

# THE TREASURE VAULTS OF ZADABAD



THE STONEGODS

THE PLAGUE WATERS

SINDANORE

BRACKISH BAY

THE SHACKLES

THE DAMNED CAYS

THE ISLAND OF  
**KALMATT**  
1 HEX = 6 MILES

A HEXCRAWL BY CARL BUSSLER AND ERIC HOFFMAN  
COMPATIBLE WITH THE RULES OF SWORDS & WIZARDRY





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# KALAMATA

1 HEX = 6 MILES



- 1. SINDARE
- 2. SHRINE OF SECRETS
- 3. THUNG'S LAIR
- 4. PLATYLEDON GRAVEYARD
- 10. MAHUKI VILLAGE
- 11. SHRINE OF DREAMS
- 12. ROBERTS' REST

## THE STONEGODS

## THE PLAQUE WATERS

## THE DAMNED CAYS

## BRACKISH BAY

## THE SHACKLES

- 5. BLACK PEARL BAY
- 6. SHRINE OF TRUTH
- 7. THE DIAMOND MINE
- 8. THE ATOKLA VILLAGE
- 9. KOLD MANTO'S HUT

- 13. VALLEY OF SHUBBA MI (THE TREASURE VAULTS OF ZADABAD)
- 14. THE OLD STOCKADE
- 15. A HUNTING CAMP
- 16. ADU BAGWA'S TERRITORY

## GETTING TO THE ISLAND

*Hot wind snaps the black sails of the Soulcatcher as an eager voice calls from the crow's nest, "Land ho!"*

*Ahead lies the island of Kalmatta, your destination, home to plague colonies, marooned pirates, madmen and secrets no mortal mind was meant to uncover. It is also the location of the ruined city of Zadabad and its famed treasure vaults.*

*Whether fortunate or ill-fated, you have in your possession the Rod of the Crescent Moon, a relic of dead religions and forgotten kingdoms. It is also the key to unlocking the vaults. Finding the lost city is a challenge many have accepted, but none have survived. Fetid swamps, harsh jungles and unforgiving mountains hide your prize.*

*How far will you travel and how much will you risk to uncover the treasure vaults of Zadabad?*

How the characters acquired the *Rod of the Crescent Moon* (see Appendix B, Magic Items) and discovered the location of the island of Kalmatta can be left vague, or can be worked into your current campaign. Regardless, they find themselves on the Soulcatcher, a fast sloop, having booked passage from their home port.

Captain Siren is rumored to be a smuggler, trader, pirate, and mercenary. Above all, she is an opportunist. Skilled in swordplay and politics, her ventures are profitable, and her crew is loyal.

As part of the arrangement with the characters, the Soulcatcher is bound for the only known safe harbor on the island: The plague colony of

Sindanore. She will wait there for 7 days as her crew rests, makes repairs, and gathers food and water for the return trip. Unless another arrangement is made to keep her waiting, the ship will sail on without them. The specifics of this deal are left to the judge and the players.

**Captain Siren:** HD 3; HP 18; AC 4[15]; Atk 1 rapier (1d6+1) or crossbow (1d4+1); Move 12; Save 12; AL N; CL/XP 3/60.

**Soulcatcher Crewmember (20):** HD 1; HP 5; AC 6[13]; Atk 1 cutlass (1d6+1) or crossbow (1d4+1); Move 12; Save 15; AL N; CL/XP 1/15.

## EXPLORING THE ISLAND

The exploration of the island of Kalmatta should be an adventure (or likely several adventures) unto itself. To help keep track of player exploration, we present these simplified hexcrawl rules. Add, replace, or modify these rules to suit your style of play.

### Waterborne Movement

A party with a small sailing boat or ship can typically move 5 hexes per day on the ocean. Staying on the ocean overnight requires an Intelligence check or the boat goes off course. Characters who have a background as a sailor, navigator, or other such useful profession may get a modifier of up to +4 to their Intelligence when making this check.

Traveling upriver, boats are limited to 3 hexes per day. Downriver travel covers 5 hexes.



## Overland Movement

Characters have 3 Movement Points to spend per day.

Terrain	Movement Point Cost
Grassland, Hills .....	1
Jungle, Swamp .....	2
Mountains .....	3

Characters may also try to make a forced march, which will give them 4 movement points per day, but leave them exhausted at the end, suffering a -1 to hit and damage the entire following day.

If the party is mounted on standard animals (horses, ponies, etc.), they have 4 Movement Points and may make a forced march for 5 Movement Points. Each mount will take 1d4 points of damage after a day of forced march. If the party has access to magical or extraordinary transportation, you can adjust their travel speed accordingly.

## Determining Hex Encounters

Entering a numbered hex on the map triggers that encounter. Hexes without keyed encounters may also contain something of interest, or danger, to the party. Roll on the table below to determine what each hex contains.

Roll	Hex Contents
1-6 .....	Empty
7-9 .....	Random Encounter
10-12 .....	Tomb

Empty hexes contain no encounters and provide safe passage and respite.

# RANDOM ENCOUNTERS

Random encounters are rolled on the tables below. Roll when indicated on the Hex Encounters table above, or at any other time you desire. Twice a day is a good standard if the party is not traveling.

## Grassland

Roll	# Appearing
Platybelodon.....	3d3
Herd of goats.....	4d4
Megafauna from nearest lair .....	1
Natives from nearest tribe.....	4d4
Trapdoor spider, giant.....	1
Fire ants, giant.....	6d4

## Hills

Roll	# Appearing
Rock baboons .....	2d3
Megafauna from nearest lair .....	1
Herd of goats.....	4d4
Jackals .....	2d5
Native from nearest tribe .....	4d4







Megafauna from nearest lair .....	1
Mountain Lion .....	1
Potential fall*** .....	N/A
Rockslide**** .....	N/A

## River

Roll	# Appearing
Crocodile .....	1d4
Natives from nearest tribe in small canoes..	4d4
Flying piranha swarm .....	1
Megafauna from nearest lair .....	1
Snapping turtle, giant .....	1
Submerged obstacle***** .....	N/A

**Megafauna:** The island's largest or most dangerous predators. They are typically encountered in specific lair areas on the map of the Island of Kalmatta, but occasionally wander their territory. Reference the map for the closest lair of the following creatures; Thungo (3), Kolo Manto (9), Giant Razorback (14), Adu Bagwa (16).

**\*Flash Flood:** Fast-moving waters rush through the area. Each character has a 2 in 6 chance of being caught in the path and must Save or be swept away, taking 1d4 points of damage per round they are caught in the water. A Strength check, or some help, is needed to escape.

**\*\*Venomous Snake:** A small venomous snake attempts to bite a random party member. It attacks as a 1 HD monster and does 1 point of damage plus poison. If the Save fails the poison inflicts 1d6 Dexterity damage within 10 minutes and another 1d6 Dexterity damage an hour

later (two hours if the victim rests).

**\*\*\*Potential Fall:** A random character steps on a loose rock and if a Save is failed he falls 1d6x10' down the side of the mountain.

**\*\*\*\*Rockslide:** A sudden rockslide puts the party in danger. Each character must make a Save or suffer 2d4 points of damage from large falling rocks. If the roll for the Save is a natural 1 or 2 the character also suffers a sprained ankle or knee, reducing movement by half for 2 days or until magically healed.

**\*\*\*\*\*Submerged Obstacle:** The party's boat hits a rock or log hidden under the surface. Any characters in the boat must make a Dexterity check or be tipped overboard. The ruckus has a 20% chance of attracting another wandering monster.

## Tombs

A hex encounter result of Tomb indicates that the players have stumbled upon one of the many burial sites the priests of Zadabad have built over the centuries. Several tombs are provided in the section Kalmatta Tombs (pg. 7), or you may design your own.

None of the tombs are required to 'complete' the adventure, although characters may find clues or items that will be helpful. The tombs can be placed whenever, or wherever, the Judge chooses. They may also be used separately from this adventure.

## Keyed Encounters

We suggest that if the party enters a hex containing one of the keyed encounter locations, you allow them to explore that location. Alternatively you can have the discovery dependent on a random roll, or player declaration that they are searching the area.



## Getting Lost

Because there are large mountainous features on Kalmatta it is difficult to get lost for an entire day but the local terrain can still be confusing. If the normal rules indicate the party is lost, they lose 1 movement point and must roll for wandering monsters twice in their starting hex. If the party gains followers that are indigenous or familiar with the island they will no longer get lost.

## Random Treasure Table

To add to the variety of ways to play this adventure, we have included a random treasure table. The referee may use this table to determine rewards for wandering encounters that may contain treasure, or to stock new tombs or encounters of their own creation.

Some of the items on the list are unique, very valuable, or both. These items have one or more boxes to the right on the random treasure table. Check these boxes as the players discover the treasures, and carefully consider giving more of these items than there are boxes.

# KALMATT A TOMBS

The tombs are not mere speed bumps in the characters' journey across Kalmatta. Through wall paintings, hieroglyphics and artifacts, they may slowly reveal some of the history of the island and clues to guide them past future perils.

