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Adventure Module G3 Cult of the Green Orb

By Extildepo

AN ADVENTURE FOR CHARACTER LEVELS 4-7

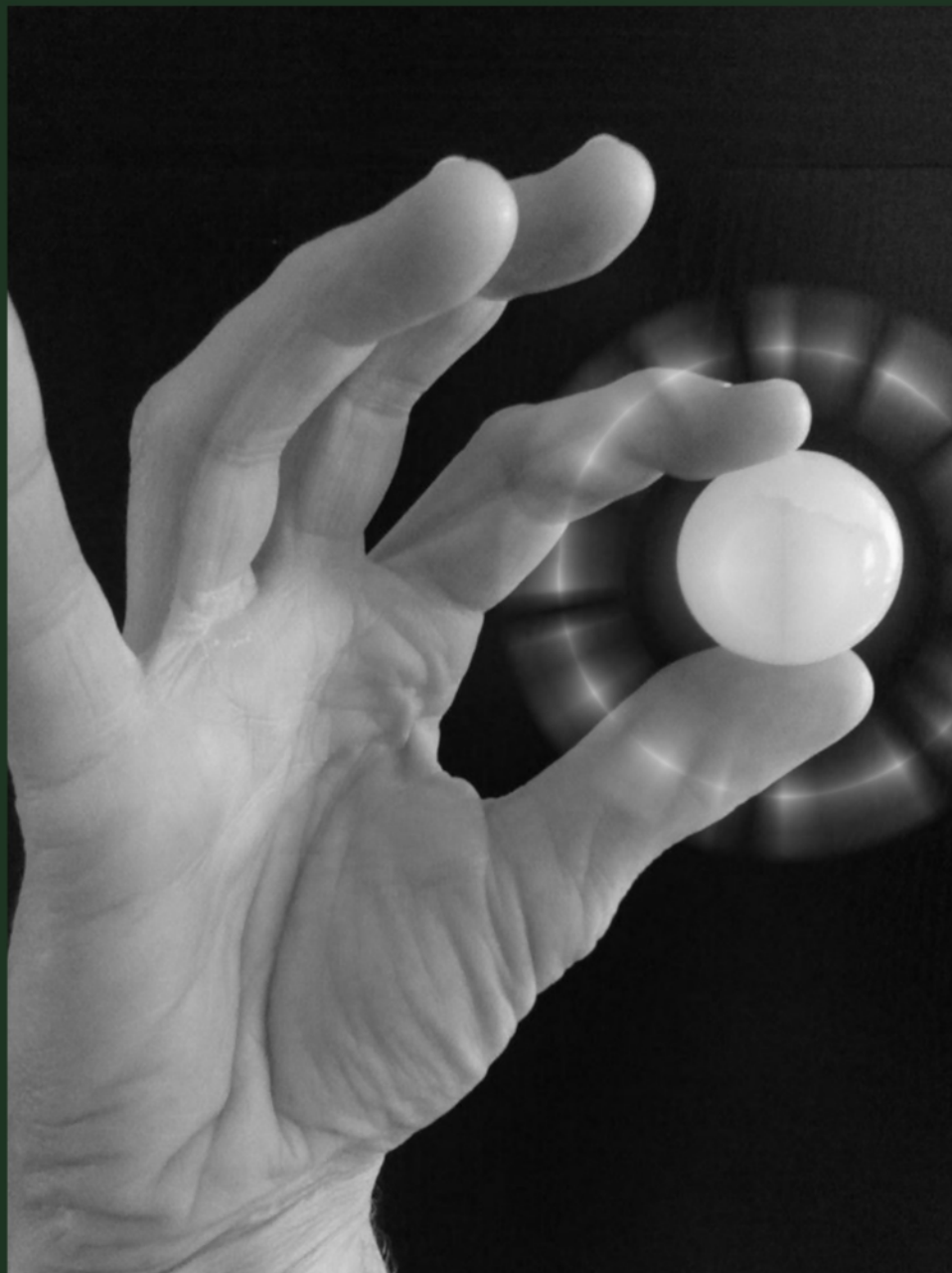


For half a century, life in the mining outpost of Piktown has been peaceful and prosperous until a strange green glow in the nearby mountain range rekindled a frightening legend from the past. Does this recent luminous phenomenon signal the return of the dreaded Cult of the Green Orb? The Overlord has hired you and your fellow adventurers to investigate and put an end to the troubling green glow! This module is a classic-style dungeon crawl meant for a single night's play, with plenty going on behind the scenes to keep players (and referees) interested.

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"Do not try to escape. You are in my control. Look at me: I am the sum of all evils. Look carefully. My power infests all times, all galaxies, all dimensions...many seek me out...But see how I destroy their lives..." (from the film, Heavy Metal, 1981)

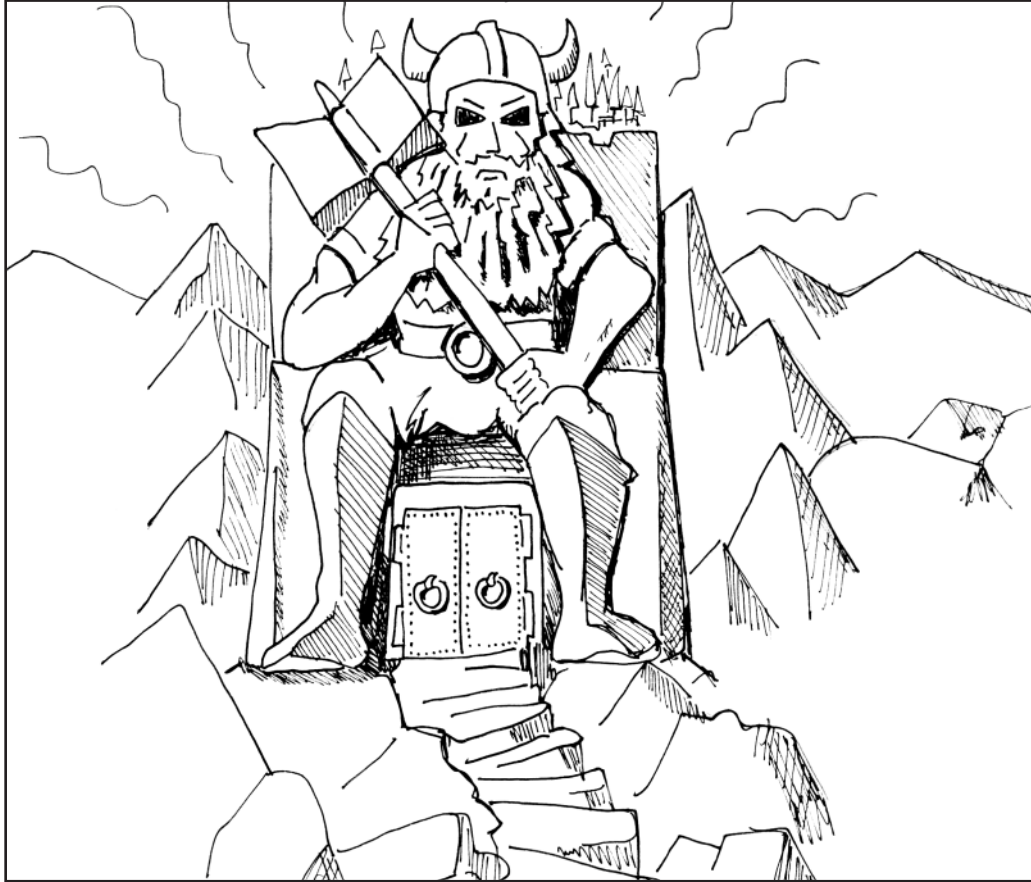


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Introduction

The *Cult of the Green Orb* is a **Swords and Wizardry**** compatible adventure for characters levels 4 to 7. It is designed to be a single-session adventure and is generic enough to fit into an ongoing campaign. That said, there is plenty here for an enterprising referee to expand upon if a longer multi-session adventure is desired. This module presents a very clear goal for the PCs: determine the cause of the mysterious green glow in the mountains and destroy it. This should quickly bring the PCs to a site known as **Azul Rik**, an abandoned dwarven citadel. There are two ways to begin this adventure: you can simply read the background information provided to the players and have the PCs start the adventure at the entrance to Azul Rik, or you can have a short in-town investigation where PCs can learn additional rumors, followed by a short journey to Azul Rik where they will meet Kritus, an interesting NPC who is more than he seems. These additional elements can bring more depth and motivation to an otherwise standard dungeon crawl.

Some geographic points of interest have been named throughout. These include the City-State of **Kordivae**, **Piktown**, the **Biore Mountain Range**, the **Red Wastes**, and the hidden temple, Azul Rik. These geographical features could be shoehorned into an existing milieu or the referee may choose to place Azul Rik and Piktown (the foci of this adventure) in and around a mountain range near a large city.

