

Adventure For 3-6 Characters of Skill Levels 6 to 9

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DRAGONS OF WENG T'SEN



DRAGONS

OF WENG T'SEN



This module is dedicated to my lady Cheron; for
it was in the halls of Weng T'sen that we first met.

— D. Carr Jr.

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DRAGONS OF WENG T'SEN

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Players' Introduction

(To be read to the players.)

I Just a Day in the City

It is a miserable day in the City. The early spring rains have turned the streets into a quagmire. Your clothes are splattered with mud. Your party is not in armor, wearing the heavy metal in the constant downpour is unbearable.

As your group walks along one of the few paved thoroughfares, a nobleman's carriage turns the corner going much too fast for the wet slippery roadway. It is streaked with mud, but you can make out the royal seal. Behind it rides a troop of heavily armed men and two more carriages. As the first carriage approaches, one of the wheels skids off the stone pavement blocks and lands in the mud. The carriage lurches over onto its side. In desperation, the coachman cuts loose the horses, but the carriage continues to slip and falls on top of a dung heap.

Instantly, the riders surround the carriage. From its interior comes a screech and a call of "Ambush!" The mounted men look at your party, which is the only other group of armed men in the street. One of the riders lifts his visor. You recognize him as a very powerful local Lord. "Stand Fast!" he cries and spurs his horse towards you.

If you try to run, your party will be hit with a combination of two Web spells, two Slow spells and a charge from a Wand of Paralyzation. (This is, after all, the royal coach and is heavily protected.) As the mounted men gather you up and relieve you of your weapons, the other two carriages close. In one, you see the King accompanied by a small man with tan skin and slightly slanted eyes. He is wearing yellow robes, and has a small beard and a neatly trimmed mustache. His hair hangs down his back in a neatly-braided pigtail.

A group of women are climbing out of the overturned carriage. Their beautiful clothes are streaked with mud and offal. It appears one woman fell headfirst into the dung heap and is covered head to foot in muck.

This is the Queen

"Kill them!" she screams. "Kill them and torture them! Cut off their hands, that'll teach them." With a flourish, she pushes one of her horrified maids into the mud and storms back into the now-righted coach.

The King looks at the party as if to say, "Had you overturned any other vehicle I could have spared your lives, but . . ." He raises his hand to order your deaths, but before he can lower it, the strange yellow man puts his mouth to the King's ear and whispers something. Amazingly, the King laughs out loud and shakes his head up and down. "Hold!" he booms out to his over-eager guards (who have already divided up your weapons and magic items). The King steps out of the coach, takes a quick look over the Queen, and commands: "Take those miserable wretches to the dungeon."

A Strange Invitation

Hours later, confined in a cell that would comfortably hold two people, you hear the door open. In walks the short, oriental gentleman from the King's carriage.

(This character will also appear to any member of your party who escaped the King's Guards, no matter where they are hiding.)

He addresses you flawlessly in your own tongue (magic users and clerics will recognize a Tongues spell). His name, he says, is Wu. He has a message from his master, the warlord Tong Sen, of the Ho province of the Inner Kingdom. He will hand you a scroll. It is in a pictographic language, written on rice paper, and evidently done with a brush instead of a pen. Wu will offer to read it should you find the language difficult.

The scroll says,

Greetings most illustrious (In a blank space, the name of one character is hastily filled in.) Rumors of your prowess have spread far, and have reached my ears here in the Inner Kingdom. There is a situation here which, I believe, will interest one of such great ability as yourself. The details are too delicate to reveal to a messenger, even so trusted a man as Wu.

If you are interested, Wu will convey you and your companions to my palace, and you may hear the story at your leisure. If you then decide that the puzzle is worthy of your notice, we will arrange for you to be conveyed to the appropriate location from which to solve it. If you feel that this enigma will be a misuse of your talents, you will be returned to a safe room, with a fine meal and a good story to break your boredom—and a small gift, as my thanks in listening to my tale.

*Tong Sen
The Most Supreme Lord
Province of Ho
of the Inner Kingdom
of the Celestial Garden*

If you indicate interest, Wu will take a small roll of bamboo from the sleeve of his robe. Placing it against a nearby wall, he will let it unroll. Magically, it becomes a full-sized doorway, opening into an antechamber of Oriental design. An archway lays dead ahead. Through the archway you will see a magnificent throne room, hung with silks and richly carpeted. You will also see all your magic items, weapons, and treasure in a heap on the antechamber's floor.

Wu will motion you through the door. He will follow, closing the portal behind him. It shrinks to its former size, and he replaces it in the sleeve of his robe.

NOTE TO GM: All the characters have stepped through the same door at the same time, even though there is only one door and one Wu. If any character wishes to return, Wu will replace the door, and it will open onto a local inn.

Tong Sen's Story

Behind the antechamber is a throne room, about 50' x 90', with a dais raised about 4 feet off the floor at one end. On this dais sits Tong Sen, the warlord of the Ho province. After offering you rice cakes, tea, and other refreshments, he will

tell you the following story:

"In the mountains that surround the Inner Kingdom is a small valley which for 28 years has been closed from the world by imperial order. Once, this valley was the home of Weng T'sen, master mage of the Emperor. For years, Master Weng used his powers for the good of the court and the people of his country.

"Many missed him in the Jade Halls as, near the end of his life, his visits became less frequent. Some said this was due to his age; others thought the master had succeeded in his magical researches and committed his last days to perfecting his powers. Whatever the reason, Master Weng was not seen for several years.

"Then one day, while my father still reigned, a band of merchants passing near the valley came upon a terrified group of peasants. They claimed that a terrible monster made of black iron and as strong as a hundred tigers had destroyed their village. They were taken to my father, to whom they told a story of increasingly strange happenings including strange flashes of lightning at Weng T'sen's tower and the appearance of huge dragons on the peaks of the mountains around the valley. The bizarre events culminated in the violent attack on their homes.

"At that time, the old Emperor was still alive. His favorite warrior was in the area and we beseeched the noble to investigate with his band of warriors (including—it was rumored—an elf). The brave Fighter and his party entered the valley, but never returned. This saddened (and frightened) the old Emperor so much he issued an Imperial Edict. No

one can enter or leave the valley until the Edict is revoked. A guard post was established at the mouth of the valley and the matter was soon forgotten after the old Emperor died.

"A generation passed while the valley remained sealed, for an Imperial Edict is as intractable as a decision from a god. Only the Emperor can unseal the valley. Luckily, there were no strange occurrences in the surrounding lands and our peasants felt safe. The position of Imperial Guard at the valley mouth became hereditary and they grew lax. Peace seemed to have returned to this mountain province.

"Recently, however, strange lights have been seen in the mountains, and electrical storms have swept the area. Occasionally, thunder that sounds like horrible and twisted laughter has been heard echoing through the valley. I have asked the new Emperor for permission to investigate these disturbances. But the Emperor, distracted by foreign affairs, has yet to answer. Bound as I am by the Imperial Edict, my men and I cannot go ourselves, for we would risk losing our positions and land.

"Fortunately, I am not without friends. My days of adventuring are behind me, but your king and I were friends long before either of us were the "great" men we are today. I knew that an outside group could disregard the Emperor's wishes and investigate these phenomena, stop them from occurring again, and report back. Therefore, when my friend, your king, recommended you for the job, I was more than delighted. (You notice that Wu is tactfully disappearing out the door.) Naturally, I would be most generous with my gratitude."

Background For The GM

The Inner Kingdom is based very roughly on Han Dynasty China. The Inner Kingdom is a large area made up of many provinces, each ruled by a warlord. The warlords owe their allegiance to the Emperor, who is a young man about 25 years old. Presently, the Inner Kingdom is engaged in small border clashes with neighboring nations, and a major war with its neighbor to the south, Ra Amat. Also, there are the usual petty squabbles between warlords. These major problems distract the Emperor from trivial matters such as the welfare of a small warlord.

Tong Sen, the warlord of the Ho province, is such a minor official that he has difficulty getting the ear of the members of the Imperial Court, much less the Emperor. His province, which contains moderately-fertile rice fields and a small seaport, is not engaged in any conflicts with its neighbors; the province's lack of real wealth makes it impossible to raise large numbers of troops.

Luckily, during his adventures in the west he met some important friends and was able to ask the king of your country to help him find a suitable group. The search seemed pretty futile until they were able to stumble over the party and transport them to the Inner Kingdom.

The magic user Weng T'sen specialized in making golems and summoning elementals. During his final years, he conducted intense research into these fields. Among the elementals, he established many friendships and pacts,

including a series of great binding contracts with the Dragon Lords of Elementals. In the oriental lands, there are four huge dragons who control each of the elemental planes. These Dragons are some of the oldest beings in the entire world and are noted for their great wisdom and power. Few humans have ever seen these Dragons, though the stories about them are a staple part of every oriental storyteller's repertoire. (A detailed description of these great mythical beasts follows.)

As time passed, many elemental beings chose to settle in the valley around Weng T'sen's Tower. Even the Dragon Lords would appear periodically to Weng and spend time with the wizard. Master Weng had discovered a method whereby the essence of a living being could be transferred into a golem's body. This greatly interested the Dragon Lords, especially Tao Lung, the Dragon Lord of Earth. After successfully testing this discovery by placing the spirit of his servant Quan into a body of solid stone, T'sen attempted the same ritual on himself only with a body of steel. He called all four of the Dragon Lords to witness what he thought would be his greatest triumph.

Unfortunately, something went wrong. While his essence was indeed transferred to a body of solid steel, Weng slowly began to go mad. First, he turned his magic on the Dragon Lords. At the celebration that night, he mixed an extremely powerful sleeping potion in the food of each Dragon Lord.



1 MILE

The unsuspecting Dragons ate the doctored food and flew off to sleep on their respective peaks around the valley. They are still there today, asleep; now covered by 28 years of dirt and rocks. Meanwhile the Elemental Lords, a group of evil Elementals who rule the various elemental planes, have conspired to tear a hole in the fabric of the universe and merge the Prime Material Plane with their own worlds. The Dragon Lords would have stopped them, but they are out of the way. It is their dreams which are causing the strange weather conditions.

Meanwhile, Weng's madness became progressively worse. Before his servant Quan could stop him, the steel madman rampaged through the tower and village, leaving many dead.

For the last two-score and eight years, Weng T'sen has remained in his tower, in the care (and restraint) of his faithful and immortal servant. (For a description of Weng T'sen and Quan see the final section of the tower descriptions).

The player's mission, through they do not know it, is to awaken the sleeping Dragons by using the magic wand of Weng T'sen. By touching the wand to the Dragons they will awaken in 2-5 rounds. The wand is located in the bottom of the underground chambers. They also can find the mad Weng T'sen, now confined underground as well, though they are under no obligation to awaken T'sen, the possibility exists. If the Dragons are awakened they know a way to cure Master T'sen of his madness.

The Valley of Weng T'sen

Because of Weng T'sen's experiments and interests, this valley has become the home of several intelligent and semi-intelligent forces of nature. A druid, ranger or the like will notice that the forces of nature in the valley are exceptionally strong and focused. Yet, they are still in a harmonious balance.

The floor of the valley is gently rolling meadow, covered in a variety of grasses and small plants. Occasional stands of trees dot the flowing green fields. The major stream is about 100 yards across and ranges from 15 to 30 feet deep. The smaller streams feeding it are about 20 to 30 feet across, with depths between 5 and 20 feet. These watercourses all have a respectable current.

The lake is broad and very deep. It is fed by the two waterfalls, which are 25 feet high and tumble down the face of the cliffs. A profusion of animals and plants will be found in the valley, including several species not native to the area. Weather in the valley, because of the dreams of the Dragon Lords, is sudden and unpredictable. Use the chart provided to keep track of the weather situation.

Lake of Twin Falls

This large lake (two miles long, and over a mile wide) is the residence of a group of Undines and a solitary Nymph.

THE UNDINES appear as beautiful men and women made from the water of the lake upon which they move. They are dressed in shimmering veils of liquid. They are deeply involved in their own mysterious affairs and will generally avoid outsiders, if they even notice them.

Undines are water spirits aligned with the Elemental Plane of Water. They are the animistic life force of pools, lakes and ponds. It is their duty, in the service of their Dragon Lord, to care for the plants and animals of their domain. The Undines know that their master is asleep underneath a layer of snow and ice (point B), but they have been warned not to talk to anyone by a huge Water Elemental who appeared in their lake.

The Undines generally appear only at night, although one may occasionally be seen on a rainy and overcast day. If seen by the rays of the moon, their beauty is so entrancing that people have been known to try and join

WEATHER

1-3/4-5/6	1-4/5/6	1-3/4-5/6	1-2/3-5/6	1-2/3-4/5-6	1/2-4/5-6	1/2-3/4-6	1/2-3-6	1/2-3/4-6
Frozen	Frigid	Freezing	Cold	Moderate	Warm	Hot	Boiling	Heat Wave
-20 to -40	0 to -20	30 to 0	60 to 40	70●	70 to 80	80 to 90	90 to 100	100 to 110
1-3/4-5/6	1-4/5/6	1-3/4-5/6	1-2/3-5/6	6	1/2-4/5-6	1/2-3/4-6	1/2-3-6	1/2-4/5-6
Ice Storm	Blizzard	Hail	Clouds	No Rain	Clouds	Lt. Rain	Heavy Rain	Thunderstorms

This chart will help you plot the erratic nature of the valley's weather. The dreams of the Dragon Lords have upset the natural balance so anything from a blizzard to a heat wave can happen in the space of a half an hour.

For every turn the characters travel in the valley roll on twice on six sided dice. The first roll determines the direction the weather is moving; either towards hot or cold weather. The second roll determines if a storm is forming. The numbers on the top of the sections give the chances for these occurrences. The characters always start in the center of both charts: Sunny and 70 degrees and No Rain.

For example: For the section marked Sunny and 70 degrees the numbers are 1-2/3-4/5-6. The GM takes his six sided die and rolls a 5. The numbers on the left (1-2) mean if a 1 or 2 are rolled on a six sided die the weather will advance one space to the left (cold weather). The numbers in the middle (3-4) mean if a 3 or 4 is rolled on a six sided die the weather stays where it is. Finally, if a 5 or 6 is rolled the weather will advance one space to the right (The GM marks that the weather has moved to Warm weather). **NOTE:** weather can only advance one space at a time except at the end of the charts.)

In the center of each section is a descriptive phrase or word about the weather situation and at the bottom is the range of degrees in Fahrenheit.

The single 6 in the section marked No Rain signifies that

only rolling a six on a six sided die will activate the rain and storm chart. Once activated, the rain chart will only advance on the same side as the general weather. There cannot be a blizzard in 90 degree weather. In the unlikely event that the weather chart starts in hot weather—begins a rain storm—and then moves into cold weather, as soon as the weather passes Sunny and 70 degrees the storm will stop and the rain chart will be reset at No Rain.

After determining the general temperature, the GM then consults the second part of the chart. He must roll a 6 in order to activate the rain. Fortunately for our example he does just that. He rolls a 6. Since he has already rolled for Warm weather, he must move on the same side of the chart as the weather. The result is Clouds.

If the first roll keeps the first half of the chart on Sunny and 70, the GM doesn't roll on the second half of the chart.

When the weather reaches a final section of the chart (either Frozen or Heat Wave) the die results change slightly. While the middle rolls mean the temperature or storm stays the same, the die results which would allow the weather movement to go off the chart means that the entire weather picture is reset back to Sunny and 70 degrees and No Rain. For example: a Heat Wave is attained, next turn the GM rolls a 2 so the Heat Wave continues. The next turn he rolls a 5, this time the Heat Wave instantly disappears and is replaced with Sunny and 70 degree weather.

them, usually with disastrous consequences. Any character who sees the Undines under these circumstances must make a saving throw against charm, or he/she will walk into the lake (risking drowning). The player must be forcibly restrained and removed from the area. Once the Undines are no longer visible, the charm will be broken. However, another moonlight sighting of Undines by the same character will be more likely to affect him/her (-4 to saving throw).