## The Tomb of Chihotep

The tomb of Chihotep resides in a deep draw with a 40' escarpment on three sides. There is a layer of dirt and detritus, but the original paving

stones can be seen here and there. The tomb itself is pyramid-shaped and stands at the back of the draw.

In front of the sealed door are two large stone plinths, covered with eroded, ancient writing. On top of the plinths are sandstone statues that have been worn down over the years. Presumably, they once depicted human, or humanoid creatures.

There are also the remains of a reflecting pool leading directly to the pyramid entrance.

### 1. Stone Plinth

---

Characters able to decipher the ancient writing (Intelligence check at -2) can piece together a narrative telling of the life of Chihotep, grand vizier to several mighty rulers and a man of prodigious stature. It is apparent that Chihotep served important men and amassed great wealth.

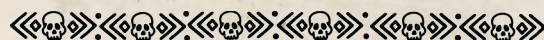
### 2. Stone Plinth

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This plinth is slightly harder to decipher (Intelligence check at -6). It tells the tale of Chihotep and Phares Varna, who was apparently his lover. Chihotep had the opportunity to marry Varna and become pharaoh, but declined. He later served her successor (and assassin), the pharaoh Azun-Kaman.

The last part of the plinth is in the form of advice to Chihotep's numerous and illegitimate sons.

He warns, "*Greed is the great destroyer. Never sell your entire herd, no matter the amount of the drover's offer, for what will you live on next year?*"





### 3. Reflecting Pool

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The reflecting pool is murky and fetid. The surface of the water is 10' below the waist-high stone lip of the pool wall. Observant, or lucky characters may notice the glint of shiny metal caught on a skinny ledge of stonework a foot or two under the surface of the water. In fact, there are numerous coins scattered along the muddy bottom of the pool, thrown there by visitors to the Tomb of Chihotep in antiquity. Anyone diving into the water (it is 8' deep), can find 2d20 gp in assorted coins. Unfortunately, the pool is also home to two colossal leeches.

**Leech, colossal:** HD 2; AC 7[12]; Atk bite (1d6); Move 12 (swim); Save 15; AL N; CL/XP 2/30; Special: blood drain.

Once they succeed in a bite, the leeches automatically drain blood to cause an additional 1d4 damage each round until slain.

### 4. Pyramid Door

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The door to the pyramid is a solid slab of stone, 6' wide and 8' tall. It is sealed with mortar on all sides. There is more ancient writing on the door. Surprisingly the inscription invites thieves in to plunder the tomb. Chihotep fancied himself a master of reverse-psychology.

The door is very sturdy and will take several hours to break through, even with sledges and pickaxes. If the players can't come up with a more expedient way to gain entrance, roll for wandering monsters twice as often as normal.

### 5. Crypt of Chihotep

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This room is dark and musty. The walls were once painted with some decoration, but years

of neglect and moisture have ruined it beyond identification. Only smears of pigment remain. The room contains some grave goods that are largely ruined as well. A rotted miniature wooden ship about 6' long and a crumbling chariot can be identified. There are also a few piles of mushy clay that must have once been pots or amphorae.

The main feature of the tomb is the large stone sarcophagus in the center. It is nearly 13 feet long and 7 feet wide. It is made of two pieces of stone and weighs over 2 tons. The lid is sealed with mortar that can be removed with normal tools or weapons in an hour or so.

Once unsealed, it will take 40 total points of Strength to shift the stone lid. If the party manages to open the lid they are treated to the sight of the mummified corpse of Chihotep. Once the lid is clear of the body, the corpse will sit straight up and begin cackling madly.

Chihotep is not undead. The apparent animation of the corpse is a clever mechanical trap that has survived the ages. The laughter will stop after a short while and Chihotep's corpse will slump down on the rods holding him up, his last joke played out.

Inside the sarcophagus is a bronze scroll tube capped with an airtight seal (worth 100 gp in itself). Inside the tube is a papyrus scroll with the 3rd level cleric spell *prayer* inscribed upon it. Chihotep also wears a golden circlet with a small ruby set on the brow worth 350 gp.

Extremely observant characters (successful find secret door check) may notice that the mummy of Chihotep has eleven toes. The eleventh toe is actually a cleverly disguised switch that is attached to the stone of the sarcophagus and opens the secret door to room 6.



## 6. Treasure Room

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This room is much drier than the crypt. The paintings on the wall are largely intact. They show a pictorial history of the story related on the stone plinths outside. Chintahotep's real treasure is kept in this room. It consists of several chests of silver bars. Each chest is trapped with a deadly poison needle trap. The efficacy of the poison, however, has not lasted the ages, and only does 2d4 points of damage to a character if sprung.

The silver bars are extremely heavy and may pose problems to characters trying to move them long distances. Unless the players devise some clever way to transport the bars, their movement will be reduced to 2 Movement Points on the Overland Map per day.

In addition to the chests, there is a wooden mannequin which is wearing a colorful robe spun with cloth of silver and gold and festooned thin gold plates with arcane markings on them. This is *The Mantle of Chintahotep* (see Appendix B: Magic Items).

In addition to the magical properties of the garment, sewn into the lining of the garment are a series of thick papyrus sheets. If removed and studied by someone who can decipher the ancient writing (Intelligence check), the sheets reveal a process whereby, Chintahotep believed, one can bring back to life his former lover, the Pharaoh Varna. The ritual spell will only work on the corpse of Varna and only after securing the necessary ritual paraphernalia; *The Bell of Khodun Nudohk*, *The Book of the Dead* and the *Candle of Khodun Nudohk* (Appendix B: Magic Items). The papyrus sheets also indicate that *The Bell of Khodun Nudohk* was interred in the Tomb of Varna.

In a small secret niche on the eastern wall is a 2-foot-long, 6-inch diameter beeswax candle. It is shot through with black and purple streaks.

It is, not surprisingly, *The Candle of Khodun Nudohk*.

The secret door to room 7 will pivot open on an axis if a 6-inch stone on the north wall is depressed. The section of the wall that contains the door is painted with the story of Chintahotep refusing the Pharaoh's scepter and living to serve again.

## 7. Trapped Room

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For those who do not heed Chintahotep's warning and check their greed, his final lesson resides behind this door. If the secret door is opened, a great gust of dry air will issue forth into room 6 and out through room 5.

*"Dessicated corpses of men are unceremoniously scattered about the room. A ghostly voice echoes from within... "You have sold your entire herd."*

Any character in the affected areas must make a Save or contract the dreadful Plague of Zadabad.

The plague is a wasting disease that knows no mundane cure. Characters that contract to the plague develop painful boils that cause the loss of 1d3 points of Constitution and 1d2 points of Strength every day.

Furthermore, the plague is contagious. Anyone spending more than an hour in the presence of an afflicted character must make a Save or contract the plague. That Save must be repeated every day in which more than one hour is spent in the presence of a plague carrier.

The plague is also notoriously difficult to heal, a *cure disease* spell merely grants the afflicted another Save, albeit at a +4 to the roll.



## The Tomb of Niobe Varna

The Tomb of Niobe Varna is located in a small clearing. The vegetation from the surrounding countryside pushes in close to the outbuildings and tall elephant grass grows between the broken paving stone floor. The tomb itself is a two-stepped ziggurat with a large central vaulted dome. The outbuildings were once slender towers with many airy windows towards the top. They were not built to last the test of time with no maintenance, and much of the upper stories have crumbled. There are twin rows of increasingly tall obelisks leading up to the door of the main tomb.

The entire area is home to a huge troop of Jackal Monkeys. Jackal Monkeys are the result of bizarre experimentations by wizards in ages past. Why any magic user powerful enough to conduct such experiments would choose to combine these two most annoying animals is a mystery. Perhaps the plan was to unleash them as a plague upon a rival nation, or they were simply an attempt at a practical joke by a half-mad archmage with too much time on his hands.

Either way, they present a definite annoyance and potential danger to unprepared adventurers. The Jackal Monkeys will screech incessantly while any intruders are in their territory, doubling the chance for wandering monsters. They will also use their special ability to throw excrement regularly.

They will not attack a group, but will bide their time, leaping from tower to tower via the close growing trees. If one or two creatures separate from the group, 1d4+3 Jackal Monkeys will swarm and try to kill the individuals as quickly as possible before retreating to the tree and tower tops.

**Jackal Monkeys:** HD 1d4 hp; AC 6[13]; Atk bite (1d4) or thrown excrement (special); Move 12 (climb); Save 16; AL N; CL/

XP 1/15; Special: throw excrement, leap.

Jackal Monkeys can (and often do) throw their own feces up to 40' at intruders into their territory. The ordure does not cause physical damage but anyone hit must make a Save or become nauseated, suffering a -1 to hit and damage, until the offending stool is washed off. Subsequent poo-missiles have no further effect.

The Jackal Monkey can leap using its powerful hind legs, consuming its entire movement for the round.