Background

At the referee's option, the following can be read out loud to the players:

Centuries ago a band of foolhardy adventurers were sent on a mission to deliver a mysterious green orb known as the Loknaar to a long-forgotten recipient in the Red Wastes (beyond the Boire Mountains). Leading this ill-fated company was a dwarf general named Zed Nafarus. Unknown to Zed and his companions, the Loknaar is now understood to be an artifact of great evil. It is said that the company never made it to the Red Wastes but instead went off course and found themselves wandering

the halls of Azul Rik (or in common, "The Iron King") - a long-forsaken dwarven stronghold so named for its huge and foreboding edifice. In hindsight, this was probably the work of the Loknaar itself, for within the halls of Azul Rik the company evidently met their doom.

Three centuries passed. Zed and the Loknaar were forgotten until one fateful day Zed came down from the mountains, bearing the Loknaar on a chain around his neck. The nefarious orb apparently granted the dwarf-warrior eternal youth, but also corrupted his soul, for he had about him an "eerie green glow" and brought with him an army of undead and hideous underworld monsters. Zed and his unholy army mercilessly razed the nearby village of Piktown. News spread to the city-state of Kordivae and an army was quickly mustered. Sadly, mere mortal soldiers were no match for this enchanted warrior and his netherworld army. Fearing the worst, the Overlord called upon a powerful priest-turned-sorcerer named Dredtchelich The Robe to lead the Kordivian troops and join the fray. With the aid of Dredtchelich the Kordivian army was able to push Zed and his few remaining minions back into Azul Rik. This small victory, a mere retreat, was not enough for Dredtchelich who vowed to "destroy the source of the evil - the Loknaar itself!" Alone Dredtchelich followed Zed into the stronghold, sealing the great iron doors behind him, never to be seen again.

Nobody knows for certain what really happened inside Azul Rik. Most believe that Dredtchelich defeated Zed, while some say they both perished in a great mystical battle. What is certain is that there has been a period of peace. In the last few decades, the village of Piktown was rebuilt. Farming, mining, and trade have fully resumed. Life has been good for the people of Piktown - that is until one evening a small but ominous green glow could be spotted on the mountain range! Sages confirmed that the location of the eerie light corresponds with the location of Azul Rik! An expedition has been commissioned by the Overlord of Kordivae. You and your company have been hired to find out what is causing this green glow, to determine if the evil at Azul Rik has indeed risen again, and (most importantly) to put a stop to it!

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If you wish to forgo the in-town adventure and the journey to Azul Rik, read the following to your players:

After spending a few days lodging at The Fallen Dwarf (Piktown's only tavern and inn) and speaking to both the locals as well as passing merchants, you have now journeyed for three days along the mountain pass to the ancient dwarven citadel, Azul Rik. You stand before the great Iron King edifice. At the top of the 50-foot hewn stone stairway, between the likeness of two huge boots, you see a closed set of iron doors.

Referee's Background

Dredtchelich The Robe was never motivated by altruism. He desired the Loknaar all to himself. Driving Zed and his army back was purely a means to an end. Using his magical prowess to trick and defeat Zed, the mad sorcerer quickly took possession of the Loknaar and sequestered himself away in the halls Azul Rik. Once there, he set to work creating a laboratory as well as repairing and repopulating the ancient dwarven stronghold for his own twisted use. He would occasionally don a disguise and travel to Piktown to procure supplies. He even acquired a young apprentice: a local named Anthony. For the most part, Dredtchelich stayed within the walls of Azul Rik, tirelessly researching (perhaps obsessing over) the power of the orb. Eventually something went terribly wrong for both Dredtchelich and his apprentice. In an experiment gone afoul Dredtchelich was somehow imprisoned inside the Loknaar itself. This left a stronghold teeming with summoned and gated aberrations left to fester over the decades.

A few weeks ago, a wandering band of Lizardmen travelling by boat along the northern mountain waterways discovered the back entrance into Azul Rik via a large cavern-lagoon (see area 17). They explored the place (suffering many casualties) but one lizardman named Mengo found the Loknaar. That experience transformed this lowly peon into a powerful Lizard King, controlled by the will of the Loknaar. Mengo had the evil orb taken back to the lagoon where the lizard men worship it as a god. This worship has fed the Loknaar more psychic power causing it to expand in size. Its eerie luminescence now floods the cavern-lagoon, reflecting off the surface

of the nearby lake and mountains. As a result, this light can be seen from Piktown and nearby caravan routes! Under the influence of the Loknaar, Mengo has maniacal plans for Azul Rik and the minions that dwell therein. His latest scheme is to subdue a long-slumbering green dragon that his men have managed not to awaken. With the subdued dragon under his command Mengo plans to take Piktown for his own.

Suggested Levels and Magic Items

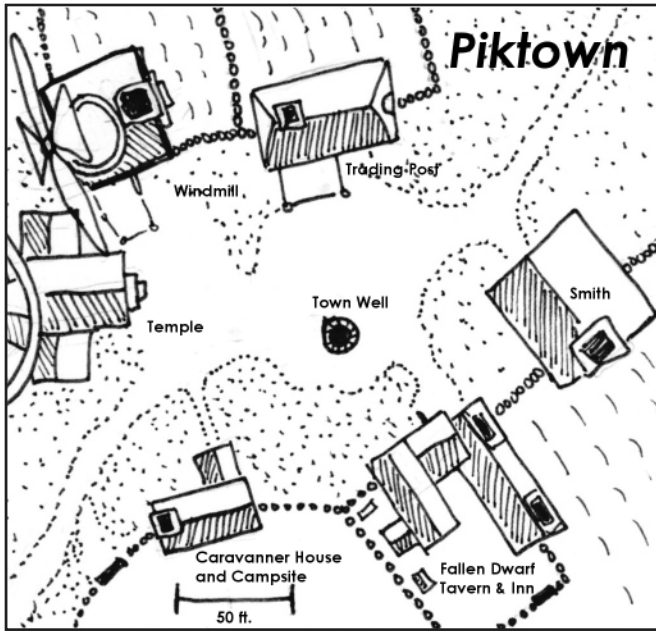
The party should be between 5 and 7 individuals of levels 4 through to 7. If creating a party specifically for this module, the suggested level per class type is as follows:

Fighters, Clerics, Magic Users (and sub-classes)	Level 5
Thief (and sub-classes)	Level 6
Fighter/Thief	Levels 4/5
Fighter / Magic User	Levels 4/4

We highly recommend the following magic items, granted by the Overlord to the party: no less than 2 cure disease scrolls, no less than 6 cure light wounds potions, no less than 2 sliver daggers, and no less than two +1 or higher weapons.

Piktown

Piktown (population 300) is a very small village-outpost. The largest buildings are, the windmill, the Fallen Dwarf Tavern & Inn, the trading post, and the temple to the prophet Asmund. Piktown is not the focus of this module although I have provided a sketch of the village. The Party can procure basic equipment, find hirelings, and hear a few rumors in Piktown. Traveling merchant caravans as well as mercenary types (potential hirelings) do stop at the Fallen Dwarf on their way to Kordivae. Almost every local can relate the events outlined in the Background above but if you wish to include an in-town adventure, I have provided the following notable NPCs (and additional rumors):



Jackson Baer (The Trading Post Proprietor):

Being in his early 30's, Jackson is young for his position. Boisterous and barrel-chested, he has a thick black beard and strong features. He has taken over the trading post after the death of his father, Joal Baer, who was killed by a green dragon named Cylith when Jackson was about ten years old (see below).

On Azul Rik: "For well over twenty years, I've seen plenty a party venture out into the Boire Mountains in search of Azul Rik. I'm sure they had no problems finding the place, for none have yet to return! I have my theory as to why..." (he pauses then pounds his fist on the counter) "Cylith! That's her name! She's a terrible and insatiable wyrm, and green! She came down from the Boire Mountains and raided the caravan routes for weeks between here and Kordivae. I was but a child when my father, while away on a trading mission, was taken by her! (he pauses again, reflecting) Then, as quickly as it started, her raids stopped. Not unusual for dragons I hear, her gullet being full of caravanners. She probably went down for a long slumber, as dragons do. You would do well to find her sleeping and slit her throat!"

On Cylith (the green dragon): "Caravanners who pass through say that Cylith was last seen flying back to the Boire, and, some would say, Azul Rik. They say old dragons prefer to roost in forgotten dwarven halls. If you're asking me, I think that's what that eerie light is all about. I don't go in for that Loknaar hocus pocus. That sly dragon's been waiting for us to rebuild our lives before striking again."

On the Loknaar: "If you ask me, there's not much to the Loknaar. It was just a haunted trinket and is probably buried

somewhere in that dwarf citadel along with the rest of Cylith's booty. That warlock Dredtchelich and his lucky, Anthony were probably eaten too. I think people should be more concerned about Cylith. I bet she's laid some eggs up on that mountain and they're about to hatch!"

On Dredtchelich and Anthony: "Who's Anthony, you ask? He was a local ne'er-do-well who went off with Dredtchelich. Oh, don't believe what most will tell you, that old warlock lived long after the great battle here in Piktown! He was holed up there in Azul Rik. It's the perfect spot for an old warlock like that. He would come down in disguise, dressed like an old hermit to get supplies. "Kritus," the hermit. (guffaws) My father recognized him well though. Keen eye he had. Eventually, it was Anthony who would come down, disguised as Kritus. Dredtchelich was a trickster, he was. But like I said, their bones are probably rotting in that dragon's gut now."

