiered, similar to the three horizontal lines on the rune itself. When the player characters fall, they drop 10' to a floor littered with jagged bones, that then gives way to a similar floor 10' below that. It too gives way and the final fall is 10' to bones sticking up like punji sticks. The fall damage is 1-6 for each 10' fall, totaling 3-18 hit points of damage. The jagged bones cause an additional 1-4 points of damage for each level. Finally, each player character landing in the final floor will be punctured by 1-4 punji bones for an additional 1-6 points of hit point damage each.

The Room:

As the large black stone double doors open, a strange smell hits your nostrils and it is the strange mixture of the stench of death and chocolate. As the doors open wider, you see before you a 30' by 20' room, with a similar doorway directly across the room from you. Both the walls and the floor appear to be made of the same black stone, but the floor is

covered in human bones that have been bleached so white, they contrast greatly with the black floor. In fact, the bones are so white they are almost blinding. Dangling from the ceiling, just above the bones on the floor, are 5 ropes. Tied to the ropes are all manner of strange items, about every three feet. They include bones, scabbards, dolls, 12" diameter hoops, large locks of hair, a clump of yellowed material, a scroll tube, and other assorted items; nothing which looks to be of any value. On the north wall, there is a large sarcophagus in the shape of a human, standing upright at the center of the wall, and painted on the outside of the sarcophagus is the visage of a sinister looking skeleton. Although there is nothing moving in the room, you hear the sound of bone gently striking bone.

The bones on the floor have two purposes. The first is to blind all opponents in the room, while the other is to create instability with footing. The monsters in this room, however, are not so handicapped. All player characters will take a -1 to hit because of the blinding effect, unless they have protection against bright or magical lights. They will also take a -1 because of the bones on the floor, unless they have a dexterity score of 17 or greater.

The five ropes are the life essence of the 5 juju zombies that serve to protect the Lord of Skulls in his time of awaiting the return of the demon. They were his chosen. If any approaches within 10' of the sarcophagus or touches one of the ropes, the juju zombie will slide down the rope. There is an illusion cast over the entire room making the ceiling appear to be 5' lower than it really is and the juju zombies hide above the illusion. If someone touches a rope, the juju zombie swooping down the rope gains a +4 to hit, all others will then follow at a +3. If anyone approaches the sarcophagus, the juju zombies will swoop down and attack at a +2 to hit. After that, they will attack normally. The juju zombies heads are painted as skulls and their lips are sewn shut with a very heavy black thread.

The sarcophagus on the north side of the room is trapped. If anyone opens the sarcophagus, the lid of which swings outward, the doors to the room will slam shut and a gas will begin to emit from the sarcophagus, completely filling the room. It is an inhalation paralyzing gas that the player characters must save versus poison or be paralyzed for 2-8 rounds. The juju zombies and the occupant of the sarcophagus are immune. The said occupant is the Lord of Skulls, now undead, and awaiting the return of the demon. Unless the demon has returned to take him to the planes, he does not wish to be

disturbed. He appears very similar to the other juju zombies, except his head is an entirely exposed skull with lights glowing brightly from each eye socket. He has a belt that has four white skulls and he holds in his hands one black skull that has red glowing eyes.

Juju zombie (5): AC 6; MV 9"; HD 3+12; hp 31, 25, 23, 21, 20; #AT 1; Dmg 3-12; SD: piercing and blunt weapons only do ½ damage, +1 magic weapon or better to hit, unaffected by mind spells such as *illusion*, *charm*, *holds*, etc., immune to poison, electricity, *magic missiles*, *death*, and *cold* spells, fire only causes ½ damage.

