

BENEATH TWO SUINS

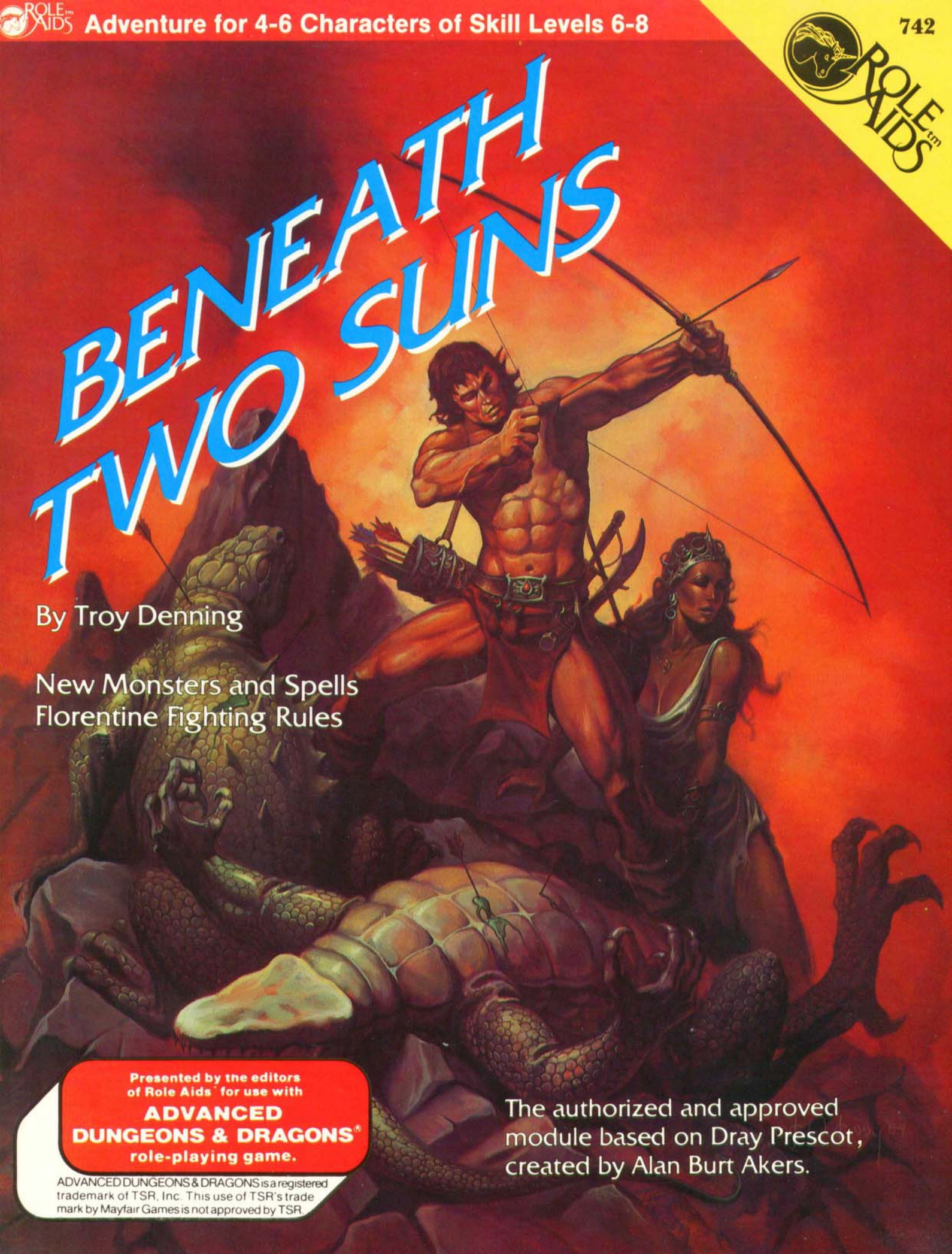
By Troy Denning

New Monsters and Spells
Florentine Fighting Rules

Presented by the editors
of Role AidsSM for use with
**ADVANCED
DUNGEONS & DRAGONS[®]**
role-playing game.

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The authorized and approved
module based on Dray Prescot,
created by Alan Burt Akers.



BENEATH TWO SUINS

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Beneath Two Suns

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Background

For Players & GM

The World of Kregen

Beneath Two Suns takes place on Kregen, a planet circling the brightest star in the constellation of the Scorpion, Antares. Although Antares appears to be a single star from Earth, from Kregen, Antares is clearly two distinct stars—one red and one green. By carefully observing the position of the two suns compared to the position of the seven moons circling Kregen, natives can instantly determine the time and date.

Kregen is presently the object of a cosmic power struggle between two mysterious forces: the peaceful yet oddly stern Savanti, and the remote Star Lords. Dray Prescott and the other Characters are pawns in the struggle, having been brought to Kregen by one of these parties for some unknown purpose. To return home, the Characters must accomplish a mission—but what is it? Whom does it serve?

This adventure concerns Zenicce, a port city of about one million inhabitants on the delta of the river Nicce.

Beyond the knowledge that Zenicce is located on the continent Segesthes, the Characters know very little else of its relationship to the rest of Kregen.

Zenicce is both overpowering and subtle in its beauty. Like Amsterdam and Venice, transportation canals, crowded with gondolas and barges, cut the city into small islands. A system of broad avenues and enormous bridges of sublime beauty connects the islands by land. Zenicce is massed with fine buildings and arcades. Endless varieties of purple and ocher plants hang from these buildings and arcades.

Unlike the medieval cities of earth, Zenicce has no outer wall of protection. Instead, it is divided into dozens of family enclaves, which are walled cities in their own right. Although an invader might easily enter Zenicce, he would bounce between these mighty family fortresses like a ball in a pinball machine.

These enclaves also protect their inhabitants from other citizens of the city. Like Kregen itself, many forces wish to rule Zenicce. The result is daily strife and political turmoil almost as violent as the clashing light of the two

suns which rule the planet.

Twenty-four Great Noble and Lay Houses rule Zenicce through an oligarchy known as the Great Assembly. Each House possesses an average of 20 of the 480 seats in the Great Assembly. Through skillful political maneuvering, economic alliances, and sometimes outright intimidation, one man earns the title of Kodifex of Zenicce. The Kodifex controls the agenda of the Great Assembly. This is a much sought-after position, for it bestows upon the individual a great deal of power and economic advantage.

Like the great city states of Renaissance Italy, power struggles for the possession of the seat of Kodifex are responsible for most of the organized intrigue and violence in Zenicce. Also, like the city states of Renaissance Italy, bands of thugs and hoodlums dressed in the colors of their respective Houses roam the streets, intimidate the common folk, and fight amongst themselves. These hoodlums have developed the practice of fighting with a rapier in one hand and a dagger in another (known as Florentine fighting) into a fine art. See *Florentine Fighting* below.

Florentine Fighting

Florentine fighting is the art of fighting with a rapier and a dagger (other weapons may be used at GM discretion). When a person is Florentine fighting he carries the rapier in his normal weapon hand and uses the dagger in his other hand to thrust, slash, or to shield himself from incoming melee attacks. Thus, a Character using Florentine fighting is allowed twice as many attacks per round.

If a Character wishes to be proficient in Florentine fighting, he must already be proficient with rapier and dagger. Then, Florentine fighting counts as an additional two weapon proficiencies. For example, a Skill 1 fighter starts out with 4 weapons with which he can be proficient. He chooses rapier, dagger,

and Florentine fighting. With these choices, he has used all of his initial weapon proficiencies (1 for rapier, 1 for dagger, and 2 for Florentine fighting).

The combinations of weapons used in Florentine fighting are as follows:

Rapier and dagger.

Two daggers.

A Character engaged in Florentine fighting has his Armor Class increased by 1 (-1) against all close-in melee attacks (i.e. no long range attacks). This Armor Class adjustment does not pertain when the Florentine fighter is attacked from the rear.

When Florentine fighting a Character must have a DX of 16 or more or suffer a -1 modifier on his to hit roll.

Technology in Zenicce

Although the fighters of Zenicce have developed the science of man-to-man fighting into an art, they are unacquainted with true magic. In Zenicce, all magic can be traced to understandable sources. For example, the six-person airboats which a few Noble Houses possess derive their ability to fly from a special mineral. All +1 or greater weapons receive the bonus because of superior materials and workmanship, not magical enchantment.

Low-level Characters (Skill 1-4) who witness true magic panic and flee on a roll of 1-5 on 1D6. Higher level Characters attempt to persuade the magic-wielding Character to join their side, but will fight with great caution if forced.

Customs of Zenicce

The list below outlines some of the customs of Zenicce that the Characters may encounter during the adventure. Characters who observe the customs of Zenicce will find the natives much more cooperative and helpful than those who do not. Characters that follow these customs gain +1 to their Appeal when confronting Zenicce natives. Read the following list to the Characters:

"Lahal"— Universal, formal greeting.

"Llahal" (Ylahal)— Universal, informal greeting.

"Jiktar"— Form of flattery for males; literally "leader of a thousand." Also a word for rapier.

"Hikdar"— Address showing respect; literally, "leader of a hun-

dred." Also a word for dagger.

"Deldar"— Form of insult for males; literally, "leader of ten." Also a word for throwing knife.

"Rast"— Terrible insult. Also word for six-legged rodent living in dungpiles.

The following is a list of customs with which the Characters are probably not familiar:

Metal Armor is reserved only for those leading Noble Houses. Anyone else wearing metal armor is subject to arrest.

Shields are disdained. Anyone with a shield is regarded as a coward (temporary AP loss of 1).

Inclining is prostrating oneself on the ground when greeting a

member of a Noble House, but this should occur only after the noble gives permission by saying, "You may incline to me." Otherwise, such a gesture is regarded either as a possible threat or sardonic disrespect. Refusal to incline is a gesture of defiance and is punishable in the following way:

- Beaten for 1-8 HTK (first offense)
- Lose a finger, GM discretion (second offense)
- Death (third offense)

The leader of a Great House is addressed only by his family name; all other nobles are addressed by their full names.

Gamemaster Introduction

This adventure is for 4-6 Characters of Skill Levels 6-8. Include at least one magic-user of not higher than skill 6 and one cleric of skill 6-8 in the party. The rest of the Characters can be of any class except Paladins, although the majority should be fighters. Because the Characters are transported to Kregen via interstellar teleportation, they have no items other than the clothes on their backs and the shoes on their feet. All of the Characters' items are kept in "limbo" until the Characters return to their home world.

How to Run the Adventure

Beneath Two Suns is a city adventure with a complicated plot and ample opportunity for the Characters to pursue their own goals. As GM, you must be prepared to deal with the unexpected and improvise according to the party's actions. The information below will aid you greatly.

Adventure Structure: The plot of this adventure revolves around a power struggle between Cydones, the Kodifex of Zenicce (and leader of Family Esztercari), and one of his own allies, Campbell, who secretly desires the seat of Kodifex for himself. The struggle centers upon Princess Natema Cydones, the daughter of the Kodifex,

whose impending marriage will seal Cydones' control of Zenicce. The Characters arrive in Zenicce just as Princess Natema is kidnapped. Their actions determine the course of the rest of the adventure.

The Flowchart: The first four Sections are entitled: Section 1: **In Service of House Esztercari**; Section 2: **Freemen**; Section 3: **In Service of House Campbell**; and Section 4: **In Service of House Eward**. The Characters begin the adventure in service of House Esztercari. If they save Natema and consistently make decisions which aid her father, they progress through the adventure via Section 1, until Cydones gains complete control of Zenicce.

On the other hand, the Characters can escape the service of House Esztercari at several points. If they do so, they go to Section 2. Here, they have an opportunity to explore Zenicce on their own. Eventually, however, they encounter some City Wardens who are looking for escaped slaves. The Characters are offered escape via Campbell's airboats. If they refuse the escape route, they can continue their adventure through Zenicce on their own.

Assuming the Characters accept Campbell's offer of aid, they go to Section 3. Here they are given the assignment of protecting Princess Natema

while Campbell hides her until the opportune moment to release her. If the Characters make decisions which aid Campbell, they progress through the adventure via Section 3, until Campbell becomes Kodifex of Zenicce.

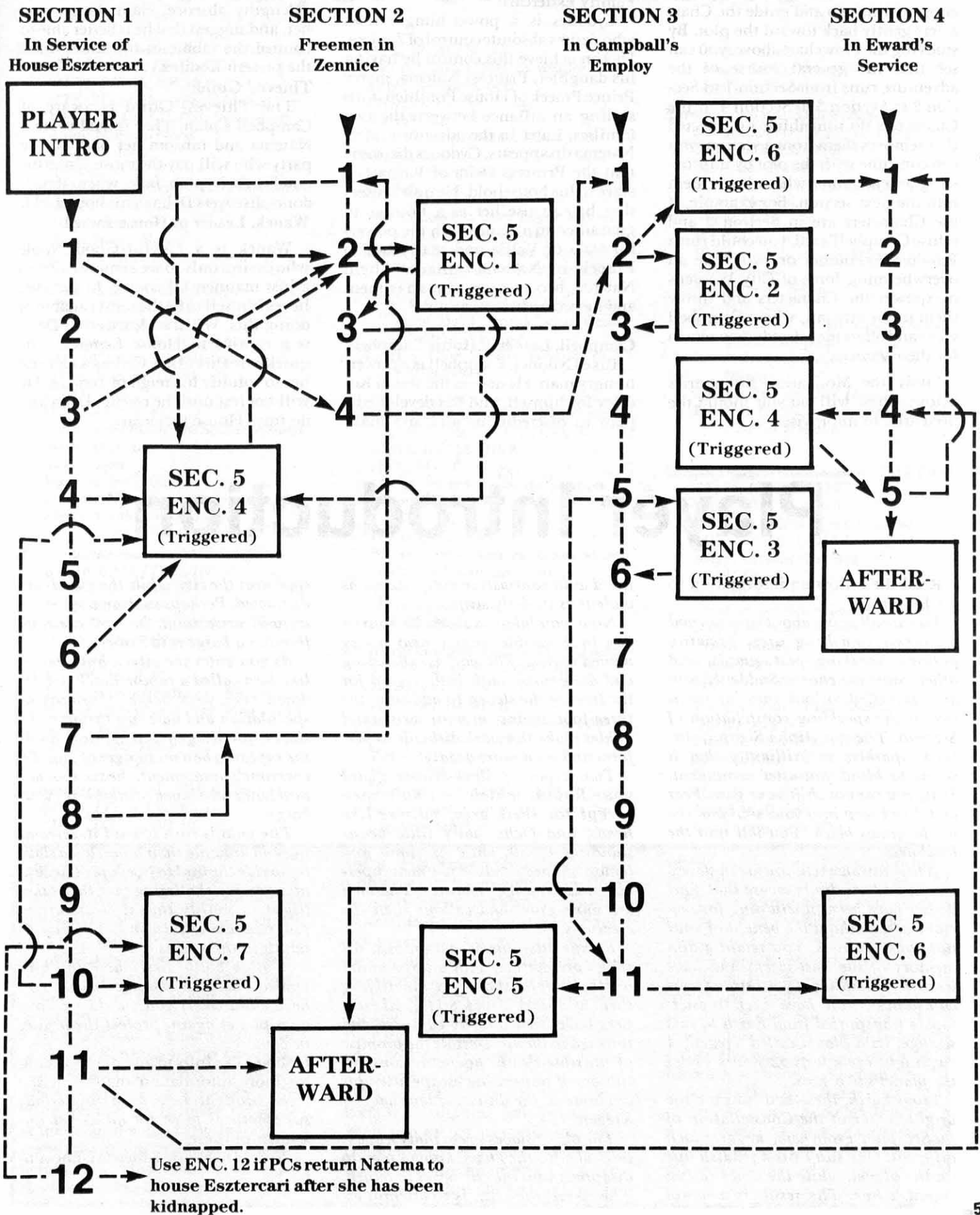
At several points, a third party, Wanek of House Eward, pleads with the Characters to aid him for the sake of Zenicce. If the Characters aid him, they go to Section 4 and progress through the adventure via Section 4 until Wanek destroys House Esztercari and saves Zenicce from the rule of tyrants.

