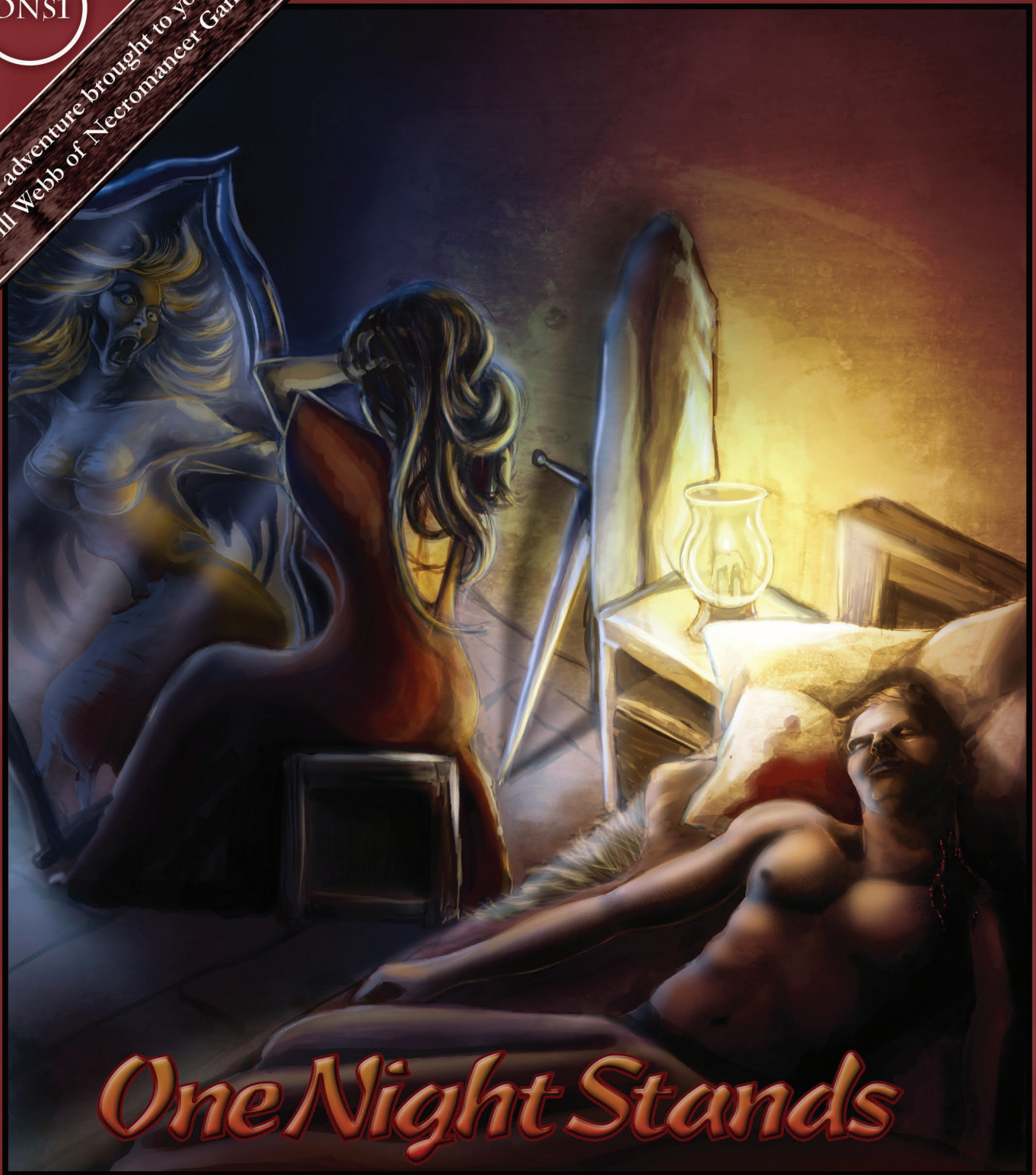


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One Night Stands

— Jungle Ruins of Madaro-Shanti —

By Scott Casper

**SWORDS &
WIZARDRY**



**FROG GOD
GAMES**

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Introduction

Jungle Ruins of Madaro-Shanti

A FROG GOD GAMES ADVENTURE FOR CHARACTER LEVELS 4-7

Jungle Ruins of Madaro-Shanti is a **Frog God Games** adventure for a party of 4-8 characters of fourth through seventh level. Like other **Swords & Wizardry** resources, it is compatible with the most out-of-print roleplaying games (Original, Basic, Expert, and Advanced). Some of the monsters found in this module were previously published in **Mythmere Games' Monster Book**, but these are described at the end of the module in case you don't own a copy.

Referee Background

A century ago or more, when the town of Chologadi was just a frontier fort on the coast, Madaro-Shanti was the most powerful city-state in the entire Ambicuarua Jungle. Its citizens were highly advanced in the arts of magic, and even retained some vestiges of magical quasi-technologies perhaps more ancient than humankind itself. Their prosperity made for jealous enemies, none more covetous than the powerful and sorcerous Kiengaa Tribe of the deep jungles. The Kiengaa plotted against Madaro-Shanti, making dark pacts with the monstrous ape-centaurs known as the Borsin, and with the monkey-faced, snake-like monsters known as the Hanu-Naga. Once this terrible, unnatural army was gathered, the Kiengaa and their allies laid siege to Madaro-Shanti itself.

As the walls of Madaro-Shanti fell, and the invaders swarmed into the city, the high priest of the city closed himself within the royal shrine, praying to all the gods for intervention. Yet none of the gods answered his prayers until the last – and that was Ojala, whom the people of Madaro-Shanti knew as a god of evil and treachery. A deadly bargain was struck that night, and true to his promise, Ojala caused a horrible wasting disease to strike the besieging army. But the full extent of the evil god's treachery became clear when the surviving people of Madaro-Shanti themselves began to succumb to the same disease which had slain their enemies. Within a fortnight, all the people of Madaro-Shanti had either died of the plague or scattered into the depths of the predator-filled jungle.

In only a few years, the city was overgrown by the jungle and fell into ruin, but the magical disease was to have one final consequence. Not only did the contagion affect the Kiengaa and the Madaro-Shanti – it also infected the mind of a powerful nature-spirit that inhabited the surrounding jungles. The nature-spirit Cho-Odaa, driven mad by the disease and hungry for vengeance against all humankind, has discovered the means to exact a terrible reckoning (see **PLAYER BACKGROUND** and “**THE STORM BASIN**” at the end of the module).

Player Background

The port city of Chologadi lies in the tropical southern lands, on the perilous coastline of a dark, jungle-shrouded continent. It is a town of explorers, trappers, and traders, making tenuous alliances with the civilized tribes of the region, but also forced to battle off raids by savages and cannibals, who inhabit the region in hordes. In recent weeks, a new threat has appeared to endanger

the town's precarious existence on these dangerous coasts. Within the jungle, trappers and hunters have encountered a spreading pall of black clouds and roiling fog, a terrible phenomenon that causes death and rot as it slowly expands. The dark clouds are now only thirty miles from the town itself, and advancing at a rate of perhaps two miles in a day. The town's livelihood has been brought to its knees; trading has virtually stopped, and there are no living animals left to hunt, for all are fleeing. The town leaders have offered great rewards to anyone who can discover the source of this threat and end it, for it is terribly clear what will happen to the town itself if the cloud should reach its walls. Thus far, however, no one who has taken up the challenge has returned from the tangled depths of the jungle. In a final attempt to combat the threat at its source, the town has outfitted everything that is needed for a full-scale expedition – all that is needed is a brave party of adventurers to lead it.

Referee Notes

The Ruins of the City of Madaro-Shanti contain four important adventure areas: the Gatehouse, the Plaza Well, the Palace, and the Dungeons below the Palace; the secret to the black death-cloud is to be found in the Dungeons. It is possible for the players to bypass the Gatehouse and the Plaza Well and still reach the bottom of the dungeons, but the rooms under the Plaza Well allow the players to open areas of the Dungeons that cannot otherwise be reached without breaking down stone walls.

The Appendices at the end of the module detail the “Expedition Outfit” of hirelings and other supplies which the city will provide to the adventurers. In addition to the normal benefits of support personnel, such as carrying loot and lanterns, the hirelings in the expedition will also be able to decipher some of the ancient Madaro-Shanti language, which is likely to be very useful. The players may choose whether or not to bring along the entire outfit, parts of it, or no extra support at all.

Because there are many places in the adventure where the characters may have to do some climbing, you are encouraged to consider allowing a thief character class, or something like it. If you choose not to allow that class or have nothing similar in use in your campaign, it is recommended that you use the following guidelines for any characters attempting to climb:

Armored characters - 1 in 6 chance

Unarmored characters - 2 in 6 chance

Unarmored characters, using climbing gear (grappling hooks, spikes, belays, etc.) - 3 in 6 chance

Any unsuccessful check means the character made it halfway before falling.

It is recommended that all characters be assumed able to swim

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unless wearing metal armor. Unless magically aided, characters should only be able to hold their breath for 1d3 minutes before losing consciousness. In 5 minutes after losing consciousness, the character will drown if still under water.

There is no effect to remaining in the cloud for up to three days. However, if a person remains within the cloud more than three days, he must begin making saving throws once every six hours. If he fails the saving throw he begins to lose one hit point per hour while in the cloud.



Rumors

The town of Chologadi is talking about nothing but the approaching black clouds, and many people are packing up their belongings to flee. The players cannot avoid learning that everyone suspects the clouds to originate in the ruins of an ancient city about fifteen to twenty miles into the jungle. The ruins have always been considered to be cursed, and the clouds seem to center upon the area where the city is said to be.

Each character will also start the scenario having heard one of the “Basic Rumors” below (roll 1d6 for each, do not re-roll duplicate results). Players who make any effort to learn more about Madaro-Shanti before their expedition to the ruins (or upon returning to civilization in the course of the scenario) can roll for an additional rumor (roll 1d12 using both tables together). If they spread some money around, they will receive all of the basic rumors, and may roll

for additional “Uncommon Rumors” (roll 1d8+6 on the table) at a rate of about 10gp per rumor.

Basic Rumors

- 1) A people called the Madaro-Shanti once lived in a jungle city twenty miles or so from Chologadi. The city is the reason why the jungles are called “Madaro-Shanti.” A curse drove them out long ago, and only their empty villages remain. (Mostly true)
- 2) The dark cloud is not dangerous as long as you don’t stay in it for several days. (True)
- 3) It was only five years ago that the dark cloud cover over Madaro-Shanti was first observed, but there have always been rumors that the area is cursed. The dark clouds have been spreading slowly ever since. (True)
- 4) A ruined stone road leads to the ruins, but the jungles have grown past the place where the road begins. However, a well-paid guide

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- can lead the adventurers to the place where the road starts. (True)
5) The vegetation has all died in the ruins of the jungle city, and yet some appears to be alive in undeath. (False)
6) Beware of the monkeys in the ruins. (True)

Uncommon Rumors

- 7) Only tombs remain intact in the ruins. (False)
8) The heads look outward to reveal their secrets. (True)
9) The people of Madaro-Shanti spoke a language that is similar, but not completely identical to the language of the tribes around Chologadi. (True, and this ought to warn the players that a Read Languages spell or a native guide could be useful)
10) The ancient people of Madaro-Shanti were more advanced than most people today know and had magic at least as great as ours. (True)
11) The people of Madaro-Shanti worshiped the wrathful Iron God and he was the source of their curse. (False)
12) The gatehouse in the ruins might open more than just a gate. (True)
13) Since before the dark clouds, the nature spirits have been in turmoil, speaking rumors about their brother Cho-Oda and the disease that afflicts him. (True)
14) There is an old saying about Madaro-Shanti: “The Well Moves the Walls” (True)

Reaching the Ruins

The easiest way to reach the ruins of Madaro-Shanti, other than flying, is to take the old road which leads to the city from a spot about a mile deep into the jungle. The road is constructed of great stone blocks sunken deep into the ground, occasionally winding its way past large stone statues, most broken, overgrown with vines, or badly cracked. In many places the road has been buckled and ruptured by magical earthquakes during the siege of Madaro-Shanti, and it is mostly overgrown with jungle vegetation. Because of these obstacles, it will take three full days to travel the twenty miles to the ruined city, even with the benefit of the road. Trying to hack through the jungle without using the road lengthens the expedition to five full days.

Whatever pathway the characters take into the Madaro-Shanti, as soon as they enter the dark, roiling fog they will note that the vegetation is diseased and dying, and that all sounds of wildlife – birdcalls in particular – have ceased. The remainder of the trip will be an eerie journey through silence and darkness.

Should the adventurers approach Madaro-Shanti by way of the ruined road, their first sight of the city will be the ruined gatehouse that once protected the city gates (see, “**THE GATEHOUSE**” below). Adventurers approaching the ruined city by any other route will first see the partially collapsed city walls and or the surrounding jungle environs.

Wandering Monsters in the Jungle and the Ruins

There is a 2 in 6 chance of a wandering monster encounter per six hours spent in the jungle (not applicable if the party flies overhead). Roll 1d8 on the following table for results:

Roll	Encounter
1	1d12 ghouls (day) or 2d10 ghouls (night)
2	1d8 giant ants
3	1d8 borsin (day only) or 1d12 giant vampire bats (night only)
4	1d6 spire monkeys (day only) or 1d4 greater bats (night only)
5	1d8 giant (small) centipedes
6	1d4 giant (small) spiders (day only) or 1d6 zombies (night only)
7-8	Special Encounter: roll or determine the result using the SPECIAL ENCOUNTERS section below.