Lord of skulls (juju zombie): AC 6; MV 9"; HD 3+12; hp 36; #AT 1; Dmg, 3-12; SA: has the following spell-like abilities at will, once per round, as if a 6th level caster: *fear* (by touch only), *darkness*, *dispel magic*, and with its eyes it can cast a *ray of enfeeblement*; SD: piercing and blunt weapons only do ½ damage, +1 magic weapon or better to hit, unaffected by mind spells such as *illusion*, *charm*, *holds*, etc., immune to poison, electricity, *magic missiles*, *death*, and *cold* spells, fire only causes ½ damage. The four white skulls are exploding skulls. Thrown at the ground, they will explode for 3-18 points of damage, The black skull is an **ebon skull** that has rubies in its eye sockets. The holder of the skull can animate dead 3/day, create a *bonechain* of up to 16 skeletons 1/day, and cast a *blackmist* 1/day that inflicts 6-24 points of damage and failing a saving throw versus paralyzation, the individual will be unable to move for 1-10 rounds.

Treasure: Underneath the bones, in the center of the room, is a trap door that is 3' by 3' in size. The trap door has the markings of a skull which is a *glyph of warding*. Anyone touching the trap door will cause the glyph to explode for 3-24 hit points of damage. The trap door then opens to a 3' cubed space. Inside this space is a chest. There is no lock, but an identical skull depicted on the lid of the chest. This is another *glyph of warding* which will cause 3-24 hit points of damage, blasting outward, causing no damage to the contents. The contents are wrapped in black cloths. Inside the cloths are six crystal skulls with large rubies embedded in the eye sockets. Each skull is worth 5,000 gp.

100. TORTURE CHAMBER

The skull-lined corridor leading to this cavern is narrow, and the cavern itself is approximately 40' long and 10' wide. On the north side of the cavern are horizontal recesses in the wall, measuring 7' in length and being 2' high and 4' in depth. They are

stacked all the way up to the cavern ceiling. On the south side, at about 3' high are sets of chains fastened to the cavern wall that end on the cavern floor in manacles. These extend all along the southern wall of the cavern. Walking toward you from both directions are what appear to be the remnants of four humanoids: a human, two half-orcs, and a gnome, if what is left of their flesh eaten appearances are any indication.

The four humanoids are the last quasi-adventuring party to enter the reliquary. They were a merchant (the human), his guards (the half-orcs), and the gnome (the merchant's servant). On their way to Ungra Balan to sell their goods, they ended up on the island of mists and in the pagoda. The two half-orcs managed to get them to Xu Xian's prison, and lured by the possible endless wealth and treasure, the merchant forced his crew to become an adventuring party. They made it as far as this chamber when the buso in this chamber and area #98, attacked. They were paralyzed, chained to the southern wall, and slowly eaten. All four caught the infectious disease and became tagamaling buso. They have lost all of their individual abilities (except their hit points) and all they desire is to eat flesh.

This room served as a torture chamber for the earlier inhabitants of the island. They manacled the victims to the south wall, tortured them in the center of the room with various devices (all long gone), and then when dead, inserted them into burial recesses in the northern wall. It was very efficient.

The buso in this room often fights alongside the buso in area #98. If the player characters enter this room first, the buso in area #98 will join in the fight in three melee rounds.

There is a secret door in the eastern portion of this room that leads to area #102.

Buso (tagamaling): AC 5; MV 12"; HD 2 (merchant), 3 (gnome), and 5 (half-orcs); hp 8, 14, 26, 29 (respectively); #AT 3; Dmg 1-4/1-4/1-8.

Buso (tigbanua): AC 3 (reduced AC because of the metal helmet); MV 12"; HD 8 +2; hp 39; #AT 3; Dmg 1-6/1-6/1-10; SA: radiates fear in a 10' aura, creatures with less than 1 HD are automatically paralyzed, those over 1 HD must save vs. paralyzation. If the save fails the victim will remain paralyzed as long as the buso is within 10'; if a claw strikes, must save vs. death or contract a disease that may transform them into tagamaling buso.

101. BURIAL CHAMBER #4

The cavern corridor widens as it enters a large chamber that stretches south and east, and is approximately 30' by 30'. This chamber has recesses that are horizontal, most of which are empty. The floor of this cavern is entirely covered in bones.