The Undines are not warriors. If attacked they will retreat to the deep places below the surface of the lake. If they are cornered and forced to fight, their combat stats are:

(8) Undines

AC: 7, *HTK:* 34, 40, 56, 38, 41, 53, 47, 50 (7D8+3), *Alignment:* Neutral/Good, *Intelligence:* High
M: 12"/24" swimming, *Att:* 2, *Dm:* 1D6 or spell, *Special:* +2 or better to hit, take ½ damage from physical attacks. Can control any water creature or plant (no save)

Spells: Create water, Raise water, Lower Water

THE NYMPH often can be seen playing about in the water of the falls. She appears as an incredibly beautiful young woman, with an Appeal score above the human maximum. While the beauty of the Undines is very ephemeral and spiritual, the Nymph is earthly and physical. Her attire is limited to wildflowers, naturally polished semiprecious stones and other forms of ornamentation. Her

personality is playful and childlike.

Nymphs, resident spirits of a given area, are aligned to the Plane of Water. Usually, a Nymph is created from the soul of an individual who met a watery death in the area. This Nymph was originally a young girl from the (now abandoned) village who drowned in the lake. For whatever reason (perhaps her love of life and naivete'), the Dragon Lord of Water returned her to the material plane as a Nymph. Her transformed spirit has inhabited the lake near the falls ever since. She knows nothing about the Dragon Lord of Water, but the Storm Rider (trying to impress her) told her that he is guarding the Dragon Lord of Air.

Any male viewing this Nymph from a short range (less than 15 feet) must save versus charm or he will fall totally in love with her. Anyone so charmed will give up all other pursuits to stay by the lake and play in the waterfalls with her. Dispell Magic removes the charm. The Nymph is not a fighter. If attacked, she will flee into the lake. If forced to fight her stats are:

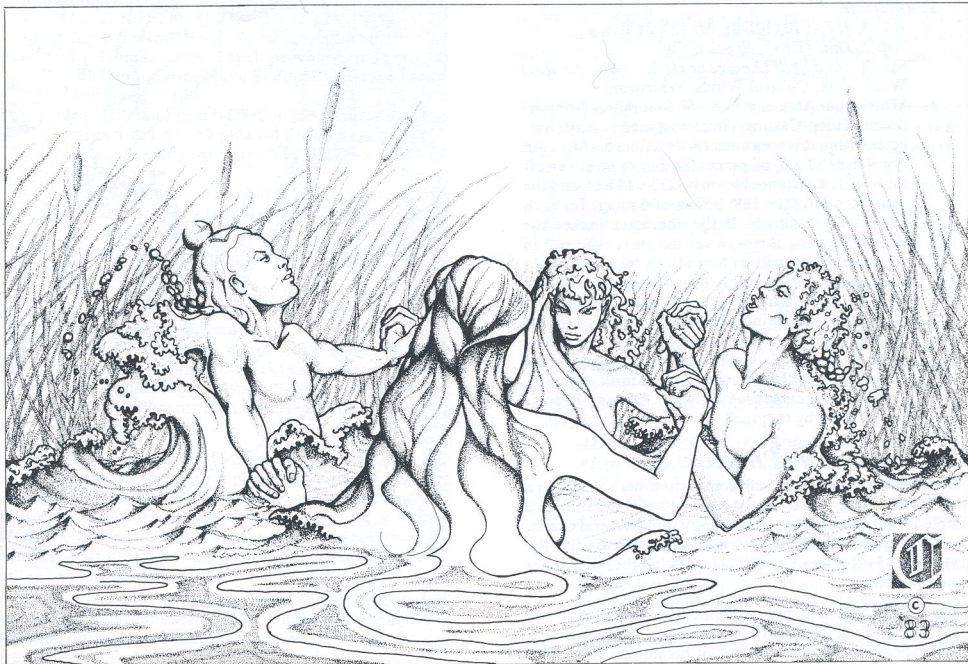
Nymph

AC: 9, *HTK:* 21 (3D8), *M:* 12"/24" swimming

Align: Lawful/Good, *Intelligence:* Low

Att: 1, *Dm:* 1D3 or 1 spell, *Special:* Charm.

Spells: (as a 10 level mage or cleric—once per day) Create Water, Growth (Marine Plants only), Purify Water, Speak with Marine Animals, Web (using seaweed and other water plants).



The Needle of the Sky

This formation is a tall wind-carved spire of rock above the lake. The wind here is always strong, with unpredictable gusts. Here the Dragon Lord of Air dreams away inside a permanent cloud cover (point A). A male Storm Rider makes this area his home as well.

STORM RIDER is, like all of his race, violent and hot tempered. him. If disturbed or threatened, he will attack with all of his power. He appears as a tall, well-muscled man with very long blue hair constantly blowing around his body. He carries an old iron sword which he can wield with great strength and enthusiasm, but little skill (fights as a Skill 5 fighter).

Storm Riders are a manifestation on the physical plane of the power and spirit of a storm. Although free-willed and independent, they are loosely affiliated with the Plane of Air. Storm Riders are controlled by the force and power of the elemental Dragon Lord. Usually choosing to live a solitary existences, they occasionally gather and create especially violent storms. This Storm Rider knows that his master is asleep, but the Dragon ordered the Storm Rider not to disturb him. Unless forced, he will not even tell the party where his master sleeps.

This Storm Rider is tolerant of the Undines, but will probably not come to their aid unless he views the situation as threatening to his territory. On the other hand, he finds the childlike friendship of the Nymph quite enjoyable and will always come to her aid.

Storm Rider

AC: 3, HTK: 70 (10D8), M: 12"/24" flying

Att: 2, Dm: 1D8+3, Special: Fly.

Spells: (As a Skill 12 mage or cleric—twice per day)

Wind Walk, Control Winds, Whirlwind.

Whirlwind: Area of effect—50 foot radius from the Storm Rider. Casting Time: 9 segments. Any character within this area must roll less than his Strength times five (ST x 5) on percentile dice or be blown off his feet. The distance blown is 1D3 x 10 feet, and the character will take 1D6 points of damage for each 10 feet he is blown. If the character makes the Strength saving throw, a second successful roll in the same round will let him attack with hand-held weapons—at a -3 to hit (missile weapons—even magical ones—cannot be used within the area of effect of the whirlwind). The whirlwind will last 1D4 rounds, and the appropriate saving throws must be made each round. Characters blown outside the area of effect will not have to make additional saves, unless they re-enter the whirlwind. A Storm Rider is not affected by this spell.

The Hut Of The Phoenix

This appears as a small, well-kept commoner's hut, with a small garden near the stream. It has one main room, with a simple sleeping loft above, containing a table, several chairs, a small chest, and a fireplace. A blazing fire always fills the grate. The chest contains only blankets, clothes and other common items.

THE PHOENIX is a minor Elemental aligned with the Plane of Fire. This particular Phoenix has become enthralled with the possibilities of his human form, and



maintains it almost all the time. He will introduce himself as Ignatious, a western mage who has settled in this valley to study its strange properties. He will claim that he does not yet understand all the effects and forces of the valley.

He appears, in human form, as a robust man of early middle age, with short red hair and a flowing red beard. He is dressed in a light yellow tunic, covered with an orange-trimmed red tabard (short sleeved knight's outer garment). At his left hip hangs an old sword, while on the right is a small pouch (containing nothing of value). He will seem a little eccentric and will ask strange questions like: "Why do you eat the meat of dead animals?" or "What is wine used for?" When not in human form, the Phoenix appears as a huge eagle made of living flame.

This Elemental knows that his lord is asleep at Point D, but is reluctant to discuss the matter with the party because once his lord is awake he will make the Phoenix stay in his natural form. Phoenixes are a lonely race that do not get along with other elementals. He fears the Undines and is himself greatly feared by the Dryads and the Treelords in the forest. If invited to accompany the party, he will come willingly for he craves human company and wishes to study a true human's (or at least *humanoid's*) reactions. But if his true nature is discovered, he will avoid the party. If attacked, he will fight fearlessly.

Phoenix

AC: 2, *HTK*: 88, (14D8), *M*: 12"/24" flying

Align: Neutral/Good, *Intell*: Exceptional.

Att: Human Form: 1 spell per round or 3 per 2 rds with flaming sword (as a Skill 14 Fighter) or 1 spell. Bird Form: 3/rnd

Dm: Human Form: 1D8+2 for flaming sword. Bird Form: 1-8/1-8/3-12 plus 1-4 fire damage per hit.

Stats in human form: ST: 17, IT: 18, IN: 14, SM: 10, D: 07, A: 14

Special: Immune to fire-based attacks, but will take double damage from cold or water-based attacks. If near death, a Phoenix will self immolate and raise from his ashes fully-healed 10 rounds later. A Phoenix is immortal.

Spells: (all spells can be cast once per day as a skill 14 mage) Flame Arrow, Fire Charm, Fire Trap, Light, Fireball, Firestorm.

NOTE: The flaming sword is not a magical item, but merely a manifestation of the Phoenix's power. He can make any weapon flame at will. Furthermore, the Phoenix in human form will cast his spells through the sword.

About a mile up the side of a mountain just east of the hut of the Phoenix is the resting place of Han-Bo Lung, the Dragon Lord of Air. When the characters search for this dragon, they will see that the mountain is covered in fog. When the group enters this fog cloud, the temperature will noticeably heat up, and as the party approaches the summit, will see a curious sight.

The huge head of a dragon, but no body, can be seen surrounded by a shimmering light. Three Salamanders are carefully pushing the head into the light. The Salamanders are totally absorbed in their work and can easily be

surprised. If not stopped, the creatures will push the head completely into the shimmering light 6 turns after the characters appear. In which case, the characters have only two days to wake the other Dragon Lords before 300 16 die Fire Elementals flood the valley destroying everything in their path. (Only the Dragon Lords can stop this from happening.)

The shimmering veils of light marks the gateway into the Elemental Plane of Fire. When (If) the Salamanders are killed, the shimmering will suddenly stop and the Dragon Lord of Fire will be stuck between the two planes. The party will not be able to move the head. (See the Dragon Lord section for an explanation of the current situation). The evil elemental rulers will not attempt to push the Dragon Lord again for three days. (There are still other elemental guardians and the evil tyrants must work discreetly.)

(3) Salamanders

AC: 5/3, *HTK*: 21, 33, 35, 37 (7D8+7), *M*: 9"

Align: Chaotic/Evil, *Intell*: High

Att: 2, *Dm*: by weapon/2-12 constriction, *Special*: impervious to firebased attacks, Sleep, Charm and Hold spells. Coldbased attacks add 1 point of damage per die.

The Forest of the Treelords

This is an extremely ancient forest. After passing beyond the fringes, there is very little ground clutter and huge boles of the trees will give the impression of a great cathedral temple. In effect, that is exactly what this is, for the Dragon Lord of Earth long ago made this forest his private reserve. He sleeps on the mountain top above the forest (Point C). Inside the forest, few sounds will be heard, although wildlife will occasionally be seen. Druids, rangers, wood elves and the like will feel the overwhelming power of this ancient life force and realize that this is not a normal wood.

THE DRYADS are one of the two elemental forces which dwell in these woods. They are slightly different than their counterparts in other areas. These Dryads are the animate spirits of the oldest trees, growing near the center of the wood. Occasionally, when the weather is good, they can be found dancing in the clearings around their great trees. If approached quietly and peacefully, they will sometimes help a group of mortals. They will fight only to protect their trees.

The Dryads appear as female elves in diaphanous robes of greens, browns and yellows. They have pale greenish skin, and their hair and eyes are dark green or brown. The Dryads know their Lord is sleeping in the mountains, but will not tell the players anything. If asked about the strange weather and the like, they will bring the characters to the Treelords.

(7) Dryads

AC: 9, *HTK*: 31, 37, 53, 35, 38, 50, 44 (8D8), *M*: 12"

Align: Chaotic/Good, *Intell*: Average

Att: 1, *Dm*: 1D4 (dagger) or spell, *Special*: Charm (by touch), no saving throw allowed. Once charmed, the character will not want to harm either the Dryads or the trees. He will sit down and contemplate the forest's beauties. If a male with 16 or better Appeal is charmed, the Dryads have a 75% chance of taking him away for 1-4 years. Dryads can also blend into their personal tree, speak with plants, have a 50% magic resistance, and can only be struck with +1 or better magical weapons.



TREELORDS are the major elemental force in this forest.

These beings can be best imagined as great, sentient, tree-like creatures. With their long, splayed, root-like toes, gnarled branch-like arms, barkish skin, and masses of leafy growth atop their solid frames, they can pass easily for trees. If they stand still and close their large green eyes, they are very hard to spot. (Give a druid, ranger, or wood elf a 20% chance, others 10%).

Treelords were the first elemental forces created by the Dragon Lords. They are a manifestation of the forest's collective life energy. While certain great and ancient trees may over time develop individual spirits, only a primeval forest can create a Treelord.

Usually, only a small number (1-4) exist in any given area, but due to the favored status of this forest by the Dragon Lords, a veritable host (25) will be found in this valley. In fact, this large group of Treelords is meeting to decide what to do about the dismal state of affairs that have arisen since the Dragon Lords have gone asleep. The meeting was called as soon as the Dragon Lords fell asleep and is now just beginning to break up. Within the next few months, they should have finished saying "good-bye" and the early departers will start for home.

They have learned that the only way to wake up the Dragon Lords is to enter the castle of Weng T'sen and find his Wand of Power. If that is used, the Dragon Lords will awaken. The Treelords know the location of

each of the four Dragon Lords.

If the characters sneak up on the Treelords they will hear them very slowly discussing sending for Elves to search T'sen's tower for "the wand" (Weng T'sen's magic wand). If the Treelords are approached openly, the whole story of the sleeping Dragon Lords will be related to the characters—as long as they pledge to help them recover "the wand."

Treelords speak very slowly and digress frequently. It will take them the better part of a day (12 hours) to relate the entire story to the characters.

(25) Treelords

AC: 0, **HTK:** 96 to 37 (12D8 to 8D8), **M:** 3" but persistent. (They don't have to rest.)

Align: Lawful/Good, **Intell:** Exceptional.

Att: 2, **Dm:** 4D6, 4D6. **Special:** They can cause normal trees to "wake up." The trees so awakened have 1 attack per round for 2D6. They will stay awake until the Treelord commands them to go back to sleep. Treelords take double damage from firebased attacks.

Other encounters in the valley

On the meadow:

A DARK HOUND is a minor Elemental affiliated with the Plane of Water. It blends into the darkness (including



shadows) so well that the Hound is practically invisible unless attacking (90%). It has a 50% magic resistance, and +1 or better weapons are needed to pierce its hide. It takes damage from light spells as if they were comparable fire spells. Thus a Light spell would inflict 1D6 points of damage per level of the caster, just as a Fireball would. The Darkhound can create magical Darkness within a 20 foot radius. A Darkhound has a 75% chance of appearing while the party is in the valley, but he will only appear at night.

Dark Hound

AC: 2, *HTK*: 47 (9D8), *M*: "8"

Align: Chaotic/Evil, *Intell*: Average

Att: 3, *Dm*: 1-6, 1-6, 1-12, *Special*: Poison bite—save vs. poison or become paralyzed for 1D4 hours. Cast Darkness in 20 foot radius. Fear Howl: causes fear as Fear Spell (usable twice per day).

Anywhere in the valley, often after a rain.

MIST GIANTS are very insubstantial, appearing as dimly perceived figures in the mist even at close range. If closely studied they look like large muscular men (18' tall), with flowing hair and beards. They dress in what seem to be kilts made from the pelt of some animal. One to four will materialize at a time.

Mist Giants are the physical incarnation of the mingling of air and water (as in fog). They are one of the few

manifestations of the border areas between major elemental planes. They have been summoned by a major demon who is interested in keeping the Dragon Lords asleep. If the party takes the path up to Weng T'sen's tower, there is a 80% chance a Mist Giant will appear.

The mingling of personalities between the two elemental provinces make Mist Giants quite unpredictable. There is a 50% chance they will just warn the party not to enter the tower. Otherwise, they will attack with storm-like fury. In no case will they allow the party to awaken the Dragon Lord of Air.

NOTE: Due to the nature of Weng T'sen's valley, Mist Giants are prone to form whenever the conditions are right (80% after a rain storm).

(1-4) Mist Giants

AC: -1, *HTK*: 90, 87, 77, 66 (12D8), *M*: "18"

Att: 2 strikes or 1 spell, *Dm*: 3-18, 3-18, *Special*: 100% invisible in fog or mist. Takes half damage from fire, lightning, or cold-based attacks.

Spells: Summon Fog, Phantom Light (obscures vision: -2 to hit in a 60' radius for 2-12 melee rounds—usable as the Mist Giant desires).