### 1. Obelisks

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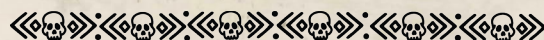
The obelisks are covered with ancient writing that, if deciphered (Intelligence check), tell the story of the Pharaoh Niobe Varna. She was born a commoner, but through unbridled ambition and some great fortune, rose to rule a huge ancient empire. She never married, but had a long term concubine in her Grand Vizier, Chintahotep. The Pharaoh Niobe Varna was assassinated and usurped by a noble named Azun-Kaman.

### 2. Funeral Tower

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This tower is more intact than most, including the stone door. If opened, the lower floor is revealed to be covered in centuries of jackal monkey excrement. Digging through the feces will reveal some golden disks that depict special funeral prayers in an ancient language. They are worth 200 gp for the metal and 500 gp to a collector of antiquities.

Digging through the filth requires a Save. Failure results in contracting Monkey Poo Fever. Symptoms include fever (1d2 temporary Strength damage), inability to keep food down (1d2 temporary Constitution damage) and diarrhea (1d3 temporary Charisma damage). Mon-





key Poo Fever typically lasts 7 days (4 days with complete bed rest).

### 3. Funeral Tower

---

Niobe Varna's loyal handmaiden seduced a priest and had him construct a hidden entrance to this tower. After killing the priest, the handmaiden hid the fabled *Bell of Khodun Nudohk* inside (Appendix B: Magic Items). It rests there to this day, on a stone pedestal in the center of the tower.

### 4. Funeral Tower

---

This tower is mostly collapsed, and only portions of three walls still stand at the base. Further up, the masonry clings together as if by magic, with hanging arches and stones precariously balanced. Moving around the tower is dangerous. Any character not moving stealthily within 5' of the base of the tower must make a Dexterity check. If the check is failed, part of the tower falls down on the character doing 1d8 points of damage (Save for half).

### 5. Funeral Tower

---

The door and the windows to this tower are sealed with stone and mortar. The door has an inscription in an ancient language (Intelligence check to decipher) that reads, "*May they succeed in death where they failed in life*". Inside are the executed and cursed remains of Phares Niobe Varna's 10 bodyguards. They will animate and attack anyone who enters this tower, or if the door to room 8 is opened.

**Undead Bodyguard (10):** HD 1; AC 7[12]; Atk khopesh (1d8); Move 12; Save 16; AL C; CL/XP 1/30; Special: wail of ultimate

damnation, 1/2 damage from slashing and piercing weapons.

Once per day each undead bodyguard can wail at an individual instead of attacking. The target must make a Save, or be overcome by feelings of uselessness and failure, suffering a -2 penalty to hit, damage and Saves for 1d3 turns.

### 6. Funeral Tower

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This tower is empty, stable, and could provide safety during the night.

### 7. Funeral Tower

---

Observant characters may notice two things about this tower: first, the jackal monkeys avoid the arched windows at the top; and second, this is the only tower with a significant amount of bird droppings on it. The reason for both is the lasso spider that makes its lair inside the tower. The jackal monkeys are well aware of the spider and leave plenty of space for dumb birds to keep it fat, happy, and with little taste for jackal monkey. There is a door-sized hole in the base of the tower. The Lasso Spider usually hangs out just below the windows in the top of the tower, but is not against snaring a tasty morsel from below and hauling up to feast upon.

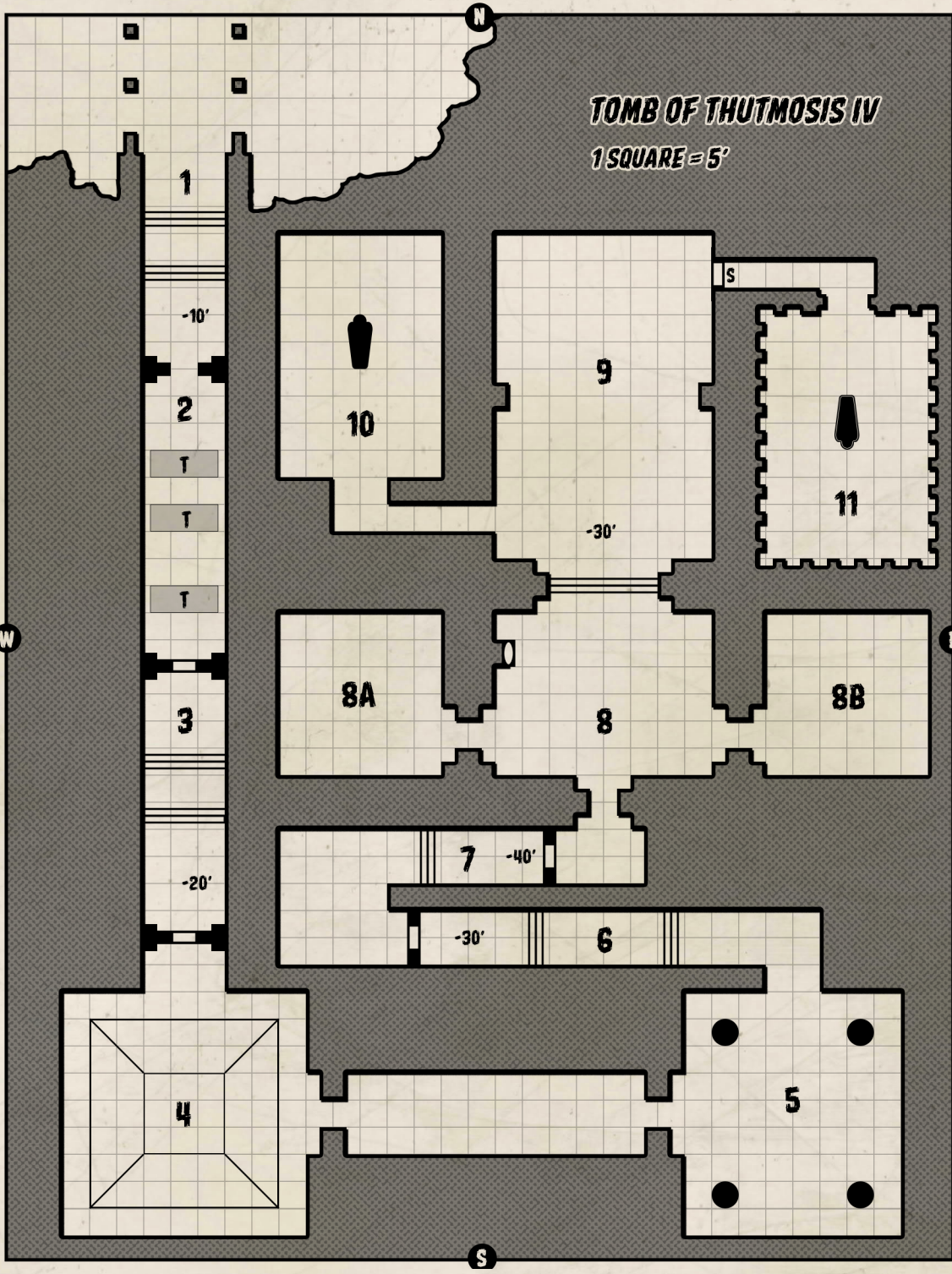
**Lasso Spider:** HD 3; HP 18; AC 5[14]; Atk bite (1d8+poison) or web-lasso (special); Save 14; AL C; CL/XP 3/60; Special: web-lasso.

Lasso Spiders typically hide in hard-to-access areas and attempt to ambush lone animals or adventurers passing by. The web lasso has a range of 50'. Characters hit with it are caught in the tough, sticky strand. The Lasso Spider will then attempt to draw the creature 10' closer each round (Save to avoid). Once in range, the spider









made to avoid 2d6 points of damage. If aware, the Save is at +4.

There is a narrow space left between the rocks and the wall when they fall, and unarmored humans (or smaller creatures) could slip by. The blocks are suspended by chains that are briefly visible after a block falls down. Quick-thinking characters may have an opportunity to halt the reset or sever the chains entirely by inflicting 15 points of damage to them in the one round they are visible.

The door at the end of the hall is untouched and sealed with mortar.

### 3. More Stairs

The door at the north end of this staircase is in place and sealed with mortar. The mortar is made with thousands of crushed gems and glitters in any light. The dust could be collected and sold for 150 gp.

### 4. Illusory Floor

The pit that occupies most of the center of this room is concealed with an illusory floor. The illusion will not hold up to any physical challenge such as scattered pebbles or sand, or someone falling through it. Anyone stepping on the illusion must succeed at a Save or fall into the 60' shaft underneath, taking 6d6 damage upon landing. Kind referees may give characters a 1 in 6 chance to notice a waft of air with the scent of deep earth emanating from the mummy shaft.

### 5. Hall of the Guardians

Standing around each of the stone columns in this room, one in each corner, are the partially

mummified skeletons of Thuthmosis IV's bodyguards. They will animate only if someone steps on the stairs in room 6.

**Undead Bodyguard (10):** HD 1; AC 7[12]; Atk khopesh (1d8); Move 12; Save 16; AL C; CL/XP 1/30; Special: wail of ultimate damnation, 1/2 damage from slashing and piercing weapons.