This is another burial chamber. The buso tigbanua who lords over this chamber is found in the far north finger of the cavern. If anyone tries to enter the dead-end corridor, it will charge. If no one enters the corridor, it will remain hidden and try to attack the rear party member exiting the cavern by first using its aura of fear. There is no treasure in this cavern.

Buso (tigbanua): AC 4; MV 12"; HD 8 +2; hp 39; #AT 3; Dmg 1-6/1-6/1-10; SA: radiates fear in a 10' aura, creatures with less than 1 HD are automatically paralyzed, those over 1 HD must save vs. paralyzation. If the save fails the victim will remain paralyzed as long as the buso is within 10'; if a claw strikes, must save vs. death or contract a disease that may transform them into tagamaling buso.

102. THRONE OF SKULLS

You enter a cavern approximately 20' wide which continues southward into the darkness. There are no burial recesses in this cavern, but the floor, walls, and ceiling are nothing but skulls. The floor is covered in skulls of the exact same size and they are all set next to each other. Some clear material that has hardened was poured in-between them and it makes for a very smooth floor. There are double sets of 4' posts set equal distance apart that continue into the darkness and on top of each post is yet another skull

The player characters have entered the throne room of the Lord of the Skulls. The entire room, including the throne, is made of skulls. There are no creatures in this room because of the skulls mounted on the posts; even the buso are afraid of them. They serve as a form of ceremonial announcement and a means of protecting the Lord of the Skulls. If player characters want to cross this room to the throne, they will have to bypass the following sets of skulls.

Skull set #1 – Upon entry into the chamber, the first two skulls on posts will have their eyes light up and their mouths will move via a *magic mouth* spell. They will announce, "Intruders into the hall of skulls, crawl on your knees to the Lord of Skulls." If the

player characters remain at the level above the 4' posts, the skulls will begin to announce in a shouting voice, "Insolent fools, pay the price for denying your lord."

Skull set #2 – If the first set of skulls are ignored, when anything passes them, the second set of skulls' eyes will light up, their mouths will open and they will breathe out a *stinking cloud* spell covering a 20' by 20' area.

Skull set #3 – If the second set of skulls are bypassed, the third set of skulls' eyes will light up, burn with a high intensity, and fire off a *ray of enfeeblement* spell (6th level caster).

Skull set #4 – if the third set of skulls are bypassed, the fourth set of skulls' eyes will light up, their mouths will drop open, and they will breathe fire. 3-18 +3 points of damage. Those that save against breath weapons take half-damage.

Skull set #5 – if the fourth set of skulls are bypassed, the fifth set of skulls' eyes will light up, their mouths will drop open and they will begin to laugh by way of a *magic mouth* spell. When the player characters go to bypass them, they will explode for 1-6 hit points of damage. Those that save against breath weapon take half-damage.

Skull throne – the skull throne is made entirely of skulls. If the fifth set of skulls is bypassed, the large skull throne will suddenly shine with a red brilliance for every skulls' eyes on the throne will come to life with a bright red intensity. In the first round, the eyes will grow even brighter. In the second round, two of the skulls will explode for 1-6 hit points of damage. After the third round, six more skulls will explode, and finally, on the fourth round, every other skull on the throne will explode. The range is 30' in diameter and the total number of skulls on the throne is 462. Those realizing the error of their ways very quickly should be able to make it out of the room unharmed, those a bit slower, may face bone shards flying for 3-18 points of hit point damage. Those remaining near the throne, well, 462 d6 is likely to do anyone in.

103. TRAP DOOR GOBLIN SPIDER

The corridor bends in an easterly direction and widens to approximately 8' in width. In the distance, the light reaches the opening to a cavern.

As the party walks along this corridor, there is a trap door in the floor where lives a goblin spider. It can detect the vibrations of the party's movement and

will attempt to time their movement with the trap door opening and an attack. The goblin spider surprises on a 1-4 on a six-sided die. Once in combat, the goblin spider will grab the victim and pull them into the trap, closing the door behind them.