Section 5: **Automatic Encounters** contains Random Encounters and Triggered Encounters.

Random Encounters are for use when the Characters are adventuring on their own through Zenicce. Use these, for example, to supplement Section 2, when the Characters are Freemen in Zenicce.

Triggered Encounters occur whenever the Characters enter a certain area of the city. Triggered Encounters can be used in conjunction with Random Encounters to improvise a mini-adventure in the city. More often, however, an encounter in Section 1-4 directs you to a particular encounter in Section 5. When this occurs, you are using a triggered encounter.

FLOW CHART



Players have ample opportunity to do the unexpected. When this happens, you must be able to improvise an encounter or two and guide the Characters gently back toward the plot. By studying the Flowchart above, you can see that the general course of the adventure runs from Section 1 to Section 2 to Section 3 to Section 4. If the Characters do something unexpected that removes them from a section, you can continue with the plot by improvising an encounter which leads them into the next section. For example, if the Characters are in Section 2 and refuse Campbell's aid, you could run a Random Encounter or two, have an overwhelming force of City Wardens overpower the Characters and throw them in the city jail, where Campbell visits and offers them freedom in return for their services.

Study the Motivation Summaries below. These will aid you should the need arise to improvise.

Motivation Summary

Cydones, Kodifex of Zenicce, Leader of Family Esztercari:

Cydones is a power-hungry man who desires absolute control of Zenicce. He can achieve this control by having his daughter, Princess Natema, marry Prince Pracek of House Ponthieu, thus sealing an alliance between the two families. Later in the adventure, after Natema disappears, Cydones discovers that the Princess Delia of Vallia is a slave in his household. He quickly sees that he can use her as a hostage to guarantee an alliance with the powerful state of Vallia and marry her to Pracek in Natema's place. Then, Natema becomes an embarrassment and he orders her execution.

Campbell, Leader of House Campbell:

Like Cydones, Campbell is a power-hungry man. He desires the seat of Kodifex for himself, and has developed a plan to discredit his ally and make

himself look like a hero. He secretly had Natema kidnapped. He plans to take her to the General Assembly after a lengthy absence, claim he rescued her, and suggest that he is better able to control the rabble in the streets than the present Kodifex.

Thieves' Guild:

The Thieves' Guild is aware of Campbell's plan. They intend to steal Natema and ransom her back to the party who will pay the most. Unfortunately, their plan fails when/if Cydones discovers Delia in his household.

Wanek, Leader of House Eward:

Wanek is a Lawful/Good Noble who desires only to see Zenicce ruled in a just manner. Of course, he also believes himself to be the most capable of doing this. When he learns that Delia is a captive in House Esztercari, he quickly realizes that Cydones can use her to solidify his reign of Zenicce. He will not rest until he rescues Delia and destroys House Esztercari.

Player Introduction

Read the following information to the Players:

You are all going about your normal business: smashing orcs, brewing potions, sneaking past guards, and other mundane chores. Suddenly, you are compelled to look into the night sky, at the sparkling constellation of Scorpio. The star Alpha Scorpii, Antares, sparkles so brilliantly that it seems to blind you after a moment. Still, you cannot shift your gaze. Fear and dread seep into your soul and the world grows black. You fall into the blackness.

When you awaken, you are in slaves' chains and are dimly aware that your bodies have been functioning for several weeks without the benefit of your full consciousness. You retain a dim memory of the past weeks and have learned something of your strange circumstances; you have been mysteriously transported from Earth to this strange, wild planet called Kregen. A day/night cycle lasts 32 hours under the planet's two suns.

From Earth, these two suns are the brightest star of the Constellation of the Scorpion. From here, they are much different. One sun casts a reddish hue on the planet, while the other casts a greenish hue. The result is a world

filled with contrasts in color almost as violent as its daily strife.

Now, you labor as slaves 20 hours a day in a marble quarry near a city named Zenicce. The work is exhausting and dangerous, with little regard for the lives of the slaves. In addition, the three-foot chains on your wrists and ankles make the work difficult to perform and even more deadly.

Two types of slave-drivers guard you: Rapas, which resemble men except for their grey, vulture-like heads; and Ochs, hairy little beasts standing 4' tall, with six limbs and lemon-shaped heads. A few men supervise these strange creatures. The men are more cruel and callous than the creatures.

Escape attempts are hazardous. All slaves are marked with a large brand on their right shoulders identifying them as quarry slaves. So far, all escapees have been quickly captured and tortured in public. Despite the promise of horrible death, however, constant rumors of impending escape attempts circulate in the universal language of Kregen.

The oldest slaves swear that escape is possible, for they have known men to disappear into the city never to return. The secret, they say, is to attempt es-

cape near the city, while the guards are distracted. Perhaps such an opportunity will arise soon, for you are now ferrying a barge into Zenicce.

As you enter the city, a huge eagle-like bird called a raptor slowly circles down over your barge. Murmurs of speculation and awe run through the slaves, for Kregen superstition holds the raptor to be a messenger of fate. To everyone's amazement, the six-foot tall bird lands on a block of marble on your barge.

The guards rush toward it, screaming and drawing their bows, lest a slave try to ride the bird to freedom. The bird utters an ear-shattering caw, then takes flight so swiftly that it clears arrow range in a single second. The guards return to their tasks.

A glass bottle lies where the bird landed. Inside, a message reads, "You have endured. If you would see your own planet again, protect the beauty in Zenicce."

GM NOTE: Inform any player asking for more information that he or she "was brought here by a mysterious supernatural force for an as yet unknown purpose."

Proceed to House Esztercari, Encounter 1.

Player Characters

Dray Prescott (*Buccaneer*), Skill 8 Fighter

ST: 17 (+1,+1), IT: 15, IN: 14
 SM:18, DX: 16, AP: 15
 HTK: 81, AC: by type (-2 bonus)
 MV: 12", Att: 3/2, DM: by weapon
 Align: Neutral/Good
 THACO: 13
 Wt: 195, Ht: 6' 1"
 Weapons proficiencies: Florentine, battle axe, long bow, long sword
 Armor: none
 Magic Items: None
 Specials: None

Lo Khan, (*Mongol*), Skill 8 Ranger

ST: 15, IT: 12, IN: 12
 SM:16, DX: 18, AP: 10
 HTK: 64, AC: by type (-4 bonus),
 MV: 12", Att: 3/2, DM: by weapon
 Align: Chaotic/Good
 THACO: 14
 Wt: 140, Ht: 5' 4",
 Weapon proficiencies: Scimitar, short sword, short bow
 Armor: none
 Magic Items: None
 Specials: None
 Spells: Speak with Animals

D'Torqueville (*Musketeer*), Skill 8 Fighter

ST: 16 (0,+1), IT: 12, IN: 13
 SM:16, DX: 18, AP: 14
 HTK: 80, AC: by type
 MV: 12", Att: 3/2, DM: by weapon
 Align: Chaotic/Neutral
 THACO: 14
 Wt: 185, Ht: 6' 0"
 Weapon proficiencies: Florentine, dagger, throwing dagger, long sword
 Armor: none
 Magic Items: None
 Specials: None

Tyresias Homer (*Healer*), Skill 8 Cleric

ST: 14, IT: 15, IN: 18
 SM:16, DX: 15, AP: 10

HTK: 62, AC: by type
 MV: 12", Att: 1, DM: by weapon
 Align: Neutral/Good
 THACO: 16
 Wt: 155, Ht: 5' 9",
 Weapon proficiencies: Mace, flail
 Armor: none
 Magic Items: None
 Specials: None

Spells: Level 1: Cure Light Wounds (x3), Bless, Command
 Level 2: Hold Person, Silence 15' Radius, Speak with Animals, Find Traps, Augury
 Level 3: Create Food and Water, Animate Dead, Speak with Dead, Glyph of Warding
 Level 4: Cure Serious Wounds (x2), Lower Water

Augustus Julian (*Centurian*), Skill 8 Fighter

ST: 18/70 (+2/+3), IT: 10, IN: 9
 SM:18, DX: 14, AP: 8
 HTK: 91, AC: by type
 MV: 9", Att: 3/2, DM: by weapon
 Align: Neutral
 THACO: 12
 Wt: 160, Ht: 5' 8",
 Weapon proficiencies: Short sword, javelin, polearm (any), sling
 Armor: none
 Magic Items: None
 Specials: None

Sir Henry Goodfellow (*Knight*), Skill 7 Fighter

ST: 18/00 (+3/+6), IT: 12, IN: 14
 SM:15, DX: 12, AP: 17
 HTK: 60, AC: by type
 MV: 9", Att: 3/2, DM: by weapon
 Align: Neutral/Good
 THACO: 12
 Wt: 265, Ht: 6' 8",
 Weapon proficiencies: Sword (any), lance, mace, battle axe, long bow, crossbow (any)

Armor: none
 Magic Items: None
 Specials: None

Ramseus (*Wise Man*), Skill 6 Mage

ST: 18/52 (+1/+2), IT: 18, IN: 7
 SM:15, DX: 13, AP: 6
 HTK: 28, AC:10
 MV: 12", Att: 1, DM: by weapon
 Align: Neutral
 THACO: 18
 Wt: 240, Ht: 6' 4"
 Weapon proficiencies: Dagger, staff
 Armor: none
 Magic Items: None
 Specials: None
 Spells: Level 1: Burning Hands, Shield, Sleep (x2)
 Level 2: Invisibility, Web, Mirror Image
 Level 3: Fireball, Fly, Haste
 Level 4: Hallucinatory Terrain, Enchanted Weapon

Careful Dodger (*Victorian cutpurse*), Skill 8 Thief

ST: 13, IT: 10, IN: 10
 SM:18, DX: 18, AP: 5
 HTK: 69, AC:by type (-4 bonus)
 MV: 12", Att: 1, DM: by weapon
 Align: Chaotic/Neutral
 THACO: 19
 Wt: 120, Ht: 5' 2",
 Weapon proficiencies: Dagger, dart, short bow, short sword
 Armor: none
 Magic Items: None
 Specials: None
 Thief Abilities: Pick Pockets 75%
 Open Locks 72%
 Find/Remove Traps 65%
 Move Silently 72%
 Hide in Shadows 59%
 Hear Noise 25%
 Climb Walls 96%
 Read Languages 40%

About Dray Prescott

This adventure is based upon the first book of the Dray Prescott series of fantasy novels by Alan Burt Akers. It takes place upon the planet Kregen, which orbits the binary star Antares in the Constellation of the Scorpion.

Dray Prescott, the hero of the series, is an Earthman who has been transported to Kregen by forces unknown to him, for a purpose which remains unclear. On Earth, he was a seaman at the close of the eighteenth century, a sturdy young man determined to fight his way up from the lower decks of the great sailing

ships. His great natural constitution gave him the strength he needed to survive those first terrible months at sea; his intelligence and his grim determination gave him the advantage he needed to fight his way into a position as a ship's navigator. After that, he spent a great deal of time sailing Earth's toughest oceans, fighting his nation's enemies and common pirates with equal ferociousness.

Dray Prescott was rescued from certain death and transported to Kregen by one of the mysterious forces shaping the planet. Although the reason for his rescue is as yet unknown to him, he feels certain it

involves his remarkable fighting prowess.

Dray is a thoughtful man, considerate of the weak and disadvantaged, but ruthless when confronting an enemy. Although confident of his ability as a warrior, he is somewhat shy and unsure of himself around the opposite sex. He is a true and loyal friend, who will die rather than break his promise or leave a debt unpaid. Although aware of political intrigue and subtlety, he prefers to meet problems head-on when practical. His honesty and sense of fair-play make him a natural leader of men.

Non-Player Characters

Here are the statistics for the most important Non-Player Characters in this adventure.