Once per day each undead bodyguard can wail at an individual instead of attacking. The target must make a Save, or be overcome by feelings of uselessness and failure, suffering a -2 penalty to hit, damage and saves for 1d3 turns.

The walls of the room are beautifully carved in bas relief with scenes of Thuthmosis IV's great victories over armies of beastly humanoids. Where Thuthmosis IV is depicted in the scenes his eyes are set with dark red gems worth 10 gp each. There are 20 such gems.

### 6. Trapped Stairs

Anyone stepping on the stairs here will trigger the animation of the Undead Bodyguards in room 5.

### 7. Surprisingly Safe Corridor

This corridor is free from traps, guardians, tricks or spells. The walls are painted with lovely pastoral scenes that are mostly intact. The door at the east end is shut, but not sealed with mortar, so it can be moved with the simple application of 30 points of Strength.

### 8. Antechamber

The walls in this chamber are also richly dec-



orated, this time with scenes of daily life in a wealthy and orderly empire. The slaves work, and the overseers supervise.

Against the west wall is a small stone altar. On top of the altar is a gold inlaid bowl worth 100 gp. Inside the bowl is a handful of linen strips. The strips are magical wards, called *Grave Linens* (see Appendix B: Magic Items).

### 8a. Annex of the Dead

---

Six sarcophagi line the walls of this room. The walls behind the coffins are decorated with scenes of a hellish underworld. Inside the coffins are the cursed remains of 4 criminals who were meant to guide the dead king through the perils of the underworld to paradise.

If anyone enters the room without one of the *Grave Linen* strips from room 8 in their possession, the ghouls will animate, throw open the lids of the sarcophagi and attack. They are ravenously hungry after being locked in the tomb for centuries and will stop to feed on any slain character.

They are blocked from leaving room 8a by powerful magic.

**Ghouls (4):** HD 2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralysis.

Ghouls are immune to charm and sleep. Any hit from a ghoul paralyzes the victim for 3d6 turns if a Save is failed.

### 8b. Annex of the Living

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The skeletons of 6 humans are manacled to the walls of this room. These were slaves of Thuthmosis IV. They were sealed into the tomb, to

be unlocked when Thuthmosis awoke into the afterlife. Apparently that didn't happen, or if it did, it was in the metaphorical sense.

The walls are painted with scenes of the life of servants and slaves in the ancient empire. If a character studies the paintings he may (Intelligence check) be able to learn of the existence of *The Slaves' Passage into The Valley of Shubba Nil* (pg. 28). The key to the manacles can be found in room 11.

### 9. Treasury

---

This is the grand treasury of Thuthmosis IV. The alcoves are lined with high quality grave goods and valuables. They include:

- A golden statue of a woman with rainbow wings, worth 150 gp.
- A gem-encrusted, golden box worth 150 gp, filled with coins worth 300 gp.
- A golden chariot worth 600 gp.
- 4 jars carved of jade with lids representing an owl, a jackal, a man and a camel. Worth 400 gp total.
- A golden ankh, nearly 2' tall. Worth 200 gp.
- A golden torch that always burns, even under water or in a vacuum.
- A golden staff with an uncut diamond headpiece. Worth 800 gp. It also grants a lawful cleric a +2 bonus to Turn Undead checks.

Attempting to remove any of these treasures down the steps to the south will awaken the mummy in room 10.









and covers the isthmus at that time: the creature is struggling to rise to the surface. (False)

The villagers of Sindanore are largely independent, small family groups that help each other when there is dire need, but keep to themselves otherwise. There is no temple to any god, nor proper tavern or inn. There is a part-time smith and a miller who will repair items and sell traveling bread, respectively. There are only a handful of working horses that the villagers will not part with except for offers of ridiculous wealth (300 gp or more).

## Notable People

### Malachai

In times of dire trouble, the villagers look to Malachai, a veteran guard, to lead their settlement. Malachai is a stickler for keeping a regular guard and never opening the gates after dark or allowing an undermanned party to leave the village.

Malachai has fought giant crocodiles before and will swear that there are humans, or something close to humans, that live on the interior. He has seen them watching from the jungle and knows there is human intelligence in those stares.

**Malachai, Veteran Guard:** HD 4; HP 24; AC 4[15]; Atk scimitar (1d6+2) or javelin (1d6+1); Move 9; Save 13; AL N: CL/XP 4/120.

### Urtull

There is no proper inn at Sindanore, but Urtull is a widower who lives in a large house and will rent rooms to visitors. He charges 5 sp a day for a small room, and 1 sp per day for a sleeping space only in the barn. If characters wish to leave things at Urtull's he will insist on the full

5 sp per day, paid one month in advance - no refunds. If the characters do not return in one month, their possessions will be sold or discarded. Urtull, like most of the villagers, doesn't believe he will ever see characters who go inland again.

### Efram

There is no bar or tavern to speak of in Sindanore, but Efram runs a small kitchen for laborers to eat their meals when they don't have time to cook for themselves. He also serves a strong drink made from distilling vines that grow on the island. Efram calls it "Creepier Juice" and he will sell it for 1 sp by the mug or 1 gp for a skin full. Efram is less than scrupulous and has been known to sell adventurers fake treasure maps. He has a stack of carefully forged and aged pieces of parchments in his living quarters that will direct the characters to a 'secret tomb' in the vicinity of area 8 - The Atokalla Village.

### Khalid

Khalid is a part-time smith who can repair (but not make) weapons and armor, as long as they are not too exotic. He is brother-in-law to Efram and clearly does not care for the man. If Khalid grows fond of a character for some reason (fellow smith, or a character goes out of his way to be nice to Khalid) he will tell them not to trust Efram.

### Gristle and Yreeth

Gristle and Yreeth are cousins who are the black sheep of the village. They are the only villagers who will accompany a party into the interior, but only because their grandmother has finally given up on them and kicked them out of the house. They are currently sleeping in Urtull's stable, but don't have the coin to keep that up for long. If hired, they will ask for 1 gp per day, but settle for 3 sp per day each. They will desert at the first opportunity they can, taking as many











Once per day, there is a 25% chance that the alignment of the person carrying it will shift closer to chaotic. If already chaotic, there is no additional effect.

## 6. Shrine of Truth

*Here in the shadow of the volcano, you have discovered a large circular dais, upon which is a free-standing archway and a statue. All of this is made from a black metal and everything is covered in volcanic ash. The statue represents an old man in robes. In one hand is a shepherd's crook, while the other arm is outstretched, palm up. Set into this palm is an octagonal stud. Mystical writings are scrawled all over the surface of the archway. Steam seeps through cracks in the darkened earth beyond the dais. You hear a faint droning sound.*

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal. One portal exits to the Shrine of Secrets (area 2), and the other leads to the Shrine of Dreams (area 11).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Spellcasters may make an Intelligence check to decipher the mystical writings. The archways require 3 levels of spell to be cast at them.

For example a first level cleric spell *cure light wounds* and a second level magic-user spell *invisibility*, would work. All spells are completely absorbed by the archway and have none of their normal effects.

## 7. The Diamond Mine

The old diamond mine was abandoned generations ago. The dangers of the Island of Kalmatta were too much for the miners to stay and completely exhaust the mine of all the diamonds. Occasionally, tiny deposits of the raw gems can still be seen clinging to the walls. They are mere chips, but still worth pulling out if given the time to do so.

If the players completely clear the mine of danger, they can continue to work the veins of gems. It is slow work but there is some payoff. If at least 6 people work all day in the mine, 1d100 gp in diamonds can be recovered. If 12 or more people work the mine, 2d100 gp per day can be recovered.

There is a total of 1,500 gp worth of diamonds left to be gathered. Random encounter rolls should be made twice daily as usual.

### Cave-Ins

At each area marked "C" on the map, the support of the mine ceiling is perilous. Each character passing these points has a 1 in 6 chance of chunks of ceiling and bracing timber fall down on them.

A Save must be made to avoid 1d4 damage. If three characters trigger the fall in the same area, a major collapse takes place. All characters within 10' must make a Save or take 1d8 damage.

The passage will require 1d6 turns of digging to allow further progress.















## 14. Watery Passage

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There is a small underwater passage that connects rooms 11 and 12. Faustus Zauberer's demon servant uses it to monitor the murky lake.

## 8. Atokalla Village

The Atokalla believe the Great Stranger, destined to be their savior, will descend deep into the underworld (The Diamond Mine, area 7), defeat the great evil that resides there, and return with the sacred stones. Only then will they be free of the sickness that infects the village.

They will treat the character they believe is the Great Stranger with utmost respect. The rest of the party, however, is on the menu for dinner, as their mythology says that the stranger will descend into the underworld alone. It will take some fancy talking to convince the Atokalla not to kill, cook, and eat (not necessarily in that order) the rest of the party.

The Atokalla will also be very eager for the character to descend into the mine. They will push and prod him to do so, becoming increasingly irritated if he delays. Each day the character delays there is a cumulative 10% chance the Atokalla elders change their mind about the status of the character and decide to eat him too. The Atokalla will, of course, show the way to the Diamond Mine and, while waiting, respond favorably to any request the character makes.

