

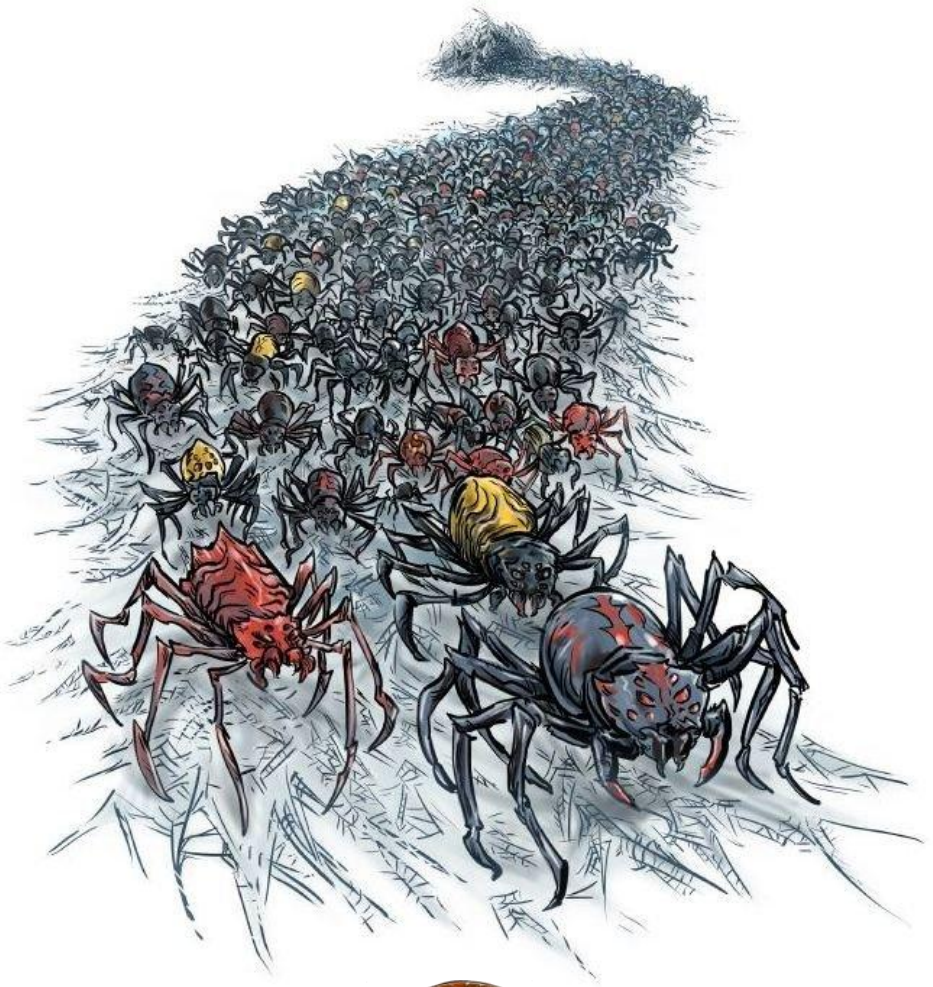
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TG2301SW

The Wicked, Woeful Web

By Thom Wilson

For Swords & Wizardry™
Characters Level 1-2



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TG2301SW – The Wicked, Woeful Web

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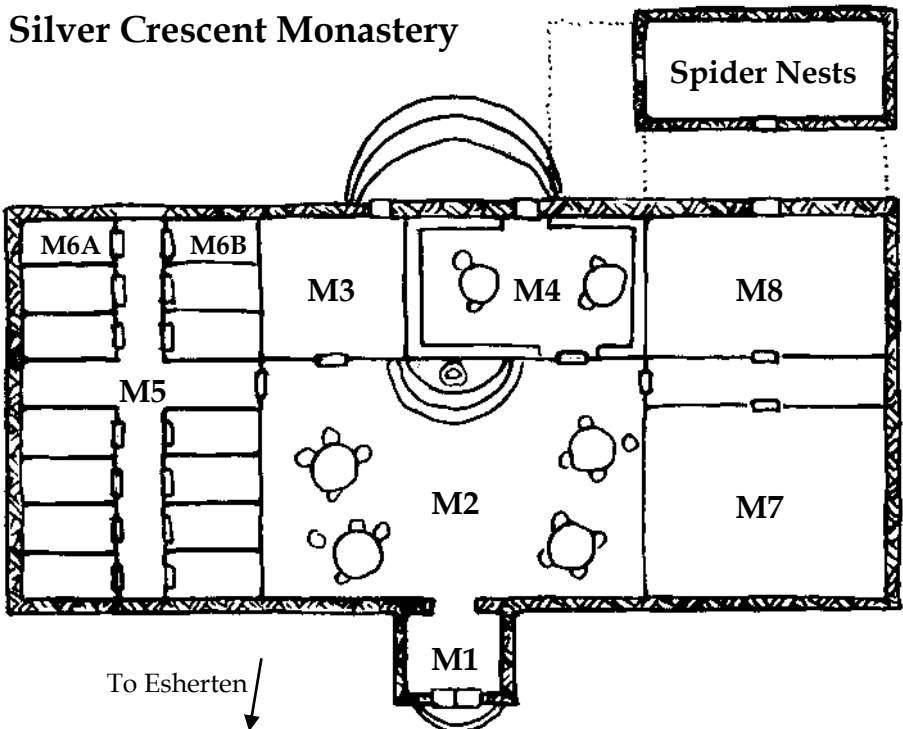
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Silver Crescent Monastery



The Woeful, Wicked Web

By Thom Wilson

A Low-Level Adventure

Character Levels 1-2

Adventure Background

The sleepy foothill village of Esherten has quietly thrived in eastern Nolgur-Wul, far removed from the jungle wars to its west. A symbiotic relationship between villagers and the mysterious monastery in the Nul-Gat-Fal mountains has existed for generations. The monks of the Silver Crescent Monastery rely upon the crops grown by the villagers in Esherten. In return, the monks provide protection in the form of large spiders that hunt and destroy the village's main threat, giant flies that descend on the village each day, seeking the special crops grown there.