Borsin: HD 4; AC 6 [13]; Atk 2 claws (1d4) and 1 bite (1d3); Save 13; Move 15; CL/XP 4/120; Special: Hug and rend (2d6 dmg if both claws hit).

Ghoul Monkeys: HD 1d6 hp; AC 8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9 (12 in trees); CL/XP 1/15; Special: Immune to sleep, charm, and hold spells.

Giant Ants: HD 2; AC 3 [16]; Atk 1 bite (1d6); Save 16; Move 18; CL/XP 2/30; Special: None.

Giant Vampire Bats: HD 1; AC 8 [11]; Atk 1 bite (1d6); Save 17; Move 4, 18 (fly); CL/XP 3/60; Special: Sucks 1d6 blood automatically after hit.

Greater Bats: HD 4; AC 7 [12]; Atk 1 bite (1d10); Save 13; Move 4, 18 (fly); CL/XP 5/240; Special: None.

Giant (small) Centipedes: HD 1d2 hp; AC 9 [10]; Atk 1 bite (0); Save 18; Move 13; CL/XP 2/30; Special: Lethal poison, +4 to save.

Giant (small) Spiders: HD 1+1; AC 8 [11]; Atk 1 bite (1 hp + poison); Save 17; Move 9; CL/XP 3/60; Special: Poison (+2 save or die).

Spire Monkeys: HD 2; AC 7 [12]; Atk 3 claws (1d3); Save 16; Move 15; CL/XP 2/30; Special: None.

Zombies: HD 2; AC 8 [11]; Atk 1 weapon (1d8); Save 16; Move 6; CL/XP 2/30; Special: Immune to sleep and charm.

Special Encounters

As a nature-spirit, Cho-Oda’s awareness reaches beyond his lair, and when he discerns the presence of the characters approaching the ruins, he will attempt to frighten them off using his spirit-powers. At the same time, other nature spirits are trying to communicate to the party that Cho-Oda should be rescued rather than killed. The result is a strange and mixed set of possible visions, dreams, and actual encounters. If the encounter is in a dream, it will be delayed until the next time the characters sleep. Roll 1d8 for a special encounter, but do not repeat results.

Special Encounter 1

The characters encounter a swarm of buzzing, biting flies. Suddenly, the tone of the buzzing shifts until it sounds more like a deep voice chanting, “Cho-Oda...Cho-Oda...”

Special Encounter 2

One of the characters notices a lone antelope in the distance, seemingly staring straight at him. The character is momentarily transfixed by the staring animal, until the antelope seems to speak to him in a voice that sounds much too close. The voice says, “Beware of Cho-Oda. Rescue Cho-Oda.” Then the antelope falls over. If examined, the antelope is dead and appears to have been dead for days.

Special Encounter 3

While sleeping – even if sleeping far away from the ruins, but still in the jungle – 1d2+1 of the characters have the same dream. In the dream, they are surrounded by a darkness so dense that it seems to be a physical thing surrounding them. Unable to move away, the darkness starts to flow over their bodies. A deep voice says, “Explore too deep, and this will be your fate. So speaks Cho-Oda.”

Special Encounter 4

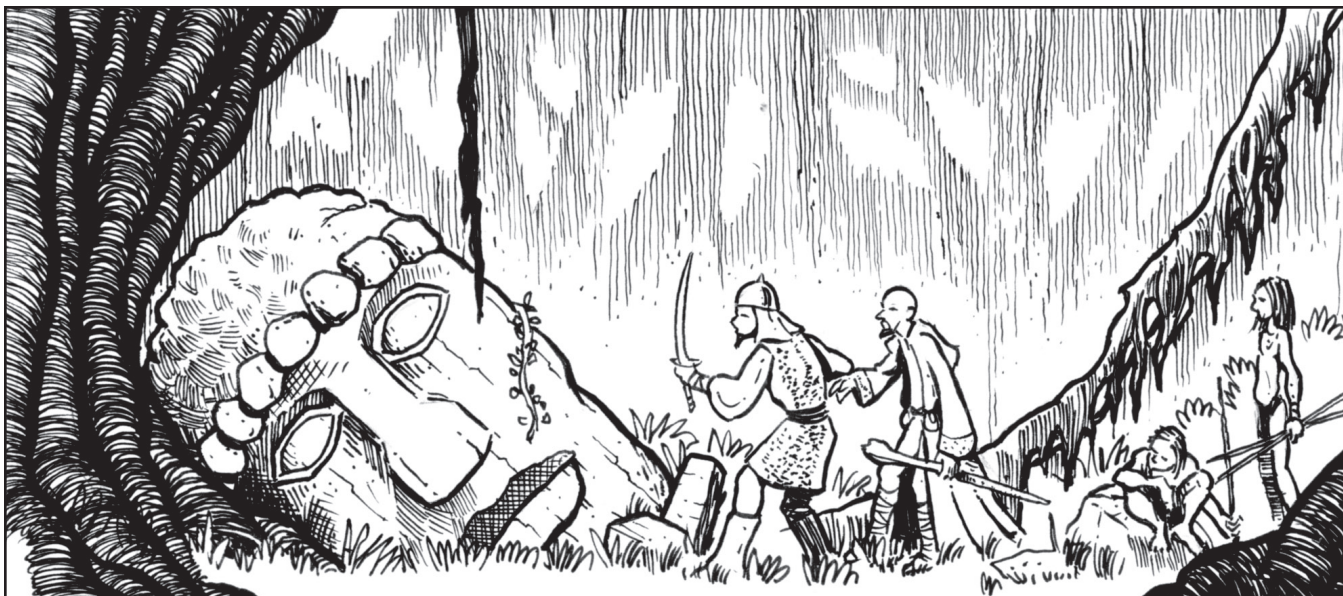
There are several monkeys in sight. At the same time, they all lift up rocks and begin pounding them on the stones where they sit. More pounding of stone on stone echoes from elsewhere in the ruins. Suddenly, the pounding noise sounds like, “Cho-Oda! Cho-Oda! Cho-Oda! Cho-Oda!” Then all the monkeys stop pounding rocks at the same time and go back to normal.

Special Encounter 5

One of the characters – most likely a cleric – has a sudden and momentary vision of a room full of statues (actually **Room D21** on

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dungeon level 2 of the palace) and a kneeling skeleton in front of them. The skeleton turns its head to face you and says, “Cho-Oda waits for you here.”

Special Encounter 6

A character has a vision of the same room as in Special Encounter 5. This time, the same deep voice seems to come from no source, but says, “The Basin.”

Special Encounter 7

A character has a vision of spirits floating in the jungle, taking on

the form of jaguars and other forms, then dissolving back into mist. Each one speaks the same message: “Our brother is changed. Help him, and you shall be rewarded.

Special Encounter 8

A character has a sudden sense of deep water all around him, but it is held back by walls. He knows that he stands in a place where there is great treasure, but cannot see it. He hears the sound of a wall moving, and then the strange feeling disappears.

The Ruins

The Ruins of Madaro-Shanti stretch a quarter-mile in length, but most of the city is nothing more than freestanding stone walls and roofless, gutted-out houses of mud and brick. There are only three locations that are mostly undamaged – the Palace, the Plaza, and the Gatehouse. Camping out in the ruins incurs a risk of wandering monsters. Use the same **Wandering Monster** table, but check every *four* hours rather than every *six* hours.

The Gatehouse

This is a huge gatehouse, forty feet tall and built of massive, cyclopean stones. The portcullis at the center of the tower is closed, but the walls to either side of the gatehouse are shattered into ruins. The building itself is badly damaged by siege weaponry.

The Gatehouse was once the main defensive tower of the walls surrounding the city, and was not completely destroyed in the siege, although it has clearly been badly damaged. Since the walls on either side of the gatehouse are collapsed, the building can easily be bypassed to enter the city if the players choose to do so.

The party may have heard rumors that opening the gate will be beneficial to their quest, and this is true – as a defensive measure, when the gate is lowered, two walls inside the Palace automatically rise to prevent access to stairs behind them. Since the attackers destroyed the surrounding walls rather than the gatehouse itself, these two staircases in the Palace have remained blocked off for many years.

A small tribe of borsin (see “NEW MONSTERS”) makes its

lair in the area immediately surrounding the Gatehouse. The borsin resemble centaurs, with the upper body of a gorilla upon the lower body of an antelope. If the party approaches the Gatehouse, borsin sentries (1d4) will move to the attack and give warning; others will scramble to join the fray (an additional 1d4 will arrive per 5 combat rounds). If 20 borsin are slain, the rest will scatter in retreat. There are 30 borsin in the tribe.

30 Borsin: HD 4; hp 21, 19 (x3), 18, 17, 16 (x2), 15 (x3), 14 (x5), 13 (x5), 12 (x5), 11 (x3), 10; AC 6 [13]; Atk 2 claws (1d4) and 1 bite (1d3); Save 13; Move 15; CL/XP 4/120; Special Hug and rend (2d6 damage if both claws hit).

Inside the Gatehouse

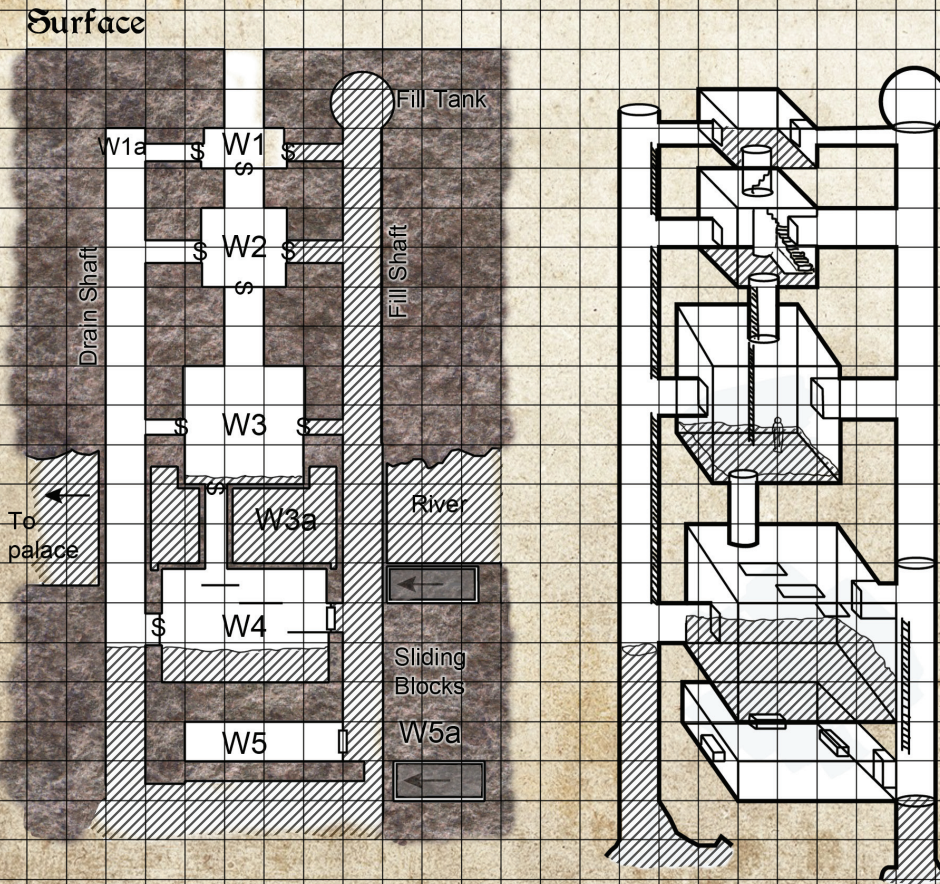
The party can enter the upper level of the Gatehouse by climbing stairs at the back of the tower (on the side once protected within the walls). The ground floor of the tower is solid stone; the upper level is a single room with a ladder leading up to the tower roof. The room’s floor is covered in bones, many of them complete skeletons. A large winch apparatus in the middle of the room is obviously the means of opening the gate below, and on the wall in front of the winch there is a stone rune on the wall.

If the winch is used to raise the portcullis, the east walls in **Rooms P13** and **P14** (in the Palace) will sink into the floor, revealing the hidden staircases. At the same time, the stone rune on the wall will change its appearance into a second rune (which signifies that the doors and portcullis are open instead of closed).

Treasure: a large wooden shield +1, a silver-studded half-suit of leather armor (hauberk only) worth 20 gp, and a pouch holding 5 gp.



The Well Beneath the Plaza (Side Views)



Plaza Well
Vertical Dungeon
(side view)

Plaza Well
Vertical Dungeon
(Representational,
not to scale)

The Well

An open courtyard directly in front of the Palace, overgrown with dying jungle creepers and surrounded by ruined buildings. A square stone well, ornately carved, stands in the middle of the Plaza.

The Palace is a huge two-story structure built of massive stone blocks, with a vast, arched doorway. The building is badly damaged from siege engines, and the walls are actually breached in more than one place.