The Atokalla village is ruled by a council of elders, of which there are 7. The village shaman, a woman named Abayomi, has in her possession the shrunken head of Bartholeus, an unfortunate tomb robber who got lost and wandered into their village.

The head of Bartholeus speaks in a squeaky voice, the result of his head shrinking, and retains his former knowledge. The extent of this knowledge is left to the referee. He has a good understanding of the Walawi language and can act as an intermediary. Bartholeus likely has an agenda of his own, which could lead to future adventures.

Abayomi will give the head to the Great Stranger, as a band of Mahunaki warriors will accompany them on the journey to the mine, and they will need a translator.

## 9. Kolo Manto's Hut

Kolo Manto means Fearsome Being in the native tongue of the tribes that dwell on the island. Kolo Manto's real name is Christophe Arnaud, and he was a wizard once employed by the Broken Sun Mercenary Company. He was marooned after repeated incidents of insubordination and unsanctioned experiments.

He wears a simple loincloth, sandals, and a necklace of tiny skulls. Tattoos cover his arms and torso, and his hair is long and gray. At first introduction, Kolo Manto seems quite odd, perhaps crazed, always talking to his plants and calling them by name. It's not until some of the plants start moving that the characters may realize he isn't insane. The plants do as they are bid, fetching stools and making hot tea.

The old wizard doesn't venture far from his simple camp, but welcomes visitors and eagerly trades information about the island for news abroad. He can verify the truth of any rumor the characters have learned so far, and will trade one new piece of information for any news they may have of the outside world or recent developments on the island.

If any in the party are injured, he will offer them a swig of his repugnant brew. It will cure 1d3 hp





will last for 10 attacks before becoming inert.

Three times per day, Kolo Manto can summon a biting and stinging swarm of insects which inflict 3d4 damage to anyone in a 30' radius, Save for half.

Kolo Manto also knows the following spells: *sleep, light, shield, detect invisibility, levitate, protection from normal missiles, water breathing.*

## Jungle Minions

Created through ancient rituals, jungle minions are completely devoted to their master and acquire the alignment of their creator. They are often created by witch doctors and shamans to guard their villages, temples, and shrines.

A magic-user or cleric who acquires the knowledge of these rituals must still invest the time and material costs. Plus, there is always a risk.

### Fungus Minion Ritual Requirements:

- A purple spotted mushroom from the swamps of Kalmatta.
- 1d10 days to complete the ritual.
- 1d2 Constitution loss. Stat loss is recovered after the destruction of the minion.

### Kudzu Minion Ritual Requirements:

- A shoot from the red kudzu of the Kalmatta mountains.
- 1 day to complete the ritual.
- 1d4 Constitution loss. Stat loss is recovered after the destruction of the minion.

### Snaptrap Minion Ritual Requirements:

- A sprout of the black snaptrap from the Kalmatta jungles.
- 1d6 days to complete the ritual.
- 1d3 Constitution loss. Stat loss is recovered after the destruction of the minion.

Jungle minions have their creator's alignment, and acquire their own personality over time.

**Jungle Minion, fungus:** HD 2; AC 8[11]; Atk thorn spear (1d6); Move 9; Save 15; AL n/a; CL/XP 2/30; Special: spores.

These magical creations resemble walking mushrooms of various colors and stand no taller than a halfling. A fungus minion will work diligently through the night at whatever task it is given. Faint lights will not bother a fungus minion, but in bright daylight, a fungus minion will go dormant, sinking back into the ground.

They are capable of wielding simple weapons, but their primary defense is their spore discharge. Each round the minion can 'sneeze,' expelling spores in a 15' radius. Anyone within range must make a Save or spend 1d4 rounds coughing and sneezing violently. Afflicted characters can only move while affected; attacking or spellcasting is impossible.

**Jungle Minion, kudzu:** HD 3; AC 5[14]; Atk vine (1d4+strangle); Move 9; Save 14; AL n/a; CL/XP 3/60; Special: strangle, regeneration, snatch.

Tall and slender, this mass of wriggling vines is quick, agile and incredibly strong for its size. Upon a successful strike, the kudzu minion will attempt to strangle its opponent. If the character succeeds on a Save, he breaks free. If the character fails, it begins strangling the character and does 1d4 points of damage on the first





fourth day the entire village forms a procession and attempts to escort the character to the summit of the volcano that threatens to erupt. If the character leaves the village or refuses to jump into the volcano, the tribe immediately, and irrevocably, turns hostile.

The village is ruled by an elder woman named Kulari. The shaman, Utumbo, speaks pidgin common. Communication with the tribe can also be done through pictures drawn on parchment or the ground.

## 11. Shrine of Dreams

*You have discovered a large circular dais, upon which is a free-standing archway and a statue. All of this is made from a black metal and everything is covered in moss, mud, and vines. The statue represents a physically fit, crocodile-headed man in a loincloth. His arms are outstretched with palms up. Set into one palm is an octagonal stud. Mystical writings are scrawled all over the surface of the archways. There is a faint droning sound in the background.*

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal.

One portal exits to the Shrine of Secrets (area 2), and the other leads to the Shrine of Truth (area 6).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Spellcasters may make an Intelligence check to decipher the mystical writings. The archways require 3 levels of spell to be cast at them. For example

a first level cleric spell *cure light wounds* and a second level magic-user spell *invisibility*, would work. All spells are completely absorbed by the archway and have none of their normal effects.

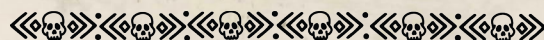
## 12. Roberts' Rest

This hidden bay was once home to the pirate captain Samuel Roberts and his dreaded ship *Longfang*. It is now occupied by petty smugglers and tomb robbers. They established this small port for buccaneer captains to unload their illicit cargo, but only pay half of what the cargo is worth. The goods are then resold to dishonest merchant captains that ply their trade nearby. There are two small sailing vessels moored in the cove, and 4 rowboats suitable for fishing or river travel.

In addition to normal fence and smuggling activities, some of the more enterprising criminals have taken to exploring inland and robbing tombs. This has proved to be both dangerous and prosperous for the smugglers. They have made enemies of the big game hunters that are camped at area 15. The two groups attack each other on sight.

The smugglers are hostile to characters if they think they can eliminate them without losses. If they estimate the party is strong enough to do damage, they attempt to negotiate with them, always with a plan of sending the party into danger to soften them up or get rid of them entirely. The smugglers are aware of the marooned pirates on *The Shackles*, the Mahunaki village at area 10, the old stockade and its giant boar inhabitant at area 14, and the big game hunter camp at area 15.

While acting friendly, the smugglers buy any tomb loot for half the suggested value. They always have about 300 gp of random tomb items on hand, including 1d8 *Grave Linens*. There is 50% chance that the smugglers are currently in



possession of stolen cargo. Roll on the following table to determine what kind of cargo they have in their warehouse.

Roll	Cargo
1.....	Furs from the North (500 gp)
2.....	Spices (600gp)
3.....	Medicines* (400 gp)
4.....	Salted cod (40 gp)
5.....	Potent Coffee** (100 gp)
6.....	Timber (100gp)
7.....	Captives (3d10)
8.....	Horses (2d4)
9.....	Pigs (4d4)
10.....	Simple tools (80gp)
11.....	Undyed wool (30gp)
12.....	Jewelry (1000gp)

\* (400 gp or 10 doses of 1d4 HP in healing)

\*\* The coffee beans from the mountains of Kalmatta are unusually intense in flavor and effect. Consumers receive +2 Intelligence for 2 hours followed by -1 to hit and damage for 3 hours.

There is a 10% chance that either a merchant or pirate vessel is currently anchored in the cove to transact business with the smugglers. If so, double the number of smugglers if a merchant (50% chance) or triple the number if the ship is pirate owned (the other 50%), as well, and roll twice on the random cargo table.

**Smuggler (20):** HD 1; AC 7[12]; Atk cut-

lass (1d6+1) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 1/15.

## 13. Valley of Shubba Nil

The small valley is bordered by an incongruous circular plateau with cliff faces on both sides. The cliffs rise above the jungle floor to staggering heights of over 100 feet. Large flocks of birds and something larger can be seen circling the top of the plateau.

The fabled ruined city of Zadabad does indeed rest within the sacred valley. The valley is warded against any type of transportation, dimensional, or time-travel magic. Characters may levitate or fly over the outer cliffs, but any such magic will cease once above the plateau. To gain entrance to the valley, several options are available to the characters.

## Entering the Valley

### The Path of the Dead

This large cave through the cliffs is the main entrance to the valley, and can easily be found by any who spend any time searching around the cliff face. The Path of the Dead was the ceremonial route the corpses of the honored dead were escorted through to the city of Zadabad.

Halfway through the passage is a large room (over 200' in diameter with a 30' ceiling) with a smaller cave continuing beyond it to the Valley of Shubba Nil. Within this room is the Obsidian Guardian.