Goblin spider: AC 4; MV 18"; HD 6; hp 23; #AT 2; Dmg 1-8/1-8; SA: surprise on a 1-4 on a 1-6 die roll and if the spider hits with both attacks, it has grabbed the opponent, so that on the next round it will drag the victim into the trap door and close it; held victims take a -4 to hit; SD: +1 or better weapon to hit.

Treasure: In the pit are 8,460 cp, **potion of esp**, and a **ring of protection +2**.

104. DUNGEON OF THE DRELB

The passageway ends in a 20' diameter cavern that features an oversized fan on the southern wall depicting a full-sized cherry tree with blossoms and dozens of birds on its branches. A strong chill emanates from the cavern and the air begins to form an outline of some ghastly humanoid, floating in the center of the room.

The guardian of the secret door that lies behind the oversized fan is a drelb (haunting custodian), placed here to protect the treasure that is the white snake.

Drelb: AC 2; MV 6"; HD 5+3; hp 27; #AT 1; Dmg 3-12; SA: Chill, if a player is struck, a chill goes through their body, causing them to drop anything they are holding and collapse to the ground shivering (no saving throw). They will remain in this condition for one round. SD: They cannot be turned, magical weapons to hit, and silver weapons cause no damage unless they are magical, in which case they cause double damage.

Treasure: The fan that conceals the secret door folds with the two 6' long wooden pieces coming together to create a 6' long and 2' thick folded fan. It is valued at 1,000 gp.



105. THE TERRACOTTA ARMY

As the corridor gives way to an expansive cavern, magical lanterns light the full room with shadows and you realize the room is made of worked stone. The room is 50' wide and 70' long. Ten feet before you, the floor of the room drops 5' and does not rise back up until the last 10' of the room where in the center sits a large sepulcher. In the lowered floor stand 50 identical statues of soldiers made from what looks to be terracotta.

These statues are known as terracotta warriors that stand guard in this room preventing anyone from reaching the sepulcher at the back of the room. This large sepulcher measures 15' in length and is 5' wide. If the lid is removed, it will reveal a hidden staircase descending down and to the west.

Terra cotta warrior (50): AC 10; MV 12"; HD 1; hp 6 each; #AT 1; Dmg 1-6; SD: when a terra cotta warrior is reduced to 0 hit point it will explode causing 1-6 hit points of damage. The blast of the terra cotta warrior sends shards flying and affects the person striking the warrior and anyone within 5', although they may save for half-damage. The blast of a terra cotta warrior has no impact on the other warriors. The warriors appear to be wearing do-maru armor and wield katanas, but regardless of the type of attack, they only deal 1-6 hit points of damage.



106. GUARDIANS OF THE WHITE SNAKE

The door opens to reveal a 30' wide room that stretches back 40' to the east. There are two large statues of dog-faced lions that flank an archway on the eastern wall. The archway is filled with what looks like the darkness of night and a constellation of stars.

The statues of the dog-faced lions are currently statues of two foo creatures. Anyone entering the room will cause them to animate and come to life, having been returned from the astral plane because of the intrusion. The foo creatures (chaotic good) are here because they were convinced by the cleric (the turtle) to guard the white snake from evil doers because she is lawful good. They guard the entry into the astral plane, which is the means by which to travel to the prison of the white snake located in area #107. The foo creatures can speak most languages and will advise the player characters to leave or be destroyed. They will refer to the player characters as evil intruders, bent on destruction of all that is good, and they shall not obtain that which they seek. Attacking and destroying the foo creatures will create a problem for the player characters for they are the only means of traveling to her prison. The proper solution would be to convince the foo creatures that they are in fact good in nature and the cleric was evil. If they can be convinced, they will escort the player characters through the archway and to the prison of the white snake to assist in her rescue. Otherwise, entry through the archway will cause them to be lost on the astral plane forever, unless tethered in some manner or they have some ability to cross to the prison.

Foo creature (2): AC 0; MV 27"; HD 7+7; hp 48 each; #AT 3; Dmg 2-5/2-5/1-12; SA: strike at a +1 against evil creatures; SD: can become invisible at will; evil

creatures attack foo creatures at -1 on to hit and damage.