The sides of the stone well are ornately carved. Each side has a deep impression of a handprint; the rest of the carvings are different on each side, pictures of kings and elephants, mainly. At each corner of the well sits a small, carved stone head, probably about twenty pounds in weight.

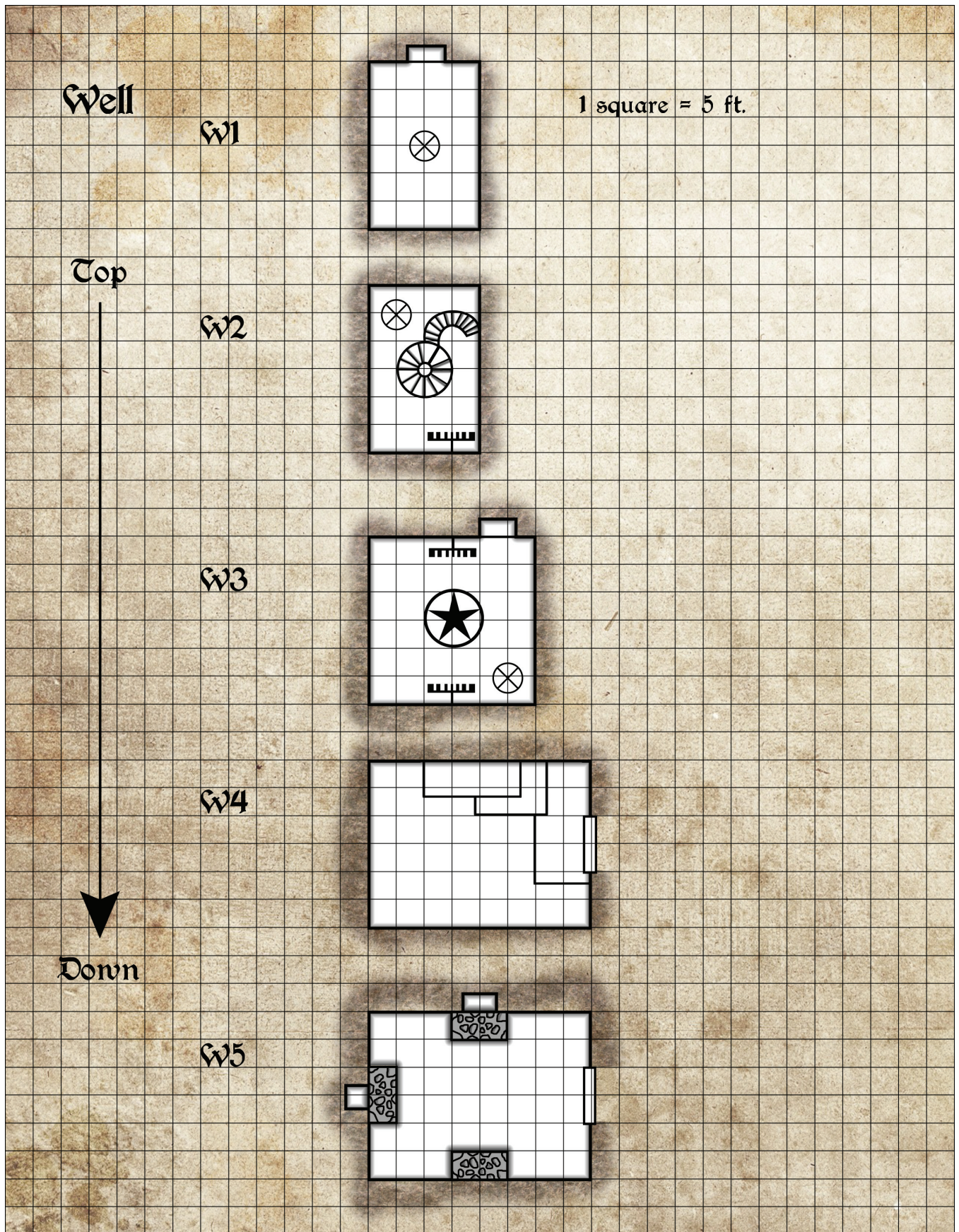
Referee Note: If anyone examines the heads, he will take note of the fact that they have different numbers of eyes, and that the

pupils of the eyes are strange, resembling arrows. The arrows are clues to the operation of the various mechanisms inside the well complex, and are described at the end of the module for reference.

The ornately carved well is the entrance to a series of currently flooded underground chambers which descend deeper and deeper. When four people place their hands into the handprint depressions simultaneously, the water in the underground rooms will flood into the drain shaft, and the topmost room will become visible at the bottom of the well shaft (see “Explanation of the Water System,” below, for an explanation of how the complex operates).

Explanation of the Water System: The well shaft contains a concealed, last-ditch defense system for the Palace of Madaro-Shanti, used to open and close various important points of access within the Palace and the Dungeon. If the players explore this area, be prepared to pencil some notes on your Palace and Dungeon maps to show the results of the characters’ activities in the Well. The description of

THE RUINS



how it works sounds complicated, but once it is grasped, it is fairly simple. The side-view maps are very helpful.

As shown on the diagram, there is one shaft (the "Drain Shaft") to the west of the rooms and another shaft (the "Fill Shaft") to the east. Each room of the well is connected to both shafts by large stone tunnels: one of the tunnels allows water to fill the room (from the

Fill Shaft), and the other drains the room into the Drain Shaft. The normal water-position in the well is (a) an empty Drain Shaft, (b) rooms filled with water, and (c) a full Fill Shaft. When the well is initially "flushed" at the surface, using the handprints on the well, the seals on the western tubes open, draining water from all the rooms of the well, after which they close again. The Fill Shaft refills with

THE RUINS

water and remains full; if the characters later open the seal to one of the eastern tubes, water rushes from the Fill Shaft to flood that room.

The Fill Shaft draws water upward from an underground river until the Fill Tank is filled. It is extremely unlikely that the party will ever enter the Fill Tank, but if they do, they will find a carved face on the ceiling of the tank, its mouth shaped like an “O.” When the Fill Tank is empty, the stone face levitates the river water far below it, sucking water up into the shaft until the Fill Tank and the shaft below are completely filled. There is a way to block this effect, described in ROOM W5a.

The Flood-Gate Seals: Each room contains a secret door in the east (Fill Shaft) and west (Drain Shaft) wall. If one of the *western* doors is found and opened, it will reveal an iron grate (50hp) blocking the entrance to the tube (which eventually leads to the Drain Shaft). If one of the *eastern* doors is located and opened, water from the Fill Shaft will blast into the room in a raging torrent. All characters in the room will have to make a saving throw each round unless they are holding onto a fixed object. Failing the saving throw means that the character is swept off his feet by the flood – if the door and grate to the Drain Shaft are also open, the character will be swept through it and into the Drain Shaft. If the seal to the Drain Shaft is closed (e.g., the room is filling with water), the fallen character will take 1d4 points of damage from being hurled around in the whirling torrent.

The secret doors and grates can be magically compelled to open, and the grates can also be destroyed by inflicting 50 or more points of damage to them. These methods could allow the characters to bypass the instructions specific to each room.

W1. Room of the Bronze Wheel

The floor is wet, with a couple of inches of standing water. In the center of the room, a short metal stem attaches a horizontal bronze wheel to the floor. In the north wall, 5ft off the floor, is a niche with a carving of a stone head resting in it. A tiny pinprick hole in the east wall blasts a fine mist of water six feet into the room.

INITIAL POSITIONS:

Floor Wheel (FW): turns clockwise only

Safe Passage: turn FW clockwise

To Activate Trap: remove weight from niche, causing FW to turn counterclockwise only, then turning FW counterclockwise.

Turning the bronze wheel clockwise – and this is the only way it initially turns – causes the flagstones around the wheel to drop incrementally lower until they form a spiral staircase going down.

Opening this stairwell causes wall **D15A** in the **Dungeon** to sink into the floor, allowing access to **Room D16**.

The head in the niche weighs 20 pounds, is identical to the four heads at the top of the well, and rests on a pressure plate. If the head is removed from the niche without its exact weight being replaced on the pressure plate, then the bronze wheel is locked from turning clockwise (this is bad) and unlocked to turn counter-clockwise. Turning it counterclockwise causes the eastern secret door to open: a violent cascade of water begins thundering into the room at this point, filling it to the top within 10 minutes (see “**The Flood-Gate Seals**” for consequences).

The room can be emptied by returning to the surface and using the handprints to “re-flush” the complex using the handprint trigger, or by opening the secret door in the western wall. Even so, the staircase still cannot be opened until the head (or its equivalent weight) is replaced in the niche.

W1a. Drain Shaft

The characters will likely not be using this shaft, but it is possible in any room to smash the grate leading to this shaft. If the characters are not being washed down the shaft by a roomful of water, they will enter a dry shaft. There is an emergency ladder of stone rungs running down the east side of the shaft. Even someone washed down the shaft has a 1 in 6 chance between each of the rooms to grab a rung and stop his fall. Anyone falling into the water below must make a

save: success means the character takes no damage, and a missed save means the character takes half as much damage as he would from falling on a hard surface.

W2. Room of Two Bronze Wheels

The unfolding spiral stairs meet a straight set of stairs at the top of this room, and the straight stairs descend to the floor, which is two feet under water. A horizontal bronze wheel is submerged in the northwest corner, attached to the floor. A second bronze wheel is in the opposite corner, 7 ft. off the floor and mounted to the wall. Some runes are carved over the top of it. Embedded into each corner of the room, up by the ceiling, is a copper statue of a large fish.

INITIAL POSITIONS:

Wall Wheel (WW): turns either direction

Floor Wheel (FW): only turns clockwise

Safe Passage: turn WW clockwise, which reverses FW to turn counter-clockwise only, then turning FW counter-clockwise.

To activate trap: turn FW clockwise.

If the wheels are turned correctly (e.g., wall-wheel clockwise, allowing floor-wheel to be turned counter-clockwise), a section of the floor drops down and slides under the rest of the floor, revealing the ladder down to **Room W3**. This also causes **Wall D15B** (in **level 2** of the **Dungeon**) to sink into the floor.

There are some clues to the operation of the wheels, left as instructions for regular soldiers who might be sent into the well to close or open walls in the Palace and Dungeon ... and if the wheels are not turned correctly, a dangerous trap is set into motion.

CLUE #1: Strange runes are written above the wheel on the wall; these are in the Madaro-Shanti script, and read, “First turn this wheel clockwise, and then turn the other wheel counterclockwise.” This is correct advice, but unfortunately the characters cannot read the Madaro-Shanti script. Using a *comprehend languages* spell reveals the text perfectly. If the party does not use *comprehend languages*, but has brought along a tribesman from the area around Chologadi, he will be able to read some of the inscription due to the similarities of the two languages. He can discern that this wheel is supposed to be turned first, but cannot decipher which direction the instructions say to turn it.

CLUE #2: A counter-clockwise arrow is scratched faintly into the floor around the submerged floor wheel. The scratch is shallow, and under 2 ft. of standing water, so it is effectively invisible. Anyone feeling carefully around the floor surrounding the wheel will find the scratch, and (by tracing around to the arrowhead) realize that it is an arrow pointing counter-clockwise.

If the party brought no divination magic, no *comprehend languages* spell, and no interpreter, and they don’t at least find the arrow scratched in the floor, they will have to trust entirely to luck, and the results of an incorrect guess can be disastrous.

Turning the wall-wheel clockwise (good) switches a gear on the floor-wheel, which will now turn only counter-clockwise (also good). There is no immediate problem with turning the wall-wheel in the wrong direction, but unless it is eventually turned all the way clockwise, the floor-wheel will only turn in the wrong direction.

If the floor-wheel is turned clockwise (e.g., the wrong direction), it causes the stone column holding the stairs to whirl upward like a fan, collapsing back into the ceiling. Anyone can grab onto the stairs before they go back up, but must make a to scramble back up into **Room W1** safely, or he will be caught up in the upward-folding stairs for 5d6 damage. As soon as the stairs are closed, the two wheels in this room lock into position and cannot be turned. Having a character or (preferably) some other strong object jammed into the stairs will prevent this from happening.

As the stair column is ascending, the eastern secret door will open and begin flooding the room, which will take 15 minutes to fill with water (see “**The Flood-Gate Seals**,” above, for results). It gets worse. On the third and fourth minutes, the fish statues will tip from the corners and oil will pour out of their mouths onto the water.

After the 10th minute, the fish statues snap back up into place. In the 12th minute, a panel in the ceiling opens, and a flint and steel in the recessed opening scrape together, dropping sparks onto the oil. The oil will burn for 3-5 rounds, doing 1d8 points of damage per round to anyone on the surface of the water.

There is no way to re-open the closed stairwell short of using magic and, without that, the characters may be forced to descend to **Room W5** before they can leave. If one character is still in an upper room, he can reopen the stairs (and unlock the wheels down here) by turning the wheel in **Room W1**.

W3. Room of the Three Copper Wheels

The floor of this room is covered in about three feet of water. There is a large copper wheel set in the southwest corner of the floor and identical copper wheels opposite each other in the center of the north and south walls. Fifteen feet off the floor, in the north wall, is an empty, head-shaped niche. In the center of the room is a rust-red statue of a warrior, its features eroded beyond further recognition.

INITIAL POSITIONS:

Wall Wheels (WW): only turn counter-clockwise

Floor Wheel (FW): locked

Safe Passage: put weight on pressure plate, reversing wall wheels to turn clockwise only (which unlocks FW to turn either direction), then turn FW clockwise.