Father Nim Adeal (The Village Priest):

Nim Adeal is in his mid-60s, overweight and bald. He has thick ever-grinning lips and a round gnomish face. He has a lisp and his voice squeaks when saying names. Nim was present at the Great Battle.

On Dredtchelich or the Green Glow: "By Asmund, I fear the green glow is undoubtedly the work of that heretic, Dredtchelich. I do not believe, as the tales say, that he perished in the halls of Azul Rik after the great battle. I've read of that foul heathen in my seminary days. He is well-studied as the subject of a moral tale. It was unwise and sinful for the Overlord to even associate with such a damned person, let alone put him in command of gallant Kordivian warriors! I fear this whole town has a penance to pay for shaking hands with the devil, if you get my meaning. That warlock surely plans to lay waste to Piktown, Kordivae, the whole realm! That unholy glow is but an omen of his festering power."

"There are some who say that Dredtchelich often walked among the townsfolk in disguise, yes. Some suspect that he is the hermit, Kritus. But Kritus has not been seen in these parts for decades and what little I did see of him seemed ordinary to me."

On the Mountains: "It is well-known that vile and ungodly subhuman creatures live in those mountains. One would suspect that Dredtchelich has recruited them into his service. The Loknaar (he spits on the ground and genuflects after saying the name) is but a tool to some greater plot. I pray for the innocent souls of our village. Most of the young flock here were not born before those days and they will suffer for their elder's shortcomings!"

On Azul Rik: *“Azul Rik is an ancient dwarven citadel and the final resting place of Rik Orin, the great Iron King-Prophet of the ancient dwarves who once dwelled in the Boire Mountains. That gallant race is extinct now, but the Kronarians (local dwarves) still regard the place as sacred. They believe that the site is hostile to non-dwarves and that any party who dare enter better have a dwarf among their rank or the spirits that dwell there will seek to destroy them. Such superstitious nonsense if you ask me! It is most-like Dredtchelich to use superstition as a shield. Such a place would provide the perfect hideaway for a diabolical soul such as he!”*

On Cylith (the green dragon): *“That green dragon, Cylith, I suspect, was conjured by Dredtchelich, and nothing more than an elaborate ruse to keep our minds away from him. That would explain her sudden disappearance, perhaps she was sent back to whatever hell she came from.”*

Celine Farthrower (The tavern/inn proprietor)

Celine is a middle-aged woman with a distinguished look. Her eyes are serious and piercing. She can hold her own and takes little guff. Sharp and quick to temper, the locals treat her with the upmost respect.

On the Green Glow: *“I suspect it is the work of Dredtchelich. My father, rest his soul, often spoke of the great battle and that fallen dwarf general, Zed. The cursed orb, the Loknaar, had defiled him, turned him into a powerful force, but a force of evil. ‘Evil unchecked attracts evil,’ my father would say. Dredtchelich saw in this conflict a means to an end – obtaining the Loknaar for himself! My father used to also say, ‘history is doomed to repeat itself.’ The green light is a bad omen, I tell you. It is only a matter of time before that warlock comes down with an army, just as Zed did half a century ago.”*

On Dredtchelich: *“He lives! And I believe I’ve seen him with mine own eyes! There used to be an odd customer who would come down with the caravanners every few years. Wore a mask to conceal his face. Said it was, ‘to hide my battle scars, too hideous for tender hearts to see.’ Oh, but I never trusted the fellow. He would have one strong drink and then leave. He wore gloves too. Never saw any of his skin. Folks say, people like that can’t be trusted. Haven’t seen him in a quite a while, maybe fifteen, twenty years.”*

On Kritus: *“He would come in for the occasional meal once every few months. Haven’t seen the old man in nearly ten years! People who think Kritus is Dredtchelich are dead wrong. He’s just a hermit, a bit mad but harmless. Probably dead now, rest his soul.”*

On Cylith (the green dragon): *“I remember caravanners speaking about her. Don’t know much about dragons. My feeling is that she was slain some years ago.”*

Other Townsfolk

Locals will be unwilling to actually take the PCs to Azul Rik although they will seem grateful that the PCs are going to investigate the glow. They will be forthcoming and helpful, even providing detailed directions, perhaps a map to the site, and any available mundane equipment (25% discounted price). Certain "mercenary-type" travelers may be convinced to join the party. These will be found among the caravanners who pass through the town. However, unless a dwarf, their knowledge of the site will be limited. Any dwarf mercenary will be willing to join the party, for they will be eager to “cleanse our sacred ground of any interlopers who disturb the great King.” Note however, such a hire will not condone taking treasure or artifacts that clearly belonged to ancestors.

The Road to Azul Rik

To get to Azul Rik the party must follow the Old Mountain Pass which leads North out of Piktown. The pass follows a river flowing out of the mountains. It begins as a deeply cleft country lane and eventually becomes a canyon with towering cliff faces (over 50’). The river, once pleasant and teeming with life, also becomes faster and more treacherous as the elevation rises. The pass begins to curve northeast over a day’s travel. When the pass begins to turn due north again the party should take a side-trail that leads up out of the canyon into a rocky evergreen forest trail that then leads due east. The edifice of Azul Rik (a huge and stoic dwarf warrior bearing an axe and seated on a throne) can be seen at this point and at night the ominous green glow is a clear beacon to the place. Astute members of the party will notice the green glow seems to come from behind Azul Rik, back-lighting the dwarven-king edifice. The whole journey takes about 3 days on foot.

Kritus the Mad Hermit (Anthony the Apprentice)

Living in a small cave along the canyon wall is Kritus, the Mad Hermit. Kritus will spy on any party that travels the canyon-pass. Rangers, elves, thieves, and halflings will likely spot Kritus daftly hiding behind some bush or boulder. Kritus has not been to Piktown

for many years and there are those who suspect that he is in fact Dredtchelich in disguise (see other NPCs above). Kritus, or rather this version of him, is in fact Anthony, Dredtchelich's apprentice. The "real" Kritus died many years ago. Anthony, who is now himself elderly, suffers from a form of madness and has permanently assumed the identity of Kritus. He truly believes he is the old hermit. Kritus is small in stature and frail. He wears a brown robe and carries a knotted walking stick (actually a staff of beguiling). Hidden within his robes is a +3 dagger. These objects are relics from his days as Dredtchelich's apprentice.

Although reclusive and weary of visitors, Kritus will warm to non-hostile parties. Kritus, is neutral good (while Anthony is chaotic evil). He may even invite them into his cave for a sort of tea he makes from local roots (tastes awful but will boost constitution by 3 points for 24 hours). He will be willing to take the party to Azul Rik, or "the great stone dwarf," in return for food and a few coins. Kritus can open the doors to Azul Rik and he will make this clear: "*Kritus knows the ancient password that unseals the great dwarf doors!*" If asked how he knows this he will say, "*Alas, Kritus has forgotten. Perhaps the ancient ones have whispered it to Kritus through the winds. They speak to old Kritus from time to time.*"

If asked about Dredtchelich or the Loknaar, Kritus will answer: "*Who? What? Kritus knows not of these things!*"

If asked about the green glow fear will flash across his face: "*The dragon! The dragon!*" and will become incomprehensible and agitated.

Hidden under some ratty blankets in Kritus' cave is a small chest containing more relics from his apprentice days. These include the following items:

Spell Scroll (Fireball, Burning Hands, Wall of Flame)

Enchanted Dagger (+3)

Six Silver Daggers

Vial of Potion of Gaseous Form

If these items are discovered, Kritus will covet them as "*precious gifts from the ancient ones.*" Kritus can cast the following spells once per day: sleep, light, magic missile, and burning hands. He subconsciously knows the incantations and casts as a 4th-level magic user. This ability is a vestige left in his memory. They feel natural to him and he does not recognize them as "spells." He will only cast these spells if seriously provoked or in

danger. Kritus does not know the true nature of his staff and cannot use it unless his memory is jarred (see below).

If Kritus accompanies the party into Azul Rik, he will begin to have flashbacks of his former self and will sabotage the party in passive and subconscious ways. The deeper into the dungeon he follows them, the more his original personality will return (eventually making him hostile to the party and granting him full access to his staff's power). Here are some of the ways Kritus may "unknowingly" sabotage the party:

A. Kritus will speak the password, "Rik Orin" but will not inform the party that the doors automatically shut due to pressure plates. He has "forgotten" the password that re-opens them ("Hiazulrik," the dwarven word for "Hail to the Iron King")

B. When no one is looking, he will turn on the gas in area 2

C. He will "accidentally" push a party member into the water in areas 5 and 18

D. He will disturb the chalk circle in area 8, allowing the second-category demon to attack the party

E. He will always lead the party towards danger. Although he does not know about the lizard men, he knows of the troll's head (area 18), Tomb to the Fallen King (area 15) and the Hidden Grotto (area 27).