In the Mountains above the valley:

ICE ELVES are the reincarnated spirits of a band of high elves who were driven into the northern ice plains by human barbarian invasions. There they froze to death,

but before dying, they pleaded with the Evil Ice Lords to save them. The Ice Lords turned the elves into evil spirits who haunt the mountains. Since the Dragon Lords have fallen asleep, these Ice Lords have had a free reign. They have commanded the Ice Elves to guard Point B against intrusion by anyone seeking to release the Dragon Lord of Water from his deep sleep. There is a 85% chance that a party will encounter these elves before they reach the sleeping Dragon Lord.

The Ice Elves hate humans and will attack without hesitation when they see a group of them. Their voices can be heard wailing in grief and anger as they roam the snowy wastes searching for victims.

They appear as albino elves with pale white skins, silver hair, and silver eyes. They are usually dressed in flowing, wind-blown, white robes. All are armed with crystalline lances formed from elemental ice. Four to six throwing lances will be strapped across their backs. (The party may not use these lances.)

If killed, the spirit of the elf is freed and the magically created body will merge into the surrounding snow.

(4) Ice Elves

AC: 4, *HTK:* 63, 71, 52, 67 (9D8), *M:* 12"

Att: 2 lances or 1 spell, *Dm:* 2D6 (lance), 1D6 (fist).

Special: Immune to cold-based attacks. Need +1 or better weapon to hit them. Ice Elves take 1 extra point of damage per die from fire attacks. They also have a 50% chance of putting out a non-magical fire.

Spells: (as skill 9 mage) Wall of Ice, Ice Storm, Cone of Cold, Light (blue tinted).

Alignment: Chaotic Evil, *Intell:* High

ICE WOLVES appear as large white wolves with red eyes. They always work with the Ice Elves as an effective

fighting team. Often, they will move to flank the party, attacking from behind the straggling or wounded party members. The Wolves will fight until they take 75% damage, then they will flee.

(3) Ice Wolves

AC: 3, *HTK:* 38, 30, 41 (6D8), *M:* 18"

Align: Chaotic/Evil, *Intell:* Average

Att: 3, *Dm:* 1-8, 1-8, 1-10, *Special:* Immune to cold-based attacks, but take an extra point of damage per die from firebased attacks.

The Abandoned Village

Long, long ago, this was a small farming village. Grouped loosely around an open common area will be found 21 peasant huts made of bamboo and thatched with rice-straw. These huts are single room structures with dirt floors and a central stone hearth. Broken household goods and wind blown debris is all that will be found within them. Eight of these homes have been crushed flat.

In the central area will be found the common well. The wellsweep has been ripped from its moorings and the sweep arm is missing. The stone font of the well bears the impression of two hands which must have gripped the stone with incredible strength.

The largest hut in the village stands north of the well; it used to belong to the village's chieftain. The southern wall of this hut is splintered; the well's sweep arm protrudes from the smashed bamboo. (Note: A sweep-arm is a single massive timber used to draw the water from the well. It will take three men to move this particular beam.)

Several small animals and numerous birds make these ruins their home. Characters investigating the village will hear them moving about. (This could be an interesting red herring for the players.) The village shows signs of hasty abandonment, and has long since been looted.

The Dragon Lords

When the gods first made the world, they appointed guardians to watch over portals through which beings on the Elemental Planes entered the Prime Material Plane. Each region of the world has its own set of guardians of the portals. In the oriental lands, four dragons were given the job. They were called the Dragon Lords. The guardians of the Elemental Planes control the elementals and their passage into this world. They can summon and banish elementals back into their respective planes and they watch over the interests of the gods of air, fire, earth, and water. The Dragon Lords, like their comrades in other lands, act as a balancing factor in the constant battle between the Lawful elemental gods and the Chaotic elemental gods.

Since Weng T'sen has slept the Dragon Lords, the evil rulers of the Elemental Planes are preparing to flood the Prime Material Plane with thousands of evil and highly unstable elemental forces. Therefore, anytime a character

summons an elemental in this valley they will summon a Chaotic Evil elemental which will immediately attack the party, starting with the character who summoned it. The same result will occur if the party attempts to use any of the devices of summoning which they will find in Weng T'sen's chambers.

The evil rulers of the Elemental Planes have placed guards to prevent someone from waking the Dragon Lords (the Mist Giants, Ice Elves etc.), but their control on the Prime Material Plane is limited. They can only influence Evil or Chaotic beings that existed in the valley before the Dragon Lords fell asleep. They can only wait and watch while preparing a great spell to blast open a permanent portal between the Elemental and Prime Material Planes (see the section on Han-Bo Lung for more details on these attempts).

Thus the Dragon Lords' sleep will result in disastrous consequences for the mortal world. The Dragon

Lords are aware of the spell the evil rulers of the Elemental Planes are weaving even while they sleep, but they perceive the threat as a nightmare. It is these intense "bad" dreams that are causing disturbances in the atmosphere and causing the strange weather of the valley and surrounding areas.

The Dragon Lords cannot wake up without the help of Weng T'sen and his magic wand. Touch the wand to a Dragon Lord and the great dragon will wake in 2-5 rounds. Each dragon is asleep on their respective peaks and after 28 years of slumber are covered with moss, dirt, ice, and snow.

Tao Lung: Dragon Lord Of Earth

He commands all the elemental forces of earth and those which are associated with earth like forests, mountains, planted fields, and the like. He is a huge green and brown dragon almost 150 feet long plus an additional 70 feet for his tail. He has thick, almost impenetrable skin that is encrusted with gems and gold especially along his belly. He also has huge claws, huge teeth, and a long thin mustache he constantly grows.

Tao Lung does not have wings and travels either through the ground (at 24") or on top (at 18").

Tao Lung

AC: -2, **HTK:** 156, **M:** 18"/24" through the ground

Att: 3, **Dm:** 2-12, 2-12, 6-36 (bite),

Alignment: Lawful Neutral, **Intelligence:** Exceptional

Special: While on the ground Tao Lung cannot be hurt by anyone who also stands on the ground. Nor can he ever be hurt by any Earth Elemental or earth creature (Xorn, Umber Hulks, etc). Even dwarves can give Tao Lung only half damage. Furthermore, Tao Lung can summon 2-8 maximum hit dice Earth Elementals (128 HTK—16D8), who will do his bidding with no need for concentration.

Spells: (can cast each spell twice per day as desired as a Skill 18 Magic User or Cleric) Enlarge, Mend, Charm Person, Fools Gold, Dig, Charm Monster, Dimension Door, Distance Distortion, Stone Shape, Wall of Stone (double strength), Move Earth, Stone to Flesh, Permanency (no Stamina loss), Earthquake, Imprisonment.

Magic Items: Tao Lung has a vast store of magic items that he has collected for their fine gems and gold work. He does not highly prize the magical abilities of these items and will gladly trade a magical item for a non-magical one that is better crafted, or more encrusted with gems—as long as such trades do not upset the balance of power between the Elemental and Prime Material Planes. Tao Lung seldom uses a magic item.

Tao Lung is sleeping under 6 feet of earth and rocks. When the characters approach point C, they will not see any sign of a dragon, but they will notice huge tree roots jutting out of the ground. If inspected closely they will realize that these "tree roots" are actually Tao Lung's finger claws.

Dao Lung: Dragon Lord of Air

This Dragon Lord is one of the most beautiful creatures to be found on the world with an Appeal even to non-dragons of 21 or 22. Although she is a huge dragon, she is graceful and lithe; her wings and body are streamlined and graceful. Dao Lung's skin is made of pale blue metallic scales set with patterns of silver and dark blue. Her eyes are usually the same pale blue, but they can cloud and become filled with

electricity if angered. As Lord of all air creatures she can summon 2-8 Air Elementals (128 HTK—16D8) to her side and no creature can hurt her while she is in the air. The dragon's body is 125 feet long with another 50 feet for a large thick tail (used for banking and stabilization).

Dao Lung

AC: 0, **HTK:** 108, **M:** 6"/48" flying

Att: 3 or 1 spell, **Dm:** 1-6, 1-6, 3-24 (bite)

Alignment: Lawful Neutral, **Intelligence:** Exceptional

Special: See above

Spells: (can cast each spell twice per day as a Skill 18 Magic User or Cleric) Charm Person (-2 to save), Detect Magic, Cure Light Wounds, Feather Fall, Levitation, See Invisible, Blink, Gust of Wind (double strength), Whirlwind (see Storm Rider description for specifics), Fly (conferred on others), Haste, Lightning Bolt, Plane Shift, Polymorph Self, Aerial Servant, Airy Water (taught to her by T'sin Lung), Wall of Force, Reverse Gravity, Wind Walk, Vanish, Permanency (with no loss of Stamina), Symbol.

Magic Items: Dao Lung has a magic amulet around her neck in the shape of a lightning bolt. It is made of jade and will absorb any lightning bolt (either natural or magical) that is cast at her. She also can manufacture magical coins which, when thrown in the air, turn into birds. The birds can be anything from homing pigeons to giant warrior eagle mounts.

Dao Lung sleeps underneath a cloud at the very top of the Needle in the Sky. (Point A).

T'sin Lung: Dragon Lord of Water

T'sin Lung is 140 feet long with a 50 foot tail. He is green with gold and silver swatches on his stomach. T'sin Lung has powerful wings, and webbed feet and claws.

Actually, this Dragon Lord did not start out as a dragon. T'sin Lung began life as T'sin Xaingo, a human illusionist. He was one of the first humans to walk the earth.

T'sin was also one of the wisest and most intelligent of all mortals. He created a discipline called the Twenty-seven Paths to Purity, and followed it so well that the gods reincarnated him 27 times, in order that he could develop his philosophy more thoroughly. That he did, and as a reward, his last reincarnation was that of an immortal Dragon. T'sin Lung gladly took the duties of a guardian and has faithfully carried them out to this day.

T'sin Lung is the scholar of the Dragon Lords. It is his knowledge that has given the Dragon Lords a reputation for wisdom. He has been known to help out mortals, especially human sailors, in times of trouble. Besides his powers as an Dragon and guardian, he has retained some of the spell powers he had as a human.

T'sin Lung

AC: -1, **HTK:** 130, **M:** 12"/12"/48" walking/flying/swimming

Att: 3 or one spell, **Dm:** 1-8, 1-8, 4-24 (bite)

Alignment: Lawful Good, **Intelligence:** Exceptional

Special: T'sin Lung can summon 2-8 maximum dice Water Elementals. And while in the water he is invulnerable to all damage. Water creatures can never hurt T'sin Lung. He has the natural ability to breathe under water and swim extremely fast.

Spells: (can cast all spells twice a day as a Skill 18 magic user or cleric) Resist Cold, Cure Serious Wounds, Create Holy Water (as *Create Water spell*), Create Food and Water, Pyrotechnics, Color Spray, Detect Magic, Read Magic, Fear, Water Breathing (can confer on others), Wall of Ice, Improved Invisibility, Ice Storm, Cone of Cold, Lower Water, Part Water, Permanent Illusion, Airy Water, Control Weather, Major Creation, Permanency (with no loss of Stamina), Disintegrate, Astral Spell, Holy Word.

Magic Items: T'sin Lung carries with him a small crystal ball through which he talks with the heavenly spheres (acts as a Contact Higher Plane spell with no chance of insanity). It also acts as a Sphere of Airy Water for anyone who travels within 60' of the dragon. The sphere can instantly disappear or reappear on T'sin Lung's command.

T'sin Lung is sleeping under six feet of ice at Point B.

Han-Bo Lung: Dragon Lord of Fire

Unlike her brother and sister guardians, Han-Bo Lung comes directly from the Elemental Plane of Fire. She exists half in the Prime Material and half in the Elemental Plane of Fire and it is her body that keeps open the portal between the two planes. Now that she is asleep, the evil rulers of the Elemental Planes have tried to pull her completely into the Elemental Plane of Fire and insert their own creature into the hole. So far, they have carefully pulled all of her back into the Elemental Plane except her head. (See map description of Point D [the Hut of the Phoenix] for specifics)

Her alien birth makes this Dragon Lord a little strange. Her logic is not always the same as humans, and she is prone to make strange remarks, laugh at the wrong time, or call a tree a piece of bread (or an elf an orc). She is sensitive about her awkwardness when dealing with the Prime Material dwellers and will not appreciate someone pointing out her mistakes.

Her appearance is not of a Red Dragon, as one would expect, but of a huge wingless lizard colored with the orange and brown hues found in a summer sunset. When fully in this world she is huge, almost 200 feet in length plus a 90 foot tail. Her body weight is mostly centered in her incredibly huge front claws and jaws. Han-Bo Lung can summon 2-8 maximum dice Fire Elementals. She can never be hurt by fire based attacks and fire using creatures can never hurt her. She is, also, the only Dragon Lord which has a breath weapon.

Han-Bo Lung

AC: -2, HTK: 190, M: 24"

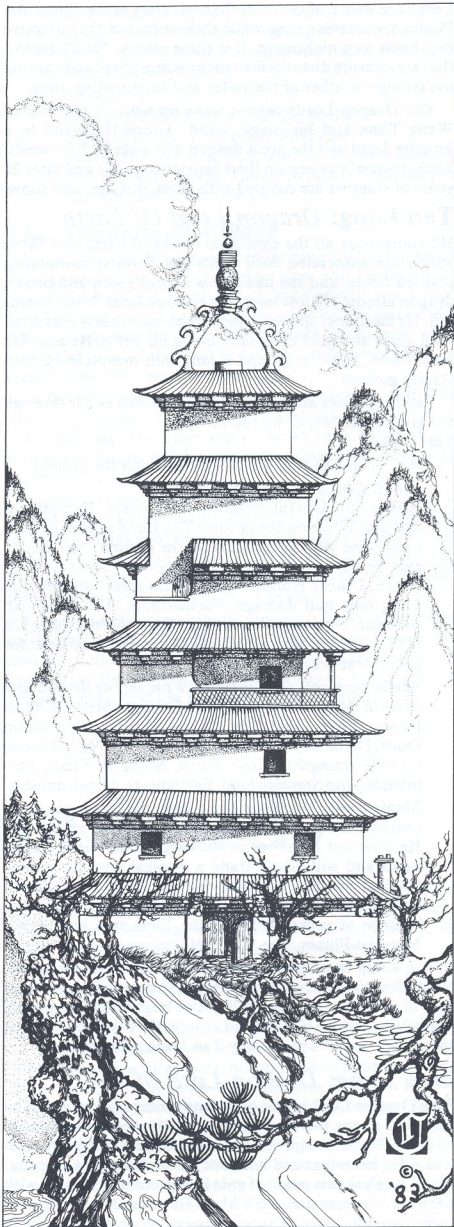
Att: 3 or 1 spell, Dm: 2-20, 2-20, 7-42 (bite)

Alignment: Chaotic Neutral, Intelligence: High

Special: Same as other Dragon Lords and a breath weapon (fire). She is impervious to all fire based attacks. Her breath weapon works the same as a Red Dragon's.

Spells: (can cast spells once per day as an Skill 18 Magic User) Affect Normal Fires, Pyrotechnics, Continual Light, Charm Person, Dispell Magic, Flame Arrow, Slow, Fire Trap, Fire Shield, Teleport (no chance of failure), Anti-Magic Shield, Delayed Blast Fireball, Mind Blank.

Magic Items: Han-Bo never uses a magic item.



The Tower of Weng T'sen

The Approach

The tower is situated on the top of the bluff overlooking the valley. In fact, it is very prominent and can be seen from anywhere in the valley as long as the weather is good. Every hour or so, a light will flash from somewhere on the top floors. The light can be seen even through the most violent storms.

The road up to the tower is steep, winding, and easily defended from the top. There are no signs of recent travel on this road. It is partially overgrown with grass and brush, and a few small trees have started to push themselves up between the baked-clay bricks which pave it.

Roll once on the standard encounter tables while traveling this path and 2-5 rounds after this encounter, a group of 30 Skeletal Warriors will attack. These Skeletons were placed here by a demon to prevent characters from entering the tower. The Skeletons are all of the variety that can shoot their finger joints like missiles doing 1-4 points of damage. The Skeletons will first attack by starting a rock slide. Each character must roll below their dexterity or take 2D6 points of damage from falling rocks. Then the Skeletons will attack. They are armed with short swords, shields, and chain-mail armor. One of the Skeletons is fighting with a +2 throwing dagger that will return to the thrower 50% of the time.