To Activate Trap: turn any wheel counter-clockwise

The trick is to place one of the stone head statues (or something of equivalent weight) into the head-shaped niche first. Then, the wall wheels can be turned clockwise; the floor wheel remains locked until the two wall wheels are turned. The third wheel is attached to a hatch that can then be opened, leading into **Shaft W3a**.

Turning any wheel counter-clockwise opens the eastern secret door that pumps water into the room. It will take 20 minutes for the room to fill with water. Any character with a strength of 12 or less must make a save each round to remain standing in the onrushing water. Worse, during the 3rd, 7th, and 15th minutes after the water starts rising, an electrical charge will be released into the water from the copper wheels. Anyone still in or touching the water during those times will take 2d6 damage (no saving throw).

If the trap has been activated, it can be deactivated by turning the wheel on the wall in **Room W2** again, after which the electrical discharges stop and the water is pumped out of the room through the western secret door.

When the hatch to the air lock opens, **Wall D17C** (in **Dungeon level 2** of the palace) will sink.

W3a. Air Lock

This shaft telescopes upward to meet the hatch in **Room W3** when the hatch is being opened. If the hatch is broken open (e.g., the shaft has not been cranked up to connect with it) the characters will have direct access to the subterranean stream that provides the well water and, ultimately, leads to **Room D5** (in **Dungeon level 1**). The walls of the shaft are of segmented brass, and there is a ladder leading down to a simple opening below.

W4. Room of Platforms

This room is about halfway submerged in standing water. Three large slabs of stone (10 ft. x 5 ft.) project from the wall, each one lower by 5 ft. than the one before. There is a wheel set into each platform, and a door in the east wall at the end of the lowest platform. A message is carved into the stone above the door.

INITIAL POSITIONS:

Platforms: top platform is stable, lower platforms will spin, door is locked.

Safe Passage: each platform is stabilized by turning the wheel on the platform above. Turn all three wheels to unlock the door and drain lower portion of Fill Shaft.

To activate trap: lower two platforms spin if the wheel above isn't turned.

The topmost platform is stable, but the lower two platforms spin on axles to dump anyone standing on them into the water below. Turning each wheel stabilizes the next platform down, to lock it in place. The wheels only turn one direction, so it is easy to handle this part of getting to the door. The difficulty is that the wheels are hard to turn, and the party will be under attack while following the process of turning wheels and moving down from platform to platform. **NOTE:** the door is only safe to open if all three wheels have been turned.

Each wheel requires a combined strength of 30 to turn; this need not all be applied at once; three characters with a strength of 10 each (total 30) could turn it in one round, or one character with a strength of 10 could manage to turn the wheel by exerting his full strength for three rounds (total 30).

The water in the room is infested with **piranha** fish, and **five of these are giant, flying piranha**. The flying piranha can remain airborne to harry the party at every step of the way unless they are killed.

Giant Flying Piranha: HD 2; HP 14, 10, 8, 8, 4; AC 7 [12]; Atk 1 bite (1d6); Save 16; Move (Swim 12) (Fly 6); CL/XP 2/30; **Special:** Fly.

The piranha in the water can leap to attack as well, but only when the characters are on the lowest of the three platforms, at which time 2d6 regular piranha will leap up each round to attack a random opponent. After jumping onto the ledge they are helpless.

Small Piranha: HD 1hp; AC 9[10]; Atk 1 bite (1hp); Save 18; Move (Swim 12); CL/XP A/5; **Special:** leap from water.

Any character falling into the water will be attacked by a swarm of piranha which will inflict 1d6hp damage per round (automatically).

The script over the door is in Madaro-Shanti. A *comprehend languages* spell will reveal that it says: "Warning: all three wheels must be turned before opening door." A non-Madaro-Shanti interpreter can only discern the words "warning" and "three wheels."

The east door is swollen and damp to the touch. If all three wheels were not turned, then the door opens onto the water-filled shaft that pumps water into each room (see **Shaft W5a**). It will take 15 minutes for the room to fill with water. However, when all three wheels are turned, a sliding block in the Fill Shaft will move to cut off the shaft, draining the area between this room and **Room W5** (see **Shaft W5a**).

Opening the west door causes **Wall D18d** (in **Dungeon level 2**) to sink into the floor.

W5. The Mirror Out of Time

This room is bone dry, and the ceiling is polished into a mirror, reflecting the room below.

There are three blocks of rough stone roughly 7 ft. on a side. Each block sits on, but does not quite cover, a metal grate; there is one grate along each of the north, east, and south walls.

THE RUINS

The stone blocks, grates, and the ceiling are all magical. The blocks appear to be massive and unmovable, but when pushed against are found to be lighter than they should be. Each block can be moved by a combined strength of 36 or more, and up to three people can move a block by hand (or by more than three if rope or other tools are used creatively). The correct direction to push each slab is to the left; moving a block to the right will release a trap (**Cone of Cold**, 5d6 damage). However, there is a very odd feature of the room that will allow the characters to avoid damage from the traps if they are set off.

Anyone watching the mirrored ceiling as the characters move about will notice that the reflection is not simultaneous; it reflects what happens a moment *before* the action is taken, with about a three second difference. In consequence, if one of the traps is about to be set off, anyone watching the ceiling can give warning, allowing everyone to jump free. There isn't quite enough time to get completely clear, but anyone who was pushing the block will take only 1d6 points of damage. Pushing the blocks from a distance will render the traps completely ineffective, of course.

Moving the north block left (east) unblocks a niche in the wall behind it containing a clerical scroll with **Water Breathing** and **Raise Dead** on it, and two Potions of **Healing**. Moving the west block left (south) unblocks a niche in the wall behind it containing 5 citrine stones worth 50gp each, 3 large turquoise stones worth 20gp

each, and 2 blue quartz stones worth 10gp each.

Moving all three blocks in the room off their grates (in either direction) causes WALL D19E (in dungeon level 2) to sink into the floor.

W5a. Fill Shaft

As described previously, this shaft is usually full of water being magically held upward by a *levitation* effect. If the door from **Room W4** is opened properly, a sliding block in the shaft moves to cut off the water above, and the shaft from **Room W4** down is drained and cut off from the water supply beneath it, while the *levitation* effect of the shaft is temporarily dispelled. Once the shaft is drained, the lower sliding block moves to provide a floor at the bottom of the shaft. After 30 minutes, the process will begin to reverse itself; the lower sliding block will slide back into its slot (making noise and taking 10 minutes to finish moving). Then the top slab will begin to move, and water will begin pouring into the shaft (10 minutes). Once this process is completed, the door to **Room W4** will lock (and the blocks in that room will slide back into place). If the characters do not get back into **Room W4** before the door locks, and do not have a way to unlock it, their only escape is to get up the Fill Shaft while it is filled with water, and to get back into the rooms through one of the Flood Gate Seals.

The Palace

Level 1

ACCESS TO THE PALACE FROM OUTSIDE: Level 1 of the Palace can be entered from outside by (1) the main entrance in **Room P1** or (2) the holes in the walls of **Rooms P2** and **P6**. Level 2 can also be entered via the holes in the walls of **Rooms P27** and **P28**. **Room P20** has a small window that is too small to use as an entry.

P1. Entry Chamber (Main Court)

Ceiling: *The ceiling of this room is open to the upper level of the Palace.*

Platforms: *Three foot-tall steps run along the entire north and south sides of this large room to form 3 ft. high raised platforms. The north platform is lined with ten 15 ft. tall columns, carved into the alternating likenesses of giant men and women. The south platform is half as wide and has no columns, but there are five archways at the back of the platform leading to other rooms. A sixth archway seems to have collapsed.*

Pit and Statue: *Towards the rear of this chamber is an open, square pit in the floor and, a short distance behind the pit stands a 10 ft. tall clay statue of a bestial, naked man who appears to be half-monkey.*

The statues are all harmless. However, the ghoulish monkeys in **Rooms P2** and **P3** will swarm through the south archways and attack in two and three rounds (respectively) after the characters enter the chamber.

The monkey god statue is terracotta and not easily smashed, but if it is, the characters find a mummified monkey buried inside it (for religious purposes, the significance of which is now unknown). The pillars on the north platform are stone and much harder to wreck, but if the characters were to succeed in doing so, they will pull down the north balcony above them and much of the north wall of the palace as well.

The pit is a 20 ft. drop and leads to **Room D1** on **Level 1** of the dungeons below.

P2. Ruined Hall of Pillars

There were once four 15 ft. tall pillars carved to look like giant apes supporting the high ceiling of this room, but the two on the ends have toppled, taking some of the south wall of the building with them. Fallen bricks and rubble are piled high in the southeast and southwest corners of the room, the latter partially obscuring a large archway in the middle of the west wall. Above these piles of debris are gaping holes in the outer wall of the building, open to the outside.

There are normally **10 ghoulish monkeys** in this hall, though they quickly move to **Room P1** to attack intruders. They do not otherwise leave, even to aid their fellows in **Room P3** should combat occur there first.

One could easily climb over the debris to the holes leading outside, though the holes are 7 and 8 ft. above the ground outside. If the characters search the rubble in the southwest corner, they will quickly uncover a human skeleton. The skeleton is clutching 3 small amber stones worth 50 gp each in one hand and a bronze dagger worth 3 gp in the other hand.

Somehow wrecking the last two pillars in this room would crumble the entire southwest corner of the building.

10 ghoulish monkeys: HD 1d6 hp; hp 6, 4 (x4), 3 (x2), 2 (x2), 1; AC

8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9 (12 in trees); CL/XP 1/15; Special: Immune to sleep, charm, and hold spells.

P3. Hall of Intact Pillars

The four 15 ft. tall pillars supporting the high ceiling of this room are carved in the likeness of giant monkeys. There was once a 30 ft. wide mosaic on the south wall of this room, and though many tiles have now fallen or otherwise gone missing, it seems to have once shown a crowd of dark-skinned people kneeling before a giant monkey.

There are normally **12 ghoulish monkeys** in this hall. They will attack intruders in **Room P1**, but will not go to **Room P2**.

Somehow wrecking two of the four pillars in this room would cave in the ceiling of the room. There is no treasure here.

12 ghoulish monkeys: HD 1d6 hp; hp 6 (x4), 5, 4 (x2), 3 (x2), 2 (x2), 1; AC 8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9 (12 in trees); CL/XP 1/15; Special: Immune to sleep, charm, and hold spells.

P4. Slimy Hallway

The floor of this corridor is coated in mucous-like slime.

A giant slug squats in front of the archway to **Room P12**. It is not a full-sized giant slug. There is no treasure here.

1 Under-sized Giant slug: HD 9; hp 34; AC 9 [10]; Atk 1 bite (1d12) or acid; Save 6; Move 6; CL/XP 10/1400; Special: Spit acid for 5d6 damage.

P5. Stair Landing

The stairs on both sides lead up to the hallway outside **Room P15** (on the second level).

P6. Ruined Closet

The walls of this small room are lined with shelves; the ones at the far end of the room are broken and lean on the floor. The floor is littered with clay pots, most of them broken. The back wall has a large hole in it leading outside, with a mound of broken stone debris underneath it. Vines had long ago crept in through the opening from outside, but now lay dead among the stones.

There are two unbroken pots on the floor, one of which holds a *potion of heroism*. One can climb over the debris to the hole leading outside, which is 6 ft. above the ground. Anyone standing on top of the debris pile can see a crack between the wall and the ceiling directly above, though it would be very difficult for even an experienced climber to ascend without pulling down more rocks.

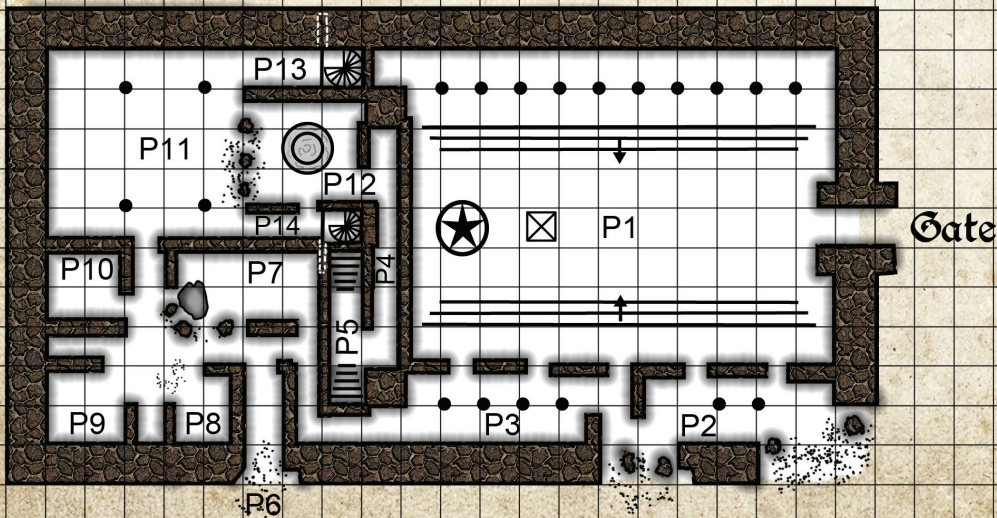
P7. Ruined Barracks

The whole southwest corner of this room has collapsed, leaving a 2 ft tall heap of rubble all along that corner that slopes down into a hole roughly 10 ft wide broken into the floor. The rest of the room is littered with broken, rotten furniture in such shape that their original forms and functions are now unrecognizable.