F. He subconsciously seeks the Loknaar for himself and will lead the party to Dredtchelich's Antichamber (area 9) and Study (area 10) where the Loknaar was last seen.

G. If given the choice, he will lead the party to his old quarters (area 24)

Kritus' memory will fully return upon entering his old quarters (area 24). He will start to fidget and may attack the party in a fit of suppressed rage. Anthony seeks the Loknaar for himself (and the Loknaar will favor him as a possessor). Once he is the possessor of the Loknaar, his spell-casting ability will return. When his memory is fully returned, Anthony is a level-9 magic user. In addition to its stated benefits (see area 17), the Loknaar will grant Anthony access to the following spells: magic missile x4, strength, web, phantasmal forces, fireball x 2, lightning bolt, ice storm, dimension door, and animate dead

Kritus (Anthony): Level 9 MU; AC 9 [10]; Atk staff (1d4)/spell; Move 12; Save 7; AL C; CL/XP 9/900; Special: spells; HP 20

Random Wilderness Encounters

The canyon-pass and forest trail to Azul Rik is populated by animals, monsters, and lizardmen patrols. Check for random encounters at dusk, midnight and dawn.

Roll D12

1-2 : Grizzly Bear

3-6: Lizardmen (patrol)

7-9: Giant Eagle

10-11: Giant Stag

12: Owlbear

Random Wilderness Encounter Stats

Grizzly Bear (1): HD 6; AC 6 [13]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 11; AL N; CL/XP 6/400; Special: Hug (2d6); HP 30

Lizardmen (5): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; 11 each (Near Azul Rik, patrolling the pass; typically 5 Lizardmen per encounter, 2 Javelin 3 Sword)

Giant Eagle (1-4): HD 4; AC 7 [12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (Fly 24); Save 13; AL N; CL/XP 5/240; Special: None; HP 20

Giant Stag (1): HD 4; AC 7 [12]; Atk 2 antlers (2d6); Move 20; Save 13; AL N; CL/XP 4/120; Special: None; HP 20

Owlbear (1): HD 5+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+; HP: 26

The Halls of Azul Rik

The halls of Azul Rik are well constructed with tight brickwork and vaulted 20-foot ceilings. Unless otherwise noted, all doors are made of oak with iron braces and have very complex locks. As a rule, all doors swing into a room with hinges on the inside-right. All doors are either locked or stuck due to temperature and humidity flux (50/50 chance or referee's option). Concealed doors blend in perfectly with the masonry and will be hard to spot even for elves (but not dwarves who will spot them without active searching 1 in 6 times). Active searching for one

whole turn will reveal a concealed door. All pillars are made of aquamarine marble mined from the Biore Mountains.

1. ENTRANCE:

The massive (5'x10' each) iron double doors are locked and very heavy. If the locks are successfully picked or the password, "Rik Orin," is spoken, the doors will slowly swing open automatically. It takes 2 rounds for them to fully open. These doors are so well-made and oiled that they make virtually no sound. When the party pass over pressure points A, B or C, the doors will automatically close (in 2 rounds). They can be opened from inside by speaking the password "Hiazolrik."

Legend says the eyes of the dwarf-king edifice once housed huge rubies, but these have been pilfered long ago by Dredtchelich and his apprentice. Once inside the PCs will find a mutilated and rotting lizardman body - the victim of a gas spore infestation. Four rabid giant rats are feeding on the corpse.

Giant Rats (4): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased; HP 2 each

2. GAS KITCHEN:

This room was once a kitchen and contains a gas oven that is still hooked up to a working valve. All other remnants of this room's former purpose are now missing. The valve (a large lever on the east wall) was shut off by Dredtchelich centuries ago but it can easily be turned back on to flood the room with odorless and colorless gas (it takes 2 melee rounds to fully flood the room). Any dwarf may recognize this straight away (50%) for these gas ovens are common in their underworld cities. If the PCs spend more than 5 rounds in a flooded room they will become lightheaded (treat as mildly intoxicated). For each successive round the intoxication effects will increase. If a flooded room is ignited (i.e. a torch is brought near the oven, or a torch or lantern is lit) the gas will explode and all creatures inside the room take 3d6 points of damage. Creatures just outside the door may make a save to avoid heat and shrapnel damage.

Lurking outside this room, around the east corridor, is a gas spore. This creature mindlessly floats around but is attracted to loud noises (e.g. shouting and other monsters). It will follow loud parties. If the gas spore is exploded within 10 feet of the flooded kitchen the kitchen will subsequently ignite (effectively doubling the damage for all within range).

Gas Spore: HD 1d4 hp; AC 9 [10]; Atk 1 touch (disease); Move 0 (Fly 3); Save 18; AL N; CL/XP 4/120; Special: explodes when struck causing damage in a 20' radius, half damage if save vs wands, cure disease within 24 hours or die horribly, attacks as 3HD monster; HP 2

3. FUNGI GARDEN:

Dredtchelich The Robe was fond of fungi and this is one of his "gardens," left to fester over the decades. Despite this neglect, a clear path leading through the garden still remains. Most of the very large luminous mushrooms are ordinary but among them (marked by S and X, respectively) are 6 violet fungi and 5 shriekers. Near the end of the path, leading to the next room, there is the rotted but nearly intact corpse of a lizardman. Upon further inspection one might realize that the major organs are missing.

Violet Fungus (6): HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot; HP 15 each

Shrieker (5): HD 3; AC 7[12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek (attracts wandering monsters); HP 15 each

3B. TENDRICULOS:

Attached to the East wall lives a tendriculos. This carnivorous plant lies waiting for the next hapless victim to come within reach of its tendrils (i.e. close enough to inspect the lizardman corpse).

Tendriculos: HD 8; AC 4[15]; Atk 2 tendrils (1d6), 1 bite (2d6); Move 9; Save 8; AL N; CL/XP 9/1100; Special: Swallow whole; HP 40

4. EMPTY CELLS:

This is where the prisoners of Azul Rik awaited trial. They are all empty and each cell door looks as though it has been forced open. Some shackles are missing or broken off at the chain. A few bones (some goblinoid) litter the cells. This place was once full of long-dead prisoners of the Iron King, but they were raised long ago by the Loknaar for Zed's army.

5. HOLDING CELL:

Once a holding cell for numerous prisoners this room is now empty.



5B. POOL ROOM:

The floor of this room is completely collapsed and flooded by the underground waterway making it a virtual pool with no ledge. Living in the depths here are 2 hungry Giant Pike.

Pike, Giant (3): HD 4; AC 5 [14]; Atk 1 bite (4d4); Move (Swim 36); Save 16; AL N; CL/XP 5/; Special: Surprise 1-4, Swallow whole; HP 20 each

6. ANTECHAMBER:

Beyond a pair of massive wooden doors is a great antechamber to the throne room (area 7). It is littered with bones of all types and species (e.g., animal, men, goblinoid, unknown) and in the middle of the room there appears to be a huge 5x10-foot solid gold dais (10,000 gps in weight) which is not oriented as a dais would be (i.e. it is slightly askew). This was the site of a showdown between Zed's original company and a bone golem more than three centuries ago. All that remains now of the struggle are shards of bones. Some of the bones belong to the victims of the golem. Coming from behind the wooden doors there is the faint smell of chlorine (caused by Cylith's snoring).

Upon close inspection, the dais proves to actually be an unhinged door, not unlike the great double iron doors seen at the entrance. Since there is only one, it should beg the question: where is the missing solid gold door? Outside the west entrance to this room there is a hidden pressure panel (marked by an "X"). Any man-sized creature will trigger the pressure panel and a portcullis will begin to drop (1 round), blocking off the west entrance. The great doors leading to the throne room are wooden and appear of makeshift quality compared to other doors in the keep - obviously cheap replacements for the opulent gold doors. They are not locked but because of their size and poor construction they are stuck.

7. THE THRONE ROOM:

This once opulent palace throne room is now the domain of a young adult green dragon, named Cylith. She took up residence here about 23 years ago. She is the very dragon townsfolk and travelers speak about raiding caravan routes between Piktown and Kordivae. Cylith slumbers on a bed of coins in front of the steps leading up to the solid gold and jewel encrusted Dwarven King throne. Around her, spread on the floor and in various-sized chests (some unopened, others spilled open) are the fruits of her

caravan raids. The dragon can access the outside world via the collapsed floor in the northwest corner which is flooded by the underground river. She dives into the river and exits out the cavern-lagoon (area 17). So far, the lizardmen have been careful not to wake the dragon. Opening the double wooden doors (south entrance) will awaken her unless special precautions are taken. Entering the room through the concealed door on the east wall, or coming up via the river, may not awaken her (referee's discretion).

Mengo and his cult are planning an assault on Cylith. He is not aware of the concealed door and so he plans to send his men into the lair via the river (with reinforcements waiting in area 6). This mobilization and assault will begin 24-48 hours after the PCs have entered Azul Rik. The exact timing is up to the referee. A rebel faction of lizardmen (see areas 28 and 29) will mobilize against this assault. The rebels have a mole among the Cult of the Green Orb.