107. PRISON OF THE WHITE SNAKE

Having crossed the astral plane, you enter through an archway to find a raised dias, upon which rests an altar, and on the altar is a round golden disk on an upright stand that has a crisscross pattern. Resting on the altar and partially interlaced in the golden disk is a very large, python sized, white snake.

This is the prison of the white snake (nature spirit, lesser) and the love of Xu Xian. She will transform into her female form - a beautiful woman in white robes - to greet the player characters. Assuming the foo creatures assisted the player characters in arriving at her prison, they will also use the astral plane to carry all to the top level of the pagoda (partially to verify the party's claims that they are of a good alignment and intend to reunite her with Xu Xian). Xu Xian will thank the player characters for what they have done, then ask the foo creatures to return the party safely to their boats. Xu Xian and the white snake will then walk out of the top level of the pagoda and disappear in a bright white light. The entire island will then begin to shake and the foo creatures will transport the player characters to their boat and disappear.

Treasure: The gold disk, if taken by the party, is valued at 1,500 gp.

Note: It is possible that if the player characters ask, the white snake can lead them to any treasure in the reliquary (she has complete knowledge of the area around her lifeforce, which despite the prison being in the astral plane, remains the reliquary itself) and the foo creatures have the ability to transport them there.

White snake (nature spirit, lesser): AC 7; MV 12"; HD 2; hp 12; #AT 1, bite; Dmg, 1-8; SA: Can cast the following, at will, once per round: *become invisible*, *polymorph self*, *detect evil*, *detect magic*, and *detect harmony*.