Cydones, Leader of Family Esztercari,
Kodifex of Zenicce Skill 10 Fighter

ST: 17 (+1/+1), IT: 18, IN: 17
SM: 16, DX: 18, AP: 16
HTK: 68, AC: 1
MV: 12", Att: 3/2, DM: 1-8/1-4 (Florentine)
Align: Lawful/Evil
THACO: 11
Wt: 195, Ht: 6' 0"
Weapon proficiencies: Florentine, long sword, dagger, crossbow, short bow
Armor: none
Magic Items: None
Specials: None

Campbell, Leader of Family Campbell,
Skill 9 Fighter

ST: 18/00 (+3/+6), IT: 14, IN: 9
SM: 18, DX: 18, AP: 18

HTK: 81, AC: 1
MV: 12", Att: 3/2, DM: 1-8/1-4 (Florentine)
AL: Chaotic/Evil
THACO: 9
Wt: 210, Ht: 6' 4"
Weapon proficiencies: Florentine, long sword, dagger, crossbow, short bow
Armor: none
Magic Items: None
Specials: None

Wanek, Leader of Family Wanek,
Skill 10 Fighter

ST: 14, IT: 18, IN: 18
SM: 14, DX: 12, AP: 18
HTK: 50, AC: 3
MV: 12", AT: 3/2, DM: 1-10 +2 (+2 sword),
AL: Lawful/Good
THACO: 10
Wt: 160, Ht: 6' 0"
Weapon proficiencies: Two-handed sword, long sword, short sword
Armor: +2 Chainmail
Magic Items: +2 Two-handed sword
Specials: None

Princess Natema Cydones,
Daughter of the Kodifex,
Skill 3 Fighter

ST: 12, IT: 15, IN: 6
SM: 14, DX: 16, AP: 18
HTK: 25, AC: 8
MV: 9", AT: 1, DM: 1-4
Align: Lawful/Neutral
THACO: 18
Wt: 108, Ht: 5' 6"
Weapon proficiencies: dagger
Armor: none
Magic Items: None
Specials: None

Princess Delia of Vallia
Skill 3 Fighter

ST: 10, IT: 16, IN: 18
SM: 14, DX: 12, AP: 18
HTK: 25, AC: 10
MV: 9", AT: 1, DM: 1-4
AL: Lawful/Good
THACO: 18
Wt: 110, Ht: 5' 8"
Weapon proficiencies: Dagger
Armor: none
Magic Items: None
Specials: None

Monsters

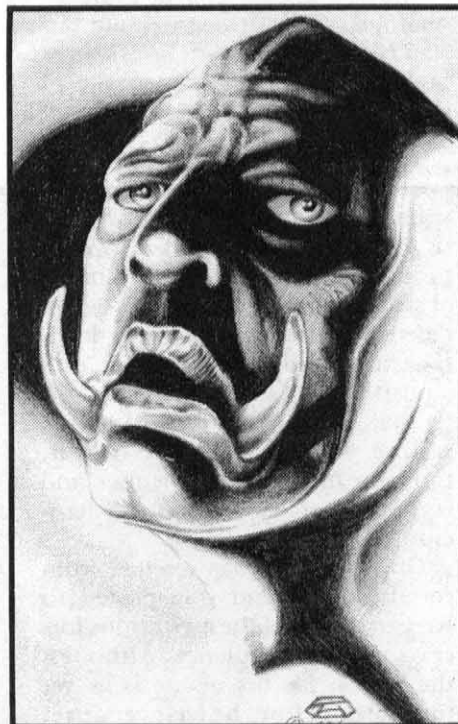
The monsters appearing in this adventure are listed below, along with a reference to the section, encounter, and page where their statistics are given.

Blutz: Blutz resemble six-legged hippopotami with carapaces; these peaceful animals want to be left alone. Sec. 5, Enc. 2b.

Chuliks: Chuliks resemble large men with tusks rising from their lower jaws. Chuliks have yellow skin and a single braid of coarse black hair. Chuliks are often employed as guards. Sec. 5, Random Enc. 6.

Chunkrahs: These beasts resemble six-legged bison with long horns. They are good to eat. Sec. 5, Enc. 3b.

Ghootz: These beasts resemble 6' spiders with ten prehensile legs. They prefer humanoid prey. Sec. 5, Enc. 2a.



Hrunchuk: This minor demon has the face of a lizard. It has three eyes, six arms, and four legs. Its eyes shoot a powerful heat beam which causes 1-10 HTK of damage. It strikes with each of its six arms separately, each successful attack causing 1-4 HTK of damage. Sec. 5, Enc. 3h.

Korns: Korns resemble spider monkeys with scaly hides and leathery bat-like wings. Natural pack-rats, they use their tiny hands to steal shiny objects. Sec. 5, Enc. 4c.

Kregen Water Lizard: The Kregen water lizard resembles a 30' long crocodile, except for its reddish hide and 8 legs. Druids claim it is red because its habitat is always bloody. Sec. 5, Enc. 3a.



Leem: The Leem is eight-legged, sinuous like a ferret, but leopard sized with a wedge-shaped head and fangs that can strike through oak. Leems are always hungry. Sec. 5, Enc. 4b.

Ochs: These 4' tall, hairy little beasts have six limbs and lemon shaped heads. They eat anything. Ochs are often employed as guards and slave-handlers. Generic Enclave map.

Rapas: These ugly humanoid beasts have vulture-like heads. They thrive on carrion. Rapas are often employed as guards and slave-handlers. Sec. 1, Enc. 1.

Rast: Usually found in packs of 1,000 or more, this six-legged rodent is particularly fond of dunghills. Sec. 5, Enc. 4f.

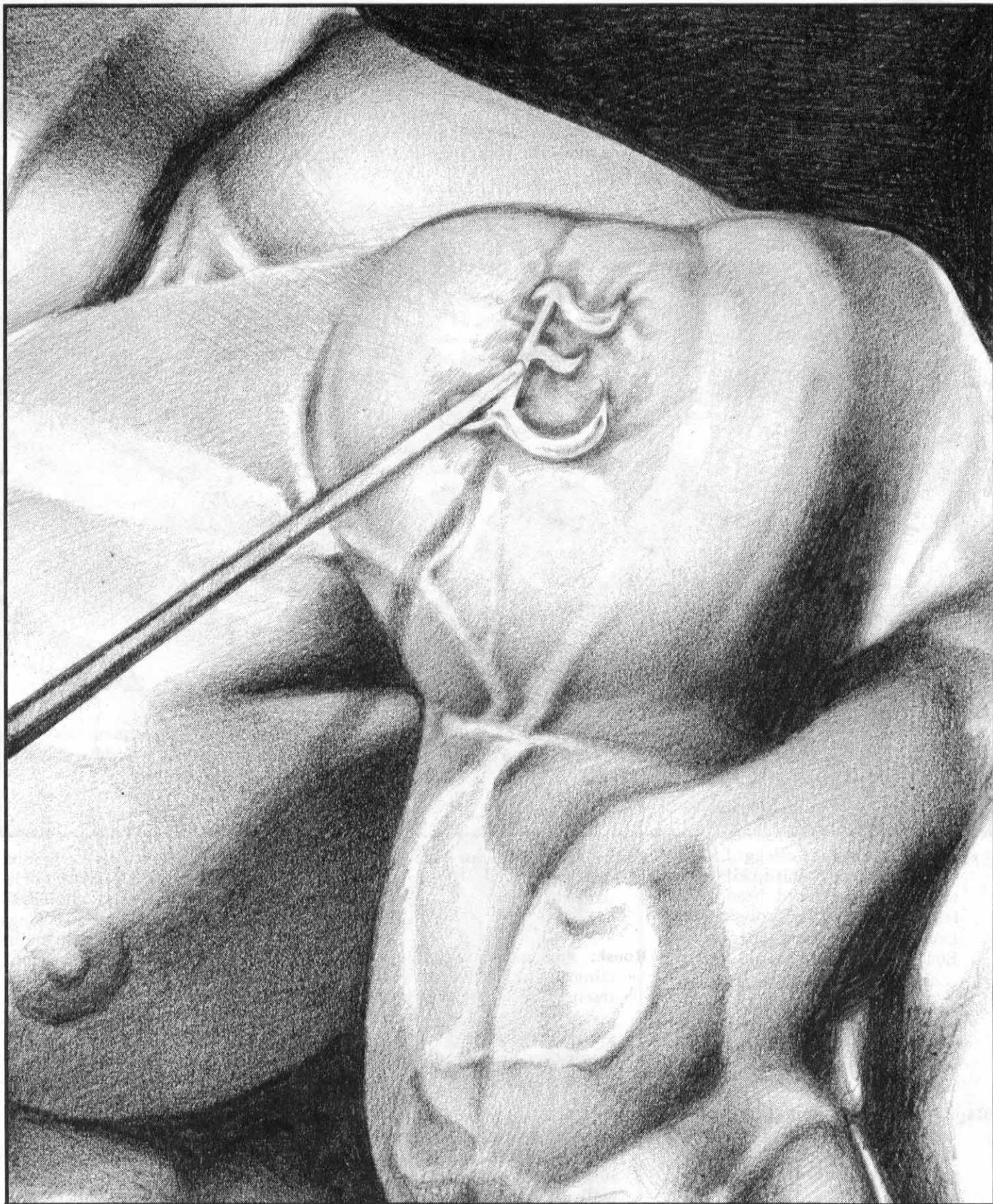
Roosk: This giant, unthinking cell clings to the top of caverns. When it senses the heat of a nearby living body, it releases a powerful sleep gas. One round later, it drops on its prey and begins to digest it. Sec. 5, Enc. 4e.

Zook: The Zook is particularly foul cross between a jellyfish and an octopus. Because it is transparent, it is nearly impossible to see, especially in the filthy water it prefers

to inhabit. When it detects motion in the water, it propels itself to its prey and attaches its eight legs to its victim, sinking hooked, 1" fangs into its victim's flesh. It then drains the blood from its prey. If the zook is removed while still alive, its hooked fangs wound the victim horribly. If it is killed while attached, it injects an often fatal poison into the blood stream. The only safe way to remove a zook is to put it to sleep first, then slowly remove it tentacle by tentacle. Sec. 5, 4k.

Section 1

IN SERVICE OF HOUSE ESZTERCARI



1. THE RAPAS TAKE A PRINCESS

The city of Zenicce is built upon the delta of the river Nicce. It is an excellent port, which explains why Zenicce, with its broad avenues and great canals, has a million inhabitants.

Your barge passes under an enormous bridge draped with purple and ocher plants. Then it drifts into the fortress-like enclave of House Esztercari.

A noblewoman and her bodyguards stand at the end of a stone jetty, impatiently awaiting the flotilla. As your pilot/guard gives the signal to slow, ferocious cries ring out from directly behind you.

The vulture-headed slaves called Rapas controlling the barge behind yours have attacked their guards. As your gondola slows, theirs drifts past out of control. It crashes into the jetty, spilling marble blocks, guards, and slaves onto the jetty. Tumbling marble blocks crush the bodyguards as they shield their mistress from harm.

In the next instant, as your barge gently lodges against the jetty, the escaped Rapa slaves jump to their feet. One slave grabs the beautiful woman and twists his chains around her neck.

"Now we'll have some noble flesh to feed on!" he screams. The Rapa's fellows clack their beaks in delight.

Your Rapa guards have forgotten you for the moment. They watch the slaves indecisively, their swords half-drawn.

* * *

The woman is Princess Natema Cydones of the Noble House of Esztercari, daughter to the most powerful man in Zenicce. An unknown man hired the slaves to kidnap the Princess.

The Characters will probably choose one of three options: a. aid the woman, b. escape, or c. join the Rapas

If the Characters aid the woman, they must attack and defeat the Rapa slaves:

(16) Rapa Slaves

HTK: 6 each, AC: 10

MV: 6", AT: 1, DM: 2-5 (treat chains as horseman's flail)

Align: Chaotic/Evil

IN: Average

THACO: 20

Specials: None

The Rapa guards will not aid the Characters, as they do not want to be

held responsible if any harm comes to Princess Natema. Assuming the Characters save Princess Natema, GO TO ENCOUNTER 2.

If the Characters choose to escape, have them attempt to surprise the guards (1-2 on 1D6). If the Characters succeed, they may run or attack as they desire. Otherwise, the four guards attempt to stop the Characters.

(4) Rapa Guards

HTK: 6 each, AC: 8

MV: 9", AT: 1, DM: 1-8 (long sword)

IN: Average

Align: Chaotic/Evil

THACO: 20

Specials: None

If the Characters escape, GO TO SECTION 2, ENCOUNTER 2.

If the Characters aid the Rapa slaves, the slaves instruct them to grab weapons from fallen bodyguards and follow them. GO TO SECTION 3, ENCOUNTER 4.

2. A PRINCESS' GRATITUDE

"I am the Princess Natema Cydones of House Esztercari," says the woman. "You may incline to me, slaves."

One hundred heavily armed men rush from the interior of the enclave.

GM NOTE: If the Characters do as the Princess asks, read them the following:

Princess Natema turns to the captain of the guard and says, "These slaves saved my life. Purchase them from the quarry and see that they are well-treated."

The guards escort you to a locked room. Shortly afterwards, a short, fat-man enters the room. Following him is a large, heavy-browed man bearing fine, ridiculous-looking clothes, food, wine, and a branding iron.

"I am Nijni, the slave-master," says the short man. "Put these clothes on. You are now the property of House Esztercari." Nijni grabs a branding iron. "This will mark you as our property." He gives the glowing iron to his heavybrowed assistant. "Brand them, Gloag."

* * *

If the Characters resist the branding, they will be easily subdued.

As Gloag brands each Character's right shoulder, he whispers, "Do not despair. The day will come." GO TO ENCOUNTER 3.

3. AUDIENCE WITH PRINCESS NATEMA

You have barely had time to dress in the ridiculous frippery when a guard opens the door. "The Princess desires your company, slaves."

Twenty-five guards lead you through a complicated series of grand hallways, stopping before a pair of massive copper doors. Ten more guards stand in front of the doors. These guards resemble large, heavy, yellow-skinned men with long tusks rising from their lower jaw, and a single braid of coarse black hair falling to their waists.

The Princess reclines beneath a golden lamp. She wears a short gown of emerald green and a silver, silken vest. Her lush blonde hair is piled atop her head and held in place by emerald pins. Her lips are painted red and parted in an inviting smile.

Beyond her, in a partially curtained alcove, stands a man in studded leather armor. A great sword rests against the wall next to him. He seems to be the size of two or three normal men.

"Look at me," Princess Natema says. "Why did you save my life? Because you found me the most beautiful of women?"

GM NOTE: Before the Characters can answer, a terrible commotion rises in the hallway.

The copper doors burst open and half a dozen wounded guards fall into the room. Dozens of armed slaves follow. When they see the Princess, they yell, "This way! Here she is!"

The Princess draws aside the curtain and points at the slaves. "Punish them!" she orders the giant man.

The giant obediently hefts his sword and wades into combat. He falls quickly, but he takes a dozen slaves with him.

GM NOTE: When the slaves see the Characters, they say:

"Here now, we don't want no trouble. Yer just slaves like us. Give us the Princess and we'll let ye go. Maybe ye can even join the revolt, if ye like."

* * *

If the Characters give up the Princess and use the revolt as cover to escape, GO TO SECTION 2, ENCOUNTER 2. If the Characters join the revolt, GO TO SECTION 2, ENCOUNTER 4.

If the Characters elect to protect the Princess, they must fight the remaining slaves. Assuming they survive, GO TO ENCOUNTER 4.