Cylith, Green Dragon: HD 8; AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 8; AL C; CL/XP 10/1400; Special: breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base for 32 points of damage (16 if save vs breath), can breathe 3 times per day, spells (once per day): affect normal fire, charm person, magic missile, sleep; HP 32

Cylith's Hoard: Cylith raided merchants along the trade roads for a few years before going back to sleep. She tended to focus on the money boxes and happily accepted bribes. Spread on the floor is a "bed" of coins: 20,000 cp, 10,000 sp, 5000 gp, 1000 pp and 15 large gems (all major gems worth up to 300 gp each). There are six chests: three of which have been overturned, their contents spilled onto the floor, and 3 of which remain locked and contain: 5000 cp, 2000 sp and 500 gp each. Mixed in among the coins and gems are 3 swords of exceptional quality (+1 each) and a +2 metal buckler shield. One of the 3 locked chests contains a fireball scroll.

8. ANCIENT SUMMONING ROOM:

The first thing the PCs will notice about this room is a foul stench and then a frightening statue: a ten-foot tall representation of some amorphous eldritch horror, composed of red and ochre primordial ooze and pockmarked with hundreds, nay, thousands of eyes and orifices of every kind, painstakingly rendered to the finest detail, each one spewing forth or leaking

some unnamable brown viscous substance. The thing looks as though it could spring to life at any moment. The statue is painted to look matte but close inspection (by way of scratching the surface) will reveal that it is actually solid gold (10,000gp in weight)! This statue was made from the missing second gold door (see area 6). This room was used to summon demons into the prime material plane and contains all the required paraphernalia to do so, including a strangely luminescent chalk circle pentagram in the northeast corner, black candles, a small brazier with long-dead coals, a small wooden chest containing parchment, pieces of chalk, several small glass vials of what looks like dried blood, and various dried phosphorous pigments (these are now worthless due to age). Interestingly, the twisted likeness of this eldritch horror was not created by Dredtchelich The Robe, but rather, by some long-forgotten sorcerer before Zed and Dredtchelich's time. The room was a great convenience to Dredtchelich however, and he took full advantage of it. No one has set foot in this room for decades. Out of fear, the lizardmen have wisely eschewed the place.

Lurking in a shroud of darkness inside the pentagram is Hezrou (a very irate second-category demon). Amazingly, Hezrou has been imprisoned in this protective circle for decades, unable to escape back to the abyss. This long imprisonment has rendered him totally insane (intelligence of 3, no morale checks). He can use his powers upon himself (such as darkness) but otherwise cannot use magic offensively while trapped inside the circle and cannot physically attack, although he can be attacked by both magic and mundane means. Note however, anything that disturbs the integrity of the extremely fragile chalk circle (made with the most arcane and rare pigments) will immediately release the disturbed demon from its bonds, allowing him to viciously attack anyone and everyone in sight. A melee attack or charge will most certainly destroy a part of the circle, as will sudden gusts of air, misfired missiles, or certain destructive spells with large areas of effect (such as fireball, cone of cold, etc.). If released, the demon's malevolent wits will slowly return (1 point per round until reaching 9). Over several weeks Hezrou will eventually clear, then leave Azul Rik, making its way to Piktown (this is perhaps the makings of a subsequent adventure).

Second-Category Demon (Hezrou): HD 9; AC -2 [21]; Atk 2 claws (1d3), 1 bite (4d4); Move 6 (Fly 12); Save 6; AL C; CL/XP 11/1700; Special: Magic resistance 50%, cause fear at will (per the spell), detect invisibility at will (per the spell), and cause darkness 15-ft. radius, immune to fire, 20% chance to succeed at summoning another second-category demon to its aid; HP 50

9. DREDTCHELICH THE ROBE'S ANTICHAMBER:

In the center of the room is a small font with a fairly deep basin full of black liquid (a strong acid). Against the walls are one tall dark mahogany armoire, two wooden chairs and a small table. The armoire contains some dusty books, two small iron lockboxes, and several vials of black liquid (6 potions of extra healing, made with troll's blood). The books are some of Dredtchelich's lower-level spellbooks (magic user spells Levels 1 - 3). His archaic and deranged scribbles make the spells harder to decipher and learn (half normal chance). One wooden lockbox contains 50 sheets of good quality vellum (400 gp value). The second lockbox contains a burlap sack with a troll's head inside. The troll's head will attempt to bite and attack although it cannot move. If not killed or smashed to bits, the troll's head will spout tiny legs in 3-18 rounds and scurry away, after which it will only take 3-18 rounds to "grow" into a whole troll.

Troll (partial head only): HD 2+6; AC 9[10]; Atk 1 bite (1d8); Move 0; Save 11; AL C; CL/XP 5/800; Special: regenerate 3hp/round after 3rd round, to kill the creature must be burned or immersed in acid, if unchecked it will become a whole troll after 3-18 additional rounds: HP 16

Troll (whole): HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round; HP 33

10. DREDTCHELICH'S STUDY:

Several rotting lizardmen bodies litter this place for it was here that Mengo discovered the Loknaar and a deadly squabble erupted over who among the lizardmen should rightfully claim the orb. This disarrayed room contains a large fireplace with a bellows, two mahogany armoires, two large bookshelves littered with books and scrolls, as well as a chair, and a workbench littered with the remnants of an alchemist's lab (smashed glass containers, pieces of chalk, a broken scale, mortar and pestle, several alembics, jugs, plates, cups, nearly spent black candles, ink vials and quills of various size). A large water-stained book remains intact on the table. This is Dredtchelich's master journal, which chronicles

his experiments with the Loknaar (treat as a cursed item). The bookshelves contain more of Dredtchelich's spellbooks (magic user Levels 4 - 5, spread among 10 books), 6 protection from demons scrolls and a dimension door scroll. Hidden among the scrolls is a rod of smithery (42 charges, +3 to hit, damage 1d8+3, a 20 draws off 1 charge for triple damage) and a bag of devouring.

One of the armoires contains a jar of ruby dust and another jar full of 5 live human larva! These are the corrupted souls of the damned in larva form. They look like huge, 6-inch long, writhing maggots with human heads that viciously bite. Upon a successful bite there is a 50% chance that the human larva will begin to burrow into its victim. Only fire will prevent the creature from successfully burrowing into its victim in two rounds (the victim takes 1d6 fire damage, if fire is applied). Once inside the victim, the human larva will make its way into the victim's brain. Within 6 hours, the victim's personality will radically change as the personality of the damned soul shares the body and mind of the victim. The victim's alignment will shift from good to evil, from law to chaos.

Human Larva (5): HD 1; AC 7 [12]; Atk 1 bite (1d4+1); Move 1; Save 14; AL C; CL/XP 1/10; special: 50% chance of burrowing into victim, causes madness and alignment shift (unless cure disease); HP 4 each

11. DREDTCHELICH THE ROBE'S QUARTERS:

This room contains a small bookshelf, a rotted bed, two chairs, a large but corroded brazier, a small chest and a small table. The table has a drawer containing 6 cure disease vials, and 6 cure light wounds. The bookshelf contains a large book of 6th level mu spells and 2 protection from demons scrolls. The small chest is locked and contains a poison dart mechanism (50% armed, for Dredtchelich may not have armed it before the fateful experiment). Inside this small chest, wrapped in black velvet, is a crystal ball with ESP.

12 ANCIENT DWARVEN STONE GUARDIANS:

These three enchanted statues were gift from the elves to the ancient dwarves who lived here many millennia ago. They will come to life in the presence of evil (treat as a permanent know alignment spell). Dredtchelich The Robe never set foot in here and most lizardmen are neutral enough to pass. PCs/NPCs with evil alignment will set them off. Once activated they will attack stating, *"We sense your evil. Be gone from this*

Dwarven Stone Guardians (3): HD 3; AC 5[14]; Atk stone axe (2d6); Move 6; Save 11; AL C; CL/XP 4/120; special: cannot be harmed by arrows or piercing/sharp weapons, can be harmed by pommels, blunt weapons and magic; HP 15 each

13. RANSACKED TREASURE ROOM:

Once a treasure trove of the ancient dwarves, this hoard has been picked over countless times over the ages. Only opened chests, copper pieces (1d6 x 100), and a few worthless trinkets remain.

14. ANTICHAMBER "ORIN THE AXEMASTER":

There is a bronze statue of a dour dwarf warrior with a great battle axe. It is a likeness of Orin the Axemaster and the same dwarf represented by the stronghold's edifice. It stands on a 3-foot tall dais with ancient dwarven runes carved on it. The runes can only partially be understood by present-time dwarfs. In addition to naming the statue's subject, the dais reads something like: *"Enter freely friend, but interloper, watch your back."* The great battle axe is real (+3) and was once wielded by Orin himself.