Several generations ago, the villagers discovered that their lands could produce an extremely rare herb called the Flame Flower. This orange and red leafy plant can be crushed and boiled to produce a potent healing elixir. The Flame Flower can only grow in regions where the soil is moist and rich, and the air temperature warm and dry. Esherten's location at the western edge of the swamplands of Nolgur-Wul receives the blessings of rich soil and dry air from the eastern winds of Lunramal. The village is one of only a few locations in Ornaklia to have the perfect conditions to grow the Flame Flower plant.

In addition to the complex environmental conditions needed for the herb, Flame Flower is also a favorite meal for large insects, especially the Giant Fly. Before the herb is cultivated, it secretes an oil that has addictive properties that insects crave. In particular, Giant Flies will ravenously feast on the herb, disregarding or destroying any threat in its way. Unprotected crops are quickly consumed by the insects.

The monks of the Silver Crescent Monastery have carefully bred and trained large spiders to live amongst the villagers and protect the crops. The spiders, roughly 1' in length, are big enough to enjoy the giant flies as meals while leaving the people of Esherten alone. The villagers stay clear of the large spiders who primarily exist in large webs above the crops.

Although several dozen large spiders protect the crops, the giant flies continue to descend on the village each day. The monks suspect that there is a nearby hive that continually replenishes the giant fly population. The monks are a peaceful people and do not wish to search out and destroy this hive, preferring to let the spiders feed on their natural enemy instead. The villagers have no time nor the resources to search out the hive to end the fly problem once and for all. They are content to allow the spiders to do their business as they always have.

The Problem At Hand

The balance of spiders and flies has been sufficient for years until very recently. Several days ago, the large spiders stopped producing the sticky webs used for catching flies. In the last two days, they have left their webs and moved eastward in to the Woeful Forest. Without the spiders, the giant flies have returned each day in staggering numbers to feast upon the unprotected crops. Villagers have tried to fight off the flies, resorting to makeshift hemp nets and common farming tools as weapons. The number of flies are too great for the village to combat. The monks have sent more large spiders to the village, only to watch them abandon the webs to shuffle off to the forest. Everyone is perplexed.

Adventure Plot

Unbeknownst to the villagers and monks, an evil abomination of a creature has recently moved into the Woeful Forest. An ancient demonic spider has found an ancient cave-tomb within the forest to be a wonderful new home. Uuglankaz, a foul being from a different time and world has been quietly traveling Ornaklia for hundreds of years. She moves from place to place, feeding on the bodies and souls of hapless humans. Her silent call to common and large spiders can reach miles; in fact, she has begun summoning them to her lair in the last week, including those guarding Esherten.

Uuglankaz intends to rebuild her spider army and assault nearby villages for souls and flesh. She can control all the spiders within a ten mile radius. Once she has enough large spiders, she'll start hunting for humans. She is currently unaware of Esherten and the monastery but has found it interesting that so many large spiders have quickly shown up to her lair from the east. Within a few days, her curiosity will force her to venture out that way.

The ancient cave-tomb is a long forgotten burial chamber of an old desert warlord. Uuglankaz sensed the magic that emanated from the cave and decided to explore. Although she cannot use the magical items found within, she can harness the energy to enhance her spider summoning abilities.

Over one hundred years ago, Yemtal-Dul, a self proclaimed desert warlord was finally defeated after years of atrocities in southern Lunramal. Mortally wounded, he fled the desert westward and found the plush and untamed lands of Nolgur-Wul. Unable to heal from his battle injuries, he succumbed in a cave in the foothills of the Ogre's Teeth (the same mountain range known as Nul-Gat-Fal). His natural tomb was sealed by a cave-in years later. His skeletal remains, magical items, and journal are found deep within the cave (see area C-4).

Adventure Hooks

Monks from the Silver Crescent Monastery have sent their messenger birds (rock doves) to nearby villages, seeking help. Most Nolgur-Wul residents avoid Esherten and its large spider habitat. At the point the players begin the adventure, the monks have received no help and are desperate.

The adventurers can begin this adventure in many ways:

- Stopping at a nearby village, they've heard about the monks and their need for help.
- The adventurers stop at Esherten while traveling through Nolgur-Wul.
- The adventurers have experienced the migrating spiders or the swarms of giant flies and are seeking the source.

The monastery monks are providing a reward of 500 gold pieces and 10 special healing elixirs. Only the monks know how to cultivate and brew the Flame Flower herb into the healing elixir. See the Appendix for details on the Flame Flower Elixir.

Final Adventure Details

The Silver Crescent monks have bred their large spiders to be fairly docile, especially towards humans. Although under the demonic sway of Uuglankaz, they will initially resist attacking Esherten villagers or monks. The adventurers will not see the same restraint. The evil

abomination will have to use more of her demonic energy to force the large spiders to attack the village.

The adventurers will arrive in Esherten about a week before Uuglankaz unleashes her spider horde on the surrounding area. The best way to eliminate Uuglankaz is to infiltrate her lair and destroy her.