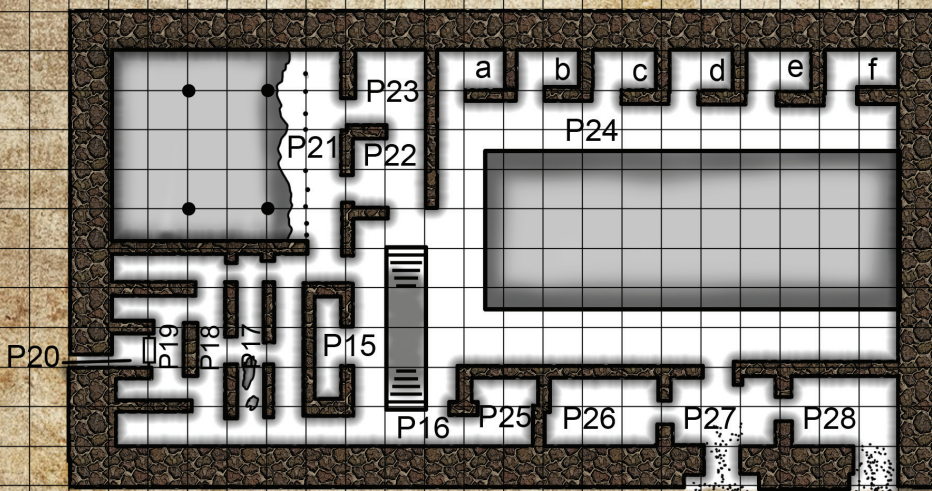
There are **5 zombies** here. They have no treasure. One can climb down to **Room D3a** (on **dungeon level 1**) by descending the rubble slope, or just jumping the 10 ft. to the floor below.

The Palace

Ground Level



Upper Level



5 zombies: HD 2; hp 10, 8, 7, 6, 5; AC 8 [11]; Atk 1 weapon (1d8); Save 16; Move 6; CL/XP 2/30; Special: Immune to sleep and charm.

P8. Ruined Kitchen

The northwest corner of this room (over the door) has collapsed, leaving a 5 ft. high mound of debris that can be climbed over to enter the room. The giant centipedes in the room are on higher ground than the PCs, and have a +1 bonus to hit anyone during the climb.

There are piles of broken slate and moldy wood along the walls of this room and a char-filled fire pit in the center of the room. There is also a circular hole in the ceiling above the fire pit and a jagged scar

of a hole in the ceiling over the debris. Dead vines dangle from the holes halfway to the floor.

There are **4 giant centipedes** here (of the smaller variety) that rush to attack anyone as they climb into the room. There is no treasure here. Anyone smaller than human size can fit through the holes to **Room P17** on level 2, but the vines are not sturdy enough to hold anyone over the size of a halfling.

4 giant (small) centipedes: HD 1d2 hp; hp 2 (x3), 1; AC 9 [10]; Atk 1 bite (0); Save 18; Move 13; CL/XP 2/30; Special: Lethal poison, +4 to save.

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P9. Lion Statue Room

Wooden and stone debris is scattered on the floor of this room, around the stone statue of a lion.

The statue is not magical or unusual.

P10. Abandoned Guard Room

This room is littered with furnishings rotted beyond recognition, save for a wooden chest.

The chest only *appears* to be in good condition; at a touch, it falls apart. Since it is full of yellow mold, the destruction of the chest causes a cloud of poisonous spores to fill that quarter of the room. If the mold is burned away, the remains of the chest can be dug through, revealing a bronze Helmet, Greaves, and **Bracers of Defense**, AC 6 [13] (note: unlike ordinary **Bracers of Defense**, the helmet and greaves are magically linked to them and must be worn in conjunction for the bracers to work). There are also 15 gp of ancient mintage and some mildewed fibers that might have once been clothes.

Yellow mold: HD n/a, AC n/a; Atk if touched (1d6); CL/XP 3/60; **Special** Poisonous spores (50% chance of creating a 10 ft. diameter cloud that requires a save or die).

P11. Greater Mosaic Room

Four plain stone pillars rise to the high ceiling over this two-story chamber. A partially-wrecked balcony overlooks the chamber from above the east wall, which has itself partially collapsed down the middle. The floor of the chamber is covered with a tile mosaic. Time has only partly muted the once-vibrant colors of its patterns. Two skeletons lie in the middle of the chamber.

Nine ghoulish monkeys are hiding behind the pillars and attack as soon as anyone draws near. Also, there are **seven stirges** nesting on the upper balcony (see **Room P21**) that will descend and attack once a battle with the ghoulish monkeys is well enough underway to offer easy prey.

The skeletons have bronze spearheads and pieces of bronze armor around them, but the rest of their possessions have long since been eaten or stolen away. The real treasure here is the mosaic floor itself. Anyone examining the pattern will recognize the floor to be a map. One of the yellow spots on the map resembles the location of the palace in relation to the ruins around it. There are two other yellow spots on the map and anyone with an intelligence of 14 or higher can divine that they represent the well plaza and the gatehouse elsewhere in the ruins.

9 ghoulish monkeys: HD 1d6 hp; hp 6 (x3), 4 (x5), 3; AC 8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9 (12 in trees); CL/XP 1/15; **Special:** Immune to sleep, charm, and hold spells.

7 stirges: HD 1+1; hp 7, 6, 5, 4, 3, 2 (x2); AC 7 [12]; Atk 1 "sting" (1d3 + blood drain); Save 17; Move 3, 18 (fly); CL/XP 1/15; **Special:** Drain blood 1d4 hp/round.

P12. Basin Room

The dominant feature of this room is a circular depression, 4 ft. deep, with a 2 ft. tall step circling within its perimeter. The east wall is decorated with a large mosaic of what looks like a gatehouse.

This basin was once used for bathing, but it has long since dried up. There is no treasure here.

P13. Lesser Mosaic Room

This small room is featureless except for a mural on the east wall that looks like a staircase with dark-skinned people walking up and down it.

The brick wall that blocks the true spiral staircase can be bypassed

by magic, destroyed by weapon damage to it, and/or it will sink into the floor on its own when the gate at the Gatehouse is lifted. The staircase goes two levels down to **Room D15** on **dungeon level 2**.

P14. Lesser Mosaic Room

This room is identical to **Room P13**, except that the stairs go down to **Room D17** on **dungeon level 2**.

Level 2

In addition to the various ways to enter the second level upward from **Level 1**, **Level 2** can also be entered from outside via the holes in the walls of **Rooms P27** and **P28**.

P15. Room of the Cursed Thrones

On both ends of this small room are small platforms on which sit ornately carved thrones of bronze. Sitting in each throne is a skeleton with the dried husks of some long rotted garments clinging to its bones. Gems are inlaid on the back of the throne, just visible behind (and through) the skeletal occupants.

A curse laid on these thrones might snare the first two characters to enter the room. They must save against this spell or be compelled to clear the skeletons from the thrones and take a seat. Once seated, the characters will do all in their power to remain there forever. Each throne has a bubble of stagnant air around it, so that the seated person must make a saving throw against the poisonous air each round or take 1 hp of asphyxiation damage. Anyone reaching 0 hp slumps down in the chair and, in 10 more rounds, dies.

The gems are ornamental stones, mostly lapis lazuli, and worth a total of 110 gp if pried out of the thrones. Quite a few gems have already been pried out of the thrones in the past, primarily from the armrests.

P16. Hall of Floating Stones

The floor of this corridor is littered with stones, but the air is littered with them as well. A full score of rocks, the size of four fists clasped together are floating in the air, spread apart, varying between 4 and 6 ft. above the floor. In one spot, the wall on one side of the hallway is buckled out somewhat and some of the floor has fallen away by it, creating a scar-like crevice in the foundation of the corridor.

Powerful *levitation* magic once held these stones at ceiling height as part of a deadly trap, but the magic has weakened so that the stones just float at varying heights. The floor of the hall's western threshold is incised with small magical runes (1 in 6 chance to spot unless a **Detect Magic** or **Find Traps** spell is in use). As soon as someone crosses the line of runes, the *levitation* is temporarily dispelled and the stones all clatter noisily to the floor. In one hour, any stones still in the hallway will *levitate* back up to where they were before.

The hole between the wall and floor can be squeezed through, with some effort and a 1 in 6 chance to get stuck, allowing a character to drop down onto the debris pile in **Room P6** below.

P17. Hall of the Flashing Gemstone

This hallway has three pairs of opposing archways leading out of it. At about the center of the hallway, the pavement stones of the floor are crossed with multiple fractures and some sections of these stones have fallen through to the rooms below. There is a faint odor of sulfur in the air.

A **magical gem** (a beryl to be precise) will rise up from the floor and move on its own accord to intercept anyone trying to cross this hallway from one side to the other. Because the gem flies so fast, it should be able to intercept anyone who does not move unnaturally quickly, no matter what end of the hallway it is moving from. The

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gem attacks as if an 8 HD monster and anyone touched by it must make a saving throw against the spell or be **paralyzed** for 5d6 turns. Any damage to the gem renders it inert and non-magical for 1 whole day. The gem can be grasped instead of attacked, but the gem is completely nonmagical whenever it is removed from this hallway. Besides swatting the gem out of the air or otherwise **dispelling** the magic, one could distract the gem with a living target at one end while someone else runs through at the far end. If kept, the gem is worth 100gp.

1 Floating Gem: HD 8; hp 1; AC 0 [19]; Atk Touch (0); Save 8; Move 60; CL/XP 4/120; Special: Paralyzing touch (5d6 turns).

P18. Hall of the Hanging Vines

The ceiling of this hallway is crisscrossed with cracks through which creeping vines grow. The vines grow so thick it is difficult to see the opposite wall of this corridor. Some of these vines hang as much as 7 ft. from the ceiling. There is a very, very strong odor of sulfur in the air here.

The dead, creeping vines are under an enchantment that makes them **entangle** anyone trying to move through them. Anyone failing a saving throw will be held fast; those who succeed are only slowed down on their passage through. Fire or weapons can also be used to clear away the vines before moving through; 12 points of damage will clear a 10x10ft section of hallway. The plants do not retain their entangling ability if killed or otherwise removed from this area.

P19. Hall of the Bronze Censers

The reek of sulfur is overpoweringly strong here. The main feature of the hall is a door of bronze engraved with the image of a woman lying in repose. To either side of that door is an alcove holding a large bronze censer. The reek seems to emanate from these.

The bronze door is sealed like a vault door, and can only be opened by magic (such as a **Knock** spell) or by doing 100 points of damage to it. However, the censers are enchanted so that the sulfur smell emanating from them is much more potent than it would normally be. Anyone in this hallway suffers 1 point of damage per round from the sulfur. If the censers are tipped over and the sulfur contents dumped out, the deadly vapors will dissipate in 1 hour. The censers lose their potency if they are taken more than 100ft from this location.

P20. Cell of Solitude

There is a 2 ft. wide, 8 ft. long stone bench on either side of this tiny room. A short stone coffer is tucked under each bench. In the back wall is a small window, only a foot wide, looking outdoors. Rotted wooden shutters for the window lie on the floor in front of it. There is a tiny raised fire pit in the center of the room and the remains of a rotted wooden bucket sitting next to it.

The left coffer holds a nonmagical phylactery with a magical **Luckstone** wrapped inside it and a scarab brooch made of tourmaline worth 2,000gp. The right coffer holds a magical bronze mask that, if worn, protects the wearer from all the traps in **Rooms P15 – P19**, a silver ring encrusted with tiny diamonds worth 7,000gp, and a ceramic jar holding dried-up crocodile dung.

P21. Balcony

This hallway has no western wall, only a 5 ft. high railing made of stone and slate. An opening in the railing leads out onto a 5 ft. wide balcony ending in a second railing only two feet high. The balcony overlooks the large chamber below; it sags dangerously and the smaller railing is bent and twisted. A nest made of tree branches, vines, and rocks nestles in the opening of the railing.

The 7 **stirges** that nest here may have already been encountered in **Room P11** below. Their nest contains human bones and, concealed

deeper in the nest, 5 lapis lazuli stones worth 10 gp each.

The balcony can only hold 400 lbs before it collapses into **Room P11** below, doing 1d6 points of damage to anyone falling with it.

7 Stirges: HD 1+1; hp 7, 6, 5, 4, 3, 2 (x2); AC 7 [12]; Atk 1 “sting” (1d3 + blood drain); Save 17; Move 3, 18 (fly); CL/XP 1/15; Special: Drain blood 1d4 hp/round.

P22. Abandoned Room

Some smashed and rotting furniture is all that remains in this room.

P23. Salon

There are three rotting couches here and an overturned bronze censor.

Under a couch is a tattered purse with 25 gp of ancient mintage in it.

P24a-f. Abandoned Quarters

Each room has the wreckage of a door and some furnishings, all covered in cobwebs. There is no treasure in any of them.

P25. Zombie Guard Room

Through this doorway, walking corpses are staring right back at you!