The statue is trapped. In the ornate doorframe of this room (directly behind whoever stands before the statue) there is a depiction of the ancient dwarven god of weather parting the clouds with his breath. Out from his gaping mouth will spring a poison-tipped arrow, set to go off if Orin's battle axe is in any way disturbed. Of course, the axe is stuck in Orin's clenched stone fist and may require multiple tries to free. There are a total of 6 arrows loaded inside the mechanism.

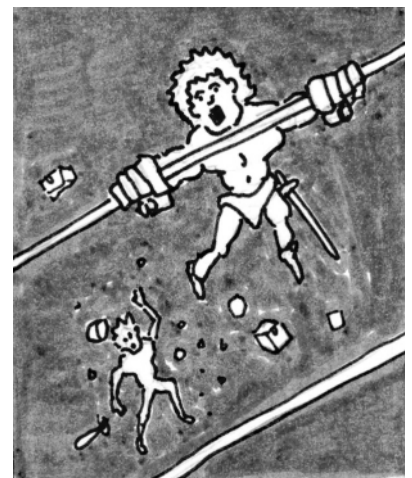
This room is now a lizardman guard post (3 javelin+dagger, 5 swordsmen+shield). To pass the time these creatures often roll dice and gamble the few copper and silver coins they carry. They are loud and will not notice an approaching party (unless the Stone Guardians were awakened). These guards (and the guards in area 21) have never ventured south beyond the desecrated dwarven temple (area 22). They have come via the Crater Lake waterway and the Cavern Lagoon (area 17). They know of the concealed doors on the West wall but will only use them if forced to escape.

Lizardmen (8):HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; 11 each

15. TOMB OF THE FALLEN DWARF KING:

The locked solid platinum doors have prevented anyone from entering this tomb in the last 5000 years. The lock might be picked by a thief, but the doors have powerful springs that will automatically shut and lock the doors after 2 turns (20 minutes), thus trapping anyone inside. The doors will take 1 round to fully close. It will take no less than 5 iron spikes to hold a single door back. Inside is a great stone sarcophagus containing the remains of Orin himself. Like the previous rune inscriptions these are archaic and cannot be fully understood. They read something like: *"Here lies Orin the Axemaster"* along with the ominous message, *"Even in death, all treachery and thievery is avenged!"* There is a barred window on the north wall which lets sunlight fall upon the tomb. This place is full of treasure left in homage to the fallen king, including three +1 battle axes, three +1 buckler shields (hanging on the walls like decor), and a fancy throwing axe laid upon the grave, as well as 5 small chests each containing 1d100 platinum and 2-200 gold. All chests are locked. The beautifully made throwing axe is a returning axe (+2, 60ft range no range penalty, add str bonuses). The sarcophagus is jewel encrusted (20 emeralds, and one very large ruby).

Touching the ruby on the sarcophagus will activate a trap causing the entire floor to collapse, revealing a virtually bottomless shaft (500' deep). All the treasure chests and any PCs standing on the floor will fall into the black abyss, but the sarcophagus will somehow remain, as if levitating. In reality, there are two heavy gauge wires, stretched from north to south across the room, suspending the coffin. These might be spotted by thieves prior to the trigger with a successful find/remove traps check. Thieves (and PCs with 15 or greater dexterity) have a 80% of grasping one of these wires by instinct. All other PCs have a 50% chance. PCs in close proximity have a 50% chance of grasping on to the nearest PC (who might happen to be grasping a thief who is grasping the wire, etc.). May luck be with your party!



16. MENG0, THE LIZARD KING'S QUARTERS:

Like all lizardmen camps, there is a burning brazier, the smell of burnt flesh, and several jugs of rancid "lizardman wine." Spiked to the walls are various animal furs and a huge grizzly bearskin rug dominates the place. Unless mobilized, this is where the dangerous and deranged lizardmen leader, Mengo can be found. He dons a dire wolf skin and a large trident. He keeps several sacks hidden under the bearskin (500 sp, 100 gp, 15 pp, 4 jasper stones worth 50gp each, 3 decorative jade daggers worth 100gp each, and a very small oriental emerald worth 1500 gp) There is a stash of 7 javelins and 3 swords in the northwest corner. He is accompanied by four guards (2 sword+shield, 2 javelin+dagger).

Mengo, the Lizard King: HD 8; AC 3 [16]; Atk 2 claws (1d6), 1 bite (1d12) or by great trident (5d4); Move 6 (Swim 12); Save 11; AL C; CL/XP 8/600; Special: Breathe underwater, if he rolls 5 above needed "to hit" he does double "skewer" damage, +1 to all attacks and regenerate all damage at 1 hp per round; HP 40

Mengo's Trusted Guard, Lizardmen (4): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; HP 17 each

17. CAVERN LAGOON AKA THE CULT OF THE GREEN ORB:

This is now a shrine to the Loknaar. The whole place has a strong eerie green glow. The orb sits in the center of the island in the middle of the lagoon, guarded by 15 lizardmen (6 javelin + dagger, 9 swordsmen + shield). They will fight fanatically to protect it (no morale checks). The orb will transmit "orders" to the guards, allowing them to fight with great coordination, intelligence, and tactical knowledge beyond that of normal lizardmen. Note: these lizardmen are not currently "magically charmed" by the orb, but rather, they choose to worship and obey the Loknaar by their own volition.

Lizardmen (15): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; 11 each

The Loknaar: HD: 8, 64hp; AC 9 [10]; Atk (magical see below); Move 0; Save 10; AL: C; CL/XP 8/1200; Special (see below); HP 64

The Loknaar is a smooth gem-like green orb about the size of a softball. It was once smaller but has since

grown in size. It has an intense green glow (treat as continual light). It is warm to the touch and will feel heavy at first, but with time it shrinks in size for the creature who chooses to carry it (feeling quite lite after about an hour). The orb is sentient, has a strong ego, and will power. It believes itself to be a god and wishes to one day spread chaos to all men and their kin, however, it will not reveal its sentience to strangers unless it sees an advantage in doing so. It seeks to find a suitable "possessor" to corrupt and use as a pawn. Although it has no physical means of attack, per say, the orb functions as a 10th level magic user with regards to its powers, which are as follows: charm person (4 per day), ESP (2 per day), scare (2 per day), clairaudience (1 per day), clairvoyance (1 per day), suggestion (1 per day), fear (1 per day), polymorph other (1 per day), and animate dead (1 per day). In addition to these powers, the orb can speak almost any language and can selectively communicate with anyone within 50 feet by means of unlimited telepathy. It can be harmed by normal weapons but it has 64 hit points and saves vs spells as a 10th level magic user (i.e. 4 or better).

The Loknaar imparts certain benefits/penalties to its possessor. Any creature possessing the orb will (unknowingly) gain +1 to all attacks and regenerate all damage at 1 hp per round. Through use of ESP and charm person, the orb will probe the possessor's mind, learning the possessor's deepest wants and desires. With this knowledge, in increments over many days, the orb will begin to influence the behavior of the possessor, putting compulsive thoughts into the possessor's mind and giving the possessor knowledge they would not normally know. As it does this, the orb will also slowly move any possessor's alignment towards chaos and evil. If the possessor gives up the orb, or the orb chooses a new possessor, they will immediately suffer all the damage recovered by prior regeneration (often resulting in death).

Although Mengo does not carry the orb with him, he is the current possessor of the orb. If the orb chooses another possessor (or a PC takes the orb) Mengo will die. If Anthony is with the party, the orb will choose him as the next possessor (see Kritus the Mad Hermit, above).

18. COLLAPSED FLOOR:

This hallway contains a collapsed floor. Haunting this area is a Grey Ooze.

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons; HP 15

19. LIZARDMEN GUARD POST:

Five lizardmen (2 javelin + dagger, 3 swordsmen + shield) are stationed here. Like all lizardman camps, there is a burning coal brazier and several jugs of foul smelling liquid (lizardman wine). They are roasting giant ants or other monstrous insects. The area marked with an "X" indicates a weak floor. If the PCs travel over this area it is likely to collapse into the underground river below. The river flows quickly to the south.

Lizardmen (5): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; HP 11 each

20. THE HAUNTED CRYPT:

This strange crypt (pilfered long ago) is haunted by three wights (undead dwarves). They will pounce out of the graves marked by an "X". These undead will not leave the crypt area. If the party flee they will return to their graves after six turns. The sixth grave is a concealed door that leads to a full-sized corridor. This corridor leads to Dredtchelich's Secret "Zen" Garden (area 26 and 27).

Wights (3): HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 6/400; Special: Drain 1 level with hit, hit only by magic or silver weapons, not effect by charm or sleep, victims become wights; HP 18 each

21. LIZARDMEN GUARD POST:

The secret "back door" is jammed open with spikes. On the other side, five lizardmen (2 javelin + dagger, 3 swordsmen + shield) stand guard at the bottom of the natural stairway. They keep a coal brazier burning over which they roast dead rat. This way leads down to the shores of the Crater Lake and the Cavern Lagoon (area 17) as well as a mountain pass to the Red Wastes beyond the Boire Mountain range.