Additionally, the adventurers may see the opportunity to help the village even further by finding the giant fly nest and killing the fly queen.



Esherten

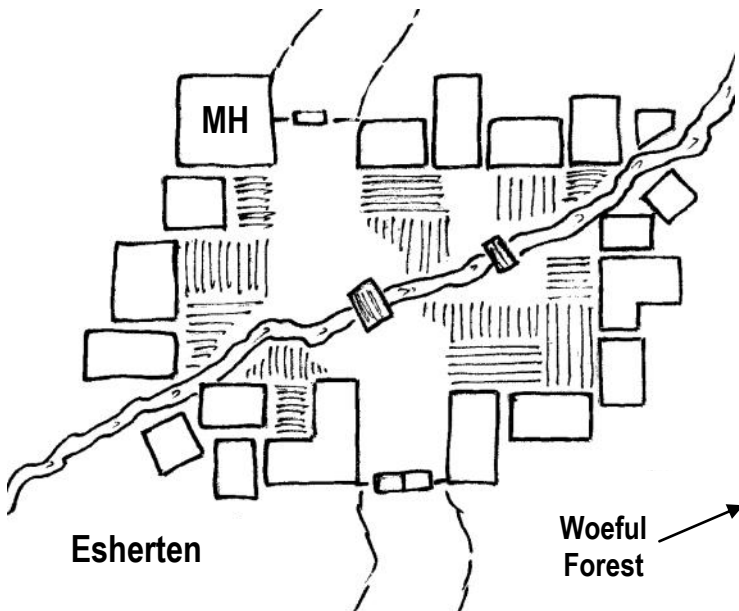
Found nestled in the foothills of the Nul-Gat-Fal mountains, the small village of Esherten is the home to just over a hundred people. Most villagers farm the special crops found within the town center. There are no businesses in Esherten; the villagers generally prefer that strangers continue on their way.

No road travels directly to Esherten; only hidden hunting trails lead to the small village. There is a direct route to Silver Crescent Monastery, however. The monks are gracious and good hosts to any visitor.

The village of Esherten has fifteen two-story homes, two small warehouses, and a meeting house. The town is led by a five person council of three farmers and two monks from the monastery.

Jolena, a middle-aged widower, is the senior-most council member; her words are the most listened to. She is kind, wise, and more accepting than the other villagers. Hurmel, a farmer of 33 seasons, has been on the council for over ten years. Unlike Jolena, he is untrusting and a bit hot tempered. Guxup the Grey looks older than his actual age (several giant fly bites has weathered him terribly). He is a man of few words but often has great ideas.

Brothers Finn and Norli are the Silver Crescent monks that serve on the town council. They are devout followers of Juntol-Ka and are most concerned with the well-being of the villagers and the Flame Flower crops. They will usually abstain from voting on matters that do not concern the monastery. These five members will meet with adventurers who arrive to help the town.



Unlike most villages, the town structures surround the core crops. The large spiders use the rooflines to cast their webs to protect the crops from giant flies. The villagers do have additional crops outside the center of town, but these are common food items such as garden vegetables and grains. Only the Flame Flower crops exist in the center of town.

Most buildings have a interconnected front porch that is used for travel between homes, the crop, and warehouses. The entire roofline is enclosed in webs. Two locked gates are found on the north and south sides of the village; the north gate provides access to the trail leading to the Silver Crescent Monastery, and the south gate to the hunting trails.

Encounter: Just in Time!

When the adventurers arrive in Esherten, the village populace will be battling giant flies as they descend on the crops. Here is the opportunity to help the village and gain their trust!

Six farmers are defending the crops, swinging shovels and stabbing with pitchforks. Twenty giant flies are descending and attacking the farmers or landing on the orange and red leaves to feast. Once a giant fly lands to feed, they ignore any attackers until dead. Unfortunately, once a giant fly injects its filthy mandibles into the plant, it is ruined and cannot be used by the monks.

<p>20 Giant Flies (AC: 8 [11], HD: 1d4 hit points, Attacks: Sting (1d2), Saving Throw: 18, Special: Disease, Move: 3/12, Alignment: Neutrality, Challenge Level/XP: A/5) - see more details in the Appendix section (New Monsters).</p>
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The farmers are simple commoners—(Human Man in the S&W monster chapter). Any farmer bitten by a giant fly will likely flee back to their home. An additional d6 villagers may emerge from their homes to help if necessary (including women and children). Villagers bit by a Giant Fly will become sick for 24 hours. Several bites may result in death.

Giant Flies will fight until they can get to a Flame Flower plant. They do not flee combat. If left alone, the insect will consume plants at a rate of one plant every five minutes until the addictive properties of the plant put them in a comatose state (generally after about twenty plants).

The Flame Flower plant is highly resistant to heat and fire but excessive exposure to flames will destroy it. Villagers will become upset if adventurers use fire in their attacks against the insects. Additionally, the spider webs are extremely susceptible to fire; since all the homes are connected through the spider webs, uncontained flames could spread from the silk to the wooden homes. Any homes destroyed by the adventurer's fire will upset the villagers and likely lead them to asking the adventurers to leave after the threat is over.

Once the battle is complete, surviving villagers will thank the adventurers for their help (assuming they didn't cause too much damage) and will summon the council from the monastery to meet with them. The council will arrive within an hours to talk to the adventurers in the Meeting Hall (area MH).