The Obsidian Guardian is a 9' tall, jackal-headed, living statue of black stone. The guardian stands motionless, but attacks anyone who does not bear a token of passage. Any character pos-

sessing a *Grave Linen* or *The Rod of the Crescent Moon* is ignored by the guardian. It will not pursue characters into either of the cave tunnels.

**Obsidian Guardian:** HD 5; HP 30; AC 3[16]; Atk axe (2d6); Move 9; Save 10; AL N; CL/XP 5/240; Special: immune to *sleep*, *charm* and other mind-affecting spells.

### The Slaves' Passage

This is a hidden tunnel through the cliffs that the servants of the priests of Shubba Nil would use when necessary to leave the valley. The characters may discover the existence of this passage from some of the tombs on the island, or from Kolo Manto. Armed with the knowledge of the existence of the cave it is relatively easy to find the secret door. Without prior knowledge only an Elf has any chance to find the door, and then only by actively searching and without the usual bonus. Once through the secret door the passage to the valley is safe, if a little dreary.

### The Cliff Face

Ascending the cliffs is also an option. The cliffs are 100' tall at their lowest point, and fairly sheer. With the right equipment or magic, it is possible a party could enter this way. The main danger going over the cliffs are the giant flying serpents that dwell there. The natives call them mixacoatl. Anyone who avoids the flying serpents, or survives an encounter with one, faces a challenging descent on the other side of the small plateau.

**Mixacoatl:** HD 3; AC 5[14]; Atk bite (2d4+acid); Move 6/24 (fly); Save 15; AL C; CL/XP 4/120; Special: acid - Save or take an additional 1d8 damage.

Mixacoatl resemble 30' coral snakes with feathery gray wings. They are very fast and attempt to use their speed to pick off single creatures. They

try to carry their victims away to their hidden cliff-side caves to eat.

## Exploring the Valley

### The Ruins of Zadabad

Abandoned long ago, the city of Zadabad has been reclaimed by the jungle. Vines swallow the buildings and weeds smother the streets which lead to the massive black pyramid dominating the center of the city.

For every hour the characters spend rummaging through the ruins there is a 2 in 6 chance someone has found a minor trinket or ancient treasure (Roll on the Zadabad Trinket Table below). Unfortunately there is also a 1 in 6 chance they have stumbled upon one or more of the cursed Priests of Shubba Nil.

**Priest of Shubba Nil (1d4):** HD 2; AC 8[11]; Atk khopesh (1d8+1); Move 12; Save 13; AL N; CL/XP 2/30; Special: turn living.

The priests still draw power from the god Shubba Nil, and can turn living creatures as a second level cleric turns undead. Player Characters may Save to resist.

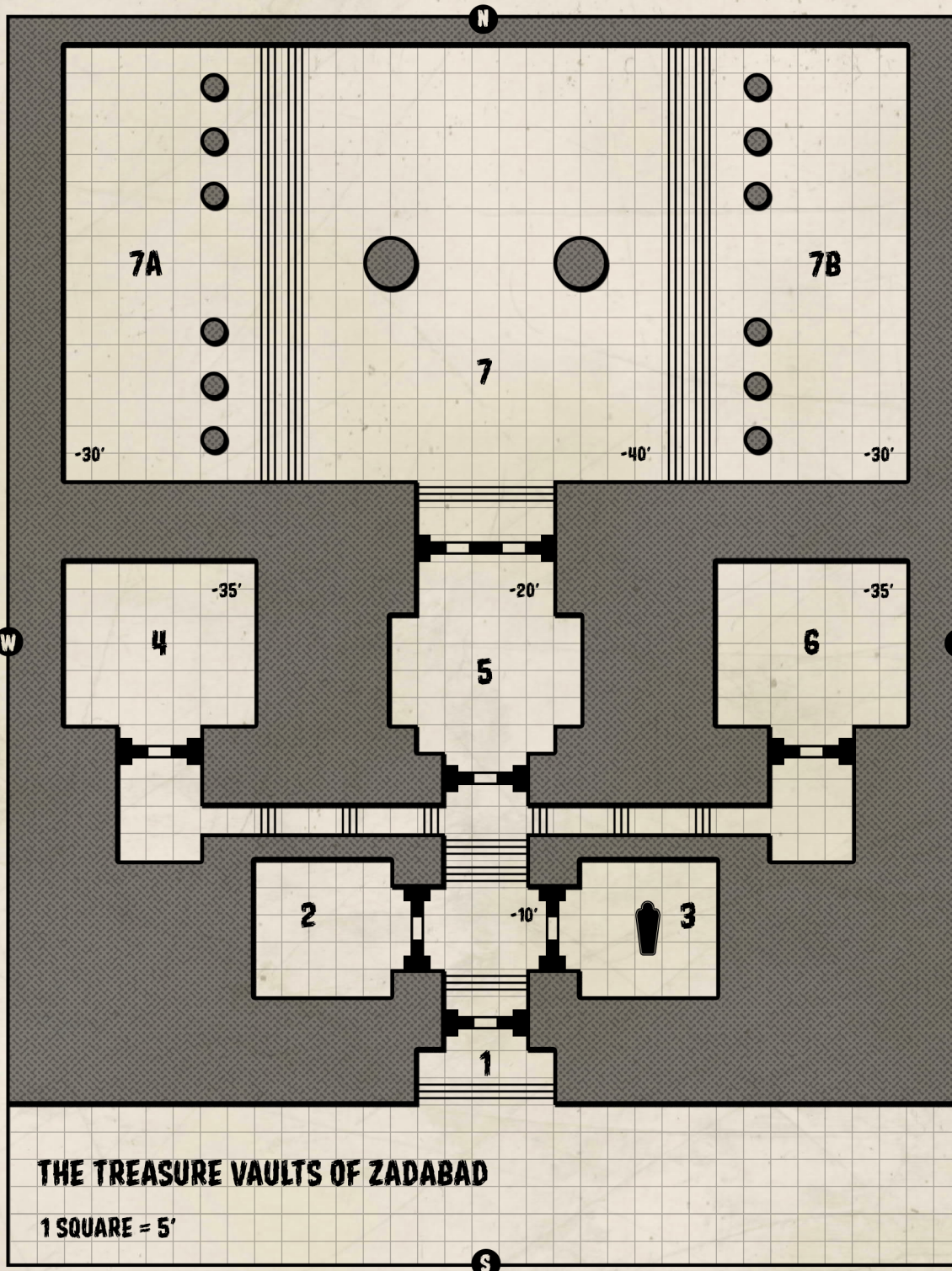
Shubba Nil, the ancient god of the dead, granted his priests limited immortality, of a sort, to carry out their sacred duties. The priests reside in the valley still, half-mad after centuries of isolation with no one to prepare for burial. They are eager to do so again, even if it means they have to speed up the dying process themselves!

The magic that grants the priests immortality only works within the Valley of Shubba Nil. If the priests leave the valley, the ravages of time are visited upon them immediately, and their bodies turn to dust, blowing away in the wind as if they never existed.















fall from the ceiling. Each character must make a saving throw or be struck by falling debris causing 2d6 damage.

### 7a. Control Panel

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*A strange device dominates the center of this platform, and a myriad of copper wires rise to the ceiling, cross the main chamber and connect to a circular device at the far end. The main panel of the device has nine octagonal studs, each pointing to a set of raised numerals. There is a larger octagonal stud at the top of the panel with three positions; a positive sign to the left, a negative sign to the right, and a blank position in the center. It is currently at the center position.*

The studs cannot be turned by hand, and the *Rod of the Crescent Moon* is required to operate the device. If the rod is lost or destroyed, spellcasters may direct 1 level of spell energy into the panel to turn a stud.

#### Operating the Gate to Elsewhere:

- Turning the larger stud to the negative position opens the gate to all planes foul and fierce.
- Turning the larger stud to the positive position opens the gate to all planes fair and fortunate.
- Leaving the stud in the center position will lead the characters to all mundane locations.
- The maps accessed through the bronze tube in room 2 give the numerical combinations to specific destinations.

Characters cannot see through the watery gate to know what's on the other side, but they can

stick their arms, heads, or other items through to 'test the waters,' with effects left to the referee.

### 7b. The Gate to Elsewhere

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*You hear the sound of gentle waves lapping against the air, as a large circular wall of water hovers in the air before you.*

Stepping through this gate can lead to anywhere the referee wishes. Characters may venture through, or things can come into this world.

## 14. The Old Stockade

Settled into the marsh in this hex is the remains of an old stockade. Who built the fortification, or for what purpose, is lost to the mysteries of time. The wooden palisade is almost completely rotted away, but the central blockhouse was built of fieldstone and is mostly intact. A few hours of cleaning and repair work will make the structure defensible again.

Most of the monsters on the island avoid the old stockade, so parties resting here will not be subject to the standard nightly random encounter roll. The stockade is shunned because it has become the lair of a giant razorback swamp boar. The boar is extremely aggressive and attacks any intruders on sight. It fights to the death!

**Razorback Swamp Boar, giant:** HD 4; HP 21; AC 5[14]; Atk gore (2d6); Move 9; Save 15; AL N; CL/XP 6/480; Special: charge, ferocity.