(30) Skeletons

AC: 5, HTK: 3 (each) (1D8), M: 12"

Att: 1, Dm: 1-6, or shoot finger joint. *Special:* Shoot finger joints 40' for 1D4, and receive half damage from edged weapons.

The Tower

The tower is a 120 foot-high pagoda-like structure. It is 60 feet square at the base, with each succeeding story slightly smaller than the one below it. It has many windows in the white walls, and its eight roofs are constructed of red clay tiles. The walls are constructed in one solid piece, three feet thick. The tower was raised with the help of Earth Elementals, and the method of construction will baffle even a dwarf. The windows are of Glassteel, very difficult to break, and most are shuttered from the inside with bamboo curtains. A light will flash from the very top of the tower once per hour.

Only three "easy" entrances will be found if the tower is studied—the main door, the door in the 4th floor balcony, and the door on the 5th floor balcony. Both balcony doors are Wizard Locked.

GM NOTE: If anyone tries to investigate the tower by flying, levitating etc, they will see the bodies in the main garden—and will be seen by the Storm Rider on the 4th floor balcony.

The Main Garden

The garden is surrounded by a white wall, five feet thick and constructed in one piece with the tower. A double gate of bronze-bound wood, five inches thick, serves as a main entrance to the enclosure. It will be found slightly ajar, and will swing freely, the hinges showing not the slightest sign of

corrosion. On the top of the garden wall (which is six feet high) are the statues of eight guardian Fo Dogs.

The ornamental garden is somewhat overgrown, but still retains much of its original beauty. It contains two large cherry trees (which are in full bloom, it being spring) and two groups of fire flowers.

Lotus flowers float on the surface of two ponds in which Koi still swim. These large fish are a variety of carp, with skins of mottled gold, white, and black. They keep growing throughout their lives, and the older ones are the biggest that anyone has ever seen, running close to three feet in length. These fish are very intelligent. If treated respectfully, and perhaps given a tidbit to eat, they will speak with the adventurers by telepathy.

The Koi will speak of how the great Dragon Lords came to the tower for a meeting with Master T'sen. They know that the Dragon Lord of Water sleeps under the mountain peak at Point A, but they do not know where the other Dragon Lords lie. The fish also saw Master T'sen's family and servants flee the tower and minutes later they saw two Golems, one made from steel, the other from stone, storm through the garden battling each other with terrific fury. The Koi will not tell the adventurers about the guardian Fo Dog statues.

A huge bronze-sheathed door (the bronze darkened with the patina of age) leads into the tower. A bas-relief face of a youngish oriental man will open its eyes and speak if anyone approaches within ten feet, "The Master T'sen is occupied and can receive no visitors today." The statement will be made in the language of the Inner Kingdom, and repeated in the common trade talk which is understood by all travelers. If questioned, the face will say only, "Please try again tomorrow, as the Master is very busy today." Again, it will repeat the statement in both languages.

If any attempt is made to force the door, it will speak a single syllable command word which will activate the eight guardians statues on the garden wall. The Fo Dogs will attack all who are in the garden. The Doors are non-magical, but very sturdy and 50% harder to pick. They will take 100 HTK of damage before collapsing. The hinges are on the inside.

(8) Guardian Fo Dogs

AC: 0, HTK: 24, 21, 18, 20, 22, 19, 23, 24 (5D8), M: 15"

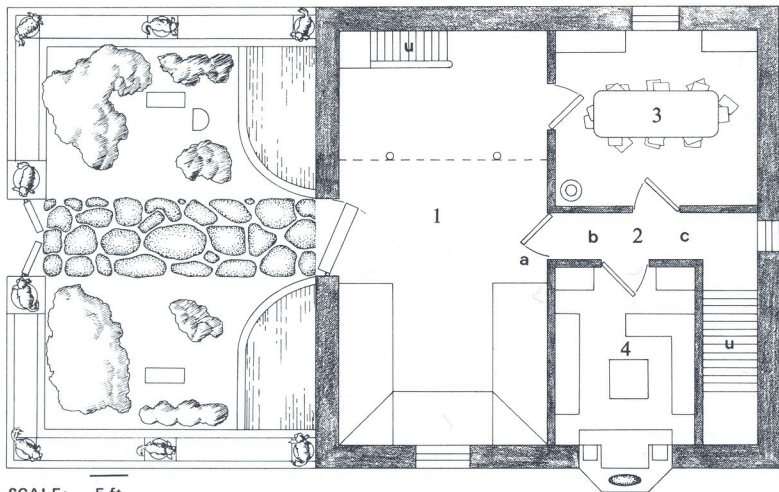
Align: Neutral/Neutral, Intell: Low

Att: 3, Dm: 1-6, 1-6, 2-8 or bite may be omitted so that the statue can slash with horns on head for 1D6+2. *Special:* 25% magic resistance to spells other than from its creator.

These grotesque statues are approximately man-sized, are shaped roughly like a Chow Chow dog (shaggy fur, dished face, etc), with long claws on each foot and two small (4" long) horns on their heads. They are a specialized form of Golem, created by Master T'sen to protect his solitude from rival mages.

Sprawled near the door are the bodies of five individuals (1-5). All that remains of them are broken bones and a bit of equipment. A druid or ranger will be able to tell that they have been dead and exposed to the elements for at least six months.

First Floor



SCALE: 5 ft.

LEGEND

STAIRS	
UP	
DOWN	
DOOR	
SECRET DOOR	
STATUE OR GOLEM	
TELEPORT	
WINDOW	

- **Body #1** On the body is a rotted pouch containing 10 gems worth 15 gold pieces (gp) each. A matched set of oriental long (wakasahi) and short (katana) swords lie underneath the skeleton. The fittings have rotted, but the blades are still excellent. The blades were made by a famous sword smith, whose signature appears near the hilt of each sword. Both swords, though they are not magical, are +1 to hit and damage due to their superior workmanship. The wakasahi is worth 500 gp, and the katana is worth 300 gp.
- **Body #2** A small wood box contains 10 platinum, 20 gold, 10 silver and seven copper coins.
- **Body #3** A dozen arrows wrapped in oilcloth, (magical +1 arrows) are lying in a rotting backpack. Three gems worth 30 gp each can be found scattered among the bones.
- **Body #4** In a iron box underneath the skull of this skeleton are three potions in crystal vials (one dose of Invisibility per vial), a non-magical dagger, and a necklace of pearls worth 175 gp.
- **Body #5** A dried leather pouch with 20 gold coins is underneath the remains of a green cloak. A bone map case is ten feet away from the body partially hidden by the overgrown grass (75% of finding it per character who searches the body.) The case contains a map of the interior of the tower (the player's maps), a note explaining that Ralthsis bought the plans of the architects widow and a letter. The letter is in the Inner Kingdom language and requires a Comprehend Languages spell to read it. The letter is apparently from one of Weng T'sen's daughters and talks about leaving in the tower

one half of a matched pair of magical mirrors her father gave her. Each mirror, when activated, allows visual and audio communication with anyone standing within 10 feet of the mirror. In the letter, Weng T'sen's daughter worries about her father. She is afraid something has happened to him, as she whenever she tries to activate her half set of the magical mirrors, she only gets a blank grey picture.

W GM Background

When Weng T'sen withdrew from public life and devoted himself to private researches, the curiosity of other rival mages was piqued. Rumors spread that T'sen had discovered a new, untapped source of power, and that he had found the secrets of the elementals. As time passed, the master received many visitors who wished to share in his discoveries, not all of whom were friendly. As the rumors, due to lack of confirmation, became the "truth," jealous rivalries became open hostilities.

An open war was threatening to break out among the magical community. Weng T'sen, needing absolute privacy and isolation, created the guardian Fo Dogs in the garden, the throne of defense on the roof of the tower, and other defenses. Thwarted by his defenses and guardians, most of the Master's enemies gave up. Only one, an evil Elven mage known as Ralthsis, is still actively seeking Master T'sen's secrets. He believes that Weng T'sen has fallen victim to those forces which he sought to control and the secrets are ripe for the picking.

Indeed, without Weng and his apprentices to direct them, the defenses have lost most of their power. But even their "automatic" functioning is still formidable, as evidenced by the remains of the party in the garden. The party, originally six in number, was sent out by Ralthsis in an attempt to

secure Weng's books. Five were killed in the garden. The sixth managed to make his way back to Ralthsis and report his failure (Ralthsis later made an example of him to his other men).

For a full description of Ralthsis, see the section titled **Fifth Floor—Balcony**.

FIRST FLOOR

#1 Main Hall

The floor is of highly-polished black tile, each tile having a gold border. The raised platforms around the southern end of the room are of a dark wood with a satiny finish, and are covered in tatami matting and silk. Three small, low tables of laquered wood are scattered about the platforms (which are about 2 feet off the ground).

The interior walls are made of thick bamboo poles and are covered with six finely woven tapestries in red, black, and gold (value 75 gp each). The tapestries depict different mythological scenes all revolving around an incredibly ugly man with blue skin, leathery wings, and claws carrying a drum, mallet and chisel. The man seems to be commanding each of the Dragon Lords in their duties. This is the Lei Kung, the Duke of Thunder.

The two-story high ceiling is supported by massive, carved wooden beams. Behind the center platform is a window reaching from the ceiling almost to the floor (it stops six inches short of the platform).

The balcony is of the same dark wood as the platform, and the curtains for both the upper and lower sections are bunched against the west wall. The lower curtain depicts a middle-aged man with long whiskers and a tuft of beard sitting on an ornate throne. His elaborate ceremonial robes are covered with embroidered dragons. He wears the headress of Emperors and holds the Imperial book of etiquette. This is a picture of the August Personage of Jade on his Imperial Throne. The adventurers, of course, do not know this, but if they harm the curtain in any way, they will be cursed with a -1 to saving throw for one year (no save).

The upper curtains are made of black mesh embroidered with designs of peacocks, lotus flowers, and flowering bamboo. A bright yellow scarf (a), contrasting sharply with the dark tile of the floor, lies just outside the hallway door.

#2 Hallway

On the floor is a child's stuffed toy (b), and a broken necklace of cheap glass beads (c). The tiles and walls are the same as the main hall.

#3 Dining Hall

This is a bright room, paneled in a light wood, with a floor of polished white tiles with silver borders. The long, low table is also of pale wood and has a simple carved border. On the floor surrounding the table are pastel silk pillows in lieu of chairs. In the northeast corner of the room is a finely carved wooden cabinet containing a complete set of porcelain table service for 12 (value as antiques is 200 gp), 12 silver drinking bowls (value 120 gp for the set) and a gold bell (value 40 gp).

In the northeast corner is a low, laquered table, covered with common utensils. In the southwest corner of the room

stands a marble statue of a very pretty oriental girl playing a flute. She is dressed in robes and carries an exquisitely carved wood and gold flute. The statue is a Golem created by Master T'sen.

If the golden bell is rung, the statue will animate and begin to play a delightful tune on the flute. The statue will stop when the bell is rung a second time. This is Weng T'sen's version of a wind-up music box. It's a very limited Golem, and can do nothing but play the flute and look pretty. It can be easily damaged. Tao Lung, the Dragon Lord of Earth, however, highly prizes this statuette and will give 5,000 gp for it (or a magic item—see the Dragon Lord section for details).

#4 Kitchen Area

On the southern wall is a large open hearth with two small baking ovens on either side. Above this cooking area is a rack containing a set of round-bottomed copper and iron woks of assorted sizes and a miniature wooden temple with a picture of a man and his wife in ceremonial dress facing south. This is a picture of the hearth god, Tsao Wang and his wife. It is not magical.

Two large work tables dominate the walls of the central space. They are made of white pine, and show the nicks and stains of long use. A wooden rack over the larger of the tables holds a selection of cleavers, with blades ranging from 4 to 18 inches. On the table itself is a ceramic container filled with wooden cooking utensils.

In the center of the room is a square brick and stone firebox. Its open top is covered by a wire frame. Above it is an air scoop and ceramic flue, which is closed.

There are three pedals in front of the box. The left pedal is stuck. If forced, flames will shoot up towards the ceiling and ignite a cross beam. The right pedal, originally designed to damp the fire, is brittle with age and will snap if stepped on. The middle pedal opens the flue. If opened, air will be sucked into the room fanning any flames and doubling the damage done by them.

The fire is magical and comes from a trapped Fire Elemental at the bottom of the box. The Fire Elemental is very small, but can still cast a 3D8 Fireball twice per day. The fire will engulf the entire kitchen in 3 melee rounds causing 2D6 points of heat and fire damage every round to anyone in the room. After three rounds, the Fire Elemental will escape his box, throw his Fireballs, and try to escape outside the tower. He is very mad and will attack immediately.

The magical protections of the house will not allow the fire to spread beyond the kitchen (but cannot hold the Elemental). After 10 melee rounds the fire will stop.

Fire Elemental

AC: 2, HTK: 16 (4D8), M: 12"

Align: Chaotic/Neutral, Intell: Low

Att: 1, Dm: 2-12 or spell, Special: (2) 3D8 Fireballs per day, +1 or better weapons to hit

To either side of the door are two wooden cabinets large enough to fit two men in each. These were originally used to store perishable foods.

Examination of the right hand cabinet will reveal that the walls are heavily insulated with a ceramic outer layer and an inner sawdust filling between layers of ceramic. The interior of this cabinet is so cold that ice has formed on the inside walls. While inside this cabinet, the effects of any fires raging outside are negated.

This protection is given by a minor Cold Elemental bound into an elaborately carved crystal box which is on the bottom shelf of the cabinet. (empty box worth 15 gp). The Elemental appears as a 1 foot high humanoid made from ice, with snowy hair and beard. As this is an extremely weak Elemental, his intelligence and free will are very limited. If the box is opened (it is unlocked), he will attempt to reach the snow-covered peaks as quickly as possible. If prevented, he will fight his way out. He and the Fire Elemental are hated enemies and will fight each other without provocation.

Cold Elemental

AC: 4, HTK: 16 (3D8), M: 12"

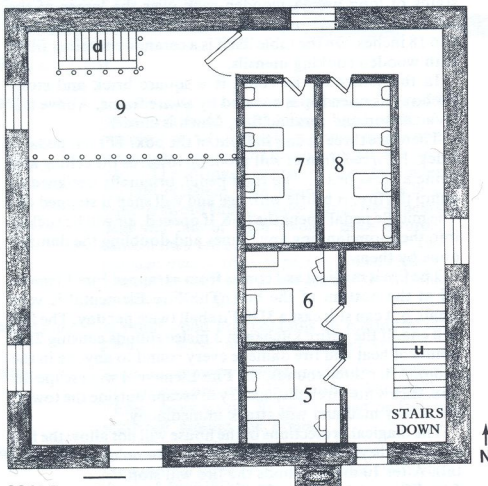
Align: Chaotic/Neutral, Intell: Low

Att: 2, Dm: 1-3, 1-3 or one spell, Special: Ice Ball (3D4 damage/5' radius), Create Ice (5' radius sheet/3" thick), +1 or better weapons are needed to hit.

Notes to the GM:

Everything on the first floor is in perfect and meticulous order except for the items mentioned. The only other things out of place are the yellow scarf, the broken necklace, and the toy in the hall. There is no dust on any of the surfaces.

Second Floor



SECOND FLOOR

#5 Guest Room I

A large sleeping mat is the main item of furniture in this room. It consists of a pallet of woven straw covered by several thick quilts. At the top of the mat are a wooden headrest and several silk pillows.

Next to the sleeping mat is a small laquered cabinet. It has double doors with brass fittings. Observant characters have a 20% chance of noticing that there is no dust on top of the cabinet, or on the floor beneath it, but inside the is thick.

The housekeeping staff (two small Air Elementals) of the

tower blows dust off any surface which they can reach. This dust is deposited in the fireplace downstairs. The Elementals cannot move objects larger than a dead leaf, though, and so cannot straighten up dropped objects. The characters will encounter them only as stray puffs of wind, and they will not materialize any further than that. However, if a character messes something up, they will blow in his face as a protest.

#6 Guest Room II

Due to the Air Elementals' housekeeping, this room appears to be (or to have been recently) occupied. In fact, it has been 28 years since anyone has lived here. The cabinet contains folded robes, tunics, a traveling cloak, and other items of clothing. On the table are several small personal items and a laquered set of chopsticks with mother-of-pearl inlay (worth 2 gp). On top of the cabinet is a small stack of books. A straw hat and a well-worn cloak are in the corner near the sleeping mat.