Lizardmen (5): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; HP 11 each

22. DESECRATED DWARVEN TEMPLE:

This temple was vandalized long ago, before Dredtchelich's time. The frescos on the walls have been burned or scratched over with runic looking graffiti. Dwarves and thieves will notice the tracings of a removed altar in the center of the room. There is a hidden compartment in the floor where the altar once was. Inside are 2 potions of healing, and 1 potion of treasure finding (dwarven holy water). Only the ceiling fresco remains somewhat intact although it appears scratched (clawed at) in several areas. The fresco depicts a large battle scene of brave and gallant dwarves successfully defending Azul Rik from invading orc and goblin armies. The dwarves are given grace from 'on high' by their deity, Dumathoin. Perched high among the pillars, three gargoyles pose as stonework.

Gargoyles (3): HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly, magic weapon required to hit; 20 each

23. ENCHANTED DOOR:

This secret door is magical and cannot be detected by elves or dwarves in the usual manner. PCs must actively search and will find the flawless-looking wall to be a permanent illusion (treat as a permanent phantasmal force).

24. APPRENTICE'S QUARTERS:

This dust-covered and dilapidated room contains a bed opposite a small fireplace and a small end table. The end table has a drawer with 40gp and 80 cp. Hiding behind the bed, shrouded in its own darkness, is a Dretch Demon.

Dretch Demon: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; Special: : Darkness 5' radius once per round, scare once per round, stinking cloud once per day, telekinese 500 gp weight once per day, teleport once per day, 5% chance to gate a first-catagory demon; HP 20

25. APPRENTICE'S LAB:

Here is the typical apprentice's lab. There is a small bookshelf, a small desk table and chair, as well as a workbench littered with years of cobwebs and dust, beakers, vials, mortar and pestle, half-spent candles, and other instruments of experimentation (mostly broken). Most of the vials contain substances that most, except those who cherish esoterica, would deem worthless (e.g.

dried crickets, various dusts and ashes, long-evaporated liquids, and strange smelling oils). Hidden under a corroded brazier is a purple velvet bag. This is actually a bag of transmutation (acts like a bag of holding but transmutes objects into worthless items).

26. DRETCHELICH'S SECRET "ZEN" GARDEN:

This "garden" is similar to that found in area 3. Among the large and imposing fungi live 2 shriekers and 4 violet fungi. The path through the garden leads to a small lagoon (area 27). The various fungi range in size from 4 to 7 feet tall.

Violet Fungus (4): HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot (save applicable); HP 15 each

Shrieker (2): HD 3; AC 7[12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek (attracts wandering monsters); HP 15 each

27. DRETCHELICH'S SWAMPY GROTT:

Dredtchlich The Robe had a sort of mini-lagoon dug here. The water is about 2 feet deep, thick, stagnant, smelly, and milky brown. Here, surrounded by strange semi-aquatic subterranean plants, is his "pet" shambling mound. Hungry for human flesh, the shambling mound immediately attacks but will not leave the garden.

Shambling Mound (8HD): HD 8; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 8; AL N; CL/XP 11/1700; Special: Damage immunities, enfold and suffocate victims; HP 4

28. LIZARDMAN FACTION:

Hiding here, in close quarters, are 15 lizardmen (10 swords + shield, 5 javelin + dagger) who have decided to rebel against Mengo. They sit around two large coal braziers, cooking rats while some gamble with dice. Regardless, they keep noise levels to a minimum, for they are aware that a slumbering dragon is near and gas spores haunt the place. There are various animal hides spiked to the walls and spread on the ground. In the southeast corner there's a store of weaponry, including: 40 javelins, 10 swords and 10 shields. These lizardmen will not attack the party straight away, but rather, will attempt a parley for aid. They speak goblin, orc and a very broken common. The party will lose a valuable ally, if they decide to fight these creatures. Mengo's plan to attack (and wake) the slumbering green dragon is what caused them to break off from the main group. These creatures despise the Loknaar and will fight alongside the party against the other Lizardmen faction if the party

agree not to disturb the green dragon and swear an oath to destroy the Loknaar. Under this pretense, they will gladly take the PCs to their leader, Grakken (area 29). Grakken believes the Loknaar can be physically harmed, "*crushed like an egg*," and he has a hammer especially meant for the task (see area 29 below).

Lizardmen (15): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; HP 11 each

29. REBEL LEADER'S QUARTERS:

The smell of burnt flesh dominates this place, where three large coal braziers burn and large bearskins decorate the walls. Here is where the rebel leader, Grakken and four of his most-trusted men dwell. They have with them a store of 7 Javelins and a large +1 enchanted dwarven war hammer Grakken recovered from area 13. If the PCs join the faction, Grakken will give them the hammer. Hidden behind one of the bearskins hangs a large sack containing 500 sp, 200 gp and four amethysts (400 gp each).

Grakken (Lizardmen Rebel Leader): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by enchanted war hammer (1d8+1); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; HP 17

Grakken's Guard, Lizardmen (4): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; HP 15 each

30. DRETCHELICH'S TREASURE TROVE:

Dredtchlich The Robe's treasure is a large chest containing 511 pp and 1111 gp, an amethyst worth 100 gp, a topaz worth 500 gp, and a fire opal worth 1000 gp. The chest is unlocked but trapped with a poison dart. Hidden behind the chest in a shroud of magic darkness is an angry and bored vrock demon. It will wait for the trap to trigger before lurching over to take the thief.

Vrock Demon (First-Catagory): HD 8; AC 0 [19]; Atk 1 beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Magic resistance (50%), darkness 5' radius, detect invisible objects, telekinese 2000 gp weight, gate another first-category demon, may be struck by normal weapons; HP 40

Wandering Monsters in Azul Rik

Check for wandering monsters every 3 turns while the party is moving or searching and every 2 hours (12 turns) if the party is resting. Numbers in square brackets indicate the number of individuals (or parties) for each monster type. For example, roaming the place are only 4 gas spores, 2 lizardmen patrols (with 5 lizardmen each) and one troll. Once a monster type has been eliminated, ignore subsequent rolls that indicate that monster type (treat as no encounter).

Wandering Monsters

Roll D12

1-2: Gas Spore [4]

3-6: Lizardmen Patrol [2]

7-9: Gargoyles [6]

10-11: Grey Ooze [3]

12: Troll** [1]

** *This encounter should be used with caution.*

If near a flooded or collapsed floor, use the following table:

Wandering Monsters (Near Waterways)

Roll D12

1-2: Gas Spore [4]

3-6: Giant Pike [5]

7- 12: Monstrous Crayfish [12]

Wandering Monster Stats

Gas Spore: HD 1d4 hp; AC 9 [10]; Atk 1 touch (disease); Move 0 (Fly 3); Save 18; AL N; CL/XP 4/120; Special: explodes when struck causing damage in a 20' radius, half damage if save vs wands, cure disease within 24 hours or die horribly, attacks as 3HD monster; HP 2 each

Lizardmen (5): HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6) or by weapon (javelin 1d6, dagger 1d4, sword 1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater; 11 each

Gargoyles: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly, magic weapon required to hit; 20 each

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons; HP 15 each

Pike, Giant: HD 4; AC 5 [14]; Atk 1 bite (4d4); Move (Swim 36); Save 16; AL N; CL/XP 5/; Special: Surprise 1-4, Swallow whole; 20 each

Monstrous Crayfish: HD 4; AC 4 [15]; Atk 2 claws (1d6); Move 9 (Swim 15); Save 13; AL N; CL/XP 4/120; Special: Surprise on 1-2 on 1d6; 20 each

Troll: HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round; HP 33

Credit:

Design by Extildepo

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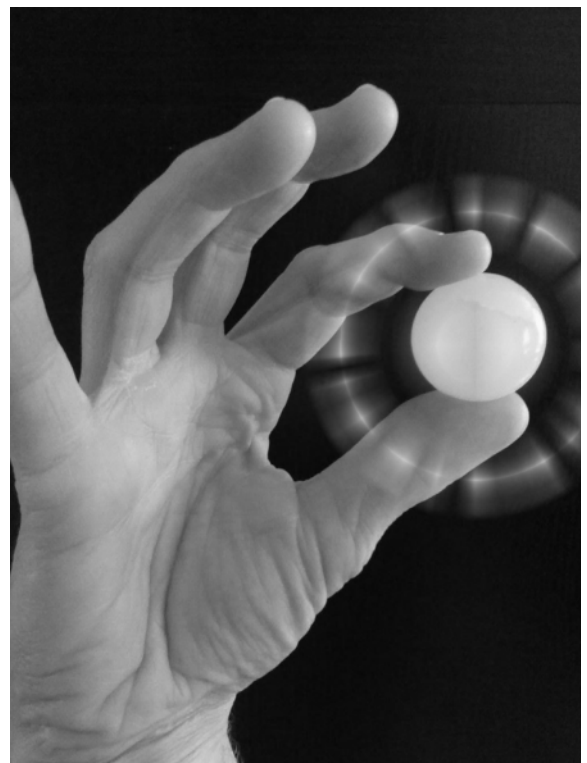
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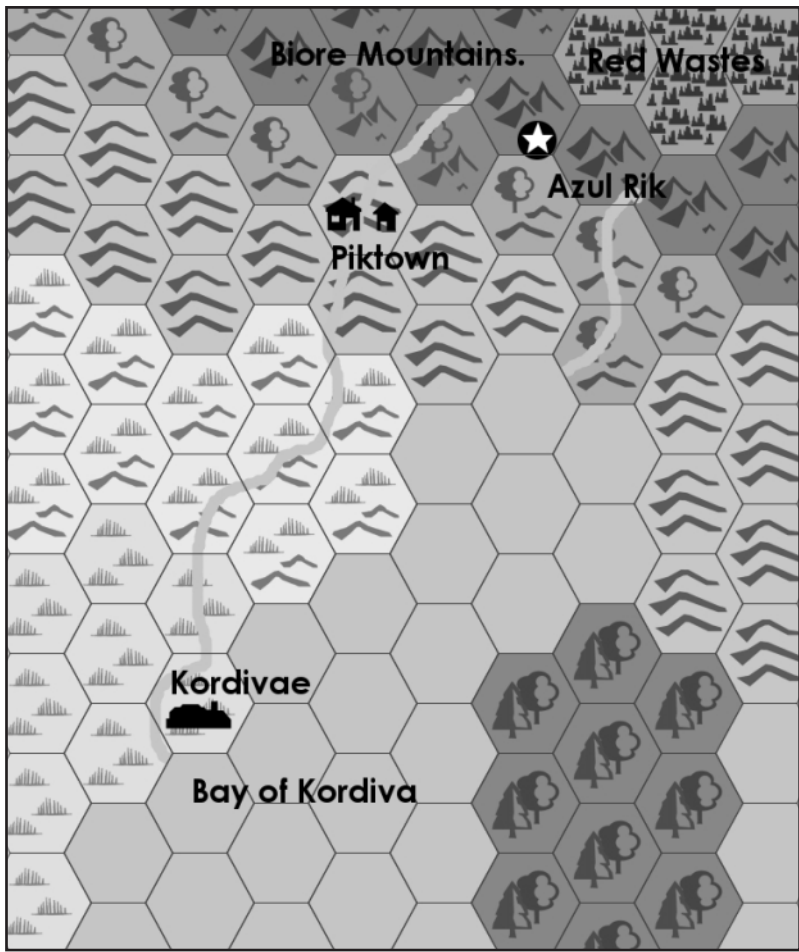
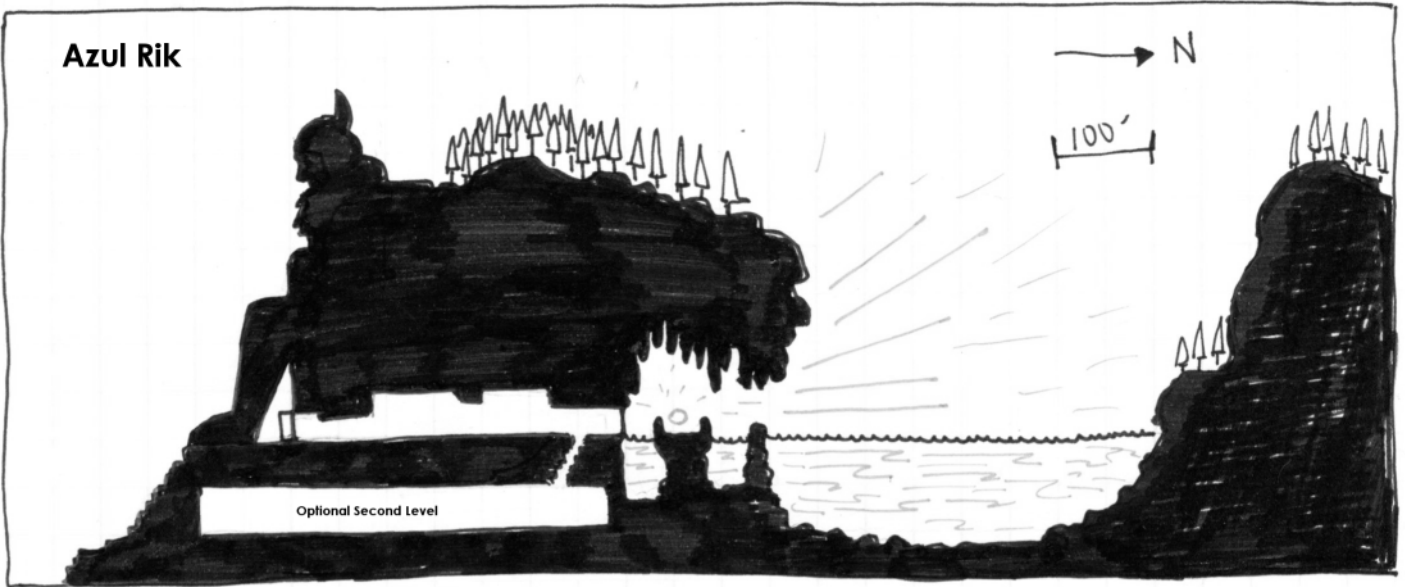
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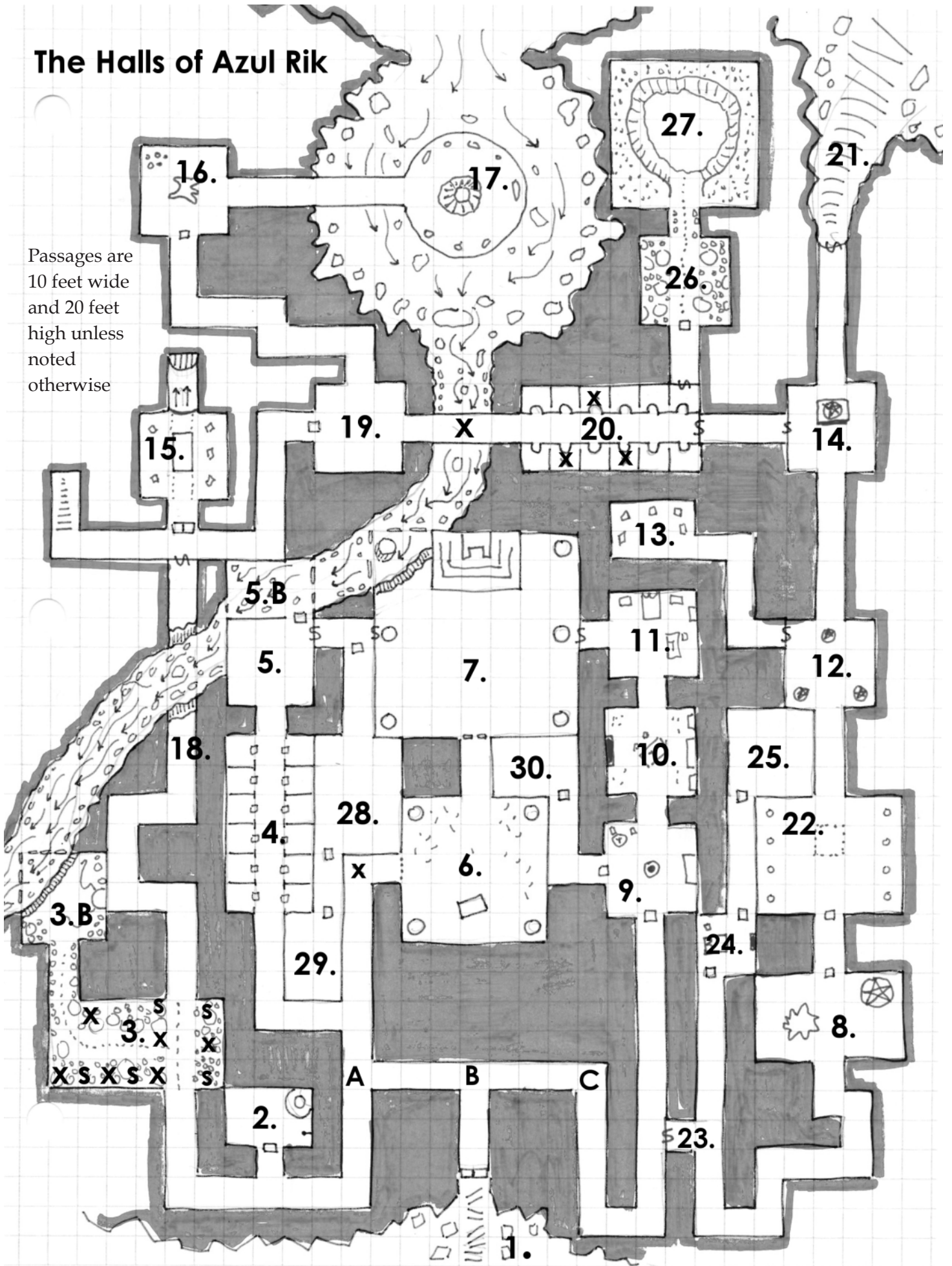
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The Halls of Azul Rik

Passages are 10 feet wide and 20 feet high unless noted otherwise



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