(24) Slaves

HTK: 6 each, AC: 10
MV: 6", Att: 1, DM: 1-8 (long sword)
IN: Average
AL: Neutral
THACO: 20
Specials: None

4. THE KODIFEX'S GRATITUDE

A tall man, dressed in emerald-green chain mail, wades through the carnage. A hundred heavily armed men follow. "I see you are safe, my daughter," he says without emotion.

Princess Natema nods. "Yes, my father. These slaves saved my life a second time."

The tall man addresses you, "I am Cydones, Head of the Family Cydones of House Esztercari, Kodifex of all Zenicce. You may incline to me. I thank you for my daughter's life." The Kodifex then turns to the captain of his guard. "Slay all but our most trusted slaves, and have replacements bought."

The captain nods in your direction. The Kodifex thinks for a moment, then says, "No, let these live. I have use for them."

After the captain dispatches his order, the Kodifex addresses you. "This rebellion is unnatural. Twice now slaves have attempted to take my daughter. I would have you discover the source of my trouble. I will slip you into a group of slaves. They will be able to escape easily; you must follow them to the nest of the rast behind this. Report your findings to me and you shall be free men in the service of House Esztercari, the most powerful House in Zenicce!"

* * *

If the Characters refuse, the Kodifex orders them thrown into the dungeon to await execution. In this case, GO TO SECTION 5, ENCOUNTER 4. If the party escapes the dungeon, GO TO SECTION 2, ENCOUNTER 2.

If they attempt to bargain, read a. and b. aloud. If the Characters do not attempt to bargain, read only b. aloud.

a. *The Kodifex promises to pay each of you 2,00 gp for the task, as well as awarding you your freedom if you are successful with your task.*

b. *"I will put you in a cell with a few known leaders of the revolt. This cell overlooks a canal. The bars in the window are loose. From there, your task will be simply be a matter of jumping into the canal and following the rasts to their nest." GO TO ENCOUNTER 5.*

5. ESCAPE

The Kodifex's men lock you in a crowded room with a dozen other slaves. The others regard you with suspicion at first, but soon grow accustomed to a few more of the condemned.

As the Kodifex promised, the room overlooks a canal.

GM NOTE: If the Characters pull the bars out of the window, the other slaves are happy to jump. They lead the Characters through Zenicce to the Beggars' Quarter.

Read the following aloud:

The slaves are more than happy to jump out of the window with you. They take you to the Beggar's Quarter, where you are introduced to a man who calls himself Loring. He offers you employment for 10 gp a day as mercenaries in the service of House Eward.

* * *

If the party accepts, Loring gives them instructions to meet here in a week, when he will provide them with a proper uniform and the first week's pay.

Loring is a fake, working in the employ of House Campbell. When the party reports back to Cydones, GO TO ENCOUNTER 6.

6. THE WORD OF THE KODIFEX

The Kodifex appears impatient. "What did you learn, slaves?"

GM NOTE: If the Characters report that House Eward offered to hire them, read the following aloud:

"The rasts! As I suspected, House Eward is jealous of my power. They wish to kidnap Natema before she can wed Prince Pracek of Ponthieu and seal my alliance with them.

"We'll spoil their plan, my friends. Natema will wed tonight! You must take Natema to Ponthieu immediately. Her mother and I will follow."

* * *

If the Characters refuse, the Kodifex orders them thrown into the dungeon. GO TO SECTION 5, ENCOUNTER 4. After the party escapes the dungeon, GO TO SECTION 2, ENCOUNTER 2.

The Kodifex grants the Characters status as free men in his service if they remind him of his previous offer. This simply means that they receive a token

payment (10 gp) for their services. They are just as bound to him as if they were slaves. GO TO ENCOUNTER 7.

7. DISMAL BRIDE

Princess Natema is silent and sad-faced as she dons her disguise. "Come, my guardsmen, let us be quickly done with this distasteful duty. I would rather wed a rast! Avoid the foulest quarters—one can only stomach so much offal in one evening."

Although the shortest route to House Ponthieu is the River Nicce, the Kodifex's spies have warned that many armed barges block the rivers and canalways this evening. The Kodifex has also determined that it would be folly to try for the Ponthieu Enclave via the air, as many unmarked fliers circle the enclave periodically. Therefore, the Kodifex has decided the simplest route is the safest—via the Broad Way.

GM NOTE: The Kodifex will not listen to arguments against his plan.

Immediately after the party crosses the bridge leading from the Esztercari Enclave, read the following aloud:

A solitary beggar approaches and says, "Alms? Alms for the poor, lords?" The beggar drops a heavy purse. "That sack contains 1,000 gp, lords," he whispers. "All that and your lives, too, in return for this pitiful serving girl."

* * *

If the Characters elect not to sell Natema to the beggar, one assassin attacks each Character. Each assassin has a 33% chance (1-2 on 1D6) to surprise his victim and use the Backstabbing bonus. Successful assassins receive a +4 modifier to their hit probability and do triple damage. The assassins automatically receive initiative this turn.

(one for each character), Skill 5 Assassins

HTK: 29 each, AC: 8
MV: 12", AT: 1, DM: 1-8 (Scimitar)
IN: Average
AL: Lawful/Evil
THACO: 19
Specials: None

The beggar and his gold disappear after the battle.

If the Characters lose the battle and survive, or if they accept the beggar's offer, GO TO SECTION 2, ENCOUNTER 1. Otherwise, GO TO ENCOUNTER 8.

8. OUTNUMBERED

Read the following to the Players shortly before they reach House Ponthieu with Princess Natema:

A dozen men stumble out of an inn

ahead of you. The clatter of their swords and armor is all but drowned by their laughter. "What have we here?" says one. "A comely wench to warm our beds, methinks."

"You'll warm your grave before I warm your bed!" shouts Natema.

"We'll soon see," hisses the man. He and his companions move to attack.

* * *

The men are some of Campbell's best mercenaries, though they will not admit it even under pain of death. When the Characters engage the first dozen or attempt to flee, another six attack from behind.

(18) Skill 4 Fighters

HTK: 20 each, AC: 7

MV: 9", AT: 2, DM: 1-8/1-4 (Florentine)

IN: Average

Align: Chaotic/Neutral

THACO: 18

Specials: None

If the Characters defeat the mercenaries, GO TO ENCOUNTER 9. If the mercenaries capture Natema and the Characters survive, GO TO SECTION 2, ENCOUNTER 1.

If the Player Characters are killed, the adventure is over.

9. NATEMA'S WEDDING

As you approach House Ponthieu, the gates swing open and a guard steps into the street. "Welcome, Princess. Prince Pracek awaits you in the chapel."

* * *

An hour later, Princess Natema and Prince Pracek are pronounced man and wife. GO TO ENCOUNTER 10.

10. POST-WEDDING VOWS

As soon as the wedding ends, the Kodifex approaches. "Good. My alliance is secure and I can fulfill my vow to crush House Eward. You have done well, my servants."

"We will attack House Eward after you throw open their gates. A boat awaits you in the canal; it's pilot will take you to a forgotten entrance. Infiltrate the House and open any gate; my forces will hide near every entrance."

* * *

If the Characters refuse, the Kodifex orders them to be taken to his dungeon. (In this case, GO TO SECTION 5, ENCOUNTER 4. After the party escapes the dungeon, GO TO SECTION 2, ENCOUNTER 2.)

Read the following aloud:

The pilot takes you to a canal at the corner of the Albinia Enclave closest to the Eward Enclave. He reaches into the water and withdraws a rope. "Follow this rope into a cavern beneath the river. The cavern leads into the Eward Enclave."

GO TO SECTION 5, ENCOUNTER 7. After the party makes its way through the Eward Dungeon, RETURN TO THIS SECTION, ENCOUNTER 11.

11. PLEA FOR WANЕК HOUSE

A man stands in the wine cellar with a dozen bodyguards. "I am Wanek of the Family Wanek of House Eward," the aged man says. "You are, no doubt, the new men of Cydones."

The guard on Wanek is rather a spartan contingent compared to the 100 that accompany Cydones.

"I don't doubt that you have come to throw open my gates. Of course I must prevent this, but before I spill blood I would appeal to your hearts."

Wanek pauses, then continues carefully, "You have, no doubt, observed that Cydones is a fanatic man in pursuit of absolute power. What he could not accomplish through the confidence of others he has won through treachery and political intrigue."

"Myself and my House are the last obstacles between him and absolute power. If he destroys us, Zenicce fails to a tyrant."

"In addition, I have recently learned that he possesses the most beautiful Princess Delia of Vallia. If he learns her true identity before I free her, he will force an alliance with her father. This will make him the most powerful man on Kregen!"

"I am a Lawful and fair man. Help me rescue Princess Delia and you will see I tell the truth. If you find I am a liar, you may kill me; you have my word on this."

"Therefore, I ask you to reconsider your mission. Aid me in the manner that you have aided Cydones—for I know of a secret tunnel leading into his enclave." Wanek pauses. "Which shall it be, my friendship or my sword?"

* * *

Wanek speaks the truth. Characters questioning Wanek about the beauty of Delia learn the following:

"Delia is rumored to have more beauty than Natema, though she hides it in the robes of a slave."

If the Characters aid Wanek, he supplies them each with a +1 weapon.

In this case, GO TO SECTION 4, ENCOUNTER 4.

If the Characters refuse to aid Wanek, they must defeat Wanek and his bodyguards.

(12) Bodyguards, Skill 6 Fighters

HTK: 30 each, AC: 6

MV: 9", AT: 2, DM: 1-8+1/1-4+1 (Florentine)

IN: Average

Align: Neutral/Good

THACO: 15 (with +1 weapons)

Armor: +1 studded leather armor.

Magic Items: +1 long swords and +1 daggers

Specials: None

If the Characters die, the adventure is over. GO TO AFTERWARD.

If the Characters defeat Wanek and his bodyguards, use the generic Enclave map.

Cydones destroys the House of Eward and offers the Characters life-time employment GO TO AFTERWARD.

12. TEST OF LOYALTY

If the Characters return Natema to House Esztercari at some point, read the following aloud:

The Kodifex does not seem overjoyed to see his daughter and he appears to find you distasteful as well.

GM NOTE: The Kodifex does not trust the Characters. In order to prove their loyalty to him (and therefore stay out of his dungeon), the Kodifex assigns them a duty. Assuming the Catacombs in Section 5, Encounter 5 are not yet cleaned out, he tells the Characters to clean them out and all will be forgiven. If the Catacombs are already cleaned out, he assigns the party some other task, such as cleaning out the Temple Gardens or Theives' Swamp.

Read the following to the Players:

The Kodifex says to you, "I'm not quite sure I have your complete loyalty. To assure me that you are completely loyal you will (read the appropriate task to be done)."

* * *

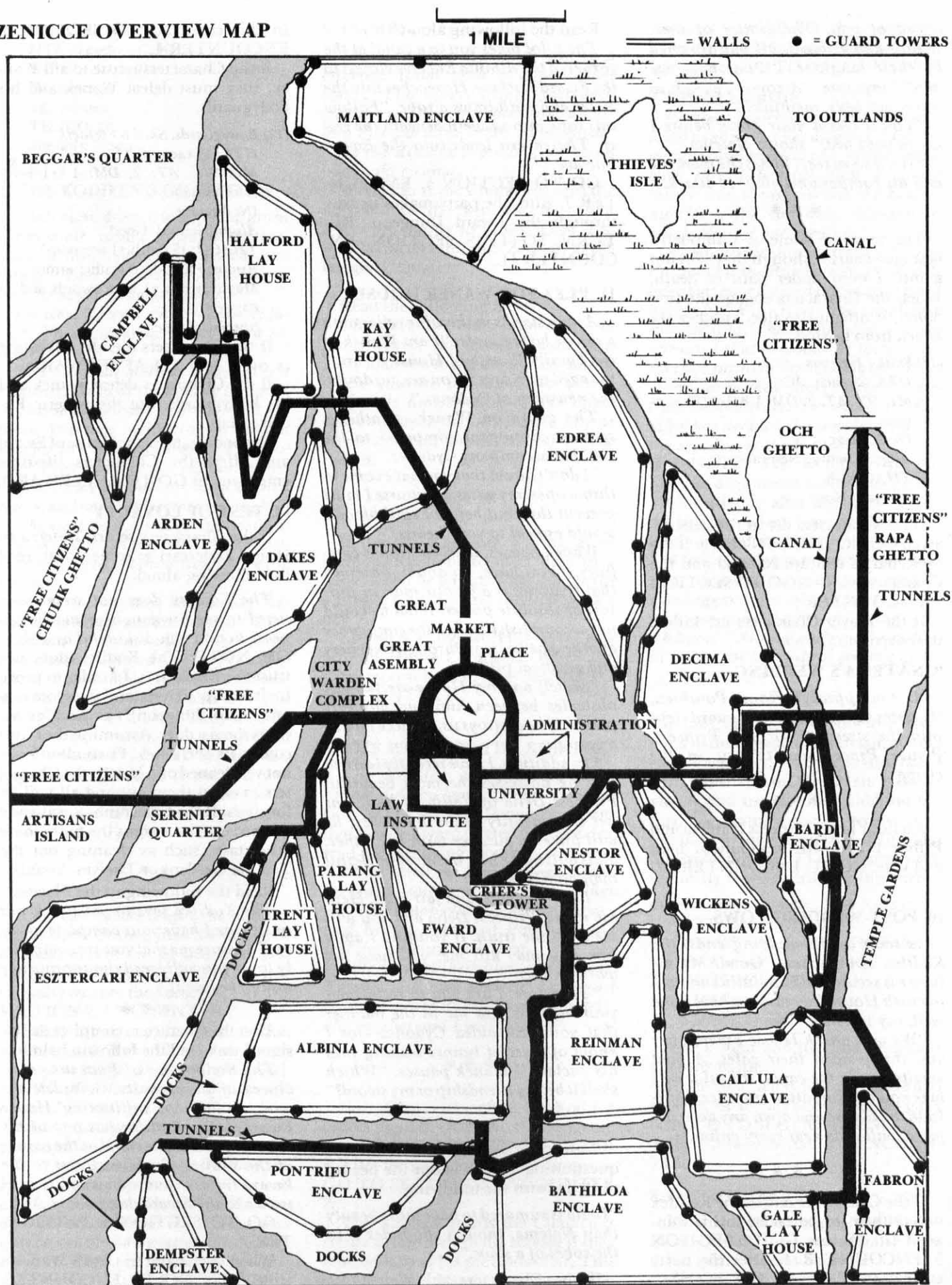
After the Characters complete the assigned task read the following aloud:

The Kodifex says, "I am now convinced of your loyalty. Complete the one last task of infiltrating House Eward." The Kodifex has one of his men take you to the canal at the corner of the Albinia Enclave closest to the Eward Enclave and shows you the entrance to the Eward dungeon.