If the robe is searched, the characters will find a tube of metal about nine inches long by four inches wide inside a hidden compartment. The tube is made in two parts that fit over each other. It detects as magic. Actually, the tube is a trapped, magical weapon. The two parts cannot be separated, but if they are turned in opposite directions (one right and the other left—it doesn't matter which) an 18 inch blade will pop out of one end. The blade is +2 to hit and damage. At the other end a hand guard and a grip will pop out making the entire piece into a three foot long short sword.

At the bottom of the grip are two studs. Press the right stud and the sword will snap back into its original shape. Press the left stud and the blade will shoot out 60 feet. Within 30 feet, the thrust is so powerful that the blade will penetrate a 1" steel sheet or 6" of wood and negates any armor class reduction due to armor or thick skin. The blade can easily be reattached and used again, but not until the next day.

However, if only one part of the tube is turned, while the other part is kept stationary, a spring steel claw will snap over the operator's hand, piercing thick skin or armor. The claw delivers 1-2 points of damage and a powerful poison. The wounded adventurer must save versus poison at +2 or take 3D8 points of damage. A save means a victim takes half damage. After the first attack, the claw automatically resets.

#7 Servant's Quarters (male)

This room is in total disarray. Clothes, sleeping mats, quilts and personal items are thrown about. An investigation will show that the room housed four servants. A shortsword, almost bent in half, is buried in the bedding. Also, a broken bone lies in the southwest corner. It looks like a human rib.

#8 Servant's Quarters (female)

This room, like the previous one, was meant to house four servants. It is also in total disarray. The clothing here is obviously feminine. A skeletal body with a smashed-in skull is sprawled by the far wall. A character with a 16 or better intelligence will have a 50% chance of determining that the rib bone in room 7 actually belongs to the body in room 8. If the room is searched, three pieces of jewelry will be found (together worth 105 gp). There is nothing else of value here.

#9 Balcony

This balcony is open to the hall below. It is made of polished wood and has carved bannisters. Two quivers of a

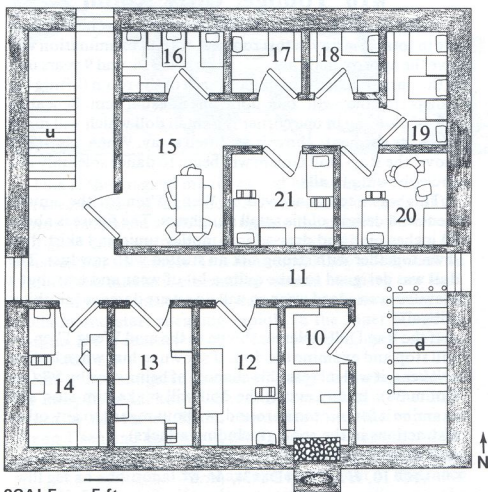
dozen arrows each are hung on the wall, along with one bow. There is a place for another bow, which is obviously missing. If the arrows are examined closely, the characters will find one magical, black arrow. It is +3 to hit and has a poison on the point (2-12—save for half damage). There is a 75% per use that the arrow will break due to age. The other arrows and the bow are normal, but the bowstring is dry and useless.

GM Background

As Weng T'sen's family and servants fled the tower, one girl stopped to grab her valuables and the enraged Weng saw her. Immediately convinced that she was looking for a weapon to use against him, he crushed her skull, mutilated her body, and threw her against the wall. Then he began searching for the weapon his deranged mind thought was there, still carrying a bloody rib bone. Continuing the search into the male servant's quarters, he found an old short sword. This confirmation of his delusion sent him further over the edge. He bent the sword in half and then set off after the "traitorous" servants who "kidnapped" his family.

The wizard destroyed the peasant village because he believed that it was sheltering his servants. It was there that Quan caught him (but not before T'sen tossed the sweep arm of the well at his faithful servant).

Third Floor



SCALE: 5 ft.

THIRD FLOOR

#10 Student's Library

Two fierce looking warriors are painted on either side of the door leading into this room. One warrior is carrying a bow and arrow; his face is painted red and black. The other is holding a longhanded mace; his face is white. These are door guards, which are typical in China. Unlike the usually symbolic guards, these paintings will come to life if the door

is opened without first bowing to them both. They will materialize behind the party and strike immediately.

(2) Door Guards

AC: 4, HTK: 16, 18 (4D8), M: 9"

Align: None, Intell: Average.

Att: 1, Dm: mace: 1-8 +2/bow: 1-6, Special: Both door guards will surprise the party on a 1-5, have a magical resistance of 25%, and are not affected by Charm or Hold spells. The archer also carries a dagger. All weapons and bodies will disappear when slain.

Once inside, the adventurers will see collections of scrolls and books from around the world lining the walls. The books deal primarily with magic, and a complete set of spell books for skill 1-3 mages and illusionists are on one shelf. Also found on the shelves is an ancient compendium of skill 1 and 2 clerical spells. It contains the usual spells, but also one spell that clerics might not be familiar with—*Oath*

OATH (Spell)

Level 2 Clerical/Druidical

Casting Time: 2 segments

Range: Touch

Saving Throw: None

Duration: Special

Components: A drop of blood from each participant

An Oath is a binding agreement between two or more individuals, which is sanctified by a cleric or druid. The terms of the agreement should be written down and given to the GM. This agreement must be consciously accepted (if not necessarily liked) by both sides. Neither side can be charmed or magically forced into agreeing to an Oath.

If the agreement is broken, the individual breaking the Oath will sustain one six-sided die (1D6) of electrical damage for each level of the cleric/druid who cast the Oath spell.

The Oath is in effect until the terms of the agreement are met. Thus, an agreement never to invade another's land may be in effect until all the parties are dead (or the Oath is broken), while a simple contract to perform a service might last a single day. A Remove Curse or Dispell Magic cannot break an Oath, but a Limited Wish can.

#11 Hallway

Several items of clothing are scattered on the floor. These items were dropped by T'sen's family and servants in their mad rush to safety. None are magical.

#12 Apprentice Room I

This room was occupied by a male apprentice, as can be surmised from the robes and other garments in the clothing chest. It contains a sleeping pallet with quilts, a bookshelf, a low table/desk, and a work table. The bookshelves contain some books on magic, and quite a few on geology. On the top two shelves of this bookcase is a sizeable selection of rock and mineral samples, each neatly labeled as to where the sample was found, and what it is. The labels are all in the Inner Kingdom language, of course. Other than this, there is nothing of value—or interest in the room.

#13 Apprentice Room II

This room is similar to Room #12, but it was occupied by a female apprentice. It contains the same type of furniture—sleeping pallet, low desk/table, bookcase, clothing chest, work table, and several cushions. The main difference is that

the bedding consists of quilted silks, rather than the somewhat coarser coverings in the other rooms.

In the clothing chest, underneath some garments, is a small jewelry chest. The contents are: ivory and silver bracelets, a pair of amber and tourmaline earrings, a collar of silver and agate, and two Potions of Fire Resistance. The jewelry is worth 400 gp total.

The work bench contains numerous items including a stack of books, candles, and brush/pens. The bookcase contains various works of fiction and poetry, but one book of love stories is hollowed out and a small spell book containing first and second level spells is secreted in the space.

Also in this room is Master T'sen's familiar, a Homonculus. This creature stays invisible almost all the time. He does not want to hurt the party, but he is very mischievous. (Remember, it has been nearly 30 years since he has had anyone to play with!) He will limit his activities to such pranks as making chairs move, smashing vases, throwing pillows, and so on.

If the characters use a See Invisible, he will be seen to be a well-formed man about 15" high. His long black hair is neatly braided and hangs down his back between a set of large orange-and-black butterfly wings, which are always moving. Two other features of the Homonculus will seem strange: his eyes are bright yellow, and his hands have retractable claws instead of fingernails.

Homonculus

Align: Lawful/Good, *Intell:* Above Average

AC: 4, *HTK:* 32 (5D8+2), *M:* 15" flying

Att: 2, *Dm:* 1-4, 1-4 or biting for 1-3, *Special:* bite: save versus magic or fall asleep for 1D4+2 rounds. Invisibility at will.

The Homonculus is not violent by nature, and will not attack the party unless he is first attacked. As mentioned, he will content himself with tricks and jokes, following the party around until he is bored (2-5 turns), or discovered. If discovered, he will attempt to flee. If interrogated, he will introduce himself and warn that if he is not let go Master T'sen will be very upset. If questioned about the master, he will say that he saw him, Quan, and one of Weng T'sen's golems fighting along the corridor and up to the top level. He himself was too scared (and still is) to follow them past this floor. He may not be bound to another magic user.

#14 Apprentice Room III

This room is quite different from the preceding two. The difference is primarily in the design of the furniture, which is not low to the floor like the party has encountered so far, but much more western. There is a bed, workbench, bookcase, writing table, and chair all made in a western style. The clothes in a chest against the south wall are also of western design. In the chest is a +1 dagger (+1 to hit only), a packet of love letters from a girl named Ruth (addressed to "My dearest Bret"), and a pouch containing 20 gp minted with an emblem familiar to the party.

On the writing table is small magical jade statue of a man playing the flute. Next to it is a small golden bell. In Inner Kingdom pictography carved on the base are the words: "Han Hsiang, Patron Saint of Musicians and Magicians." If the bell is rung, instead of music, the statue will animate and fire a small dart through the flute at the bell ringer as a skill 10 fighter. The dart is poisoned and will give 3D8 points of damage (half if save is made) plus 1 point for the dart

itself. The range of the dart is 30 feet.

The workbench holds assorted magical paraphernalia, including the basic spell components for first through third level spells.

Beneath it, coiled into a small ball, is an Iron Cobra. This man-made horror is an iron automaton shaped into the likeness of a cobra. This particular Cobra has a stinger instead of a bite. The stinger does 1-4 points of damage, but its poison has long since evaporated. It will activate if anything on the workbench is touched.

Iron Cobra

AC: 0, *HTK:* 8 (1D8), *M:* 12"

Att: 1, *Dm:* 1-4, *Special:* unaffected by Sleep or Charm spells, save against magic as a Skill 12 mage.

#15 Family Common Room

This suite of rooms was the personal living quarters of Weng T'sen's immediate family (three wives, four boys and five girls). The door to the common room was also adorned with door guards, but only the outline of their images still exist. Inside, the room is furnished with a low table (which is overturned), lots of cushions, a few scroll paintings on the walls, and tatami matting on the floor. There is the bottom half of a statue of a man in the center of the room, the top half is nowhere in sight.

#16 Younger Girls' Room

Three sleeping pallets, clothes chests, and a chest of toys are in total disarray in this room. A careful examination will give the approximate ages of the girls as 3, 6, and 9 years old. If the party makes a complete search of the room (lifting the pallets etc), they will come upon one unusual item. Beneath a pile of clothing in one corner is a small doll which will move when the garments above it are lifted away. When it is free to move, the Rag-Doll Golem will begin to dance solemnly in a circle, bowing to all.

This was a toy conceived by Weng T'sen for the amusement and delight of his small daughters. The figure is about 10 inches high and dressed in a motley tunic and skirt. It is sewn together with strong silk and stuffed with sawdust. The doll was designed to take quite a bit of wear and tear, but a blow from an edged weapon will do severe damage (any hit is critical).

If the Rag Doll Golem is shown to the mad Weng T'sen, he will stop and examine the doll. If shown to him when he first awakens, it will increase his chances of being sane by 5% (see Room 38). In any event, the doll will make him stop and examine it for one melee round, without regard to any other distractions in the room (including attacks).

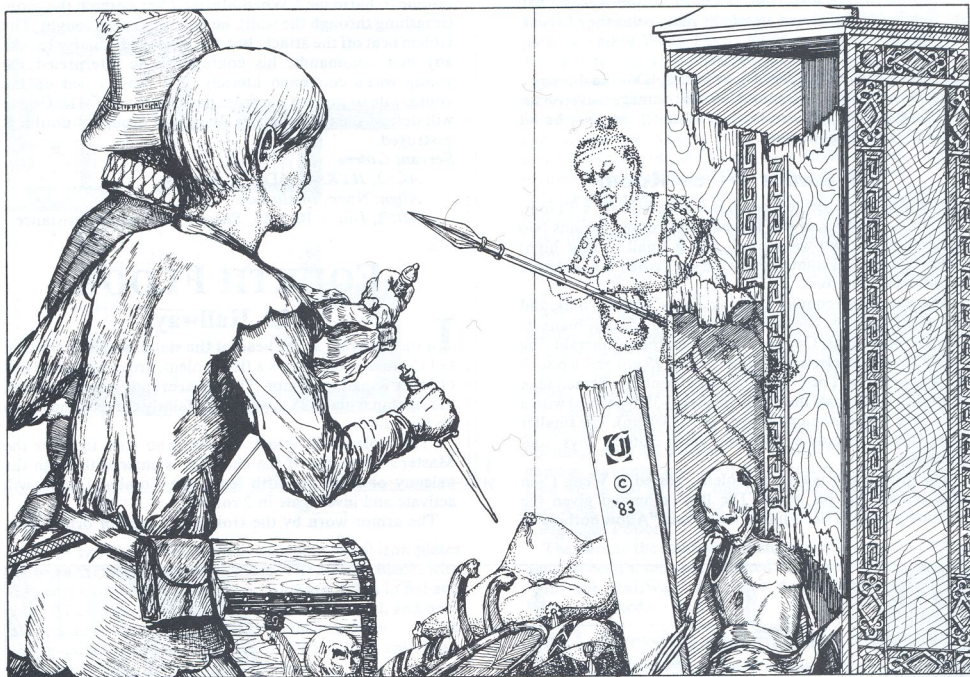
Rag Doll Golem

AC: 10, *HTK:* 9 (1D8+3), *M:* 6"

Att: none, *Special:* Can accept a command of up to five words in length from anyone who speaks to it in the language of the Inner Kingdom.

#17 Older Girl's Room

This room was obviously occupied by a girl in her teens. It is also in total chaos. The sleeping pallet is overturned and the furniture has been burst asunder. A dressing cabinet's door has been torn off and a grey silk tunic can be seen inside. Behind the tunic, hung on the wall, is a mirror with a gold and ivory handle worth 20 gold.



This is the magical mirror talked about in the letter. On the reverse side of the handle are some magic words. If the words are spoken while looking into the mirror, the mirror will glow and shimmer. A strange room will appear on the other end of the mirror. It is an oriental lady's bedroom. In front of the mirror is a beautiful woman combing her hair.

The moment the mirror reveals this scene, the woman will exclaim and start speaking rapidly in the Inner Kingdom tongue. If the characters use a Tongues spell, they can converse with her.

She is the youngest daughter of Weng T'sen who now lives far away from the tower. She still doesn't know what happened to her father. If the characters bring the mirror to Weng T'sen and activate it, his daughter will speak to him, pleading with him to calm down. Once again, Weng T'sen will get an additional 5% chance of coming out of his trance sane. Unfortunately, if he does go insane, he will accuse the characters of "kidnapping" his family and attack with beserk fury adding +2 to his to hit chance with spells or fists, and subtracting one from his armor class.

#18 Older Boy's Room

This room, in contrast to the others in the suite, is not disturbed. The clothing chest at the side of the room is empty, but all other items are in place. On the chest is the draft of a letter accepting an invitation to spend a month with a relative in another province of the Inner Kingdom.

#19 Younger Boys' Room

This room is very similar to the younger girls' room. It also has been badly messed up. The clothing sizes indicate the occupants were young pre-adolescent boys. Toys and clothes are scattered about, and a half-eaten apple has mummified in a corner of the room. There is nothing of value here.

#20 Senior Wife's Room

The doorway leading to this room has the impression of two hands in the wall. The door to the room is splintered and half off its hinges and the door frame has been ripped from the wall. The room is completely destroyed. Two large wardrobe cabinets have been smashed in, and their contents strewn about the room. The rest of the furniture and clothes have also been tossed about.

Underneath a red silk robe is the skeleton of a man in armor. The armor is badly dented, and the man's sword is broken. His skull has been crushed and his neck broken. A spear lies near the wardrobe (it is +1 to hit and damage).

The remains of a second warrior lie on the clothes chest. His skeleton was crushed by the top half of the stone statue found in the common room. Beneath a shattered table are the remains of a woman. She is wearing a necklace of pearls, worth 400 gp. This was Weng T'sen's senior wife, the Lady Cho.