The boar can charge in a straight line, moving up to 18 and causing 2d10 damage on a successful hit.





Over the years, islands have built up around the frozen giants. They were imprisoned by the priests of Kalmatta centuries ago. This clan of stone giants can live virtually forever without food, water, or air, but delight in eating precious gemstones. The gemstones they devour reform as a gem deposit in the center of their stone heads. The gem, if obtained, is worth a gold piece for every year the menhir giant has lived.

These particular five were walking on the ocean floor, headed to smash open the tombs of Kalmatta and look for stones. If gemstones valuing at least 500 gp are fed to any of the giants, they will become strong enough to break their bonds and climb out of their island prisons. This will cause quite an upheaval in the surrounding area and any creatures within 80' will take 2d6 points of damage from being buffeted by the shifting earth (Save for half).

**Giant, menhir:** HD 9; AC 0[20]; Atk 2 fists (2d6); Move 12; Save 7; AL N; CL/XP 10/1,400; Special: hurl boulder, scoop.

Menhir Giants can hurl small boulders up to 100' causing 3d6 points of damage.

A Menhir Giant may scoop up a target of a successful fist attack instead of doing damage (Save to avoid). The giant can then squeeze for 2d6 points of damage each round the character fails to escape with a Strength check at -8, or throw the character up to 60' for 3d6 damage.

Below is a description of each giant, from West to East, their personality, and what may happen if they are freed.

#### Pancratius (800 years old)

Pancratius is angry and violent. He will shout at anyone he sees (within 1,000' of the island) in a booming voice, demanding they come to him and do as he bids. If freed, he will rush to the island and wander about, tearing up tombs, and looking for food. Any tomb the characters find











The 15' crocodiles of Kalmatta are adept at blending with their surroundings and remaining motionless for extended periods of time and surprise on 1-3 on d6. What's more frightening is the crocodile's powerful bite. After a successful strike, the crocodile locks onto the victim and attempts to drag them into deeper water. Only a successful Strength check at -4 will open the jaws. Drowning creatures take 1d6 points of damage per round.

### Cursed Clam, giant

HD 4; HP 23; AC 2[17]; Atk kelp strand (1d4/2d4/3d4/etc.); Move Nil; Save 10; AL C; CL/XP 6/400.

The clam itself is fairly helpless. It relies on a hard shell and hardness due to size. The clam does magically control six long, tough kelp strands that grow near it. It can strike with these strands up to 30' away. If the strands hit they constrict and begin to strangle the opponent. On the first round they do 1d4 point of damage. On the second, 2d4; third, 3d4; etc. An opponent can make a Strength check to break free, or deal 15 points of damage with a slashing weapon.

### Demi-Lich

HD 5; AC 1[18]; Atk claw (1d3+level drain); Move 12; Save 8; AL C; CL/XP 7/600; Special: undead, spells, immune to non-magical weapons, 50% spell resistance, infravision 100'.

The Demi-Lich can cast spells as a 5th level wizard, drains 1 experience level on a successful claw attack, and has a flat 50% resistance to any spell or spell-like effect used against it. Only magical weapons or spells can harm it.

### Demon servant

HD 2; HP 14; AC 5[14]; Atk 2 claws (1d6+2); Move 12/9 (swim); Save 13; AL C; CL/XP 3/60; Special: half damage from non-magic weapons, nauseating smell.

Faustus' demon servant appears as a human-sized frog that walks upright. When exposed to the air his odor is so pungent all characters within 30' must make a Save or become nauseated and suffer a -2 to hit and damage for 1d4 rounds. Faustus has become immune to this ability.

### Faustus Zauberer

HD 4; HP 14; AC 8; Atk goat horns (1d6); Move 9; Save 11; AL C; CL/XP 5/240; Special: spells.

Faustus can cast the following spells: *charm person, shield, protection from good, invisibility, mirror image.*

### Fire Ants, giant

HD 1d2 hp; AC 7[12]; Atk bite (1d2); Move 9; Save 17; AL N; CL/XP B/10.

### Flying Piranha Swarm

HD 4; AC 8[11]; Atk many bites (1d4); Move 12 (swim); Save 16; AL N; CL/XP 4/120; Special: attack all creatures in a 20' x 20' area.

Flying Piranha cannot actually fly, but they can jump pretty far. The swarm will attack characters in boats, jumping out of the water to bite all







grasp and manipulate only simple objects with its sticky appendages. It prefers to remain in a pot where it pleads with its creator to be fed any small insect or animal, but it can walk about on its roots if necessary.

In combat, the snaptrap minion can bite its opponent, but its greatest feature is that it can cast any first or second level spell that it's master memorizes for the day. It cannot memorize different spells but the casting of either the minion or the caster's spells does not affect the other. There is a downside however, for each spell cast there is a 10% chance per level of the spell that a corrupting, mutation occurs to the Snaptrap minion. Roll on the table below to determine what the exact effects are.

### Kolo Manto

HD 8; HP 32; AC 2[17]; Atk thorn dagger (1d4+paralysis); Move 12; Save 8; AL C; CL/XP 8/800; Special: spells, insect swarm.

Kolo Manto's dagger is crafted of a native thorn that causes paralysis if a Save is failed. If the party acquires the dagger the poison will last for 10 attacks before becoming inert.

Three times per day, Kolo Manto can summon a biting and stinging swarm of insects which inflict 3d4 damage to anyone in a 30' radius, Save for half.

Kolo Manto also knows the following spells: *sleep, light, shield, detect invisible, levitate, protection from normal missiles, water breathing.*

### Lasso Spider:

HD 3; HP 18; AC 5[14]; Atk bite (1d8+poison) or web-lasso (special); Save 14; AL C; CL/XP 3/60; Special: web-lasso.

Lasso Spiders typically hide in hard-to-access areas and attempt to ambush lone animals or adventurers passing by. The web lasso has a range of 50'. Characters hit with it are caught in the tough, sticky strand. The Lasso Spider will then attempt to draw the creature 10' closer each round with an opposed Strength check at a +4 modifier. Once in range, the spider will bite and paralyze the creature with its poison (Save or be paralyzed for 2d4 rounds), and eat it immediately if it is hungry, or wrap it in a cocoon to save for later.

### Leech, colossal

HD 2; AC 7[12]; Atk bite (1d6); Move 12 (swim); Save 15; AL N; CL/XP 2/30; Special: blood drain.

When they sense vibrations, they converge on the source and thrash about violently, attempting to latch onto a target with a bite. Once they succeed in a bite, they automatically drain blood to cause an additional 1d4 damage each round until slain.

### Lizardman

HD 2+1; HP 9; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6/12 (swimming); Save 16; AL C; CL/XP 2/30; Special: Underwater.

### Luck Eater

HD 1d2 hp; AC 6[13]; Atk 2 claws (1); Move 18; Save 8; AL C; CL/XP 3/60; Special: luck drain.

This black-spotted cat, when approached, will begin to purr. All creatures within 30' must





to 1/10th normal on a failed Save.

### Native Shaman

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HD 1; AC 6[13]; Atk spear (1d4) or blowgun (1d4+poison); Move 9; Save 12; AL C; CL/XP 2/30; Special: surprise 1-4 in d6, curses.

If hit with a poisoned dart the target must make a Save or take 1d2 temporary Dexterity damage. A critical failure on a save will result in immediate paralyzation. A character so poisoned will heal 1d2 points of Dexterity with each full day of complete rest.

If a Save is failed against a curse the target is at -2 to hit, damage and Saves as long as they stay on the island. If the shaman has a personal belonging of the target the Save is made at -4. If they have some part of the target (hair, nails, dismembered arm, etc.), the Save is at -6!

### Native Warrior

---

HD 1d4 hp; AC 6[13]; Atk spear (1d4) or blowgun (1+poison); Move 9; Save 15; AL C; CL/XP 1/15; Special: Surprise 1-4 on d6, poison.

If hit with a poisoned dart the target must make a Save or take 1d2 temporary Dexterity damage. A critical failure on a Save will result in immediate paralyzation. A character so poisoned will heal 1d2 points of Dexterity with each full day of complete rest.

### Obsidian Guardian

---

HD 5; HP 30; AC 3[16]; Atk axe (2d6); Move 9; Save 10; AL N; CL/XP 5/240;

Special: immune to sleep, charm and other mind-affecting spells.

### Pirate

---

HD 1; AC 9[10]; Atk club (1d4); Move 12; Save 17; AL C; CL/XP 1/15.

### Plague Wraiths

---

HD 2; AC 5[14]; Atk touch (1d4 Constitution drain); Move 18 (fly); Save 15; AL C; CL/XP 5/240; Special: infravision 100', immune to sleep, charm and mind-affecting spells.

Plague Wraiths appear as translucent images of the poor souls that were infected with vermilion ague while living. Their bodies are twisted, hunched, and reek of brimstone. The touch of a plague wraith sends a wracking pain through the victim as all of his or her muscles and bones shrivel and bend, mimicking the prolonged effects of vermilion ague. The Constitution loss is permanent unless healed by magical means.