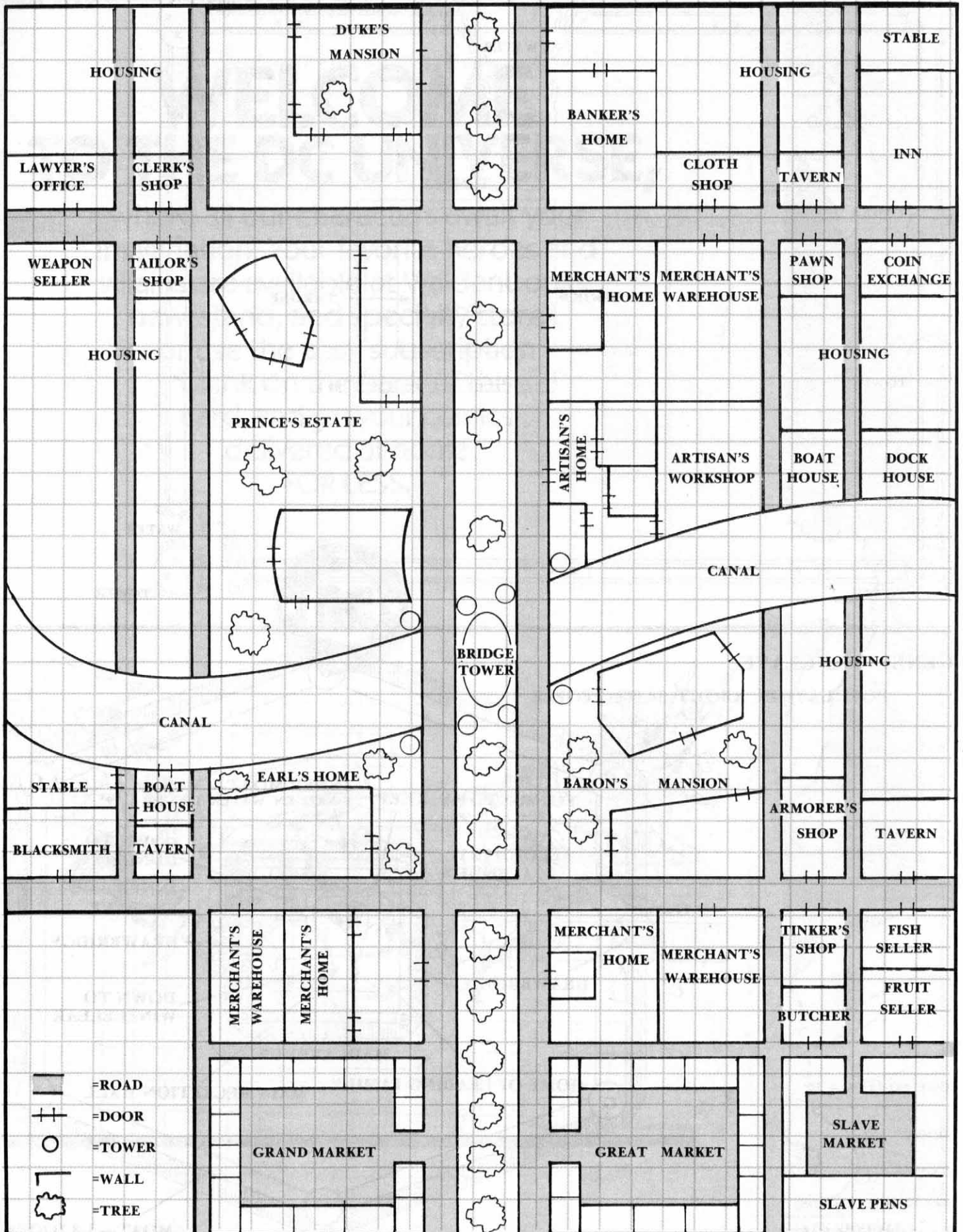
GO TO SECTION 5, ENCOUNTER 7.

When the Characters reach Wanek's wine cellar, GO TO ENCOUNTER 11 IN THIS SECTION.

ZENICCE OVERVIEW MAP



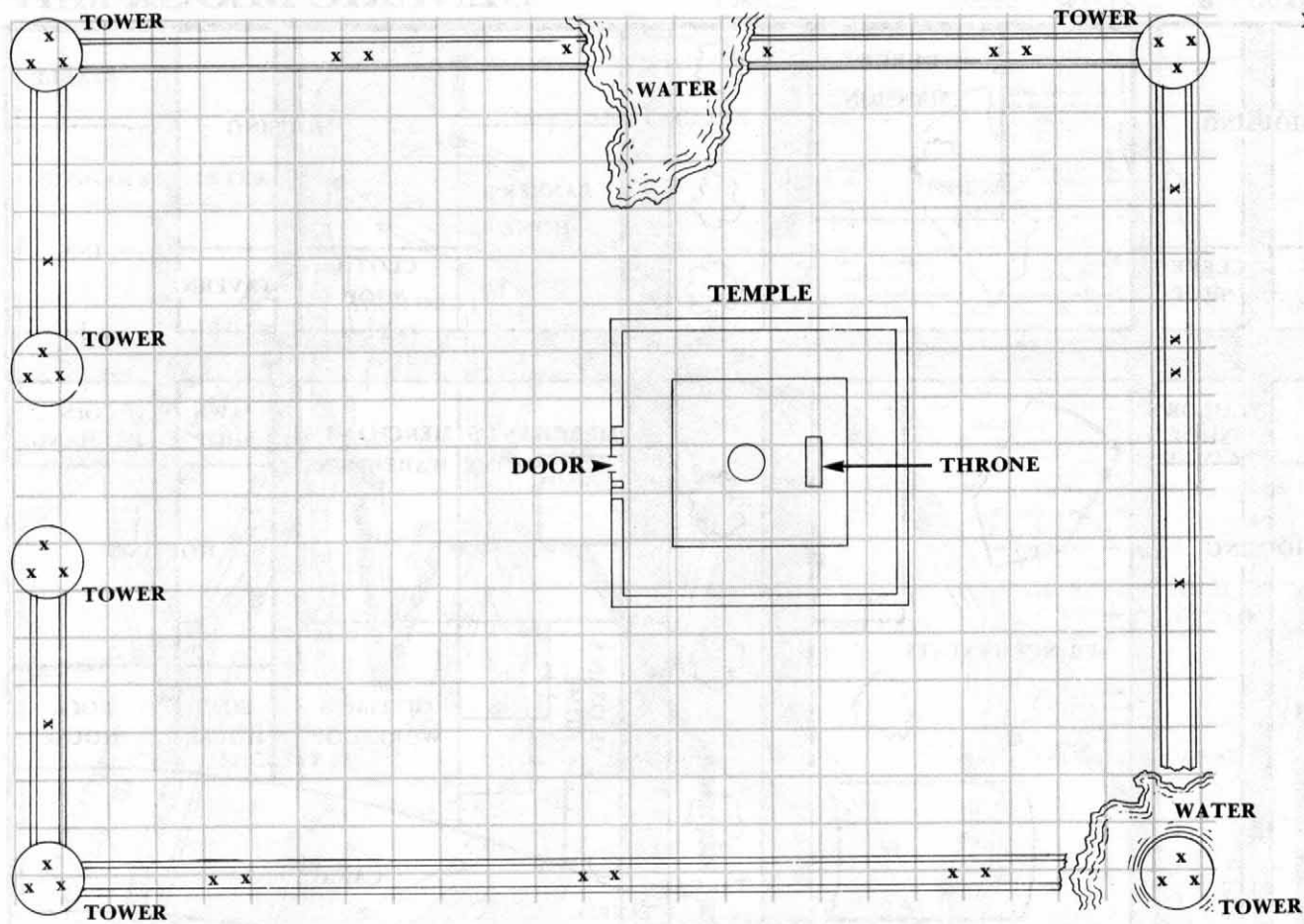
GENERIC BLOCK MAP



THIEVE'S GUILD MAP

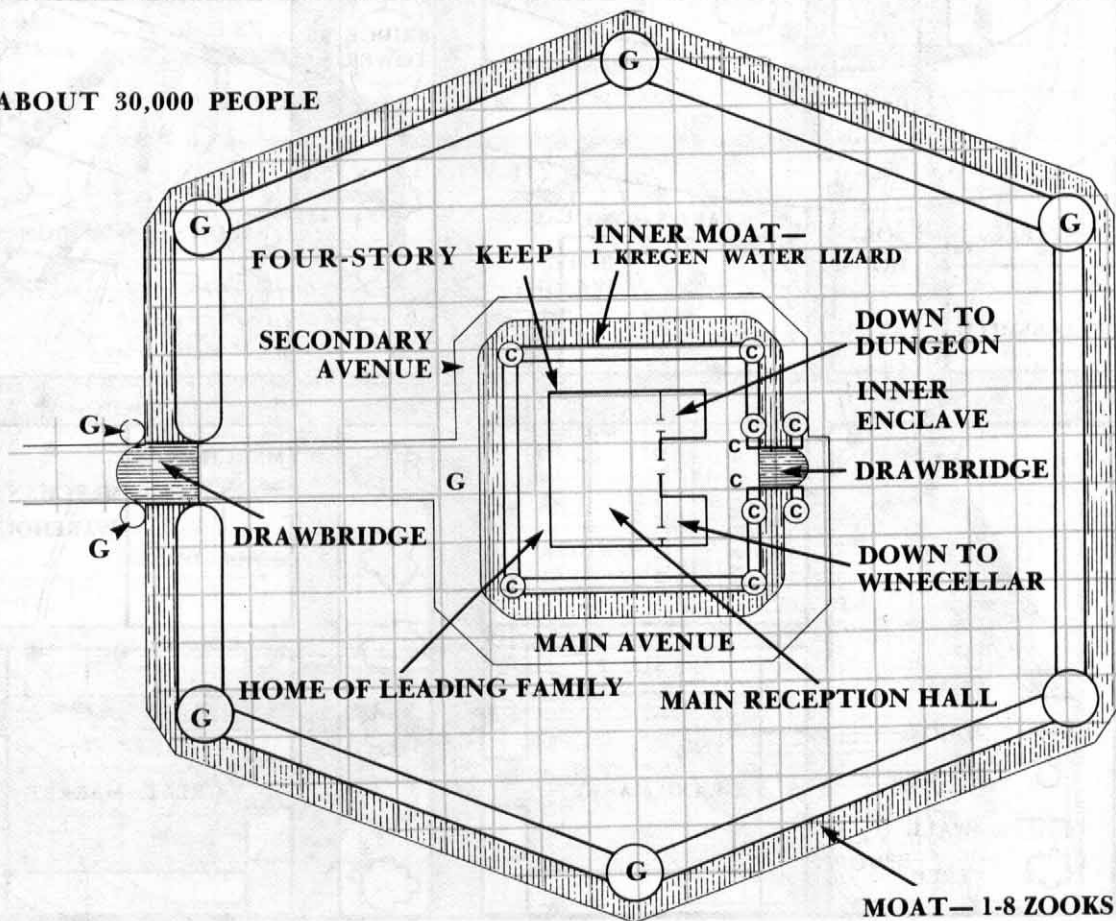
ONE SQUARE = 10'

X = GUARDS



GENERIC ENCLAVE

POPULATION ABOUT 30,000 PEOPLE



ONE SQUARE = 10'