Brothers Finn and Norli will urge the adventurers to further aid the village and monastery by seeking out the source of their problem. The rest of the council will agree. The only thing that the villagers and monks will know is that all forms of spiders are making their way into the Woeful Forest. The spiders are not aggressive but will seek ways to escape containment or navigate obstacles to get to the forest. The council will tell the adventurers that if the Giant Flies continue to ravage the crops unchecked, that the crops will be fully destroyed in less than one week. The herbs are needed for healing elixirs for the sick and infirmed in the region; without the elixirs, many people will die.

The Giant Fly attacks will continue two to three times per day, with 4d6 Giant Flies in each attack. The insects will not attack after dark or before sunrise. The Giant Fly attacks always come from the north-west.

The Woeful Forest

Named for the sorrowful sound the wind makes as it travels through the timber, the Woeful Forest is fairly open and clear. Unlike the jungles to the west, the trees are tall and bare up to the midway mark of the trunk. Few shrubs and undergrowth populate the landscape due to the overly rich soil. Common predators exist within the forest; Table 2-1 lists possible encounters for adventurers travelling through the wood.

Woeful Forest Wandering Monsters	
2d6 Roll	Foe
2	Uuglankaz, Demon Spider
3	d2 Giant Spiders, HD 2+2
4	d6 Large Spiders, HD 1+1
5	d3 Wolves
6	d6 Bandits
7-12	Nothing encountered

Table 2-1

It takes little effort to find the spider migration, either a Tracking skill or by seeing the actual spiders moving toward Uuglankaz's lair. Migration tracks will clearly lead to the cave mouth deep within the woods.

Uuglankaz no longer fears humans, her ego and confidence boosted from hundreds of years of killing and feeding. The cave mouth is unguarded. Adventurers will sense or notice by smell something foul and ancient within the cave. Prayers to lawful gods may reveal an evil presence lurking in

the darkness beyond. (*Terra Minor note: prayers to Juntol-Ka will reveal the evil within the cave*).

Cave-Tomb of Yemtal-Dul

Natural rock formations spanning several hundred feet of winding and interconnected tunnels make up this unplanned burial chamber of the desert warlord Yemtal-Dul. All tunnels and chambers eventually reach the final resting place of the remains of the warlord and the current lair of Uglankaz the Wicked.

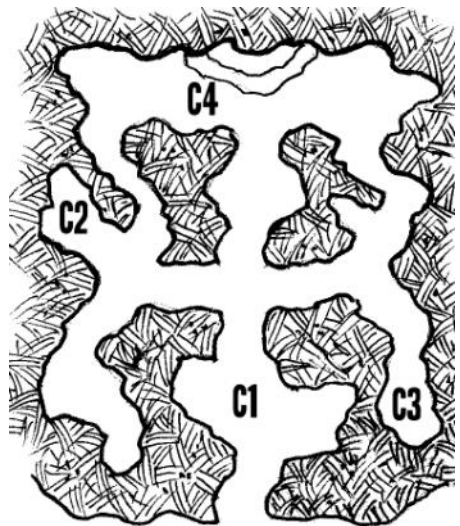
Each small chamber within the cavern network contains thousands of tiny spiders (non combatants), the remains of woodland animals, and possibly large or giant spiders. See each encounter area for details. Note that the entire network of caves are dark; adventurers will need their own light source or be penalized -2 to all actions.

Encounter Area C-1

Tiny spiders swarm over the remains of a fallen deer, dragged here by the two giant spiders perched in webs along the ceiling of the chamber. The giant spiders will wait until the last adventurer leaves the room before attacking from the rear. The giant spiders can be seen with a careful scan of the ceiling area.

2 Giant Spiders (AC: 6 [13], HD: 2+2, Attacks: Bite (1d6 + poison), Saving Throw: 16, Special: Poison (+1 save or die), Surprise; Move: 18, Alignment: Chaos, Challenge Level/XP: 5/240) - see S&W rulebook, page 113. *For 1st level characters, substitute the smaller HD 1+1 variety of spiders.*

These two old spiders are especially foul and will gladly capture one or more adventurers to present to Uglankaz as gifts. A careful search of their webs will reveal several decaying corpses and skeletal remains of animals, humanoids (likely goblins) and humans (likely bandits). Further searching will discover a leather pouch containing **13 sp**, a **golden ring worth 125 sp**, and a pair of loaded dice (they roll a 2 or 12, 50% of the time) worth 50 sp to a collector or gambler.



Encounter Area C-2

Hundreds of deformed egg sacks hang from the ceiling and cling to the walls of this chamber. Uuglankaz has bred with giant male spiders to create additional offspring. The remains of several deceased males litter the floor, disposed of after use by the demonic creature.

Most egg sacks will begin to rupture in the coming week, releasing dozens of six inch spiderlings in the form of their mother. These spiderlings have a lifespan of only 48 hours; the mix of Ornaklia spider and Uuglankaz isn't viable for long term survival.

Uuglankaz can sense any disruption to their gestation; if adventurers destroy the egg sacks, she will rush to this chamber to kill any intruders. Uuglankaz has a +1 to all actions in this chamber.

Spiderlings (AC: 9 [10] HD: 1 hit point, Attacks: Swarm Bite (1 hit point), Saving Throw: none, Special: Swarm (10d6 spiders), Move: 6, Alignment: Neutrality, Challenge Level/XP: A/1)

Note that an adventurer can kill up to d6 spiderlings in a single bludgeoning attack (e.g. concussion weapons or with their boot). A bladed weapon attack only affects d3 spiderlings. There is nothing of value in this chamber.

Encounter Area C-3

Several dozen large spiders await instructions from Uuglankaz, resting in their webs. Most are of the same size and shape, roughly 1' in length. Spiders bred by the monks have a silver crescent moon on their abdomens. When adventurers enter this area, large spiders not bred by the monks will move to attack the group.