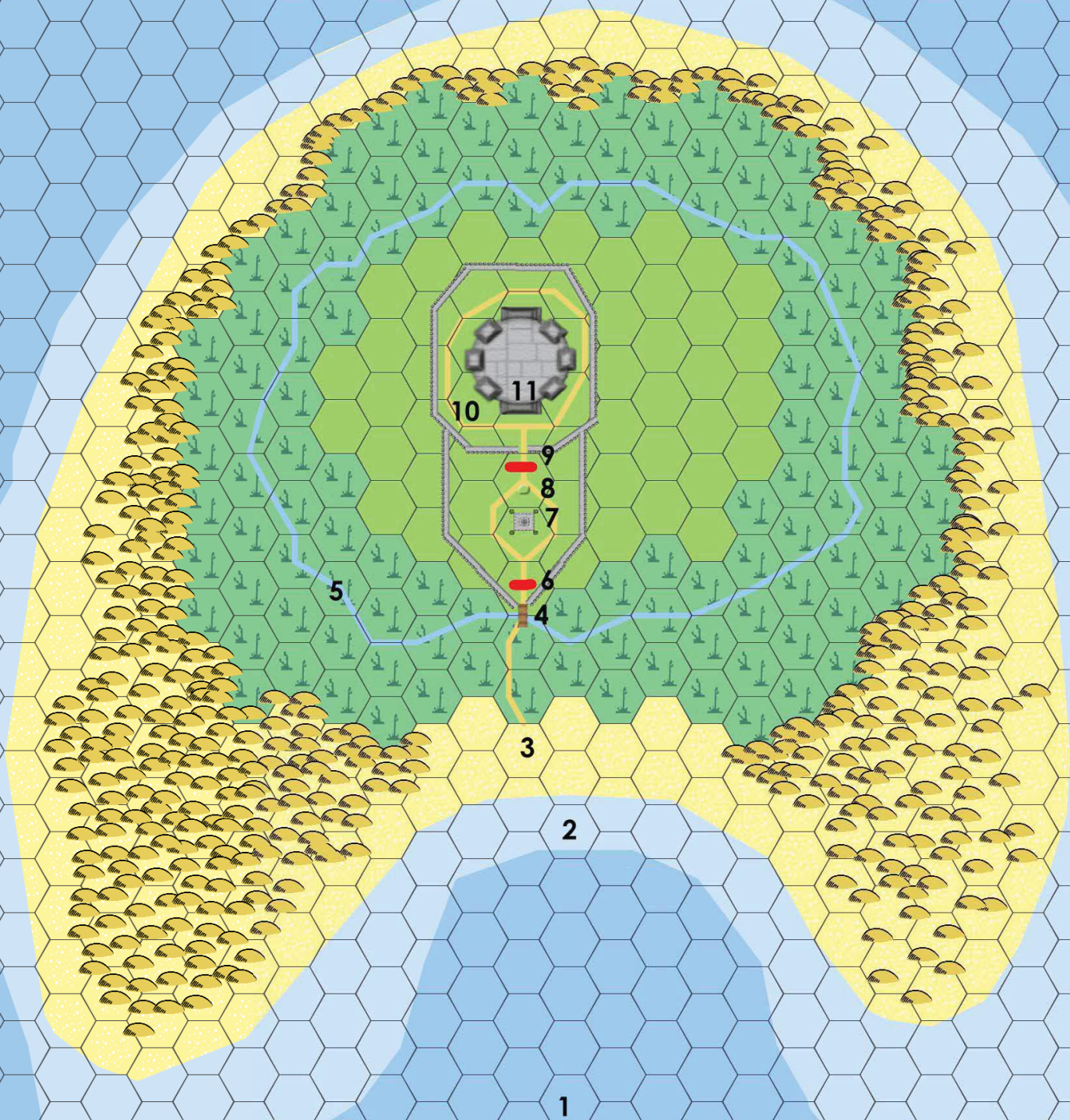


Conclusion

As the foo creatures disappear the island of the mist dragons will begin to shake, clearly posing a danger to the player characters. They can, however, safely launch their boats and move away from the island. From a safe distance they may watch the pagoda collapse and the island sink into the lake. The giant lung wang upon which the island has been moving for a thousand years is reverting to its original form, a simple turtle, thus causing the island to sink into the lake.

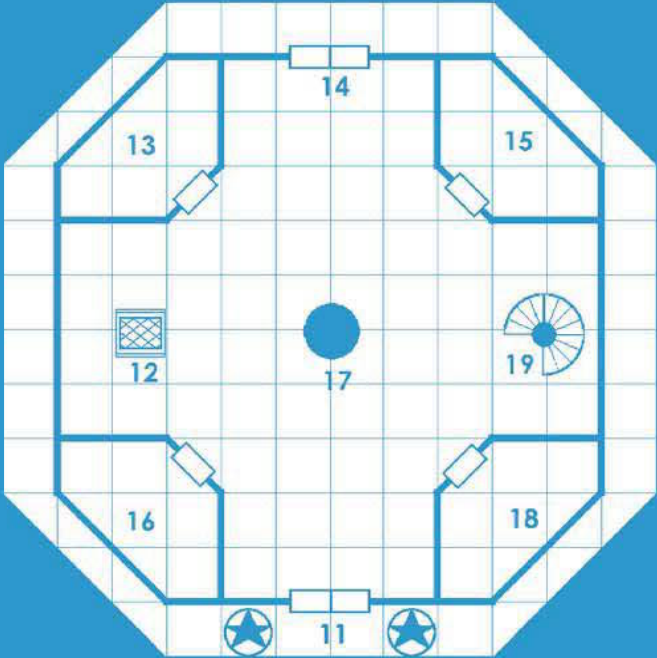
As the adventuring party begins to return to shore, they will find they are being followed by a very old turtle with a highly worn shell. The turtle will follow the party for most of the day, but eventually tire and turn away.