There are 16 **zombies** huddled together in this room. The zombie in front of the doorway will try to grapple the nearest character and pull him into the room so the rest of the zombies can attack him. You are free to handle the grappling with whatever game mechanics you like, though it is recommended that a successful hit by the zombie, followed by a failed saving throw, pull the victim in, at which time the victim can be attacked by 1d8 zombies per round instead of just the one at the doorway.

There is no treasure amongst them and they have long since smashed the room’s furnishings into pulp.

16 Zombies: HD 2; hp 11, 10 (x3), 9 (x2), 8 (x3), 7 (x6), 6; AC 8 [11]; Atk 1 strike (1d8); Save 16; Move 6; CL/XP 2/30; Special: Immune to sleep and charm.

P26. Royal Dressing Room

Six huge wardrobes line the walls of this room, now falling apart and rotting, with their contents spilled out and mildewed. Yellow, mold-covered rags that were once animal hide rugs cover the floor. A huge mirror covers the room’s back wall, its frame carved with likeness of various jungle creatures, but mostly great cats.

The yellow mold is a harmless growth of mold that just happens to be yellow. The wardrobes are full of ominous contents: 36 large spider eggs, 10 dead animals (giant centipedes and rats) wrapped in webbing, and 1 dead warrior similarly wrapped. The warrior is wearing chainmail armor, an iron-banded shield, a broken crossbow slung over his back, and a pouch at his side holding 10 sp and 5 gp of the currency used today in Chologadi. The mirror is 5 ft. high and 8 ft. wide. It would probably be worth 1,000 gp if sold, but is difficult to remove from the wall without breaking and virtually impossible to transport intact.

P27. Royal Living Quarters

Opulent but ruined furniture is draped thickly in webbing, with gold and gems scattered in the wreckage. At the back of the room is a large, crumbled hole in the wall and floor, open to the sky outside and through to the level beneath.

There are 5 giant, “man-sized” spiders (actually, with 3-ft. diameter bodies and 6 ft. long legs) here. The spiders from **Room P28** will

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also show up after two rounds of combat if they are still alive.

The items previously adorned with gold plating and gems are not salvageable, but the gold and gems can be pried free from the wreckage, and total 550 gp in value. The hole in the room can be used to climb down to **Room P3**.

5 Giant Spiders: HD 2+2; HP 9 (x2), 8 (x2), 7; AC 6[13]; Atk 1 bite (1d6 + poison); Save 16; Move 18; CL/XP 5/240; **Special:** Poison (+1 save or die), surprise 5 in 6.

P28. Royal Bedchamber

A huge, four-poster bed and canopy once dominated this room, but it is now collapsed, rotting away, and layered thickly with cobwebs.

The corner of the room has crumbled away, open to the outdoors and, partially, to the room below.

There are 6 giant, “man-sized” spiders here, unless they have already joined any battle in **Room P27**.

As with the previous room, gold and gems can be found attached to the (unsalvageable) furniture for a total value of 325 gp.

The hole here can be used to climb down to **Room P2** on level 1.

6 Giant Spiders: HD 2+2; HP 10 (x2), 9 (x2), 7, 6; AC 6 [13]; Atk 1 bite (1d6 + poison); Save 16; Move 18; CL/XP 5/240; **Special:** Poison (+1 save or die), surprise 5 in 6.

The Dungeon

This level can be accessed by the holes in the ceilings in **Areas D1** and **D3a**, and from below by the stairs in **Room D14**.

Level 1

D1. Room of Bones

Light filters down into this chamber from a square hole in the ceiling. The light gleams on piles of bones – mostly human, but some from larger animals -- spread about the room. There is a 15 ft. wide opening in the middle of the north wall that leads to another chamber.

The opening in the ceiling is from **Room P1** on level 1 of the **Palace**. There is some treasure amongst all the bones on the floor, but it takes time to find it. Every 10 minutes spent searching, there is a 1 in 6 chance to find one of the six items in the room. There is also a (cumulative) 1 in 6 chance per minute of 1d6 ghoulish monkeys investigating from **Room D2** until their numbers are exhausted.

The total treasure concealed in the room is as follows: (1) a ring of fire resistance, (2) a flask of curses, (3) a ceremonial silver helmet worth 50 gp, (4) a jade sculpture of a monkey worth 100 gp, and (5 or 6) two ceremonial bronze broadswords worth 12 gp each.

D2. Barrels of Ghoulish Monkeys

This room is devoid of furnishings, except for three large, ancient barrels against the far wall. The floor is thick with dry feces.

There are **14 ghoulish monkeys** here, minus any already that have already been encountered in **Room D1**, and a **hanu-naga** that treats the 10 ft. x 10 ft. alcove in the northwest corner as its personal lair. The monkey-headed naga will rally the ghoulish monkeys to defend the magical and cursed barrels against the north wall. The hanu-naga will continue its swaying monkey summoning dance throughout combat. In 1d4 rounds, 1d6 more ghoulish monkeys will show up until there is a total of 20 ghoulish monkeys in the room.

Any monkey corpse placed in one of these barrels will transform into a ghoulish monkey in 1 day. The alcove has a few complete human skeletons in it, as well as 110 gp, 250 sp, and 400 cp in ancient mintage.

1 Hanu-Naga: HD 5; hp 17; AC 5 [14]; Atk 1 bite (1d8 + poison) and 1 constrict (1d6); Save 12; Move 12; CL/XP 6/400; Special: Monkey summoning dance, poison bite (1d6 damage per round), control simians.

20 Ghoulish Monkeys: HD 1d6 hp; hp 6 (x4), 5 (x3), 4 (x4), 3 (x5), 2 (x3), 1; AC 8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9; CL/XP 1/15; Special: Immune to sleep, charm, and hold spells.

D3. Lesser Crypt

There are 8 stone sarcophagi here, each with a simple engraving of a human figure on its lid.

Each sarcophagus holds a normal, mummified human (a former slave) wearing 2gp worth of copper jewelry. Anyone removing jewelry must make a saving throw or contract a rotting disease (lose 1 hp permanently per day until cured).

D3a. Debris Pile

This corner of the corridor is about three-quarters filled in with rubble that slopes up through a big hole in the ceiling.

With difficulty, the rubble can be climbed over, or up to reach **Room P7** of the **Palace**.

D4. Embalming Room

Four stone tables arranged in a square dominate the middle of this room. Behind each table is a wide alcove and in each alcove are shelves lined with clay jars. There is a pungent odor to this room.

The jars all hold embalming materials and tools. There is nothing of value here.

D5. Water Chamber

This chamber is wider on one end than the other and has four passages leading from it. Dominating the chamber is a 10 ft. long, 20 ft. wide rectangular hole cut in the floor, accessing what appears to be an underground stream running below the chamber.

The stream is 1 ft. below the level of the floor. The water is fresh, flows from west to east, and is 5 ft. deep here. The current is strong enough that anyone entering the stream must make a saving throw or be pulled under. Eventually the stream feeds the same underground body of water that surrounds the well, but there is no connection to the well complex itself.

D5a. Storage Area

The last 20 ft. of this hallway, and the alcove before it, are filled with barrels. In front of the alcove are 5 large buckets and 4 coils of rope.

There are 18 barrels at the end of the hallway, all holding stale, undrinkable water, but quite serviceable in condition. The 8 barrels in the alcove are branded with a mark and hold wine instead – half-vinegar now, but still drinkable. Any inspection of the rope reveals that the lot of it is too fragile to use.

D6. Black Lotus

There is a horrible looking plant in the southeast corner of this chamber; a bulbous purple shape with black flowers growing from it, its roots driven deep through the stones of the floor and ceiling.

When the black lotus senses anyone nearby, its flowers begin to exhale a delightful, but cloying, smell. Anyone breathing within the range (generally 50ft or so) must make a saving throw or come under the influence of the scent. The scent may have one of 3 effects (roll 1d3):

- 1) Become charmed; attack others or otherwise defend the lotus plant for 1d6 turns
- 2) Become confused for 1d6 turns
- 3) Paralyzed for 1d6 turns, losing 1hp per turn

This particular black lotus has 4 blossoms, each of which can be sold for 200gp.

Black Lotus: HD 5; HP 22; AC 6[13]; Atk None; Save 12; Move 0; CL/XP 6/400; Special: Exhalations.



D7. Secret Treasure Room

Note: The secret door is locked.

The slate shelves lining the walls of this small room are covered with treasure!

The room contains the following, all loose and unsorted: a Magic-User spell scroll with 3 spells on it (*confusion*, *hallucinatory terrain*, and *polymorph*); a divine spell scroll with 3 spells on it (*locate object*, *remove curse*, and *remove disease*); a scroll, written in the ancient language of Madaro-Shanti, entitled "Recent Happenings of the Kingdom" (see "The Writings of Madaro-Shanti" at the end of the module if a *comprehend languages* spell is used); 1 aquamarine stone worth 500 gp each, 3 tourmaline stones worth 100 gp, 1 onyx stone worth 50 gp, 11 blue quartz stones worth 10 gp each, 2,620 gp, 4,150 sp, and 5,480 cp.

D8. Ochre Jelly Lair

This room appears to be empty, except for a pile of what looks like wet offal heaped in one corner.

The pile is the **ochre jelly** and it attacks anyone coming within 15 ft. of it. It has no treasure.

1 Ochre Jelly: HD 6; hp 30; AC 8 [11]; Atk 1 acid-laden strike (3d4); Save 11; Move 3; CL/XP 6/400; Special: **Lightning divides.**

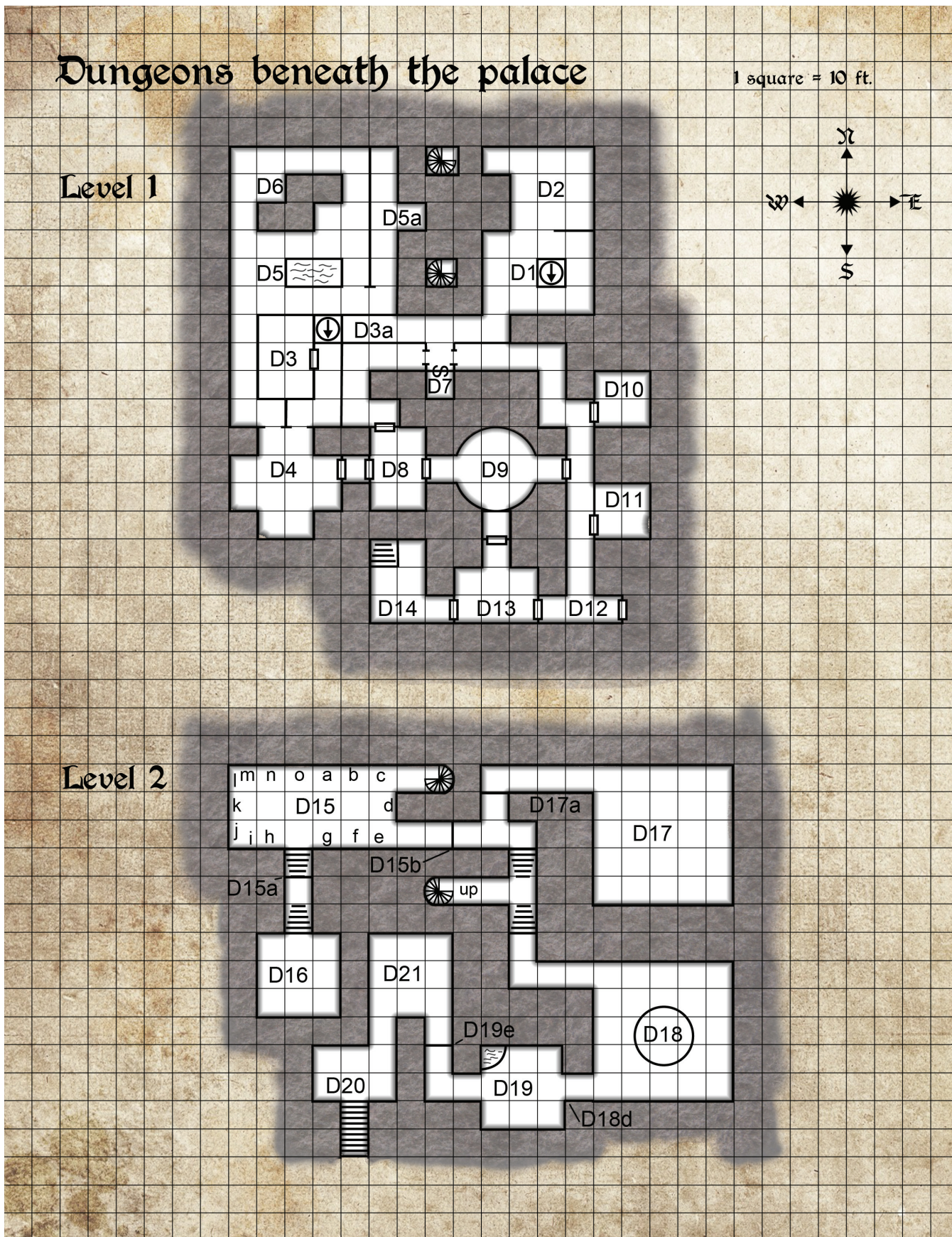
D9. Room of the Statue

The walls of this circular room are adorned with crystal torch sconces. The floor is crisscrossed with straight cracks, as if the flagstones were purposely set too far apart. In the center of the room, standing on a tiny, circular dais, is a marble statue of a nude, muscular man in a majestic pose with sapphire eyes. The man is holding a spear, which is also marble and part of the statue.