If the remains of the Lady, or of the warrior in the

wardrobe are disturbed, a Ghost of the warrior will semi-materialize and attack the party using the +1 spear.

Ghost

AC: 4, HTK: 58 (9D8), M: 24"

Att: 2, Dm: 1D6+1 (spear), or touch (4D6 cold damage),

Special: touch will cause 4D6 cold damage (save versus paralyzation will cut damage in half), can only be hit with a magical weapon.

#21 Junior Wives' Room

The wall above the left bed has a huge hole (6' x 3') in it. The door, however, is still locked. This room contains two sleeping mats, two wardrobes, and a small (3 foot high) statue of a vaguely human shape. In one corner is a skeleton, bound hand and foot.

The wardrobes contain clothing, robes, sandals, hats, and so forth. The large chests are locked, and contain blankets and personal items. One chest also contains an emerald ring (value 75 gp), an electrum collar (value 125 gp) and a pouch of 14 gold coins. The other large chest contains a small teak box (with a poisoned needle in the lock—3D6 poison) with a gold tiara with platinum filigree (worth 350 gp). The smaller chest, near the cradle, contains baby clothes, toys, and blankets.

The small statue is a Stone Golem, created by Weng T'sen as a servant for his wives. The last command given the Golem by one of T'sen's junior wives was, "Allow nothing or

no-one to harm me." When Master T'sen entered the room (smashing through the wall), he and the Golem fought. The Golem beat off the attack, but was damaged. Unable to take any new commands, his confused logic interpreted the young wife's command literally. The Golem tied up the young wife to prevent her from harming *herself*. The Golem will defend the room and its long-dead occupant until it is destroyed.

Servant Golem

AC: 2, HTK: 46 (6D8+6), M: 6"

Align: None, Intell: Low

Att: 2, Dm: 2-16, 2-16, Special: 25% magic resistance.

FOURTH FLOOR

#22 Hallway

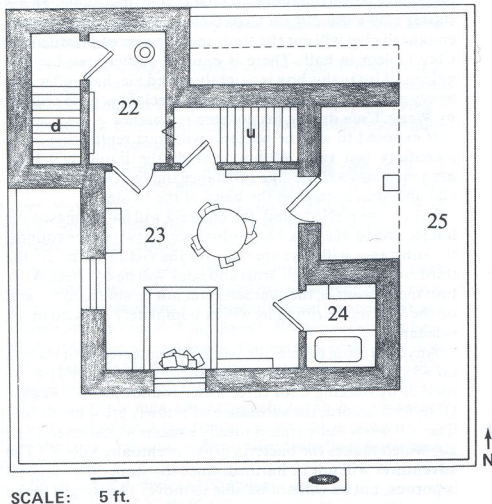
In the hallway, at the head of the stairs, stands a six-foot tall Combat Golem. It is a flesh golem, dressed in a full suit of Inner Kingdom armor. The left arm ends in a mace head, the right in a blade 25 inches long, faintly curved, and sharp on both sides.

The Golem will attack anyone who tries to enter the Master's Chamber. If the chamber is entered through the balcony or from the fifth level, the Combat Golem will activate and investigate in 2 rounds.

The armor worn by the Golem is a type of brigandine,



Fourth Floor



made of two thickness of heavy silk with small iron plates between them, and riveted in place. The cloth is black, with fantastic embroidery of dragons and water lilies in red and gold. The helmet is of leather overlaid with metal, and neck guards are of the same brigandine as the rest of the suit. The armor covers the arms and torso, with a long split skirt reaching to mid-calf to protect the legs.

It is a basic armor class of 3, equal to plate mail, but not as hard to move in. A character wearing the armor can move at 9" a melee round instead of the usual 6" for standard plate armor. It will fit any normal sized human male.

Combat Golem

AC: 3, HTK: 64, (8D8), M: 12"

Att: 2, Dm: 2-8+2 2-8+2, Special: Takes half damage from fire or cold based attacks, but takes full damage from lightning attacks. It is immune to mind-affecting spells and to poison. Adds +2 to damage for all strikes due to strength.

#23 The Master T'sen's Chamber

This room is furnished with a raised sleeping platform similar to the platforms found downstairs in the main hall. It is covered with pillows, quilts, and silk coverings. Also in the room are two bookcases, a small cabinet, and a writing table/desk. A small laquered table with silk cushions on the floor has been overturned, but nothing else in the room looks touched.

The two bookcases contain mainly literature and poetry. Bookcase #1: has a few texts on metal smithing and sculpture. Bookcase #2: has a few books on armor and weapon smithing. Above the bookcase is a portrait of Weng T'sen and his wives and children. A long knife slash has disfigured the countenance of his senior wife.

The writing table contains rice paper, ink, brush pens and a leather scroll case. A secret panel on the floor next to the

table contains even more leather scroll cases. The panel is Fire Trapped as a skill 18 magic user (1D4+18). Inside the panel are all of Weng T'sen's notes on his experiments. All are written in Inner Kingdom pictograph.

Even with a Tongues or Read Languages spell, it will take 10 + 1-6 rounds (-1 round per intellect point over 12) of translating get the general ideas in the notes. The characters can discern that Master T'sen was going to try an experimental transfer of his essence to a Golem's body and he invited the four Dragon Lords to witness the event.

If the characters open the leather scroll on the desk, they will find Weng T'sen's notes after the experiment. He will talk about preserving the "Secret" and how the only one he could trust is Quan. He apologises to himself about "putting away" his friends the Dragon Lords. But he couldn't be sure they wouldn't give away his "Secret."

The next leaves are disjointed and barely readable. The Master writes that traitors are all around him and he will soon deal with the evil sum that has infected his household.

The small cabinet is locked and has two traps. The first causes blinding gas (similar to tear gas) to be released into the room. The second one is activated if the cabinet is lifted or moved. It fires four poisoned darts through concealed openings near the bottom. The poison does 2D6 points of damage (save and take half). The chest contains two bars of gold worth 100 gp each, one bar of platinum worth 500 gp, one Ring of Water Walking, and three doses of a Read Languages Potion.

The door to the staircase leading to the fifth floor is closed, and has been somewhat battered. The secret door is locked, from the stairway side. The door to the balcony is Wizard-Locked.

#24 Dressing and Bathing Chamber

The copper bathtub and sink in this room are stained and rusted from blood which used to fill both. A skeleton has been hung head down above the bathtub. Stuck in the drain is a +1 Ring of Protection. This unfortunate victim was the owner of the items in guest room II (room #6). Right after he went insane, Weng T'sen summoned this guest up to his chambers for a private meeting. Here he killed the man and drained his body of blood to make the sleeping potion for the Dragon Lords.

#25 The Balcony

The balcony, which runs almost three-quarters of the way around the tower, is the lair of a female Storm Rider. She has accumulated a pile of "pretties" in one corner of the balcony, consisting of a few old animal bones, bird feathers, and other wind-blown debris. Also in this pile are the weapons and equipment of two adventurers who attacked her sometimes mate in the valley. This equipment consists of a halberd, a bow in a case, a dagger, and a backpack filled with climbing gear and 100 feet of rope, a tinder box, and a leather pouch with 10 gp. None of the items are magical.

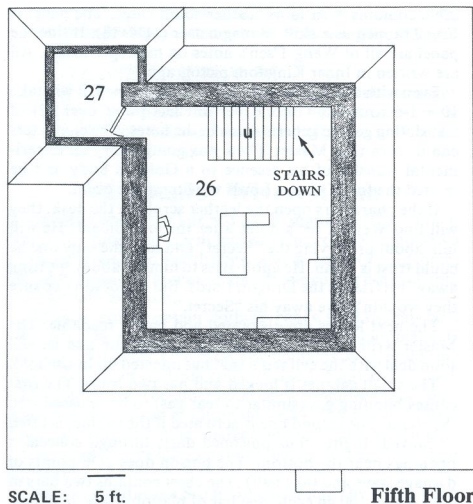
Storm Rider

AC: 4, HTK: 42 (8D8), M: 12"/24" flying

Att: 1, Dm: 1-10 (halberd), Special: Fly.

Spells: Wind Walk, Control Winds, Whirlwind.

The Storm Rider has a 40% chance of being present at any given time, and will attack anyone venturing onto the balcony. There is a 10% chance that the male Storm Rider will appear for every round of combat occurring (non-cumulative).



FIFTH FLOOR

#26 Natural Magic Workroom

Weng T'sen kept this floor one large chamber, with a small balcony in one corner of the tower. It is a typical work room for an Oriental mage. A large work bench in the center of the room, a smaller table along one wall, a bookcase, two storage cabinets, and a low desk/table with cushions comprise the furnishings.

The desk contains inks of several colors, parchment, rice paper, brush pens, and two ink stones. The brush pens and the ink stone are magical. The pens will write by themselves, once the command word engraved on the handle is spoken. The ink stone never goes dry. The first cabinet is for "specimen storage" and contain rock and mineral samples, the mounted skeletons of several small mammals and birds, and dried insects mounted on felt covered boards. The other cabinet holds beakers, retorts, a small brazier, mortar and pestle, an hour glass, chalk, and two wooden boxes.

One box, about 9" x 7" x 5", contains several small compartments, each holding one glass vial, tightly corked. Most of the vials contain natural spell components and other special items, and each is labeled. There are 20 vials.

Vial	Contents	Vial	Contents
1. powdered pearls		11. empty	
2. dried glowworm		12. garlic cloves	
3. wolfsbane		13. spider webs	
4. grasshopper legs		14. powdered pineal gland of an orc	
5. empty		15. hawk feathers	
6. fine sand mixed with rose petals		16. umber hulk blood	
7. dried mandragora (2D6 poison)		17. belladonna (1D6 poison)	
8. bat fur		18. caterpillar cocoon	
9. an eyelash in gum arabic		19. sesame seeds	
10. honeycomb		20. crushed black pearls	

The other box contains a wrapped ball of clay. The wrappings have preserved the clay and it is quite malleable. This is starter clay needed for a Clay Golem. Using this magically enhanced clay will cut the time and expense of producing a Clay Golem in half. There is enough starter clay for two golems. Also in this box is a tightly sealed vial half full with a heavy gray metallic liquid. This is a special bacteria created by Weng T'sen during his golemic researches.

If exposed to air, the bacteria will start replicating at an incredibly fast rate. Within seconds the liquid will have hardened into a stone-like substance that will burst the glass vial and attach itself on the hand of the holder.

In just one melee round, the bacteria will have encased the holder's hand in a rock hard substance. In two melee rounds, the substance will have spread over the victim's arm. By the third round the victim's arms and back will be covered. After four melee rounds, the character will not be able to move and on the fifth melee round he will be completely encased in the substance.

Anyone trying to free him will not be infected. But there is no way to remove the material except with a Cure Disease spell or by soaking it for three melee rounds in Holy Water. Of its own accord, the substance will slowly grow brittle and flake off 4-6 rounds after it totally encases a character. (The air, which makes the bacteria grow, eventually kills it.) The adventurer will not be harmed, since the stone-like material is porous, but he will not be able to move. The weight of the encased figure will require a total strength of 45 to move 3" a round. The character cannot help free himself.

As elsewhere, all words on these labels are in oriental ideograms.

#27 Balcony

The balcony has a three and a half foot high wall around the edge and is open to the sky. The view from it will show a group of 14 horsemen approaching the tower on the main road from the valley. No matter when the characters reach this balcony, whether at the beginning or middle of the adventure, the horsemen will appear. They have just emerged from the belt of trees between the tower and the lake, and should be at the tower's base in about an hour.

If the characters never look out on the balcony, the other party will still begin its movement towards the tower, reaching the base in one hour. The second group's movement is activated the moment the party reaches the fifth floor. If the group spends an hour searching the room and reading the texts, but never goes out on to the balcony, it is possible they will never see this second group.

Ralthsis

The horsemen are under the command of an evil drow cleric/mage named Ralthsis. He will automatically see the party if they venture out onto the fifth floor balcony (or later if they venture out onto another floor's balcony). Also, he knows that a group has preceded him to the tower (which is why he chose to approach the tower now) and plans to let them explore the tower, find the secrets of Master T'sen and then kill them. He wants the power of Weng T'sen for himself, and is tired of sending parties of hired thieves who cannot do a simple job. He is accompanied by the Lord Ha-Nam-Tep, a mercenary from Ra-Amat and his trusted guards and men-at-arms.

Ralthsis is a slender, effeminate elf with a smooth tongue.

If the party waits for them to approach, he will attempt to convince the party that they should join forces. He will ask only to be allowed to copy any books and scrolls found as his share of the treasure.

If the party accepts, Ralthsis and Ha-Nam-Tep will betray them at the first good opportunity. If the party refuses to co-operate, Ralthsis will pretend to leave, only to spring a surprise attack on the party as soon as Ralthsis' men make their way up the tower.

Ralthsis was originally an apprentice of one of Weng T'sen's rivals. Ralthsis believes in Master T'sen's rumored power. Now a full-fledged mage in his own right, he has tried several times to enter the tower. The remains in the garden represent his last failure.

Ha-Nam-Tep is a large man, strongly built. He is dark complexioned with a great hooked nose and deep black eyes. His armor and weapons are those of a desert warrior (arab). His men are also sons of the desert. Ha-Nam-Tep has been with Ralthsis for several years, and being a somewhat slow thinker, respects the dark elf's quick mind. As long as Ralthsis' gold is good, he will follow him in almost all matters.

Ha-Nam-Tep's men are extremely loyal, having served him since he lost his ill-gotten throne several years ago. They share the common bond of men exiled from their homeland.

Ralthsis

Elven, Skill 4 cleric/ Skill 4 magic user

AC: 0, HTK: 31, M: 9"

Alignment: Chaotic Evil

Equipment: flail (2D6), curved dagger, Cloak of Elvenkind, chainmail and helm (Note: although he wears armor, Ralthsis' discipline allows him to still cast spells).

Spells learned that day: *Clerical:* Command, Cause Light Wounds, Fear, Silence 15' radius, Hold Person
Magical: Magic Missile, Shocking Grasp, Darkness, 15' radius, Mirror Image.

ST: 12, IT: 16, IN: 17, SM: 10, D: 15, A: 16

Lord Am-Set Ha-Nam-Tep

Human, Skill 10 fighter

AC: 1, HTK: 73, M: 9"

Alignment: Lawful Evil

Att: 3 per 2 rounds.

Equipment: +2 Scimitar (+2 to hit and damage), short bow, (20) +2 arrows, curved dagger, splint mail, +2 shield.

ST: 17 (+1 to hit and dam), IT: 08, IN: 09, SM: 14, D: 15, A: 12

Rab (personal guard of Ha-Nam-Tep)

Human Skill 5 fighter

AC: 3, HTK: 27, M: 9"

Alignment: Neutral

Att: 1

Equipment: flail, short bow, dagger, chain mail

ST: 15, IT: 12, IN: 14, SM: 14, D: 10, A: 06

Lan (personal guard of Ha-Nam-Tep)

Human Skill 5 fighter

AC: 2, HTK: 31, M: 9"

Alignment: Lawful Neutral

Att: 1

Equipment: two-handed scimitar, short bow, +3 dagger (hit and damage), splint mail.

ST: 18 (51) (+2 to hit, +3 to dam), IT: 12, IN: 07, SM: 16, D: 07, A: 12

(10) **Men-at-arms**

Human Skill 1 fighters

AC: 4, HTK: 8 (each), M: 9"

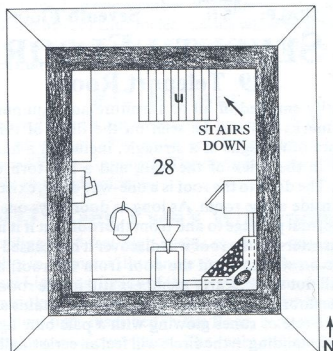
Att: 1, Dm: weapon.

Equipment: scimitar, dagger, short bow and 20 arrows, chainmail, small shield.

All Stats as average.

Notes to the GM

Ralthsis is carrying 11 platinum, 76 gold, and 33 silver coins. Ha-Nam-Tep is carrying 45 gold and 57 silver coins. The mounts of this party consist of 10 medium war horses with leather bardings (for the men at arms), 3 heavy warhorses with chain bardings (for Ha-Nam-Tep and his personal guard), and one light warhorse with silk bardings (for Ralthsis).