3d6 Large Spiders (AC: 8 [11], HD: 1+1, Attacks: Bite (1 hp + poison), Saving Throw: 17, Special: Poison (+2 save or die), Move: 9, Alignment: Neutrality, Challenge Level/XP: 3/60)

The Silver Crescent Monastery spiders will not attack the adventurers unless provoked.

Dozens of skeletal remains hang from webs and litter the floor. A prolonged search should reveal **11 sp** and an **ornate dagger worth 25 gp**.

Encounter Area C-4

Three long tunnels enter this large chamber, from the western, southern, and eastern sides. The room is shaped like a one-sided bowl, with the north end being the deepest point in the area. When the adventurers enter this area, they will notice the foulest of small emanating from the north end of the chamber. A massive refuse pile of corpses and excrement sits against the back wall, a very massive spider-like

creature sitting atop it. This foul abomination looks like a spider but has several foreign features; its face has elements of tortured human expression, large horns protrude from the back of its head, and two small deformed leather wings lay folded against its thorax. Each of its eight knobby legs ends in a flattened hoof. A stumpy thick tail hangs limply from under the abdomen.

This creature is nothing like a spider yet moves and acts like one. Adventurers will surely be confused by its features. Those trained in magic will immediately feel the presence of evil power.

Uunglankaz the Wicked, Demonic Spider (AC: 2 [17], HD 4+1, Attacks: Bite (2d4 + poison), Saving Throw: 12, Special: Poison (paralyze victim for 1 hour), can teleport 50' in any direction once per day; consumes souls by devouring the heart and brain of her victim, creating an undead version of that victim; can use human speech; Move: 6/teleport, Alignment: Chaos; Challenge Level/XP: 8/880) *See more details in the Appendix section.*

The spider will waste no time engaging the adventurers in hostile conversation; she will belittle the group and guarantee their demise. If the group responds with hostile comments, she will immediately attack, jumping off her throne-pile and targeting the strongest looking

party member. If she needs assistance, she will summon any of the giant or large spiders left in the caverns to her aid. She will save her teleportation ability for retreating if the combat goes unfavorably.

During the battle, she will taunt and insult adventurers. She hopes to infuriate them and force them into making a mistake.

If the adventurers kill her but don't burn her remains within thirty minutes, her body will transport back to her plane of origin to heal. Once fully healed, she will try to find a way back to Ornaklia to destroy those that defeated her. *[GM note: it may take her a while to get back to this plane]*

The room is littered with dead creatures of all types. Humanoids, woodland animals, spiders, and other indistinguishable corpses cover most of the floor, especially close to her throne-pile. A quick search of the area will reveal a few trinkets but a long and careful search will likely lead to great discovery.

Search Results	
Search	Results
Quick	37 sp, silver ring (25 gp), ruby necklace (125 gp), quality lockpick set (adds +10% to Delicate Tasks), mace
Careful	*above* plus 86 sp, 6 gp, a Dagger of Sharpness (adds +1 damage), 6 Arrows of Fire (adds 1d4 fire damage)
Extensive	*above* plus Yemtal-Dul's remains (see Appendix)

Table 3-1

Eliminating Uuglankaz will lift her sway over the creatures of the forest, including the silver crescent spiders. They will return to the village and the work they were trained to do. If adventurers get in their way, they will first attempt to flee from harm but will resort to attacking any that prevent them from returning to Esherten if fleeing fails.

Adventurers will receive the reward promised by the monks if they free the large spiders from their hypnotic state. The Flame Flower Elixirs are extremely rare and powerful, and can fetch incredible prices in city markets. See the Appendix for elixir details.

The Esherten council will thank the adventurers and let them stay in town for as long as they need. The adventurers will also be told that they are welcome to return at any time. The monks of the Silver Crescent Monastery will provide healing services to the group and will sell their elixirs to them at a discounted rate.

The villagers will grant the request for up to 2-3 live Flame Flower plants if asked; the secret to creating the elixir is known only by the monks of the Silver Crescent Monastery. The recipe to the Flame Flower Elixir can be found at the monastery, in area M-6a or M-6b.

Giant Fly Nest

The Nul-Gat-Fal mountains rise sharply to the northwest of Esherten, even shadowing the Silver Crescent Monastery in its lofty perch. Towering crags filled with natural caves can be found two miles west of the monk's abode and three miles northwest of Esherten. Within these natural caves with dozens of cliff-side entrances thrive a massive nest of giant flies. Nests of this size are rarely seen; they are usually destroyed before getting this big. Due to its location in the wild, and the Flame Flower crops just a few miles away, the giant fly habitat has grown to disgusting proportions.

A bloated fly queen in the nest produces hundreds of offspring per day. Most die upon the webs of Esherten, eaten by the trained large spiders. Some are consumed by the hive queen so that she can continue thrive and produce offspring. As of late, the nest has thrived; since the spiders left the village unprotected, their numbers have grown.

Soldier flies have returned to the queen with the addictive nectar of the Flame Flower. Her hunger for the plant will shift her offspring production to producing less giant flies overall, but to increase soldier flies. Within one week, she will begin creating only stronger and bigger flies to assault Esherten. More details about the different fly types are found in the Appendix section of the book.

Several entrances lead to the giant fly hive. Areas marked **E** on the map indicate an entrance in to the cliff-side tunnels. Climbing the cliffs to get to the entrances is challenging; each adventurer must make a check for the climb. The GM may elect to make this check once or several times throughout the climb—ropes may decrease the difficulty.