The crystal sconces are brittle and crumble at a touch. The **marble statue** (which is facing south) has a powerful *curse* that is activated by anyone touching the statue's gemstone eyes. Any living being touching the eyes (even indirectly, by trying to remove the eyes with tools) causes a beam of light to radiate from the tip of the spear and swivel quickly around the room. Everyone within the room must make a save or be caught in the beam and transformed into brittle crystal. The transformation lasts 1d4 hours. However, in 1d6 minutes, the floor will begin to pivot and turn in sections, causing any crystallized characters still in the room to tip and smash, and the shards to fall through the cracks into a space below the floor sections.

The pivoting of the floor sections is an automatic, mechanical process triggered by people entering the room, not by the magical trap. Thus, the floor sections will turn over in 1d6 minutes after entering the room whether the statue is tampered with or not. If anyone uses something to wedge a floor section open before it turns all the way over, then the characters can access the crawlspace below the room to find 1,080 gp worth of crystal shards there. The origin of the shards makes it a rather macabre treasure, of course.

The magical trap can be temporarily disabled with *dispel magic*, or the spear can be smashed by inflicting 20 or more



points of damage from blunt weapons. Then the sapphire gems can be safely removed. Each is worth 2,000 gp.

The door to **Room D13** is made entirely from bronze. It can be sold for 200 gp if somehow transported back to civilization.

D10. Minor Nobles' Crypt

There is an iron torch sconce by the door. There are five stone sarcophagi arranged neatly in this room. The lid of each sarcophagus is painted with the likeness of a dark-skinned person; obviously nobility, from the way they are dressed.

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The body in each sarcophagus wears silver jewelry worth 20 gp. One holds a ceremonial silver mace worth 50 gp and two others hold cold iron short swords.

D11. Royal Crypt

There are three bronze sarcophagi here, the lid of each bearing the painted likeness of a richly-garbed, dark-skinned person. The paintings seem to be decorated with real gems for jewelry.

The lid of each sarcophagus is worth 200 gp, counting the lapis lazuli jewelry (which can be removed and is worth half the value of the intact lid). The body in each sarcophagus wears electrum jewelry worth 1,000 gp.

D12. Trapped Hall

At either end of this short hall is a door covered in, or made of, decoratively engraved copper.

If either the true door in the west, or the false door in the east wall is opened, a **bolt of lightning** will lash between the two doors. The lightning bolt will continue to pass through the hallway every round for as long as one door remains open; though anyone who has made a successful save automatically avoids the later bolts (unless doing something stupid, like standing up instead of staying on the floor).

The trap can be dispelled by a successful *dispel magic* spell, and will be shut off if both doors are open.

D13. King's Crypt

Door Notes: The door to **Room D9** is made of bronze. The door to **Room D12** is made of copper, and is part of the trap in that hall. The door to **Room D14** is made of iron, and is locked.

A ball of dim, flickering, magical light floats in the air above a single, copper sarcophagus in the center of this room. The walls of this room, particularly the south wall, are covered in a brilliant mosaic

The mosaic shows the history of a kingdom in many small scenes – the raising of its walls, the charge of its armies, the harvesting of its crops, its feasts and famines, and attacks from invaders.

The light is from a *continual flame* spell and is not dangerous. If anyone comes within 10 ft. of the sarcophagus, a dark face appears in the air and speaks telepathically, saying, “Here lies King Tallaharka of Madaro-Shanti. Turn back, for defiling his rest will bring you naught but woe.” The face appears and repeats this to each person who steps into this space, and each time they do so. Both the face and the *continual flame* spell can be dispelled.

Inside the sarcophagus is a large, ugly, nude, dark-skinned man covered in scars. This is not the king, but a **powerfully enchanted zombie** that rises and attacks anyone in the room, returning to its resting place only when everyone in the room is dead. The zombie lies atop the lid of a lower cavity beneath the sarcophagus. In this concealed space is the true king's body, clad in *chainmail* +3 and holding a *shortsword* +3 over its chest. **The king** will give up his sword, but if the body is molested enough to remove the chainmail, then the king will return for 1d6 rounds to wreak his vengeance as a wraith.

1 Enchanted Zombie: HD 10; hp 40; AC 9 [10]; Atk 2 fists (1d8); Save 8; Move 8; CL/XP 10/1400; Special: Spells have only a 50% chance to affect the zombie.

1 Wraith “King”: HD 4; hp 18; AC 3 [16]; Atk 1 +3 short sword (1d6+3 + wraith's level drain); Save 13; Move 9; CL/XP 6/800; Special: Drain 1 level with hit, hit only by magical weapons. (note: XP value is increased to account for the magic sword).

D14. Supply Room

At the center of this room is an ancient wicker bier with a mummy kneeling in prostration at each end of the bier's hand rails. In a northeast alcove, next to some stairs going down, gold objects rest on the floor. The south wall of the room is decorated with a long mosaic incorporating four rearing snakes with monkey faces. One of them is more realistic than the others and less flat, like a bas-relief sculpture decorated with small tiles.

The bier will crumble at any rough handling or attempt to lift it. The four mummies are of the ordinary, dead variety. The more realistic **hanu-naga** on the mosaic is real – it is merely held in magical stasis and covered in tiles. If the gold objects in the alcove are touched, the hanu-naga is released from its suspended animation and attacks, shrugging off the tiles as it begins to move again. Its monkey-summoning dance will summon ghoulish monkeys until 20 have arrived.

The objects in the alcove include a gold box worth 450 gp (it holds a folded white robe with gold trim worth another 30 gp), a gold ewer worth 150 gp, a gold cup worth 60 gp, and a gold bowl worth 40 gp.

1 Hanu-Naga: HD 6; HP 30; AC 5 [14]; Atk 1 bite (1d8 + poison) and 1 constrict (1d6); Save 11; Move 12; CL/XP 7/600; Special: Monkey summoning dance, poison bite, control simians.

20 Ghoul Monkeys: HD 1d6 hp; hp 6 (x4), 5 (x2), 4 (x3), 3 (x5), 2 (x4), 1 (x2); AC 8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9; CL/XP 1/15; Special: Immune to sleep, charm, and hold spells.

Level 2

This level can be accessed from above by the secret stairwells to **Rooms D15** and **D18**, and by the stairs to **Room D21**.

D15. Hall of Kings

The walls of this long chamber are lined with bas-relief sculptures, spaced about 10 ft. apart, of male figures – warrior kings it would seem, by the look of their crowns and shields. Each carved shield bears a different design. On the flagstone in front of each sculpture, the same design is engraved.

The designs are actually writing in the hieroglyphs of ancient Madaro-Shanti, and each shield-and-flagstone combination represents a different name of a king of old. Anyone standing on the writing on the floor and speaking what it says will be able to speak with the dead king so named and ask him one question. It is recommended that you place limits, geographically, on how much the kings know. Though they can speak of matters that have taken place since their deaths, the kings of old have no interest in the world too far from the region of Madaro-Shanti and have learned nothing about it.

Even when using a *read languages* spell, characters only have a 1 in 4 chance of actually pronouncing the names properly, and even a native guide from Chologadi has only a 50% chance. The names will, of course, be pronounced properly by someone who can speak the ancient language of Madaro-Shanti (such as the people in stasis in **Room D19**).

Further, kings **f** and **m** are false, and do not tell the truth.

D15A. Sinking Wall

This wall will lower into the floor if the exit in **Room W1** under the plaza well is opened.

D15B. Sinking Wall

This wall will lower into the floor if the exit in **Room W2** under the plaza well is opened.

Dr6. Minting Chamber

In the center of this room is a large, gear-driven press with long bars all around it for people to push to turn the gears. Along the side walls, bars of bronze, copper, silver, and gold are arranged in piles. Mosaics on the walls just inside the entrance depict a soldier with shield, helmet, and spear at attention on either side.

In the piles there are 4 gold bars (300 gp each), 7 silver bars (15 gp each), 20 copper bars (30 sp each), and 50 bronze bars (3 sp each). Each bar weighs 30 lbs. Behind the press are dies (inverted molds) that can be inserted into the press for four different coins, all matching the ancient mintage of Madaro-Shanti found elsewhere in the palace. It takes at least 60 points of combined strength to turn the press and up to eight people can turn it at a time.

The mosaics radiate magic, and their presence helps activate a *curse*. All precious metals brought out of the room that are not minted with the press are transmuted into the metal next lower in value of the bars listed above, including *all precious metals brought into the room* (unless protected somehow, such as being carried in an extra-dimensional space). *Dispel magic*, (versus an 11th-level caster), will temporarily make it safe to conduct valuables out of the room. Destroying each mosaic also makes the curse inoperative. If necessary, the characters can re-mint their gold pieces and other treasure to get it safely out of the room.

Dr7. Armory

This large chamber is dominated by four long wooden and metal weapons racks, spaced with wide rows between them.

This room contains the following: 25 suits of chainmail armor, 25 light steel shields, 50 short swords, 100 spears, 150 javelins, 30 short bows, and 300 arrows. There is a +1 version of each of these items concealed with the others.

Dr7C. Sinking Wall

This wall lowers into the floor if the exit in **Room P3** of the **plaza** well is opened.

Dr8. Fire Pit

At the center of the floor of this chamber is a 20 ft. diameter pit. Flames dance above the edge of the pit, reaching over 10 ft. high and halfway to the vaulted ceiling. The light from the pit is intensely bright and the heat coming from it is barely tolerable.

The heat is intense enough that anyone staying in the room takes 1 point of damage per round (before the room is even crossed at walking speed). Anyone walking up to the pit takes 1d4 points of damage and anyone looking over the edge takes 1d8 points of damage. Anyone jumping into the pit is incinerated in one round if not immune to fire. Anyone staring into the fire for 1 round must make a save or be blinded for 2d6 hours.

Anyone able to withstand the magical heat and remain in the room for more than 2 minutes will also absorb enough radiation given off by the magical fire to cause one of the following random mutations:

- 1) For the next 1d4 days, the character has an aura of fearfulness about him. Every fourth melee round, all opponents in melee with the character must save or be affected as if by a *Fear* spell.
- 2) For the next week, the character does not need to eat.
- 3) For the next 1d6 days, the character gains an extra, external body organ or limb of the player's choice.
- 4) The character will be cured of one disease, as per the *Cure Disease* spell, and immune to contracting it again for the next 1d6 months.
- 5) For the next 1d6 days, the character will be able to breathe both air and water.
- 7) For the next 1d8 days, the character cannot make use of one set of joints (locked-up knees reduces movement rate to 6, while locked-up elbows makes attacking and spellcasting almost impossible).

Dr8d. Sinking Wall

This wall sinks into the floor once the exit in **Room W4** of the **plaza** well is opened.

Dr9. Stasis Chamber

A softly glowing magical light emanates from beneath a cloak hanging on a peg in the southeast corner of this room. Two other cloaks hang on pegs along the south wall. The floor is covered in woven mats, and there are three padded benches in the middle of the room, each with a wooden chest behind it. In the northeast corner is a folding screen, and in the northwest corner of the room is a raised basin filled with water.

This room holds three citizens of ancient Madaro-Shanti, held here in stasis for the ages. They are released from their magical stasis only when sentient beings come within 50 ft. of them, so their rest has only been broken for minutes at a time over the centuries. The three citizens are **Hakimo** (a middle-aged noble, soldier, and judge); **Kipenzi** (an elderly court enchantress); and **Hafsa** (a 10-year old girl who was blessed with a divine connection to the deities of Madaro-Shanti). All of them will be wary of the intruders if they look much different than the people of Madaro-Shanti, but they will not be hostile unless the intruders obviously are. Communication with them will be practically impossible without magical aid. If the characters do not establish communication relatively quickly, Kipenzi will cast his *ESP* spell (which the party might definitely assume to be the beginning of combat). Each of the ancients realizes they have been in stasis, but they will be shocked by and incredulous about what has become of the kingdom.

The magical light is coming from a torch with a *continual light* spell cast on it, concealed under a cloak (the torch is actually in a scone and is not a peg, as it initially appears). Each chest contains two changes of clothes for each occupant of the room. Hakimo's chest also contains a sack of 20 gp and a ceremonial bronze dagger worth 7 gp; Kipenzi's chest contains her spellbook with all her memorized spells in it, plus *read magic*; Hafsa's chest contains some wooden dolls and a collection of bronze knickknacks, identifiable as holy symbols to a host of forgotten gods, worth 10 gp in total. The folding screen is made of wicker and conceals nothing behind it. The water in the basin is cold and drinkable.

Eventually, if there is a spellcaster in the adventuring party, Kipenzi the enchantress will think of communicating by writing, in which case, if the party uses a *read languages* spell, the Madaro-Shanti will at least be able to "speak" to the party, although they have no way of understanding what the adventurers write in return.

Hafsa, the child with strong spiritual powers, will immediately perceive that one of the nature spirits in the area has become "wrong," but she cannot explain any more specific details, and the language barrier might make it difficult for her to communicate this fact. These individuals do not know the details of how to operate the machinery in the Well, but they can tell the party that certain dungeon and palace walls will sink into the floor when proper triggers are activated down in the well.