DOOR — T —

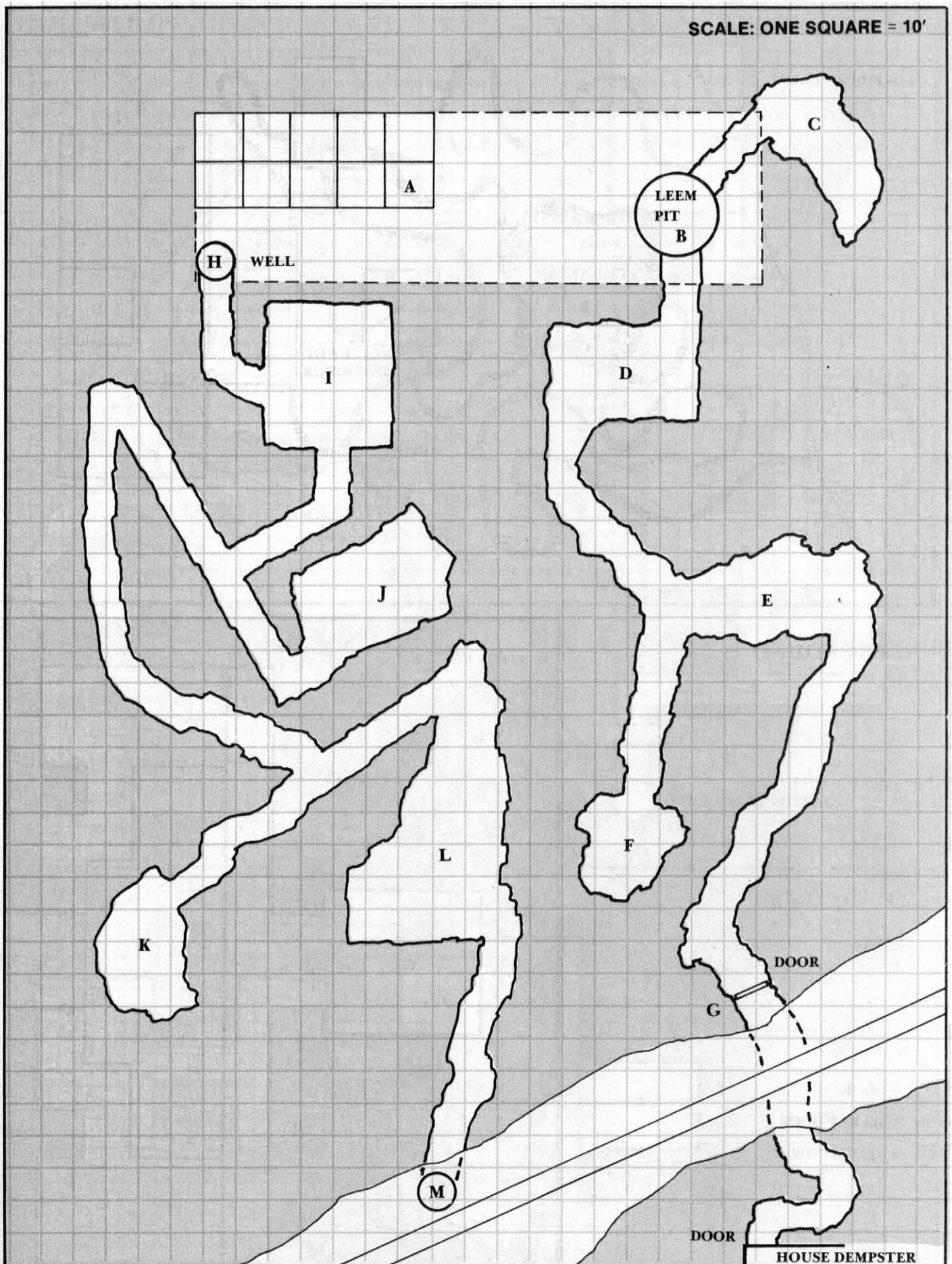
TOWER ○

G = 10 OCH GUARDS

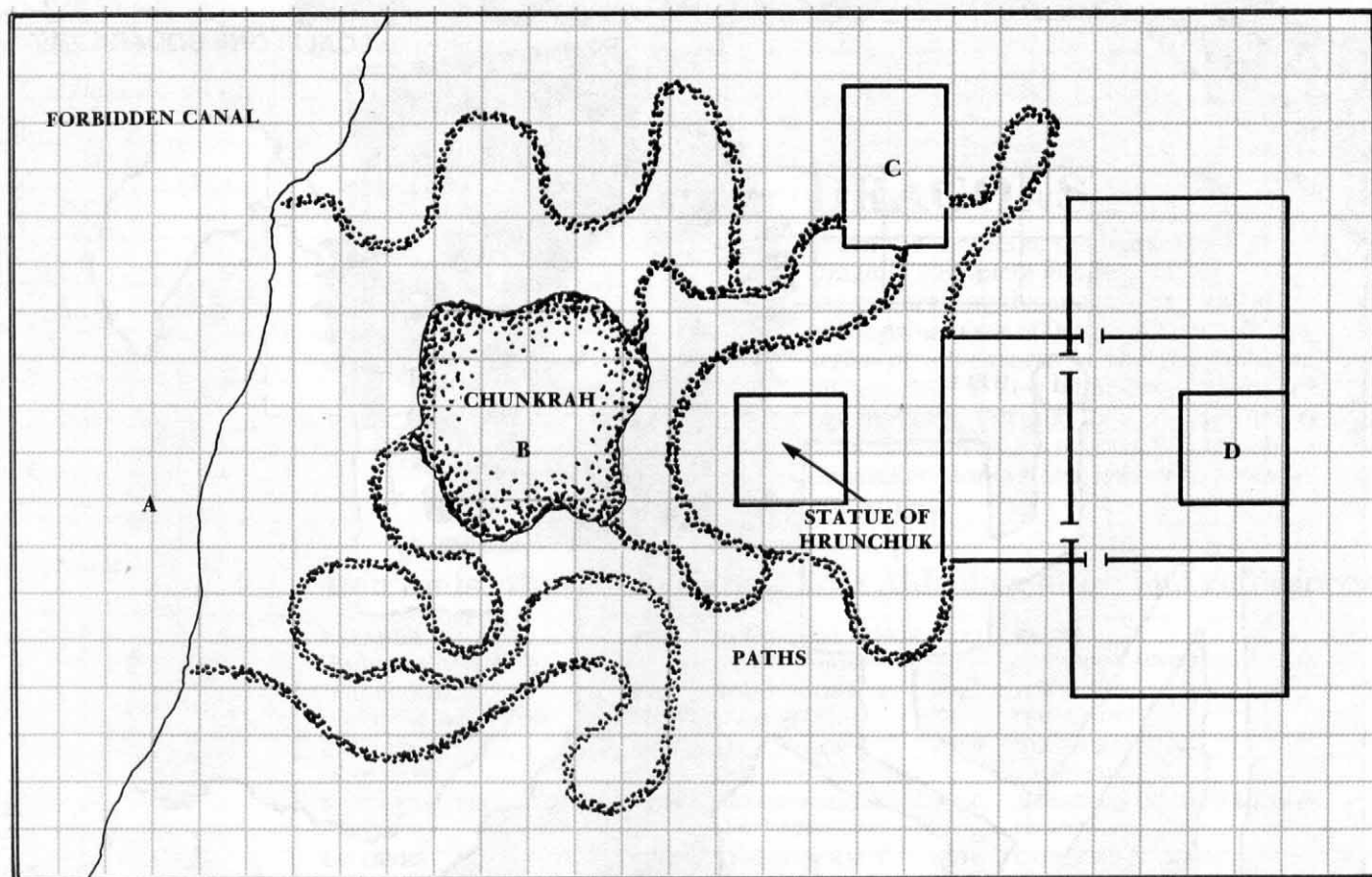
C = 10 CHULIK GUARDS

ESZTERCARI DUNGEON

SCALE: ONE SQUARE = 10'

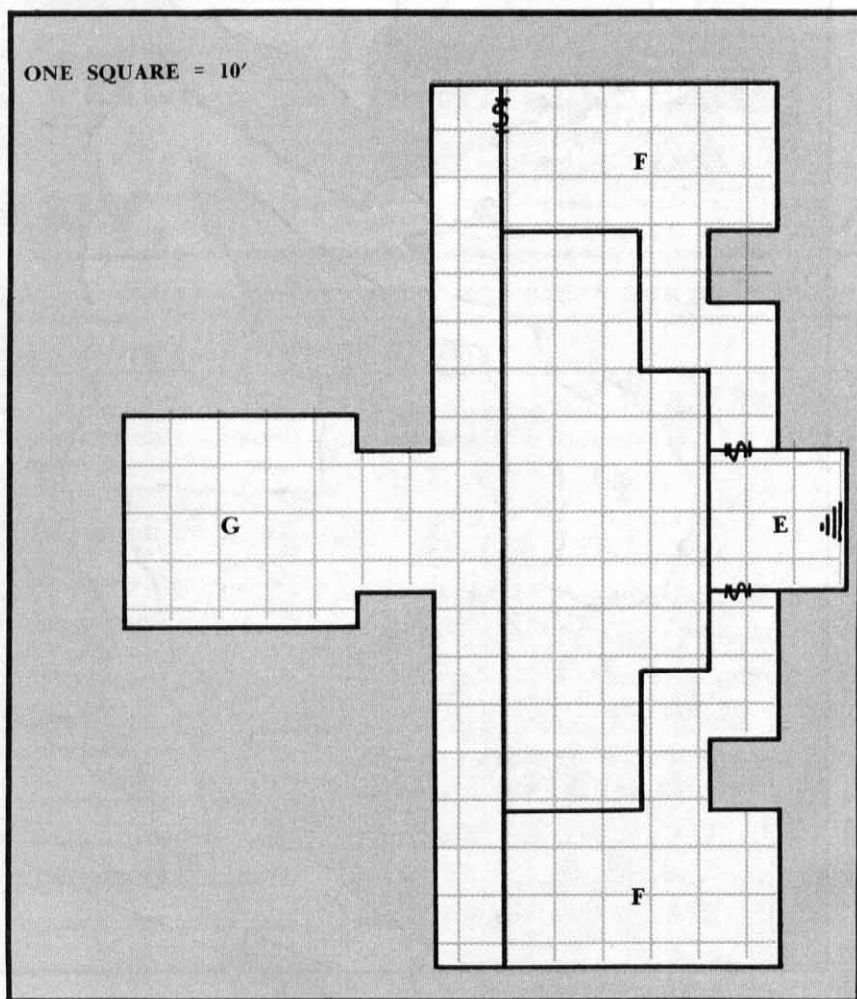


TEMPLE GARDENS— SURFACE



— UNDERGROUND

ONE SQUARE = 10'

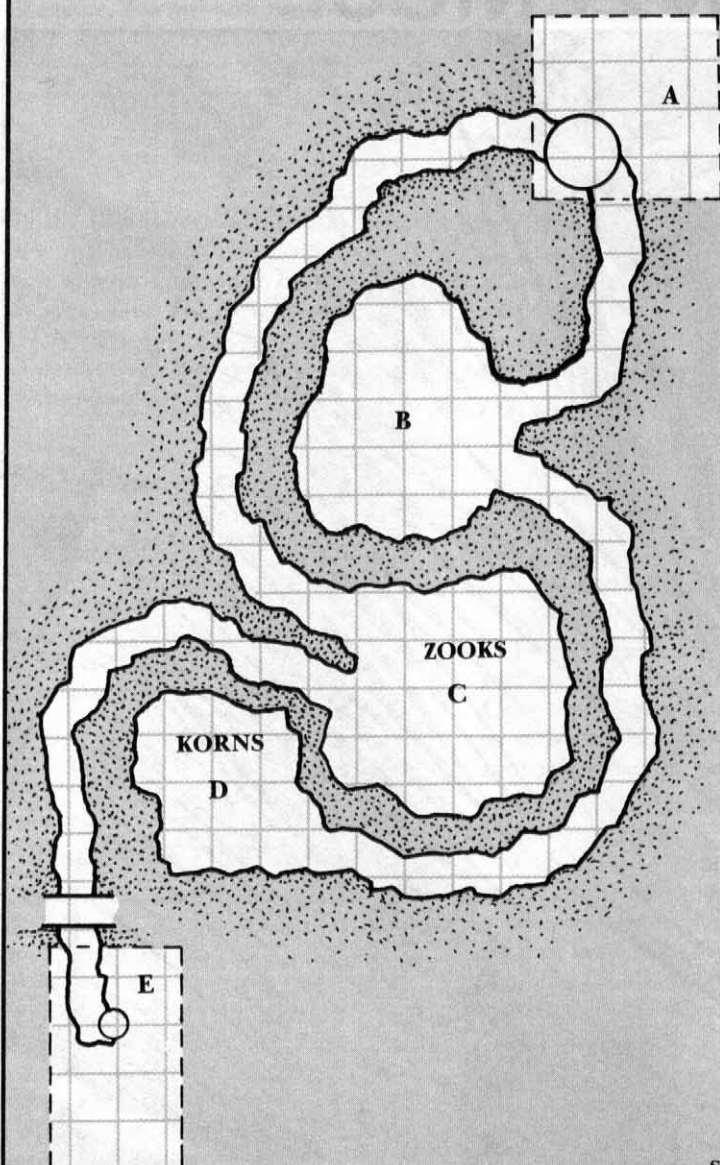


— | — = DOOR

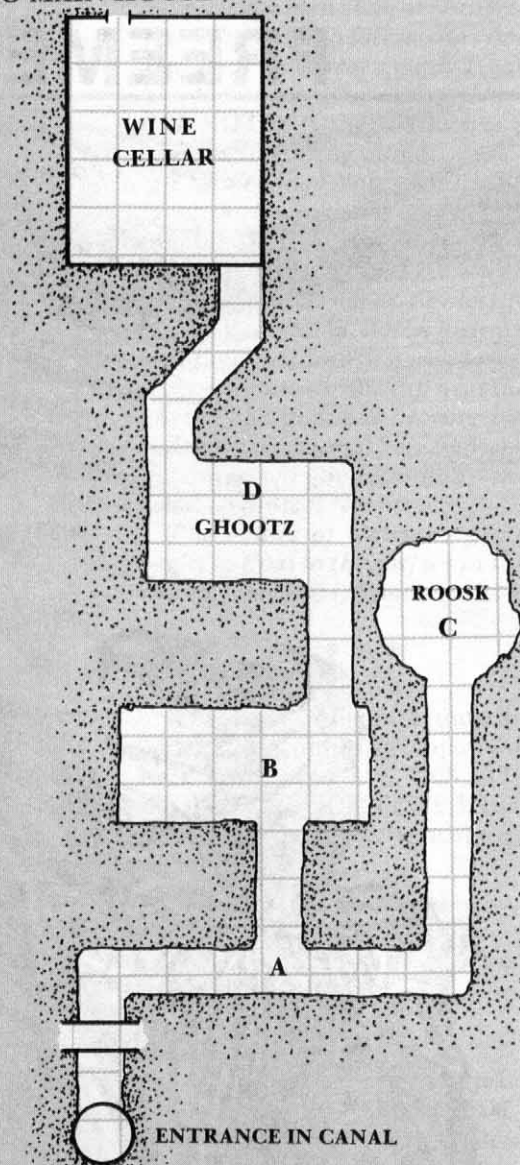
— | — = SECRET DOOR

≡ = STAIRS DOWN

CAMPBELL DUNGEON

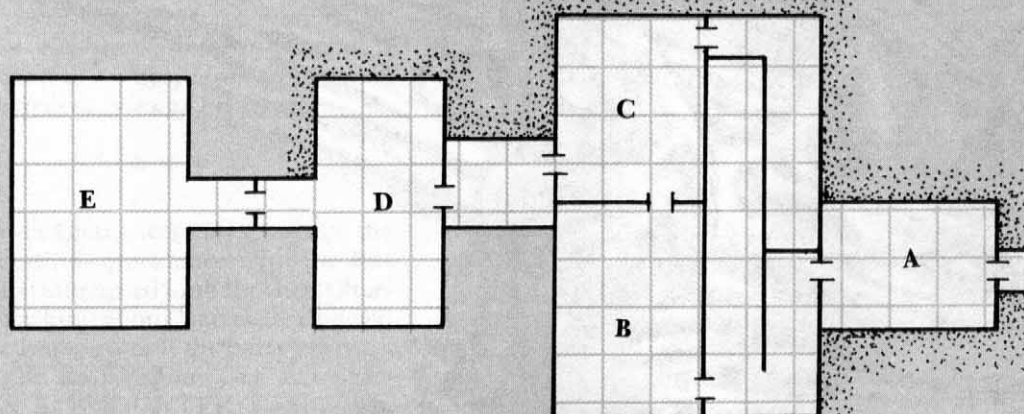


TO MAIN HOUSE EWARD DUNGEON



SQUARE = 10'

CATACOMBS



Section 2

FREEMEN IN ZENICCE



1. OUTLAWS

A dozen City Wardens approach.

"These look like the ones," says one.

"Aye," responds another. "Llahal, strangers. In the name of the Kodifex of Zenicce, I arrest you for the abduction of the Princess Natema Cydones of the Noble House of Esztercari!" The Wardens draw weapons, ready to attack.