Giant flies enter and leave the entrances every few minutes during the daylight hours. It will be very difficult to sneak into the tunnels without being detected. There is a 50% chance that the group may encounter d6 giant flies while they are traversing the tunnels. At any given time, there are 50-100 giant flies in the hive, either within the tunnels or out in the wild.

Encounter Area N-1

Several tunnels empty into this giant cavern, now used as a general breeding and feeding area. **2d6 Giant Flies** are found here during the day, double that number during the night.

<p>Giant Flies (AC: 8 [11], HD: 1d4 hit points, Attacks: Sting (1d2), Saving Throw: 18, Special: Disease, Move: 3/12, Alignment: Neutrality, Challenge Level/XP: A/5) - see more details in the Appendix section (New Monsters).</p>

Piles of refuse, dead flies, and old mining equipment can be found in the chamber.

Encounter Area N-2

Many tunnels and chambers close to the cliff's edge finally meet up at this singular point in the mountain. The remnants of an old wooden bridge hang at both edges of a great chasm in center of this area. The distance between the two ledges is over thirty feet. Giant Flies buzz back and forth over this area without difficulty; the path by foot is blocked by the large gap in the floor running the entire length of the chamber.

Adventurers will have to find a way to cross the chasm to get to the rest of the tunnels in the mountain; there is no other way to get to the other side. To complicate matters, there is always d6 Giant Flies traveling through this area. They will stop to harass adventurers as much as possible. Any commotion in this area may attract one of the Soldier Flies nearby in area N-4.

Encounter Area N-3

Hundreds of gestating larvae and fly pupae are found in this area. Giant Flies can mature in only a few days. This chamber is always full of activity as Giant Flies coax pupae out of their protective shells and directly in to service of the queen. 2d6 workers are found here; there is a 50% chance that d3 soldier flies are also here protecting the young.

Destroying the squirming larvae and dormant pupae would severely impact the hive's numbers.

Encounter Area N-4

The last chamber before the queen sees plenty of activity as worker flies bring food to the queen in area N-5. The area is protected by 6 Soldier Flies, bred to defend the queen to their death. An additional d6 worker flies may be pressed in to defense if the soldiers fail to protect their queen.

6 Soldier Flies (AC: 7 [12], HD: 1d6 hit points, Attacks: Sting (1d4), Saving Throw: 17, Special: Disease, Move: 4/15, Alignment: Neutrality, Challenge Level/XP: B/10)

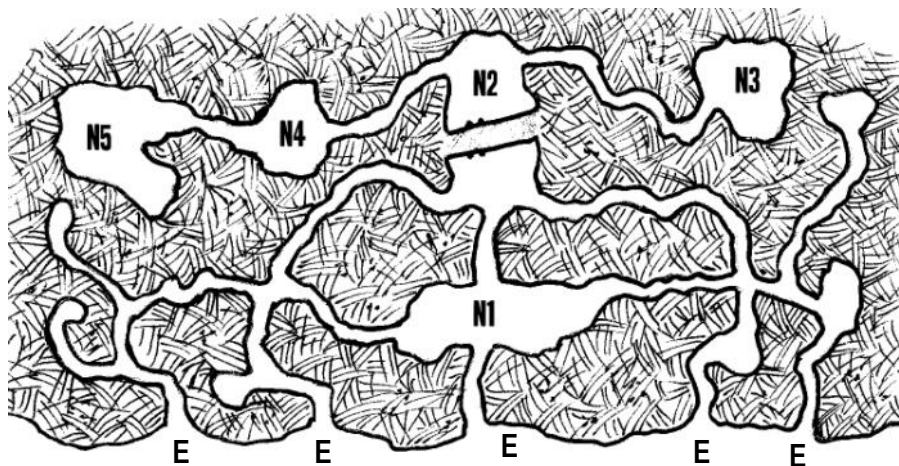
A careful search of the area will uncover long abandoned mining supplies and the skeletal remains of what appears to be a dwarven miner. Stashed in his leather jerkin is a burlap pouch containing **44 sp** and **2 gp**. Also, a bone tube containing a small vellum map is carefully hidden in an inside pocket. [GM Note: For details on the map, go to the company website to download a free add-on adventure]

Encounter Area N-5

Dozens of worker flies move about the chamber attending their queen. The bloated disgusting creature lays upon a heap of dung, while eating every waking moment of the day. She is constantly producing egg larvae that workers are moving from the chamber to area N-3. Male flies attend her as needed. 3d6 Giant Flies will defend the queen to their death.

Soldier flies are not permitted in this area; they cannot refrain from attempting to reproduce with the queen. The queen emits a strong pheromone that makes soldier flies insane with lust. Soldier flies are allowed no further than area N-4.

The queen prefers to mate with the largest worker flies. Once the mating process is over, she kills the male and devours him. She usually selects one male each day for this purpose. As mentioned above, these males are never soldier flies as they do not produce the best offspring.



Queen Fly (AC: 6 [13], HD: 1+1, Attacks: Sting (1d6), Saving Throw: 16, Special: Disease, Produce Eggs 50-100 per day; Move: 1/3, Alignment: Neutrality, Challenge Level/XP: 2/30) - see more details in the Appendix section (New Monsters).

A thorough search of the dung pile and surrounding area will turn up **10d6 sp, d6 gp**, several daggers, short swords, long swords, hand axes, and arrows. Additionally, if the queen is cut open and searched, adventurers will find a **Ring of Earth Control** lodged in one of her internal organs. This ring provides a +1 bonus to any action using the earth element.