### Platybelodon

---

HD 2; AC 6[13]; Atk charge (2d6); Move 9; Save 15; AL N; CL/XP 3/60; Special: trample.

Platybelodon are elephant-like creatures with multiple tusks and a shovel mouth. They travel in slow herd groups in swamps and sometimes grasslands. Because of their size they must constantly eat aquatic plants and fungus. Platybelodon are not aggressive, but they will charge if they are startled. Because of their poor senses, that is often the case.



Platybelodon are surprised on a 1 - 4 on 1d6. If a party is also surprised, and therefore unable to avoid the herd, chaos will likely ensue. Platybelodon charge blindly at the nearest enemy, and if they hit, the initial impact does 2d6 points of damage and forces the target to make a Save. If that Save fails, the target is knocked prone and the Platybelodon will continue its charge and trample the target for an additional 2d6 points of damage.

Platybelodon can be easily trained because of their docile nature. After a week of working with them, a successful Wisdom check results in 1d6+1 animals becoming usable as pack animals.

### Priest of Shubba Nil

HD 2; AC 8[11]; Atk khopesh (1d8+1);  
Move 12; Save 13; AL N; CL/XP 2/30;  
Special: turn living.

The priests still draw power from the god Shubba Nil, and can turn living creatures as a second level cleric turns undead. Player Characters may Save to resist.

### Razorback Swamp Boar, giant

HD 4; HP 21; AC 5[14]; Atk gore (2d6);  
Move 9; Save 15; AL N; CL/XP 6/480;  
Special: charge, ferocity.

The boar can charge in a straight line, moving up to 18 and causing 2d10 damage on a successful hit.

The boar is also so ferocious that after receiving a mortal wound (reaching 0 hit points) he continues to fight on for 2 more rounds, regardless of the damage dealt to him. The massive tusks of the boar are worth 200 gp. Presenting the carcass of the boar to the big game hunters at

area 15 would impress them.

### Rock Baboon

HD 1; AC 7[12]; Atk 2 claw (1d2), bite (1d4); Move 12/9 (climb); Save 16; AL N; CL/XP 1/15.

### Servant

HD 1d4 hp; AC 9[10]; Atk dagger (1d4);  
Move 12; Save 17; AL N; CL/XP B/10.

### Sindanore Guard

HD 1; AC 4[15]; Atk scimitar (1d6+1) or javelin (1d6); Move 9; Save 16; AL N; CL/XP 1/15.

### Sindanore Villager

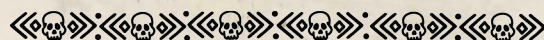
HD 1d6 hit points; AC 9[10]; Atk club (1d4); Move 12; Save 17; AL N; CL/XP B/10.

### Smuggler

HD 1; AC 7[12]; Atk cutlass (1d6+1) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 1/15.

### Snapping Turtle, giant

HD 3; AC 2[17]; Atk bite (2d6); Move 6/9 (swim); Save 14; AL N; CL/XP 3/60.





CL/XP 3/60; Special: Immunities, paralysis.

Ghouls are immune to charm and sleep. Any hit from a ghoul paralyzes the victim for 3d6 turn if a Save is failed.

**Demi-Lich:** HD 5; AC 1[18]; Atk claw (1d3+level drain); Move 12; Save 8; AL C; CL/XP 7/600; Special: undead, spells, immune to non-magical weapons, 50% spell resistance, infravision 100'.

The Demi-Lich can cast spells as a 5th level wizard, drains 1 experience level on a successful claw attack, and has a flat 50% resistance to any spell or spell-like effect used against it. Only magical weapons or spells can harm it.

## Bell of Khodun Nudohk

This is a bronze hand bell approximately 18 inches high, including the handle. The metal bell is 10 inches in diameter at the widest point. The clapper is made of a black metallic stone that is unique in feel and appearance. When struck, the bell can be felt to vibrate in the user's hand, but no sound issues forth at all. Animals and other creatures more attuned to the natural forces of life and death may take notice and cock their heads at the ringing of the bell.

*The Bell of Khodun Nudohk* is a powerful ritual artifact used to summon the spirits of dead mortals from beyond the veil. Its primary purpose is to lure a specific spirit in a resurrection ritual requiring two other artifacts: *The Candle of Khodun Nudohk* and *The Book of the Dead*. The ritual is described in *The Book of the Dead* entry.

If the bell is rung in the presence of undead, they must make a Save or pause for 1 round, losing all actions and movement. Any undead within one mile of the bell will be alerted to the location of the ringer each time the bell is

activated. Whether or not they will do anything with that knowledge is up to the referee.

## Candle of Khodun Nudohk

This is a 2-foot-long, 6-inch diameter beeswax candle. It is shot through with black and purple streaks and has several incense pins in geometric shapes along its length. The primary purpose of the candle is to bind the spirit of a deceased mortal that is summoned with *The Bell of Khodun Nudohk* while the resurrection ritual in *The Book of the Dead* is performed.

In addition to this important purpose, if a lawful cleric meditates in front of the lit candle during morning prayers he can memorize one additional first level spell.

## Grave Linens

These strips are woven of ancient linen and measure approximately 2 inches wide and vary in length from 6 to 24 inches. Careful observation of the linens will reveal the remains of writing in faded ink. The writing is a long-dead language but an Intelligence check may reveal that the writings are prayers to guide the dead through the trials of the afterlife.

In practical terms, the *Grave Linens* will protect any character who holds them in hand (not merely in a pouch or backpack) from the undead in consecrated tombs on the Island of Zadabad, as well as from The Obsidian Guardian of the Path of the Dead in the Valley of Shubba Nil. The holder of a Grave Linen will be as if invisible to those creatures affected. Attacking or casting a harmful spell will negate the effects of the *Grave Linen*.

## Champion's Khopesh

This weapon is made of enchanted bronze and







## FURTHER ADVENTURES

With the discovery of the Gate to Elsewhere, your options are unlimited. The characters can travel to any other published adventure, or an adventure of your own design.

As referee, you can opt to have another control panel at the destination so players can choose to continue traveling time and space. Or, you can opt to make the trip one-way only. A final option would be to include another control panel and gate somewhere in the next adventure, but the characters will need to explore in order to find it.

Opening the gate has its risks and rewards. Those who learn of the characters' newfound prize will surely seek to acquire it, and most likely through nefarious means.

Supernatural entities, demons, and powerful wizards will also wish to claim the keys to the multiverse. Some of these powerful beings may even be in tune with the workings of the gates and therefore be drawn to whoever is operating them.

Originally, we had drawn inspiration from the movie *Time Bandits*, and had planned to include more gate hopping on the island, but we leave that to you, the referee, to develop!



## Random Treasure Table

Roll	Qty. on Island
Uncut diamond (100 gp) .....	5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Heavy crossbow .....	2 <input type="checkbox"/> <input type="checkbox"/>
Large gold coin on a string (10 gp) .....	Unlim.
Moldy leather pouch with 2d10 sp .....	Unlim.
A raw copper cob (1 sp) .....	Unlim.
Silver ingot (1 gp).....	Unlim.
Semi-precious stone (10 gp) .....	Unlim.
1d2 <i>Luck Bolts</i> .....	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ornate holy symbol (2 gp) .....	Unlim.
Champion's Khopesh .....	1 <input type="checkbox"/>
Platinum brooch (25 gp) .....	Unlim.
1d3 Grave Linens .....	6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bronze dagger .....	Unlim.
Small shield .....	Unlim.
Grappling hook .....	Unlim.
1d5 marble burial jars, (20 gp each) .....	Unlim.
Golden statue* (40 gp) .....	Unlim.
Ornate sword hilt (10 gp).....	Unlim.
1d24 gp .....	Unlim.
20 rations** (1 gp) .....	Unlim.
Gold ingot (100 gp).....	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Giant lizard skull helmet .....	1 <input type="checkbox"/>
50' hemp rope .....	Unlim.
Spyglass .....	2 <input type="checkbox"/> <input type="checkbox"/>

\* (1) boat, (2) horse, (3) chariot, (4) jackal, (5) pyramid, (6) warrior

\*\* (1) jar of honey, (2) jerky, (3) salt cod, (4) jar of garum, (5) hard tack



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Hot wind snaps the black sails of your ship as an eager voice calls from the crow's nest, "Land ho!"

Ahead lies the island of Kalmatta, your destination, home to plague colonies, marooned pirates, madmen, and secrets no mortal mind was meant to uncover. It is also the location of the ruined city of Zadabad and its famed treasure vaults.

Whether fortunate or ill-fated, you have in your possession the Rod of the Crescent Moon, a relic of dead religions and forgotten kingdoms. It is also the key to unlocking the vaults. Finding the lost city is a challenge many have accepted, but none have survived. Fetid swamps, harsh jungles, and unforgiving mountains hide your prize.

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- Simple rules for exploring the island
- Random treasure table with common and rare items
- Appendix of over 30 new monsters
- Appendix of 11 unique magic items
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