* * *

If the Characters fall or don't resist the Wardens, the Wardens take them to the dungeon of House Esztercari. In this case, GO TO SECTION 5, ENCOUNTER 4.

The Characters may escape by defeating the Wardens.

(12) City Wardens, Skill 3 Fighters

HTK: 8 each, AC: 7

MV: 9", AT: 2, DM: 1-8/1-4 (Florientine)

IN: Average

Align: Lawful/Neutral

THACO: 20

Specials: None

If the Characters escape, GO TO ENCOUNTER 2.

2. UNPLEASANT NEWS

A few hours after your escape, a great clatter arises in the streets. A dozen men dressed in neutral gray tunics of the City Wardens walk through the crowded streets. As they pass, one man calls, "Hear ye, hear ye! The Family Cydones, House of Esztercari hereby offers a reward of 10 pieces of gold for the body of any escaped slave bearing the brand of Esztercari or the Quarries. Let it be further known that House Esztercari offers a reward of 10,000 gold pieces to any man or group of men returning Princess Natema to House Esztercari unharmed, and if said man is a slave, House Esztercari also offers to arrange his freedom."

* * *

Clever Characters may associate the Princess' disappearance with the Rapas that attempted to abduct her. Characters asking about Rapas are directed to the Rapa slum. If the party ventures into the Rapa Slum, GO TO SECTION 5, ENCOUNTER 1. After the Characters complete that encounter or if they do not journey into the Rapa Slum, GO TO ENCOUNTER 3.

3. CITY WARDENS

A man wearing the gray tunic of the city Wardens steps out of a doorway and says, "Here now, citizens. Let me have a look at your right shoulders."

* * *

The Characters have wandered into a slave-trap. The Warden attempts to slay any Character bearing the brand of Esztercari, the Quarry, or fresh scars on the shoulder. If the Characters resist or attack the man, two dozen City Wardens step around the corner at each end of the block and run toward the Characters. The Wardens attack one round later (see Generic City Map).

(48) City Wardens, Skill 3 Fighters

HTK: 15 each, AC: 8

MV: 9", AT: 2, DM: 1-8/1-4 (Florientine)

IN: Average

Align: Lawful/Neutral

THACO: 18

Specials: None

Twelve wardens lurk at every intersection in this neighborhood. Once the Characters begin battle with one group of wardens, they must fight two more groups before the party escapes.

After a few rounds of battle, read the following aloud:

Two fliers swoop down into the midst of the battle. Each flier carries a pilot and a rider. The rider uses a halberd to keep the City Wardens at bay. The riders yell, "Here, slaves! You are doomed if you stay; jump on the flier and ride to safety."

* * *

If the Characters jump on the fliers, GO TO SECTION 3, ENCOUNTER 1.

If the characters decide to remain and fight, they will either die or be captured. If they are captured, GO TO SECTION 5, ENCOUNTER 4.

4. ESCAPED

The slaves lead the way through a maze of alleys and back streets, skillfully avoiding more than a dozen details of slave-hunting City Wardens. At long last, they cross a bridge leading into a run-down section of Zenicce.

Here, the Princess Natema is given to three dozen men dressed in ill-fitting powder blue uniforms. One of these men, after conversing quietly with Na-

tema's captors, approaches you. "Llahal. I am Botok. I understand that you bear skilled knives. Our employer may have use for men such as yourselves. If you would care to follow our company and serve as a rear-guard, I will ask him to free you of your slaves' brands."

GM NOTE: If the Characters agree, read the following aloud:

The men load Natema into a gondola with a dozen of their meanest-looking fighters. Another dozen fighters move ahead of Natema in a gondola, and the last dozen fighters follow Natema's gondola. Botok instructs you to follow in a fourth gondola.

As you pass the swamp near the Och ghetto, the gondola bearing Natema suddenly overturns. The fighters from the other two gondolas jump into the canal to protect Natema.

The bodies of Natema's protectors begin to float to the surface in the next round. Natema is nowhere to be found.

* * *

If the Characters don't jump into the canal, they must accompany Botok back to his Enclave. GO TO SECTION 3, ENCOUNTER 2. If the party jumps into the canal, it encounters two assassins:

(2) Assassins, Skill 6 Assassins

HTK: 20 each, AC: 8

MV: 12"/21", AT: 1, DM: 1-8

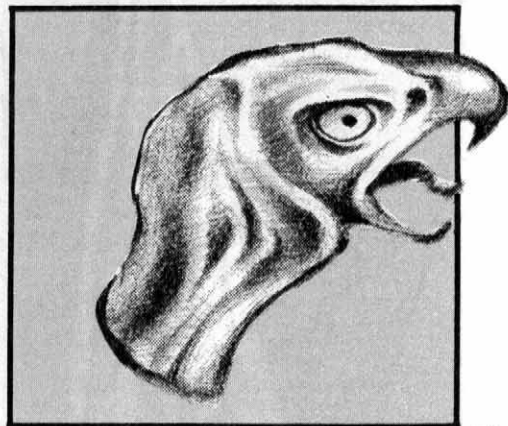
IN: Average

Align: Lawful/Evil

THACO: 19

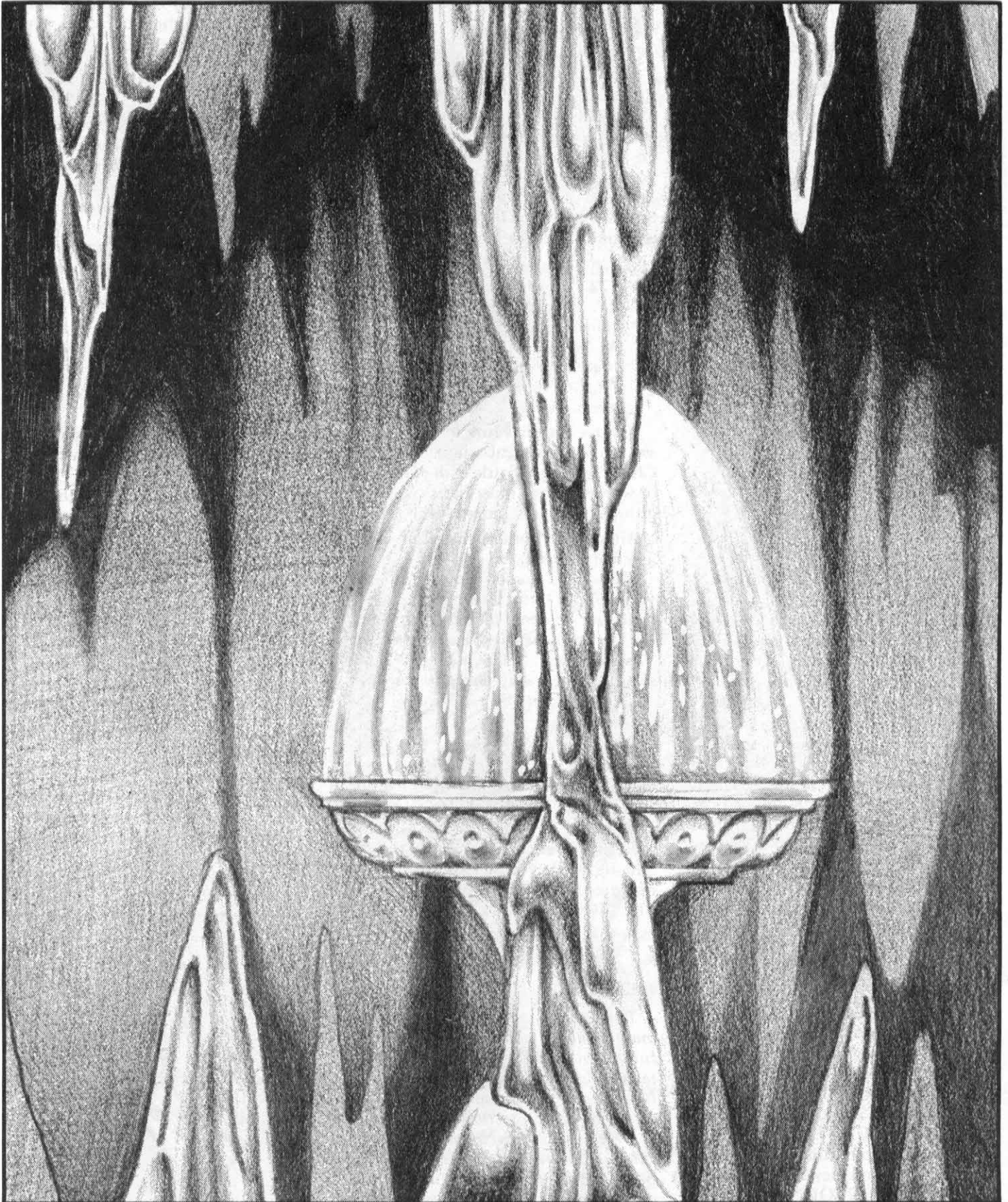
Specials: The assassins surprise their targets on a roll of 1-3 on 1D6, doing triple damage. Each assassin wears a Ring of Swimming.

A group of twelve assassins ambushed the party and stole Natema. The two assassins the party might encounter are part of the rear-guard. Botok insists that the Characters accompany him back to his Enclave. GO TO SECTION 3, ENCOUNTER 2.



Section 3

IN CAMPBELL'S EMPLOY



1. AN INVITATION TO DANGER

The fliers quickly lift you out of harm's way. "It's a good thing we were in no hurry, slaves," says a pilot.

* * *

The pilots and riders will make no further conversation, other than to say that the Characters will soon be safe. The fliers take the Characters to the courtyard of a large enlave. GO TO ENCOUNTER 2.

2. CAMPBELL, LEADER OF HOUSE CAMPBELL

A tall man wearing burgundy chain mail stands on a raised platform watching 200 fighters practice fighting. Your host leads the way to the platform. The tall man addresses you. "I am Baron Campbell, of House Campbell. My men tell me that you are fighters of a most unusual and efficient type. I offer you the sum of 100 gp a month to join me.

"In addition, if you accept, I will have those ridiculous brands removed at the earliest opportunity. At the present time, however, the resulting bandages are more of a danger than the brands. What say you?"

GM NOTE: If they agree, Campbell continues.

"Good. I have your first duty already planned. The thieves inhabiting the swamp kidnapped a woman of some concern to me. I would like you to journey into the swamp and return her to me. A group of my men will take you where the thieves entered the swamp. Return to this vicinity and I will have a hundred men hidden nearby to provide you safe passage back to me."

* * *

If the Characters suggest flying into the swamp aboard an airboat, Campbell responds, *"Excellent idea, but I have tried such tactics long ago. The swamp hides all from air as well as foot. Besides, this matter requires more discretion than the use of airboats allows."*

If the party agrees, GO TO SECTION 5, ENCOUNTER 2. After the Characters return with Natema, GO TO ENCOUNTER 3.

If the Characters refuse, the two hundred fighters in the courtyard assist Campbell in overpowering the

Characters and throwing them into Campbell's dungeon. In this case, GO TO SECTION 5, ENCOUNTER 6. After the Characters escape the dungeon, GO TO SECTION 4, ENCOUNTER 1.

3. CAMPBELL'S NEXT REQUEST

"Well done!" exclaims Campbell. "Unfortunately, we can't keep her here. As soon as you are rested, I'd like you to take her to Hrunchuk's Garden in the Temple Gardens. It's a room beneath the great statue of Hrunchuk, across the Forbidden Canal. No one will bother you there."

* * *

Campbell provides healing potions and medical attention for the party on a daily basis until all are returned to perfect health. He then orders the Characters to sneak Natema to the Temple Gardens. GO TO ENCOUNTER 4.

4. AN UNFORTUNATE MEETING

As you carry Natema through the streets, two dozen men wearing emerald-green tunics round the corner.

"I am saved!" cries Natema. "Rescue me!"

The Esztercari fighters recognize her voice at once. They charge, shouting the Esztercari death-cry.

* * *

The Esztercari fighters fight to the death:

(24) Esztercari Fighters, Skill 2 Fighters
HTK: 10 each, AC: 7
MV: 9", AT: 2, DM: 1-8/1-4 (Florentine)
IN: Average
Align: Neutral
THACO: 20
Specials: None

During the third round of combat, eight Esztercari fighters drop dead with black arrows in their backs. Eight more fall each round after the first. (A group of assassins, for reasons of its own, is aiding the Characters.)

If at least one Character does not guard Natema during the combat, the assassins capture her in the confusion. Characters examining the arrows realize that they dispense a deadly poison upon impact. After the Esztercari fighters fall, GO TO ENCOUNTER 5, whether or not the assassins capture Natema.

5. ASSASSINS

If the assassins captured Natema in Encounter 4, read Players' Text #2 aloud. Otherwise, read Player's Text #1.

Players' Text #1

Two black-cloaked figures rush across the alley and disappear into a doorway.

Players' Text #2

Natema screams, "Help me!" Half-a-block away, two black-cloaked figures drag her into a dark alley.

One round after you see the black-cloaked figures, they attack with arrows covered with a shiny black oil.

* * *

The assassins are careful not to hit Natema and will not take a shot that threatens her life.

(8) Assassins, Skill 5

HTK: 15 each, AC: 8

MV: 12", AT: 1, DM: by weapon (poison arrows 1-6 + poison, then short swords 1-6)

IN: Average

Align: Lawful/Evil

THACO: 19

Wt: 195, Ht: 6' 1"

Weapons proficiencies: Florentine, battle axe, long bow, long sword

Specials: Any character hit by a poisoned arrow must save vs. Poison or suffer an additional 1-12 points of damage.

Each assassin fires his poisoned arrows at the Characters until they enter melee. In melee, the assassins defend themselves with short swords.

One or two assassins attempt to flee with Natema if the opportunity arises.

If the assassins capture Natema, GO TO ENCOUNTER 11. Otherwise, GO TO SECTION 5, ENCOUNTER 3 when the Characters reach the Forbidden Canal. When the Characters reach Hrunchuk's Garden, GO TO ENCOUNTER 6.

6. SAFE

Hrunchuk's Peaceful Garden is lit by an incandescent globe set in the ceiling of the small underground room. A fountain in the corner of the room fills a small pool with clear, cool water.

Dozens of stalactites hang from the ceiling, almost touching an equal number of stalagmites rising from the floor. Pathways have been cut through the beautiful, multicolored rock formations to form a garden-like setting.

* * *

Nothing will bother the Characters here. GO TO ENCOUNTER 7.