Killing the queen fly will stop fly production for several weeks until a new queen is established. Wiping out the larvae, pupae, and queen destroys the hive once and for all. Giant Flies will finally die out, finally ridding Esherten of their problem.

Several small tunnels lead out of this chamber, many of which descend into the deeper areas of the abandoned mine. The map found in area N-4 will provide some directions for those exploring further. Details of that area and possible encounters are left to the downloadable document found at the company website.

Silver Crescent Monastery

Hundreds of years before Esherten became an established village, a group of enlightened men gathered in the Golden City to discuss faith and the old gods. Many of these gods were silent and no longer listened to their followers. Rumors of new gods were emerging from the east and were intriguing to those whose faith was waning. This group of men known as the Discoverers embarked on a journey into Nolgur-Wul and Lunramal to search for knowledge. What they found shattered the faith of many in Ornaklia.

They search abandoned cities and temples in the jungles of Nolgur-Wul, listened to the wise men of the Nul-Gat-Fal mountain villages, and heard the stories of the desert travelers of Lunramal. At the end of their year long journey, they discovered a new set of gods, recently emerged from their eternal sleep. These gods were of the same age as the old gods but had been dormant for thousands of years. Their 'Awakening' was due in part to their counterparts, the old gods, tiring of their duties and the lackluster faith of their followers. The new gods were excited and were actively involved in their growing number of followers.

Juntol-Ka was one of the recently reawakened gods, and his promise of health, fertility and survival was a fitting mantra for those in the southeast of Ornaklia. Disease in the jungles of Nolgur-Wul and the

endless desert storms in Lunramal had decimated the population in those provinces; the people looked to Juntol-Ka to restore their lives. The god listened and elected champions to spread his word throughout the region. Two members of the Discoverers became the champions of Juntol-Ka and settled in the Nul-Gat-Fal mountains. Eventually, they built the Silver Crescent Monastery, named for its location on a small moon-shaped peak in the range. Here, they helped spread the word of health and survival to the region, and educated the nearby villages in the ways of farming and hunting.

The first two Silver Crescent monks, Hoplandi and Tromus, have long since passed away but several generations of their students continue the work of Juntol-Ka. Years ago, a novice monk discovered a rare plant growing in the foothills of the mountains that had amazing healing properties when prepared correctly. The Flame Flower is difficult to prepare; it took the monks hundreds of attempts to figure out the best method to create the healing elixir from the plant. The recipe is a closely guarded secret. The monks use the plants grown by Esherten farmers to create hundreds of elixirs that they distribute to the surrounding villages. They freely give the elixirs to those followers in need and will not sell them to travelers or those unworthy. The monks usually have several dozen elixirs in storage at any time. See the Appendix for more details on the Flame Flower healing elixir.

Monastery Area M-1

Travelers and guests visiting the monastery will enter here, a simple outdoor reception area. Two monks are always on duty here, on the lookout for the injured or weary. Guests are not permitted any further without the approval of one of the senior monks.

Silver Crescent Monk (AC: 9 [10], Level: 1, Attacks: Fists (1d4), Saving Throw: 15, Special: Thief-type skills, Move: 12, Alignment: Law, Challenge Level/XP: 1/10). Higher ranking monks are levels 2 or 3, depending on their position within the monastery.

Monastery Area M-2

This room serves several purposes; the grand hall is used by the monks for communal meals, prayer, distribution of elixirs to the worthy, and meetings between the monks and visitors. Only the closest and most trusted visitors get beyond this room.

An immense statue of Juntol-Ka fills the north side of this room. Several tables and chairs, enough for 50 people, are scattered throughout the area.

Monastery Area M-3

A small kitchen is used to prepare the simple meals for the monks and visitors. Two fireplaces are used for cooking, and shelves and cabinets are filled with common kitchen cutlery, wooden plates, and garden vegetables.

Monastery Area M-4

Twelve separate bookshelves line three walls in this large room. Two small tables with four chairs are in the middle of the room, used for studying. Books fill the shelves to near overflowing; titles on woodland animals, plants, herbs, and different religions of Ornaklia are found throughout the room.

1-2 monks are usually here, even in the early morning hours. Education and learning are an essential part of monastery life.

Monastery Area M-5

Fourteen simple rooms fill this wing of the monastery. Each room has two small beds, a stool, and a simple closet. At night, most of these rooms contain resting monks.

Monastery Area M-6a and M6-b

The two senior monks of the monastery each have a separate room at the end of the wing. All decisions are made by these two monks. Brothers Finn and Norli are both the senior monks at the monastery and serve on the Esherten council. Their rooms are the same as the others in area M-5 except for the number of beds.

The Flame Flower elixir recipe is hidden in a secret panel in the wall of each room (M-6a south wall, M-6b north wall) so that Finn and Norli can both get to it. The hidden lock box is hard to find and

equally hard to unlock without the key. Brothers Finn and Norli each have a key on a chain around their necks and under their robes. The recipe lists the steps to preparing the flower and creating the elixir, but most importantly includes the blessing chant to Juntol-Ka, an essential part of the process. If the elixir is created without the blessing, it is nothing more than a simple healing ointment. The blessing adds the additional properties, making it much more powerful.

Brothers Finn and Norli are rarely in their rooms, except for in the evening hours.

Monastery Area M-7

Monks are first trained in natural and magical healing, but later come to this wing of the monastery for combat training. The Silver Crescent monks are known for their efficient use of the quarterstaff. There are usually d6 monks training in this area during the day time hours.