Island of the Mist Dragons

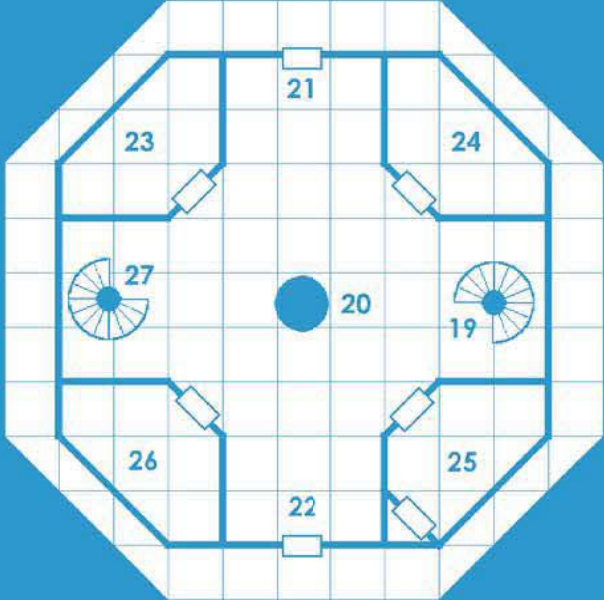


 = 30'

The Pagoda

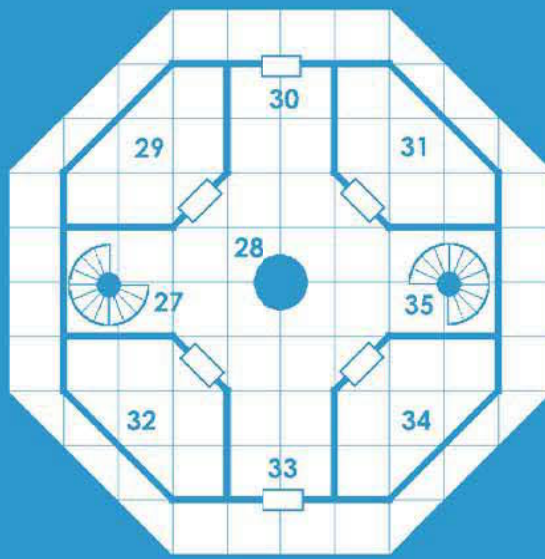


Level 1

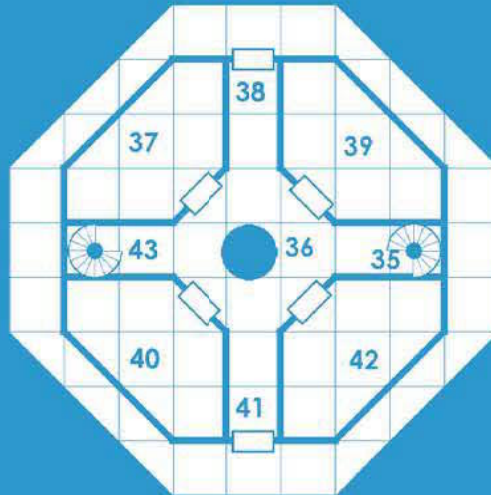


Level 2

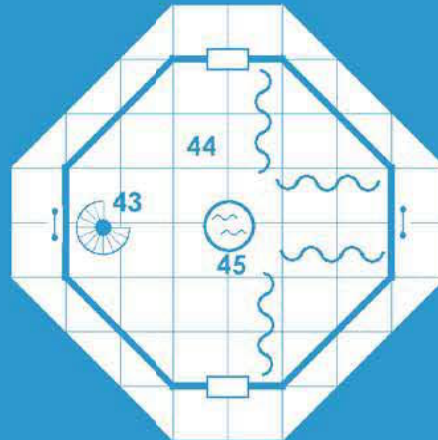
The Pagoda



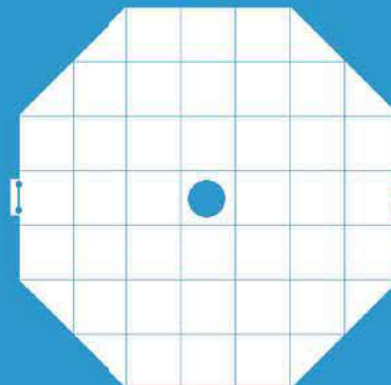
Level 3



Level 4



Level 5



Roof

■ = 10'

The Reliquary