SCALE: 5 ft.

Sixth Floor

SIXTH FLOOR **#28 Metal Smith Room**

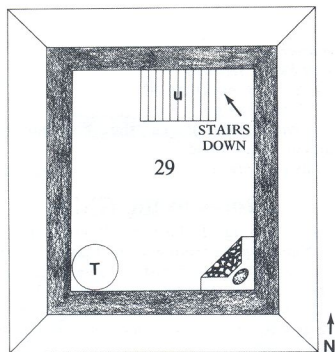
This room is a small metal smithy complete with a forge, anvil, kiln, and a workbench covered with tools. A bellows is near the forge, and leaning against the wall is a huge mold in the shape of a human form.

This is the place where Weng T'sen forged the bodies for his golem servants. A dwarf will note that the forge has not been used for a long time (28 years, to be exact), and will have a 75% chance of noticing the forge could never contain enough wood or charcoal to generate temperatures hot enough to melt iron. (Weng T'sen would use the services of a fire elemental to heat the forge for him.)

On either side of the forge are two more painted guards one with his mouth open, the other with mouth closed. These are Heng-Chiang, the Sniffing General, and Ha-erh-Chiang, the Puffing General.

If the characters come within 10 feet of the forge, the puffing general will blow out a deadly mist of poison gas that gives 2D8 with a -2 to save (if saved take half damage). The gas will fill the entire floor.

If the forge is touched, a 10 die bolt of lightning will emit from the nose of the sniffing general at the offending player (even if the character is touching the forge with a pole or his sword). The lightning bolt can strike anyone in the room.



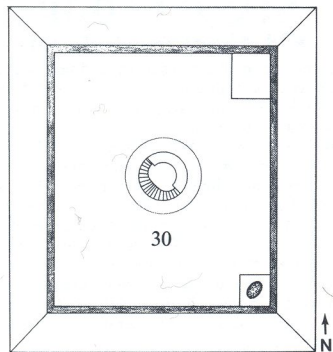
SCALE: 5 ft.

Seventh Floor

SEVENTH FLOOR

#29 Teleport Room

Hastily emptied of all its furniture and equipment, the scrape marks can still be seen on the floor of this room. There are other signs of a struggle, including a hand sized imprint in the brick of the wall, and a few torn up floor boards. The door to the roof is a one-way door, existing only on the inside of the room. As long as door stays open, it will allow normal passage to and from the roof, but if it is closed, any characters on the roof will discover it has ceased to exist. There is no way to open the door from the roof; a Knock spell will not work. Party members still inside room 29 can open the door. One corner of the room contains a clearly-marked circle of runes glowing with a pale blue light. Any character standing in the circle will feel an eerie tingling, and, one round later, will be teleported into the corresponding circle in the underground rooms.



SCALE: 5 ft.

Roof

ROOF

#30 The Throne of Defense

A large stone throne, big enough to comfortably sit in cross-legged, is in the center of the roof. It is decorated with

geometric designs and is cushioned with silk pillows (unaffected by the weather of the past 28 years). It is, however, invisible and immaterial until magic (even a magic user) passes into its field (i.e. normal arrows will pass through it, but magical ones will cause it to appear). As soon as a magical item touches the throne it will instantly materialize (without hurting the object that caused its reappearance).

Even if the throne stays invisible, once every hour a bright light will flash at the exact spot of the throne. This is a field effect due to a short circuit in intersecting magical fields that make up the throne.

It is mounted on a circular dais, and, by means of Oil of Frictionlessness and adamantine bearings, can be swiveled 360° with no effort.

The throne is, in reality, a massive spell storage and amplification device designed to defend the tower in time of trouble. All the spells in the tower can be worked by any magic user and cancelled at any time (though the charge is lost). Furthermore, all the powers of the spells and number of the remaining charges will be telepathically transmitted to the magic user (no need to translate from Inner Kingdom pictographs) as soon as he sits down.

The spells in the throne are:

Guards and Wards:

As with the usual spell all hallways fill with mist, all doors become Wizard Locked, all main doors covered with illusionary walls, and all stairways fill with webs (as spell). A Suggestion spell is cast on front door—unless save versus magic is made, anyone will believe the door is still standing, even if destroyed.

After being cast, the spell will remain in effect as long as someone sits on the throne. Two charges of this spell remain in the throne.

Wall of Force:

This spell covers the entire side of the tower faced by the magic user when the spell is cast. Duration: 1 hour. 2 charges remain.

Globe of Invisibility:

A bullet shaped field covers the entire tower. Duration: 1 hour, even if tower is touched. The invisibility does not occur inside the tower.

One-way Anti-Magic Shell:

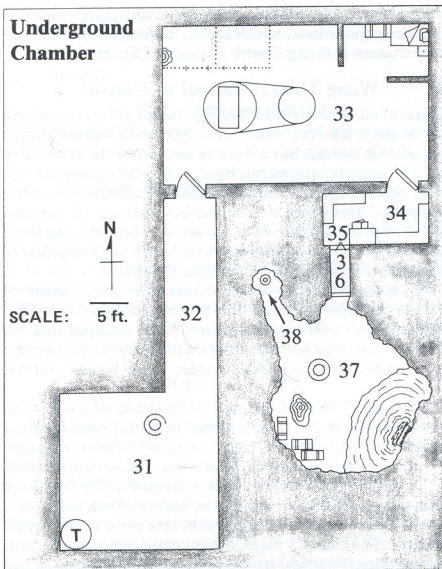
A one-way anti-magic shell—bullet shaped over the entire tower—allowing out-going, but not in-coming spells is cast. Magic items within the tower still work. Duration: 1 hour. 2 charges left.

Combined Clairvoyance and Clairaudience:

This spell only works on the inside of the tower. While sitting in the chair, a character can see and hear where ever he chooses throughout the tower, *but not in the underground chambers*. Duration: 1 hour. 1 charge left.

Notes to the GM:

Remember, the characters are not the only party in this adventure. It is very likely that Ralthis might investigate the top of the tower as a way of cutting off the characters. He will definitely investigate if the light flashes while he is close to the tower (25% chance). If he does find the throne, he will definitely use it against the characters.



UNDERGROUND CHAMBERS

#31 The Guardian

This chamber has been hollowed out of the natural stone of the mountain. The characters appear within a circle of runes identical to the one upstairs (the underground chambers are 200 feet below the surface of the bluff). If the party steps outside the circle, and then re-enters it, they will be transported back into the room on the top floor of the tower (no error).

Standing just northeast of the room's center is Quan, Master T'sen's faithful servant. He appears as a finely crafted marble statue of a robust oriental man in early middle age. He is bald except for a long pigtail on the side of his head, and a wispy beard which seems to float around his chin. His robes are simple, but an intricate pattern is carved into his elaborate belt.

When the first party member appears, he will bow and greet him/her formally. If not immediately attacked, he will politely attempt to stop the party from going any further. Quan will gladly answer all questions except those about his master, Weng T'sen. To these he will simply say, "The Master T'sen is not here, and he should answer that question."

Remember that Quan has stood here for 28 years and knows nothing about recent events in the valley. When questioned about the Dragon Lords or the deaths in the village and tower, he will try to protect his master with a misleading answer, or by saying nothing. Under no circumstances will he allow the party to proceed any further, nor will he leave his post (except to follow a party going deeper into the underground chambers).

Quan was a famous warrior and skilled in the martial arts (Skill 12 monk). Weng T'sen saved his life at the battle of Haung-se Castle. Quan vowed to serve the Magic User for the rest of his life. When he was transferred into his marble body, he retained some of his special abilities and his intelligence. He is immune to mind-control spells, poison, and disease. He only takes half damage from cold, fire and lightning based attacks. He may dodge missiles (save versus paralyzation as skill 12 monk equals a successful dodge).

Quan

AC: -2, HTK: 80 (12D8), M: 18"

Align: Lawful/Good, Intell: High

Att: 4, Dm: 5D6 open hand, Special: See above, plus: if a natural 19 or 20 are rolled to hit, Quan's opponent is stunned for 1D3 rounds and unable to act. Quan also has a secret discipline which allows him to place a Suggestion spell on one member of the party. Quan must not be disturbed for four melee rounds while he speaks with the character and subtly casts the spell. The victim gets a normal save versus spells.

#32 Hallway

This corridor is 10 feet wide and 8 feet high. It shows signs of a violent struggle. The walls are chipped and scratched, the floor is likewise damaged. The door at the end of the hall is locked, and made of iron.

#33 Weng T'sen's Workroom

The ceiling is 15 feet high in this chamber. Glass spheres four inches in diameter illuminate the room (they have had a Continual Light cast inside of them). A great marble slab lies in the middle of a circle of conjuration. Attached to this circle, by two lines inscribed in the floor, is a smaller circle ringed with runes of protection. The runes radiate magically under a Detect Magic spell, but only Weng T'sen knows how to use them.

Two cells of heavy steel bars are on the northern wall. The westernmost cell is badly damaged by fire and intense heat. Both the steel bars and the stone itself are partially melted.

Quan originally tried to hold Weng T'sen in this cell. The destruction was caused by the wizard's random spell use. It was in this cell that Quan was able to use the secret discipline of his order to put Weng T'sen into a coma.

In the eastern corner of the room is a partitioned area containing a sleeping pallet, small table, chest of blankets and a few cushions. It is here that Weng T'sen slept when he refused to interrupt his research to sleep in the tower. In the southeast corner of the room is a recessed iron door, locked and barred.

Along the east wall are the stone reliefs of four warriors wearing traditional Inner Kingdom armor. Each one holds a different object: a sword, an umbrella, a guitar, and a black marten (a furry mammal that is kind of a cross between a fox and a weasel). Underneath the relief are pictographs that translate into, The Celestial Kings: The brothers Mo-li.

If the door to room 34 is touched without first bowing to each of the Celestial Kings, they will all cast spells simultaneously.

The Sword brother will cast a Blade Barrier in a 20' x 20' square between the door and the party. He will be aiming to catch as much of the party as possible within the midst of the flashing swords and still completely cover the door. The barrier will last 12 melee rounds.

The Brother holding the umbrella will cast a Darkness spell over a 30' x 30' area in front of the door. This will effectively obscure the Blade Barrier. Since all spells happen simultaneously, the GM should realize the characters will probably not realize the Blade Barrier has been cast.

The Brother with the guitar will begin singing a song which masks the sounds of the flashing blades of the Blade Barrier. The song has the further effect of charming one random party member (save versus spells), and commanding him to walk directly into the blades.

The final Brother, the one with the Marten, will release five of these beasts at the party. Although they are not huge or particularly powerful, they are incredibly fast, ferocious, and fight with an almost magical grace and skill. They will attack any members of the party backing away from the Blade Barrier and try to drive them back into it. Anytime a Marten strikes, he will push the victim 5 feet in any direction the beastie chooses. The Martens will fight until slain. They can see within the area of the Darkness spell and will avoid the Blade Barrier.

(5) Martens

AC: 2, HTK 8 (each) (1D8), M: 18"

Align: Neutral/Neutral, Intell: Average

Att: 3, Dm: 1-2, 1-2, 2-5 (bite), Special: Due to their ferociousness and fearlessness in battle, Martens receive a +1 to their initiative die roll. They also fight as six die monsters. Martens receive a +2 to hit and damage when fighting against any lizard creature including snakes, and flying reptiles.

#34 Private Library

This small room is fitted with the finest walnut scroll racks and bookshelves, a brazier in the southeast corner, and a small ebony table inlaid with zebra wood with a square stone container in the middle. Floating above the stone container is a perforated circular disc. A portrait of the Heavenly Archer, I, shooting out nine of the ten suns is on the east wall. Two light globes provide perfect illumination.

On the shelves are several volumes on elementalism, the natural order of things, spirit transfer, golemics, and so on. They should bring a fair price from a mage or historian (2,000 gp for the lot).

The brazier in the corner is a magical Brazier for Summoning Fire Elementals. (GM Note: all elementals summoned until the Dragon Lords are awoken will automatically be hostile to the party.) The stone container (very heavy—400 pounds) set into the center of the ebony table is also magical. This is a *t'sung* a symbol for the earth and acts as a Summoning Device for Earth Elementals. The circular disc above it is a *pi* a symbolic representation of the heavens and it will allow a cleric to throw a Commune spell once per day. Also on the table is a mess of scroll paper and another leather scroll case. These are Weng T'sen's final notes before he went crazy. Within these scrawled notes the characters can find the formula for the sleep potion used on the Dragon Lords and learn that a great quantity of human blood is needed (hence the unfortunate victim in the bathroom on the fourth floor).

It also explains that the only way to negate the spell, short of a Full Will, is to touch the sleeper with the spell caster's magic wand.

There is a secret panel on the east wall. It is hidden behind the portrait of I. This compartment is Wizard Locked and

then regularly locked. Dispelling the magic spell does not open the regular lock, which is 50% harder to pick. In this compartment is Weng T'sen's Manual of Stone Golems.

Weng T'sen's Manual of Golems

First of all, it is worth 10,000 experience points to a magic user or cleric who reads the book. The book will not disappear after it is read, but a note at the end of the text states that if a character allows this book to be read by anyone else it will become *their* Manual of Golems and unusable to the first party. Therefore, it is in the best interest of the first wizard or priest who looks at the book to keep it away from curious eyes. Two people trying to read the book simultaneously will not be able to understand the text.

This is an incredibly ancient tome. The cover, made of wood an inch thick, is covered in tooled Manticore hide. The design on the cover is a six-fingered hand stamped in gold. Massive iron rings hold the volume together, and an ornate lock secures the cover (50% harder to pick than normal locks).

The "pages" of the book are really sheets of metal. The first leaves are made of steel plated in silver, and contain a discussion on the nature of stone golems. The next five pages are made of steel sheathed in gold, and contain a discussion of the preparatory steps in Golem creation. The following seven pages are of pure platinum, and set forth the rituals used to prepare the tools and workplace prior to the actual creation. The final 13 pages are minted from pure mithril, and contains the actual rituals of Stone Golem creation and animation.

The script is a form of hieroglyphic characters, and is partially magical in nature. (Thieves are a minus 20% to try and read it, but a Read Magic will work. A Read Language spell will work only partially—key words will remain untranslated, especially in the later pages.)

The manual can function in two ways. First, it permits a magician or cleric to construct a Stone Golem. The chance of success is 5% per level of the mage/cleric, with a bonus of 10% if he/she is assisted by a druid of equal or greater level. Second, it permits the manual's owner to repair a damaged Golem. The chance of success is 10% per level of the mage. These procedures take one week per hit die of the Stone Golem in question, and cost 500 gold pieces per hit point (excluding materials, craftsman's fees, etc).

Each Stone Golem constructed by this method is unique and should be designed by the GM and the player in conference. Here are some basic guidelines, the referee may modify or discard any or all as he/she thinks they will affect his/her existing world.

1. Golems may be constructed of any shapeable natural stone.
2. Golems will have the properties of the material from which they are constructed. For example, granite is harder than limestone, but also heavier. Care should be taken to collect as pure a stone as possible.
3. Damage inflicted by the Golem is a factor of both the hit dice and the material from which it is constructed. The harder the stone the greater the damage, but the fewer attacks per turn.
4. Other spells may be placed within the Golem, at an increased cost in time and money.

5. Most Golems are slow and stupid. They can accept commands of no more than ten words. They move at a maximum rate of 6" (12" if they have been hasted).

#35 Secret Door

It is hidden by a permanent illusion of a normal wall. It will detect as magic, however. The door is locked.

#36 Corridor and Door

The door appears normal. It is locked and magically trapped. The trap will activate if any flesh and blood creature opens the door. If this happens, the ceiling of the short hall will collapse, inflicting 3D10 of damage on every creature within the corridor. The trap will detect as magical, and a Dispell Magic has a normal chance of affecting it (trap was created by a skill 12 mage). A dwarf will have the normal chance of detecting the unsafe ceiling.

#37 Cavern

This is a large natural cavern of irregular dimension. The ceiling height varies between 8 and 16 feet. Several stalactites and stone draperies hang from the roof, but the floor has been leveled.

A mirror-surface pool fills the southeast corner of the room. It is fed by a small natural stream which trickles down the cavern wall. A breeze of fresh air floats around the room, constantly replacing the stale air of the cavern. The source of the breeze is a strange form of Air Elemental which does nothing but blow fresh air from the Air Elemental Plane into this cavern and suck the bad air out.