If the situation is explained to them, these three will gladly assist the party in an attempt to free Madaro-Shanti from its curse, but if the adventure is phrased to them in terms of looting, they will not readily be persuaded to help the characters.

Hakimo, level-6 human Fighting-Man: HD 6+12; hp 34; AC 4 [16]; Atk 1 spear +3 (1d6+3); Save 11; Move 12; CL/XP 7/600; **Special:** 6 attacks against less than 1 HD foes. **Wearing Bracers, Helmet, and Greaves of Defense AC 4 [16] (see palace level 1, ROOM 10 for how they must all be worn in tandem) and is armed with a Spear+2.**

Kipenzi, level-8 human Magic-User: HD 8-8; hp 26; AC 7 [13]; Atk 1 dagger (1d4); Save 8; Move 12; CL/XP 9/1,100; **Special:** Spells. **Wearing a Ring of Protection +2, carries a Potion of Invulnerability, and is armed with a Wand of Fear with 15 charges).** Spells memorized: Read Languages, Protection from Evil, Light, Charm Person; Detect Invisibility, Phantasmal

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Force, ESP; Hold Person, Dispel Magic, Invisibility 10 ft. Radius; Polymorph Others.

Hafsa, level-4 human Cleric: HD 4+4; hp 23; AC 9 [11]; Atk 1 club (wooden doll, 1d4); Save 11; Move 12; CL/XP 5/240; **Special:** Spells, undead turning. Carries a **Potion of Healing**. Spells memorized: Cure Light Wounds, Detect Evil; Hold Person.

D 19E. Sinking Wall

This wall lowers into the floor when a certain block is moved in **Room W5** of the plaza well.

D 20. The Door That Isn't There

The walls of this room are covered with mosaics of strange beings with human bodies and animal heads. The room appears to be empty, save for thick dust on the floor, and a door in the north wall.

The door is a *permanent illusion* (both visual and tactile) concealing an open archway. The door does not appear to be locked, but no spell or use of force can open the door, since it is not there. Weapons will appear to lodge in the wood, but never cause serious damage to it. Arrows fired into it will disappear, and weapons will pass through it, but characters pushing directly on the door will still think they are pushing on a door. The only two ways to foil this illusion are *dispel magic* (versus a 12th level caster), or questioning the door's physical existence.

If entering from **Room D21**, characters will not see the illusion unless they enter the room and look behind them.

The mosaics represent the forgotten deities of Madaro-Shanti and are unrelated to the illusion – the pictures correspond to the god statues in **Room D21**, with the exception of statue (a), the god Ojala, who is not depicted.

D 21. Lair of Cho-Oda

The floor of this room is paved in smooth marble. On one side of the room are five statues of different heights. The largest is carved from stone, the next largest is wood, the next largest is made of clay, the next is bronze, and the smallest is of some dark, volcanic rock. A skeleton dressed in ornate robes lies prostrate before the smallest statue, which has gemstone eyes and is studded with smaller precious stones.

THE STATUES:

a) **Black volcanic rock statue:** this statue is four feet tall, an evil-looking depiction of a human-like creature with six arms with a tusked mouth. It is carved to hold a skeleton in two of its arms, a corpse in two of its arms, and its last two hands are empty. The figure is in a crouching position. (This statue will glow under the influence of a *detect evil* spell). This is a statue of the god Ojala, who originated the disease which destroyed the city. It has gemstone eyes and is studded with smaller precious stones.

The statue is worth 15,000gp intact, if somehow transported back to civilization, but the gems from it removed are worth just 5,000gp. No harm will come to the characters if they remove the gems, but anyone trying to remove the statue itself from the palace will be cursed, turning Chaotic in Alignment or, if already Chaotic, will slowly transform into an ogre in 4 days (under the referee's control).

a) **Bronze statue:** this statue is a five-foot tall depiction of a seated humanoid creature with four arms. It holds a baby in two arms, and a cow in each of the other two hands.

b) **Clay statue:** this statue is 6 ft. tall, a representation of a fat, sitting human with the head of a crocodile, holding an axe.

c) **Wooden statue:** this statue is seven feet tall, a depiction of a standing woman with very long fingers and hair that reaches to her bare feet. She has the head of a long-beaked bird.

d) **Stone statue:** this statue is eight feet tall, representing a four-armed human figure with the head of a gazelle. The figure is seated, holding a bolt of lightning in one hand, what appears to be a cloud in one hand, and a large, ornate black basin in its lap, supported by

the other two hands. The basin appears to be a different substance than the rest of the statue. (The basin, but not the statue, will glow under the influence of a **Detect Magic** spell, but the glow will only be visible when the basin is not covered by the black pudding – see below).⁷

This room is the lair of the nature-spirit **Cho-Oda**, and the magical source of the dark clouds which threaten the town of Chologadi. The nature spirit is in the form of a horribly powerful black pudding, covering the basin held by the stone statue. The clouds result from the basin's being covered by Cho-Oda's body (see "**THE STORM BASIN**" below).

When the party enters the room, a thunderous, horribly bubbling voice will speak to them (this is the black pudding, but echoes will make it very difficult to discern the source of the voice). "I am Cho-Oda, protector of the jungles; begone from my presence, mortal vermin, carriers of plague and madness. You have cursed me, and I shall take my revenge upon you and all your filthy kind." The voice, even though it is thunderous, sounds vaguely hesitant about what it is saying.

If *remove curse* or *cure disease* is cast upon Cho-Oda, the nature spirit will be cured of its madness and will return to its normal, benevolent state. The black-pudding shape will transform into a translucent gazelle, which will leap upward through the stone and return to the jungle.

Cho-Oda, Nature-Spirit in form of Black Pudding: HD 10; hp 49; AC 6 [13]; Atk 1 attack (3d8); Save 5; Move 6; CL/XP 11/1,700; **Special:** Acidic surface, immune to cold, divides when hit with lightning.

Concluding the Adventure

The Black Clouds

If Cho-Oda is slain or cured, the black clouds and mist will immediately begin retreating back toward Madaro-Shanti, and will completely disappear within a week. Movement of the clouds will be visible as soon as the characters reach the surface. The characters may collect any rewards they bargained for in the town.

Gratitude of Cho-Oda

If Cho-Oda was cured, rather than slain, the nature-spirit will be very grateful to the characters. The party will gain an experience point bonus of 5,000 xp as a story award.

Revenge of the Nature-Spirits

However, if Cho-Oda was slain rather than cured, the characters will have trouble with his brethren nature-spirits, who (even though they are pleased with the adventurers for dispelling the clouds) deeply resent the killing of one of their kind. During the characters' journey back through the jungle they will constantly hear the muttering of the word "murderers" drifting through the trees, and toward the end of the journey they will be confronted by the instrument of the nature-spirits' revenge. This is an **owlbear** of great size (maximum hit points). If their owlbear is defeated, the nature-spirits will lose interest in the entire affair.

Owlbear: HD 5+1; HP 41; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

Filling in the Gaps

It is possible that when the adventure is completed, the players will still not understand the full background of what has happened: that a nature-spirit was infected by the disease sent by Ojala, that it covered a basin which had a magical effect on the weather, etc. However, the seers and medicine men of the tribes around Chologadi, who are attuned to the nature spirits, will learn the story from these spirits. Even by the time the characters return, they will be hailed as heroes by the tribesmen, who will, if necessary, be happy to fill in the details of exactly *why* they are heroes.

Appendix

The Stone Heads

At the top of the Well complex there are four stone heads whose eyes prove clues to the operation of the mechanisms in the Well Complex. Each head looks the same – a royal personage, perhaps. The pupils of the eyes, however, are outlines shaped by arrows. In each case, the top line of eyes represent wheels on the wall. Eyes in the lower line represent wheels on the floor. The arrows show the correct direction to turn a wheel (clockwise or counter-clockwise), but the arrows are correct as seen through the eyes of the head, not from the perspective of a person looking at the head. Hence, when viewed from the outsider's perspective, they are consistently the opposite of the correct solution. Once the players figure this out, the heads will be a useful guide to the Well complex. The eyes of the three heads appear as follows:

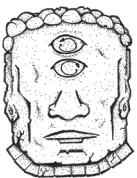
Head Number One: Three eyes, two of them in the normal position, but with a third eye centered over the nose. The two eyes on the top line are closed. The bottom, centered, has a counter-clockwise arrow. (This head corresponds to **Room W1**).



Head Number Two: Two eyes, one above the other. The top eye shows a counter-clockwise arrow, the bottom eye shows a clockwise arrow. (This head corresponds to **Room W2**).



Head Number Three: As with head number one, this head has two eyes in normal position and a third centered underneath them over the nose. All three eyes are open, and have counter-clockwise arrows. (This head corresponds to **Room W3**).



Head Number Four: As with heads number one and number three, this statue has three eyes, but in this case all three eyes are closed (No correspondence to any room).



The Storm Basin

The basin itself is a powerful artifact of the weather-god the statue represents. When the basin is sprinkled with water, rain-clouds form over the area around the city and rain falls. However, the basin is now covered with the dark substance of the nature-spirit, and as a result, dark and poisonous clouds have formed over the jungle and will continue to spread for as long as the spirit's ooze-like form remains in its place.

The Writings of Madaro-Shanti

The following text is designated as being found in **Room D7** in **dungeon level 1**.

First Entry: *Our enemies the sorcerous Kiengaa have made demonic alliances with the monkey-headed hanu-naga, and the gorilla-centaurs, the Borsin. Even now they have laid siege to the city, and despite all our knowledge, it appears that we are doomed. The high priest has gone to the Shrines to seek help, even the help of Ojala the Evil One. And I fear that if we deal with that one, we shall be betrayed.*

A Later Entry: *We are betrayed. The plague which rescued us has turned upon us. The city dies*

The Expeditionary Force

The town leaders of Chologadi have outfitted an expedition for a party of adventurers to lead into the jungle against whatever threat faces them in the City of Madaro-Shanti. The players can bring with them whatever of these resources they choose to take.

5 porters (Level 0; HP 2 each)

5 guards (Level 1; HP 4 each)

2 mules

2 mule drivers (Level 0; HP 2 each)

1 jungle guide (Level 1; HP 4)

1 wagon drawn by 2 mules

New Monster Appendix

Borsin (Ape Centaur)

A borsin is a creature with the head, arms, and upper body of an ape joined to the body and legs of a quadruped. The lower half may be that of a boar, equine, or hound; these may be a race of battle-beasts magically crossbred in antiquity. A borsin has a savage cunning, and is capable of problem-solving and setting crude traps. They do not use weapons or tools, or carry treasure, although pack leaders will drape themselves in the skins and furs of creatures they have killed – including humans and adventurers.

Borsin form packs led by the strongest member. They attack with two claws and a bite, and use pack tactics to drive opponents and prey into traps, kill zones, or natural hazards such as cliffs and ravines. If both its claws hit the same opponent, a borsin can hug and rend for an additional 2d6 points of damage. Borsin packs stake out their territory by making small cairns topped with the skulls of their kills, and patrol their borders regularly. Borsin are omnivorous and hardy, capable of surviving on plant matter, yet enjoying a fresh kill. (Contributed by Scott Wylie Roberts, “Myrystyr”).

Borsin: HD 4; AC 6[13]; Atk 2 claws (1d4) and 1 bite (1d3); Move 15; Save 13; CL/XP 4/120; Special: Hug and rend.

Ghoul Monkey

Ghoul monkeys are cunning, undead monkeys that often appear in jungle areas where there is great residue of evil and chaos, such as forgotten temples or altars where dead monkeys might rise in this vile form of undeath. Unlike “human-type” ghouls, their bite does not cause paralysis. They are immune to sleep, charm, and similar spells, but are vulnerable to holy water (2d6 damage) and to being turned by clerics.

Ghoul Monkey: HD 1d6 hp; AC 8 [11]; Atk 1 bite (1d6) or 1 thrown rock (1d4); Save 18; Move 9 (12 in trees); CL/XP 1/15; Special: Immune to sleep, charm, and hold spells.

Giant Vampire Bats

These creatures are very big vampire bats.

Giant Vampire Bat: HD 1; AC 8 [11]; Atk 1 bite (1d6); Save 17; Move 4, 18 (fly); CL/XP 3/60; Special: Sucks 1d6 blood automatically after hit.

Greater Bats

Massive bats, but they do not suck blood, unlike their vampiric-bat cousins.

Greater bats: HD 4; AC 7 [12]; Atk 1 bite (1d10); Save 13; Move 4, 18 (fly); CL/XP 5/240; Special: None.

Spire Monkey

The Spire Monkey is a two-headed, six-armed monkey that lives on roofs (spires and minarets are preferred) and high in the treetops. In some tropical countries they are tolerated in cities as messengers of the gods, and roam temples with impunity. Omnivorous and foul-tempered, they race from rooftop to rooftop and steal food (and occasionally loose coins or trinkets) from the streets below. Spire monkeys attack by clawing, as well as by throwing rocks or other small objects (such as roof tiles), and can divide their attacks between two opponents. They can climb as fast as they can run, and leap from tree to tree or building to building. (Contributed by Scott Wylie Roberts, “Myrystyr”).

Spire Monkey: HD 2; AC 7[12]; Atk 3 claws (1d3); Move 15; Save 16; CL/XP 2/30; Special: None.

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