Monastery Area M-8

Two monks guard the door to the elixir room. Each morning until noon, 1-2 novices and one of the senior monks will be creating elixirs. Several small fireplaces slowly cook the herbs down to a broth while monks prepare the plants at work tables. A locked storage cabinet holds 10d6 healing elixirs. This area is guarded at all times.

Appendix

This section contains additional information to support the adventure and *Terra Minor* game world.

New Monsters

Giant Fly

These disease-spreading, giant airborne insects plague the jungles of Nolgur-Wul and areas where the addictive Flame Flower plants are found. Roughly 12 to 18 inches in length, these uncoordinated bugs infect their prey to the point of collapse, before feeding on their flesh and laying their eggs. Any bite from a Giant Fly sickens the victim (-1 to all actions for 1 hour) if they fail a saving throw.

Giant Fly (AC: 8 [11], HD: 1d4 hit points, Attacks: Sting (1d2), Saving Throw: 18, Special: Disease, Move: 3/12, Alignment: Neutrality, Challenge Level/XP: A/5); **No. Found:** 2d6; **Treasure:** usually nothing

Giant Fly Queen

Every Giant Fly hive has one queen who produces 50-100 eggs per day. The gestation period from larvae to pupae to giant fly is less than seven days. The queen is much bigger than the worker flies, nearly double their length and up to 3' long. She mates with the biggest worker males to produce more workers and occasionally soldier flies. She eats the male after mating. Worker flies bring her female pupae for food. Queens are also known to eat human flesh on occasion.

Queen Fly (AC: 6 [13], HD: 1+1, Attacks: Sting (1d6), Saving Throw: 16, Special: Disease, Produce Eggs 50-100 per day; Move: 1/3, Alignment: Neutrality, Challenge Level/XP: 2/30); **No. Found:** 1; **Treasure:** occasional 1-2 items within digestive system

Soldier Fly

Occasionally, the Fly Queen produces a rare strain of fly that grows bigger and stronger than the workers. These flies are used protect the queen. They deal more damage than the worker with their oversized and sharper mandibles. Soldier flies will abandon their protective duties and try to mate with the queen if they are in her presence too long. They always fight to the death.

Soldier Flies (AC: 7 [12], HD: 1d6 hit points, Attacks: Sting (1d4), Saving Throw: 17, Special: Disease, Move: 4/15, Alignment: Neutrality, Challenge Level/XP: B/10); **No. Found:** 1d6; **Treasure:** usually nothing

Silver Crescent Spider, Large

A carefully bred large spider by the Silver Crescent monks. Unusually docile, these spiders feast on large insects and common vegetables. They will only attack human if provoked. They are usually around 1' in length but have been found to be bigger in rare occasions. A silver crescent moon is always found on top side of their abdomen or thorax.

Silver Crescent Spider (AC: 8 [11], HD: 1+1, Attacks: Bite (1 hp + poison), Saving Throw: 17, Special: Poison (paralyzes victim for d6 minutes), Webs (creates silky web strands – victim at –2 actions after contact with web); Move: 12, Alignment: Neutrality, Challenge Level/XP: 3/60); **No. Found:** 4d6; **Treasure:** none

Uunglankaz the Wicked

A vile and wicked demonic spider, Uunglankaz has been stalking the world of Ornaklia for ages. Bed-time stories of a talking spider that eats little children can be heard in every corner of known world.

Although her evil venom is enough to make the bravest foes flee, she can also consume a human's soul, often while they are still breathing. Eating the soul adds d6 years to her life. The soulless victim rises in a few days as a mindless zombie.

Uunglankaz the Wicked, Demonic Spider (AC: 2 [17], HD 4+1, Attacks: Bite (2d4 + poison), Saving Throw: 12, Special: Poison (paralyze victim for 1 hour), can teleport 50' in any direction once per day; consumes souls by devouring the heart and brain of her victim, creating an undead version of that victim; can use human speech; Move: 6/teleport, Alignment: Chaos; Challenge Level/XP: 8/880); **No Found:** 1 (unique); **Treasure:** wide assortment, depends on location

New Treasure Items

Flame Flower Elixir

Created from the orange and red leafy plant, this elixir has potent properties. If consumed, it heals 1d4 HP of damage. Drinking this elixir also cures all sicknesses, diseases and infections, and restores any *temporary* loss of Constitution points. If the elixir is not blessed by a devout follower of Juntol-Ka, it heals but 1d2 HP and has no additional benefits.

If sold, the Flame Flower Elixir can fetch up to 100 gp. The only known crop of Flame Flower plants are in Esherten.

Yemtal-Dul's Treasure

Over a hundred years ago, the legendary Lunramalian warlord expired in Nolgur-Wul after fleeing his homeland. Finding a cave to rest, Yemtal-Dul succumbed to his battle wounds and died. His remains are found in Encounter Area C-4 (page 9) under a huge refuse pile made by Uunglankaz.

A golden scimitar "Aanfalten" is actually a **Scimitar of Speed** (provides +1 to initiative). The warlord's helmet is a **Helm of Mental Strength** (adds +1 to "mental" saving throws). A jagged dagger is the **Vicious Blade of Pain** (adds +2 damage). Two leather sacks contain **2,000 sp** and **1,000 gp**. A daily journal, partially wet from moisture, records his conquests and achievements.

The Wicked, Woeful Web



The monks of Esherten have always used trained spiders to protect their crops from the nearby giant fly hives. That was until several days ago, when the always obedient arachnids left the small settlement and disappeared into the Woeful Forest. The giant flies, attracted to the Flame Flower nectar grown in the village, have found the crop unprotected. Monks and villagers are growing weary from their constant battle with the insects. They need help! Who can help them bring back their trained guards?

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