In the southwest corner stands a jagged natural pillar, about six feet in diameter, blending into the roof. Stacked against the wall behind the column (and out of sight from the doorway) are three small chests, two cloth-wrapped bundles, and a small ivory coffer. In the center of the room stands a Guardian Golem.

Originally, this Golem stood in the main hall on the first floor. Quan brought it here after subduing his master. The Golem has been commanded to guard the area.

Guardian Golem

AC: -2, HTK: 160 (20D8), M: 12"

Align: None, Intell: Average

Att: 3, Dm: 2D8+2, Special: Immune to mind spells, poison, and only takes half damage from fire and cold based attacks.

Treasure

Chest #1 This chest is locked and has a poison gas trap (inflicts 6D6, save for half damage). The gas affects all creatures within 10' of chest. The chest contains 30 bars of copper, each worth 100 copper pieces, and 20 bars of silver each worth 100 silver pieces. These items were stored as raw material for golems, not as treasure. Each of the metals is at least 99% pure.

Chest #2 This chest is also locked and trapped. Bound into the lock is a minor water elemental. If freed, by opening the lock, he will form into a pillar of water around the offending character and try to drown him.

Water Elemental

AC: 2 (-4), HTK: 21 (4D8), M: 6" (stationary as long as pillar of water)

Align: Neutral/Evil, Intell: Average

Att: 1, Dm: 5-30 or 2D10+2 points of drowning damage, Special: +2 or better weapons to hit, Pillar of water form of this Elemental confers on it some special properties. Every strike has the possibility to hurt the person trapped within the water spout. If the characters take care not to hit their friend, the Elemental's armor class is reduced to -4. If they do not care whether they strike their companion while attacking the Elemental, any miss on the Water Elemental must be rerolled to see if it struck the stationary (+4 to armor class) character.

If the character inside the pillar takes over half of his hit points in water damage, he is unconscious and will need artificial respiration to survive.

Other abilities of the Elemental are the same as the standard Elemental in the referee's campaign, or by rule book.

The contents of the chest are 2,000 gold pieces, 500 platinum pieces, formed into ingots of 100 coins each.

Chest #3 The Third chest is locked and has a poison dart trap (4 darts, each doing 1D4 plus 1D6 of poison damage—save for half damage). The trap is activated when the pouch inside is lifted, the darts shooting within the chest to hit the hand or arm of the pilfering character. The pouch is of soft leather and contains pearls, opals, carved jade flowers, and a sapphire (total of gems worth 2,000 gp). Also in the chest is a carved magical rhinoceros horn. The horn will make any poisoned liquid that is poured into it to froth.

Ivory Coffer. Carved with floral patterns and leaping antelope, the coffer itself is worth 100 gp. It is not locked or trapped, and contains 4 carved jade vials each worth 25 gp. Inside the vials are magical potions all labeled in Chinese characters.

#1. **Truth Tell.** Gives the ability to detect lies for 1D3+1 turns. There are three doses in the vial.

#2. **Detect Undead.** Gives the drinker the ability to detect undead within a 30' radius. It lasts for 2D8 rounds, and there are 5 doses in the vial.

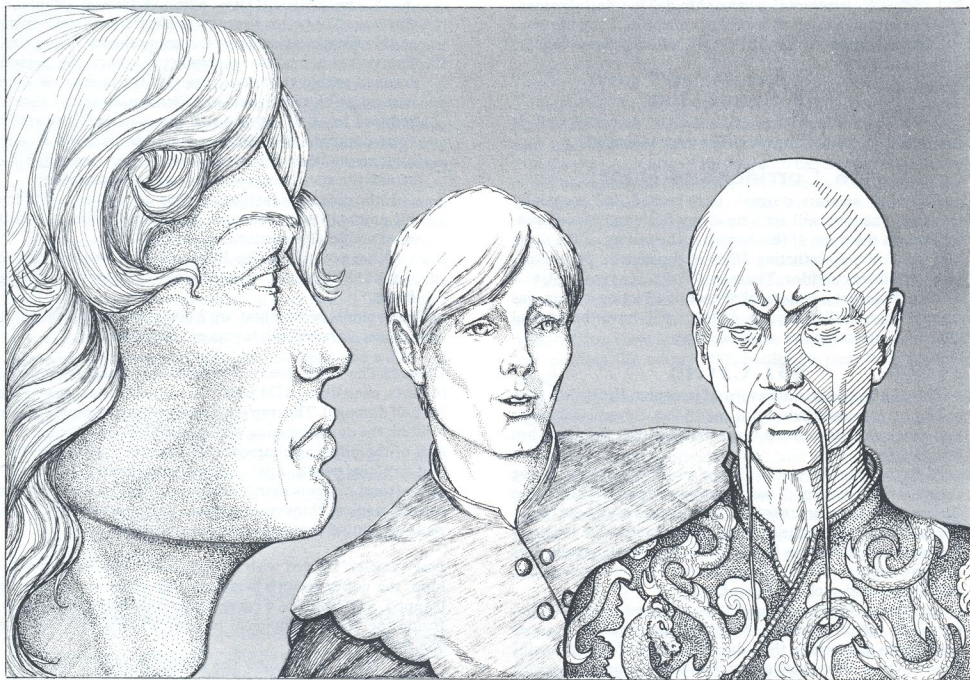
#3. **Alter Self.** The user has the power to polymorph his appearance for 1D3+1 hours. The user cannot change his apparent race, except for very narrow limits (a dwarf may become a halfling, but not an elf). The user cannot become an animal. Two doses.

#4. **Return Life.** Will restore life (like a Raise Dead spell) to a character who has been dead less than a week. There are two doses of this potion.

Wrapped Bundle #1. This contains an oddly shaped flattened rod made of steel and fitted with ebony pieces. The rod has a center circular section that holds a clear, multi-faceted crystal held in place by bands of braided brass. This is Weng T'sen's magic wand which he used to make the Sleep Potion spell for the Dragon Lords. The major powers of the wand will not work for anyone except Weng T'sen, however, it has some minor powers which still make it a useful item. The powers, which issue from the gem upon command are:

Light: (30 foot radius) as many times as desired

Juggler's Lanterns: Causes many different colored globes of light to bob and weave around the caster. Unless dispelled, they will follow the caster no matter where (or how fast) he goes. This will create such a diversion that



the caster's opponents will have a -1 to hit and damage. Duration, 1D4+level of caster (in melee rounds). Weng has also used this spell to make a fleeing man easier to follow. Can be cast twice per day.

Hypnotic Lights: The facets of the gem will spark and dance with light. Anyone gazing at this display must save vs. charm or become hypnotized for 1D4+level of caster (in melee rounds). Can be cast twice daily.

To release the Dragon Lords from their sleep, the characters must physically touch the wand to the sleeping beasts. The Dragons will awaken 2-5 melee rounds later.

Wrapped Bundle #2: This contains a wide-bladed curved ax with a long haft. The ax is carved from one solid piece of amber colored crystal. A faceted red stone is set in the end ax. Finely brocaded strips of silk wrap around the haft and are secured by yellow silk cords. Two tassels of the same yellow silk hang from the end of the weapon. The ax is called *Deathsinger*, and is +3 to hit and damage.

Bound into the ax is the spirit of Ko-Gi, a famous minstrel of his age. Ko-Gi has an Intellect of 16, and is of Neutral/Neutral alignment. If he receives a good reaction to the character (roll on 2 six sided dice as usual), he will befriend him/her and announce his presence. If not, he will remain silent and only use his abilities to protect himself and the ax from harm. His powers are:

Song of Fear: (as Fear Spell), once per day

Song of Glory: (wielder is +1 to hit, and immune to fear spells), twice per day.

The spirit cause the ax to sing by vibrating the crystal it is made from. He will communicate with the wielder in the same way. If he has revealed himself, he will cause the ax to sing whenever it is used in battle, even if a spell is not being cast.

#38 Cavern Alcove

This Alcove is totally filled with silk webs from two giant silk worms (points a and b). The silkworms are worth 1,000 gold pieces each since they are a mating pair and are about to lay eggs. Each has 12 HTK (3D8), AC: 9 and cannot attack. The characters must literally hack their way through the webs in order to get into the resting place of the mad Weng T'sen at the end of the alcove.

Even after they hack a passageway through, movement through the slippery, sticky webbing is halved (even for fliers). If the characters burn their way through, they will kill the two worms and awaken Weng T'sen without the benefit of any modifications to his chance of sanity.

The resting chamber of Weng T'sen has smooth walls and a carpet covering the smooth stone floor. In middle of the room stands the wizard.

The Master T'sen is a statue carved from solid steel. He appears as an oriental man in his late 50's, about five feet tall. His hair is braided down the middle of his back, the pigtail

reaching below his waist. A long mustache, but no beard, adorns his wrinkled face. Weng T'sen wears an intricately patterned robe whose wide sleeves fall almost to the floor.

Weng T'sen

AC: -3, *HTK:* 117 (18D8+2), *M:* "6"

Att: 2, *Dm:* 2D6+3, or one spell per round

Special: Immune to all mind spells (except Cure Insanity- to which he gets a normal save versus magic), takes half damage from fire, cold, and lightning based attacks.

Spells: As T'sen is insane, his spell use is somewhat unusual. To find out which spell he will use, roll 1D10 to determine the level of the spell he will cast. Then randomly select a spell from the indicated list.

If the spell is an area-effect spell, it will be cast with the wizard as the center of the effect. A Wall of Ice will appear around him in a circle.

If he casts a directional spell, number the players (and NPC's) from one on up and then roll a 20 sided die. If the number rolled indicates a character, then that character is the target. If the number rolled is other than a character's number, the spell goes off in a random direction. The range of a directional spell is always 60 feet from T'sen.

If the spell requires an expressed desire, a Limited Wish for example, Weng T'sen will always manifest his rage and paranoia with just three or four words. With a Limited Wish he might point to a character (or a blank space on the wall) and scream "I wish you die, Monster!" The fact that T'sen is facing a blank wall or a adventurer makes no difference to the insane wizard. If T'sen randomly casts a Gate spell, it is likely he would summon some monster or god that would just as likely to attack him as well as the party (Loki for instance). This Wizard is as dangerous to himself as to the characters.

Weng T'sen has 5 first, second, third, fourth, and fifth level spells, 3 sixth and seventh level spells, 2 eighth level spells, and one ninth level spell. If the random roll for spell level is 10, or for a level in which all the spells are cast, the mage will attack with his fists in that round.

All spell components necessarily needed to cast spells are not needed by T'sen. However, verbal and somatic elements are necessary. If the wizard is caught within the area-effect of a spell that can affect him, he rolls his saving throw at a -2 and takes damage within the limits listed above.

GM Background:

After stopping T'sen's original rampage by force, Quan managed, with the aid of the Guardian Golem, to bring Weng T'sen to this cavern. Working long hours only as a man of stone can do, Quan eventually managed to calm his master.

Anyone entering the resting chamber of T'sen risks rousing the wizard even if they did not set fire to the webs. Each character who enters the chamber has a 10% chance (not cumulative) of awakening the wizard. Touching his body has a 30% chance of awakening him, and any attempt to move the

wizard will instantly bring him to consciousness.

If Weng T'sen is awakened, there is a 10% chance that he will be sane. If this happens, he will be very confused, as his last memory is of casting a spell in his workshop 28 years ago. As stated before, if the daughter's magical mirror or Rag Doll Golem are presented to the wizard as he is *waking up* they will **each** add 05% to the chances of his sanity returning.

The referee should remember that Master T'sen was kindly and good natured in the past. He will not immediately attack, unless he is attacked. He will instead seek to understand what has happened.

If the wizard regains his sanity, he will allow the party to keep all the treasure they found except for the magic wand, the Rag Doll Golem, and the magical Mirror. He will apologize profusely about the inconvenience he has caused all. Then he will immediately release the Dragon Lords from their slumber.

If T'sen is not sane (90% chance), he will immediately attack. He will employ magic first, then use physical attacks when he uses up his spells. After the wizard awakes, he will move quickly out of his alcove into the main chamber. He will follow the party if they attempt to flee, attacking all the while.

The party does not have to disturb Weng T'sen. They can retrieve the wand and awaken the Dragon Lords (leaving Weng T'sen in his coma). The great beasts have a 30% chance of curing the wizard, but they will be able to restrain him until the steel mage fails to make his save versus a Cure Insanity.

Waking the Dragon Lords

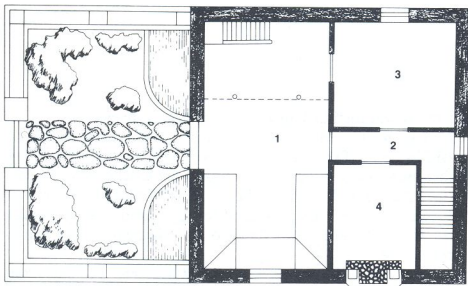
When the first Dragon Lord is awake he will help the party release the others from their dreams. They will all be very grateful to the party for rescuing them from their entrapment. Together the Dragon Lords will give the group 10,000 in gold coins. They also will guarantee them a favored status with other guardians. Such a boon means that the characters will always get a +2 when trying to control elementals from any plane.

The Dragon Lords will immediately know if Han-Bo Lung, the Dragon Lord of Fire, is missing, and they will be able to stop any intrusion of hostile Fire Elementals even if they have already entered our world.

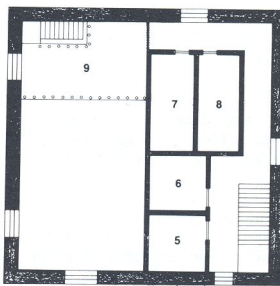
Returning Home

Tong Sen will be delighted with the success of your adventure (that is if your adventure was a success). Either way the teleportation device will not be ready for one week after you return to Tong Sen's palace (long enough to be fried by 300 Fire Elementals if the party does not succeed). **NOTE:** It is still possible to free the sleeping Dragons even after the Fire Elementals have been released. The Elementals will avoid the Tower of Weng T'sen for three weeks after they appear. The characters, however, have a 100% chance of facing 2-8 16 die Fire Elementals every day they travel in the valley.

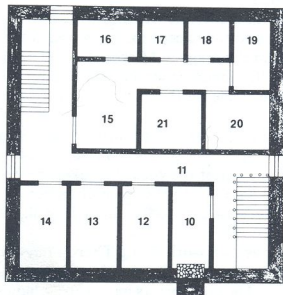
First Floor



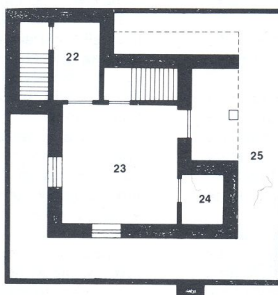
Second Floor



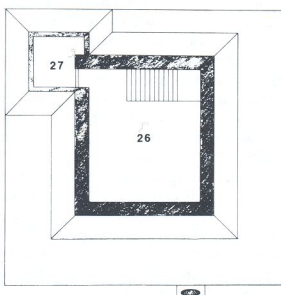
Third Floor



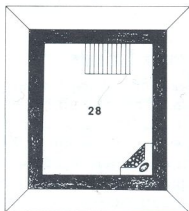
Fourth Floor



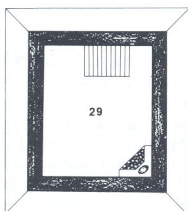
Fifth Floor



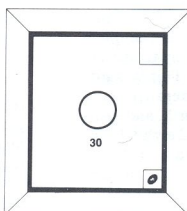
Sixth Floor



Seventh Floor



Roof



SCALE: 5 ft.

The Tower of Weng T'sen

MAP ON BODY 5

The Emperor has forbidden his subjects to enter the valley. Now mysterious storms and fantastic monsters have begun threatening the nearby countryside. The Emperor's word is law, none of his subjects must enter the valley, but a few chosen heroes from the distant west would be free to enter and brave the dangers in the valley of the Orient's greatest wizard.

Discover new and exciting challenges as your characters face the combined forces of nature and magic in 11th century China. Only then, after you've overcome all other obstacles, can you meet the true lords of the elements.

DRAGONS OF WENG T'SEN

DRAGONS OF WENG T'SEN is a fantasy roleplaying module for three to six players from sixth to ninth level. Suitable for use with all popular roleplaying systems including Advanced Dungeons and Dragons*



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