7. RECALL

Read the following aloud when the Characters leave the Temple Gardens or after they spend one night in Hrunchuk's Garden.

A fighter wearing Campbell's livery approaches.

"Llahal. I have found you at last," the fighter says. "Hurry, we haven't much time. Campbell is even now preparing to address the General Assembly. You are to bring the Princess Natema there at once. My orders are to return with the news that the message has been delivered."

The fighter leaves immediately.

* * *

When the Characters cross the bridge onto Central Island, GO TO ENCOUNTER 8.

8. ESZTERCARI'S LAST STAND

As you reach the halfway point of the bridge, two dozen men carrying longbows come into view at the far end.

"Lahal, Jerek!" calls Natema. "At last I am saved!"

A tall fighter steps forward. "Llahal, Princess Natema." Jerek raises his bow, his face set in grim determination. "But I fear you are not saved. You have become an embarrassment to the Kodifex," he says sadly.

Jerek lets fly an arrow, which heads straight for Natema.

* * *

Unless the Characters immediately protect Natema, the arrow strikes her. The Princess suffers 1D6 HTK.

On the second round, Jerek's men fire at the Princess Natema if she remains unprotected. Otherwise, they fire at the Characters or use their rapiers and daggers to defend themselves in melee:

(24) Esztercari Fighters, Skill 3 Fighters

HTK: 15 each, AC: 7

MV: 9", ATt: 1 (2) DM: by weapon (1-6 bow; 1-8/1-4 Florentine)

IN: Average

Align: Lawful/Neutral

THACO: 18

Specials: None

If the Characters attempt to flee the way they came, 24 more Esztercari fighters bar the way.

On the third round of combat, read the following aloud:

A dozen men wearing powder blue tunics attack Jerek's troops from the rear. Trapped between two foes, Jer-

ek's surviving men are allowed to flee.

If Princess Natema dies in this encounter, both Campbell and Esztercari claim that the Characters assassinated her. The Characters' only hope is to escape the city immediately. Within two hours, a city wide manhunt is launched.

Assuming Natema survives this encounter, GO TO ENCOUNTER 9.

9. EWARD'S PLEA

"They were my father's men!" Princess Natema screams. "My own father ordered my execution!"

An elderly gentleman steps out of the ranks of the fighters. "Yes, girl. You have become nothing more than an expendable political pawn."

"Wanek!" the Princess hisses.

"I'm afraid so," Wanek chuckles. "I'm as surprised as you, my dear, for I never thought to see the day when the House of Eward would do you favors. But politics makes strange bedfellows."

Wanek turns his attention to you. "Allow me to introduce myself. I am Wanek, leader of House Eward. In return for saving your lives just now, I ask only that you hear me out."

GM NOTE: At this point, read Wanek's Plea on page 26. Then continue reading:

"The rast!" Natema swears. "Thrown over by my own father!"

Wanek pauses and studies you seriously, "Before you deliver Natema to the General Assembly, I ask you to consider the consequences of your action. Deliver her, and the ruthless mercenary Campbell holds sway over Zenicce. Fail to deliver her, and Pracek weds Delia, giving the foul Esztercari alliance the benefit of Kregen's largest fleet."

Wanek hesitates for only a moment. "But there is another choice. Aid me in rescuing Delia from House Esztercari, and we may prevent either of these terrible outcomes. Without Delia in his possession, Esztercari cannot force Valia to ally with him. As for Natema's wedding, I suspect that even if we freed her, Natema would never agree to aid her father."

"I'd aid him into an early grave," Natema mutters.

* * *

True to his word, Wanek does not try to prevent the Characters from delivering Natema to the General Assembly. If the Characters choose to take Natema to the General Assembly, GO TO ENCOUNTER 10. If they choose to aid Wanek, GO TO SECTION 4, ENCOUNTER 4.

10. CAMPBELL WINS

The highest-ranking members of each Great House fill the 480 seats of the General Assembly. The Kodifex, Cydones of Esztercari, stands in the circle of honor in the center of the Assembly Hall.

His face pales when he sees Natema enter the room.

* * *

Shortly after the Characters enter the room, Campbell joins them. Read aloud:

"Lahal, my friends. I see you have brought our little surprise." Campbell then steps into the circle of honor and addresses the Assembly:

"My friends, it pleases me very much to bring the welcome news that my forces have rescued the Princess Natema. Cydones of House Esztercari from the rabble that kidnapped her. May I present the Princess!"

Princess Natema steps into the Circle of Honor, glares at her father briefly, then says, "Fellow freemen of Zenicce, what I must say now pains me deeply. Until a few minutes ago, I assumed that my kidnappers were common thieves and murderers. How wrong I was! As I approached the General Assembly in the protection of House Campbell's very noble fighters, my own father's men attempted to execute me!"

The Assembly erupts into cries of indignation! Through it all, Cydones stands steadfast, staring at the crowd as if he can control it with his mind. When the roar dies down to a general murmur, Cydones holds up his hands for silence. The Assembly grudgingly grows quiet.

"What my daughter says is true," Cydones says. "I did what she has accused me of. However, I shall remain Kodifex of Zenicce, for I am your chosen leader!"

The room bursts into laughter, and the Assembly calls for the new Kodifex, Campbell, to execute the traitor. With the aid of a dozen nobles, Campbell performs this duty. Campbell then offers you positions as the chief City Wardens of Zenicce.

* * *

If the Characters accept, the adventure ends. If they decide to go home, go to THE AFTERWARD.

11. CAMPBELL'S ANGER

Read the following aloud if the assassins in Encounters 4-5 steal Natema from the Characters.

Campbell's face is beet-red with anger, and his eyes look as if they are going to leap from their sockets. Yet, his voice remains restrained as he speaks, "I have learned that the assassins have taken Natema into the catacombs beneath Zenicce. You must retrieve her."

* * *

Campbell supplies each Character with a Potion of Cure Critical Wounds and has a Cleric cast a Cure Critical Wounds on each Character that needs such attention. A bent, gray-haired old man shows the party to the entrance to the catacombs, beneath the Northern Crier's Tower. GO TO SECTION 5, ENCOUNTER 5. After the party es-

cap the catacombs, GO TO ENCOUNTER 7.

If the Characters refuse to cooperate, one hundred men-at-arms escort the Characters into Campbell's dungeon; in this case, GO TO SECTION 5, ENCOUNTER 6.

Section 4

IN EWARD'S EMPLOY

1. FRESH AIR AT LAST!

The tunnel opens into the side of a well filled with stinking, black water.

* * *

This well is in the Temple of Logth, a minor deity of the Chulik population. The Temple of Logth is located deep within the Chulik Ghetto. After the Characters Climb out of the well, read the following aloud:

You see that three Chulik clerics (Section 5, Encounter 6 (e)) are about to sacrifice a human female to Logth.

If the Characters rescue the woman, read the following aloud:

She says, "Llahal, Jiktars. You have saved Manon Thora of House Eward from a most terrible death. My uncle, Wanek, leader of House Eward, will reward you most richly. You shall have your pick of weapons from Zenicce's finest armory, but first we must escape the Chulik Ghetto with our lives. Come, I know a way." GO TO ENCOUNTER 2.

2. INTO THE CHULIK STREETS

Manon goes to a chest in one corner of the bizarre temple of the Chuliks. From it she removes a robe for each of you. "Our only hope is to dress as Chulik priests and hope that no one questions our disguise."

Manon dons one of the blood red robes, pulling its hood far down over her fair face.

After you have donned your robes, Manon leads you out into the Chulik ghetto, in roughly the direction of Artisan's Island.

GM NOTE: When the Characters see the canal, read the following aloud:

A Chulik priest wearing a similar robe, with his hood pulled down, stops you. "Lahal. It is past the twin noons, brothers."

GM NOTE: If the Characters do not remove their hoods, read the following aloud:

A puzzled look creases the Chulik priest's ugly brow. "Has the Great One passed so soon?" he asks.

GM NOTE: If the Characters nod, read the following to the Players:

The Chulik pulls his hood up and walks on in silence.

GM NOTE: If the Characters answer aloud, read the following aloud:

The Chulik priest cries, "Imposters! The sanctity of Logth is violated by humans! Blood and souls for Logth!"

* * *

The Chulik Priest then attacks:

Chulik Priest, Skill 4 Cleric

HTK: 14, AC: 10

MV: 9", AT: 1, DM: by spell

IN: Average

Align: Lawful/Evil

THACO: 20

Spells: Command (x2), Cause Light Wounds, Hold Person, Spiritual Hammer

The Characters may escape this combat by jumping into the canal and swimming across. GO TO ENCOUNTER 3 after the Characters escape the Chuliks and go to House Eward.

3. AT EWARD

An elderly gentleman wearing powder blue chain mail greets you. "I am Wanek of Family Wanek, leader of House Eward. I thank you for the life of my niece," he says. "After dinner, I

will show you to my private armory. You may have your choice of any weapon there as a reward. As you may know, Eward makes the finest weapons in Zenicce."

Wanek studies you thoughtfully for a moment, then continues. "I must confess that although we have never met, you are not total strangers to me. Your reputation precedes you. And I can see by your bearing that you are persons of considerable honor. Therefore, I am going to take a chance and ask your aid in a grave matter. Please be assured, however, that your decision to help me or not is entirely yours—I will not attempt to sway your choice beyond the means of my poor oratory powers."

GM NOTE: Read WANEK'S PLEA on page 26 to the Players, then return to this encounter and continue reading below.

"I ask you to infiltrate House Esztercari through a secret entrance I know and throw open the gates to my men, that we might free the beautiful Delia and save Zenicce from tyranny."

* * *

Whether or not the Characters agree to help him, Wanek keeps his promise. When the Characters are ready to choose their weapons, read the following aloud:

Wanek shows you to his armory. You see the following weapons.

Don't tell the Players the information in parentheses until they choose their weapons. Each one can only pick two weapons.

Arrows, Quiver of ten (each +2); Battle axe (+2); 8 jewel-hilted Daggers (each +1); Silver-plated Flail (+1); Halberd (+2); War hammer (+3); Javelin, (+2, returns to thrower upon command); Morning Star (+2); Swords: one of each type, with jeweled hilts (each +1); Sword, two-handed (+2).

If the Characters ask about Delia's beauty, Wanek will inform them that she is even fairer than Princess Natema.

If the Characters agree to aid Wanek, GO TO ENCOUNTER 4. Otherwise, the Characters are treated to the hospitality of House Eward for one more night. The next night, its attack against Esztercari fails, Esztercari counterattacks and destroys Eward. The Characters are turned into the streets of Zenicce to fend for themselves. The adventure ends. GO TO AFTERWARD.

4. AGAINST ESZTERCARI

Wanek leads the way to the Dempster Enclave. Within minutes, a man dressed in a dark blue tunic greets Wanek. "Lahal, Wanek. So this is it, then old friend, are we to attack the Esztercari Enclave?"

Wanek nods gravely. "Allow me to introduce you to the ones who will open the gates for us." He addresses you. "This is Roscoe of Family Roscoe, leader of House Dempster."

Roscoe smiles and nods to you, but does not ask your names. "The tunnel is ready. It leads into a small set of caverns beneath the Esztercari Enclave. This way, my brave friends. My troops and I will meet you on the other end."

* * *

GO TO SECTION 5, AUTOMATIC ENCOUNTER 4. After the characters make their way into the Esztercari Enclave, use the Generic Enclave map. The Characters encounter guards as indicated on the map. When the Characters have opened the inner gates, GO TO ENCOUNTER 5.

5. SAVING DELIA

Cydones suddenly appears in the doorway. "You have destroyed me!" he calls. "Now, I shall kill Delia, and the wrath of Vallia will destroy you all!" He turns and runs into the inner reaches of his keep.

* * *

Cydones flees to his dungeon, where Delia is suspended in the cage over the leem pit (see Section 5, Encounter 4 (b) for a description). As the Characters pursue him, use the generic enclave map. They may have to fight a few guards as they go.

When they reach the dungeon, read the following aloud:

Cydones is preparing to cut the line that will open the cage and dump Na-

tema into the leem pit.

If the Characters do not prevent him from doing so and the leem is still alive, see Section 5, Encounter 4 (b) for a description of what happens. The adventure ends. GO TO THE AFTERWARD.

WANEK'S PLEA

"As you are undoubtedly aware, Zenicce is engaged in a terrible power struggle centered around Princess Natema. Until a few hours ago, her father, the Kodifex Cydones, wished her to wed Prince Pracek of Ponthieu. This would seal an alliance between the two Houses that would allow House Esztercari complete domination of Zenicce. However, Kodifex recently discovered a greater prize among his slaves—the Princess Delia of Vallia. Vallia possesses the largest fleet on Kregen. So for Cydones, it would be much more beneficial to have Delia marry Pracek, using her as a hostage to obtain an alliance with Vallia, at the same time using Delia to seal his alliance with Ponthieu."

Section 5 AUTOMATIC ENCOUNTERS (RANDOM & TRIGGERED)

AUTOMATIC ENCOUNTERS

There are two types of Automatic Encounters: Random Encounters, and Triggered Encounters. Random Encounters occur at any place and at any time. They are only marginally related to the plot.

Triggered Encounters occur when the Characters enter a particular area. Each Triggered Encounter is really a set of several brief encounters closely related to each other. Triggered Encounters are tied to the plot but are also designed as a set of encounters for use when Characters pursue their own plans.

RANDOM ENCOUNTERS

Use the Random Encounters chart below as the Characters move alone through Zenicce. Do not use this chart if any Non-Player Characters (such as Princess Natema) accompany them. As

the Characters move onto each island, roll 1D10 and consult the corresponding entry.

IMPORTANT: Use Encounters 5-8 only once. Each time the Characters have a Random Encounter (roll of 5-10), add one to the next Random Encounter die roll.

1-4: No Encounter

5: A beggar with a knife protruding from his back approaches you and begs for your protection. A short time later, six men wearing yellow tunics stop and ask, "Have you seen a rast with a knife in his back? He assaulted the mistress of our House."

If the beggar is with the Characters, the six men demand that the beggar come with them. Should the Characters refuse, they must fight:

(6) *Callula Fighters*, Skill 6 Fighters

HTK: 30 each, AC: 7

MV: 9", AT: 2, DM: 1-8/1-4 (Florentine)

IN: Average

Align: Lawful/Neutral

THACO: 16

Specials: None

If the Characters protect the beggar, he gives them a vial. "A man with Hrunchuk's eyes could buy an enclave. Pour this into the forbidden Canal, and you may cross without peril." (The vial drives Kregen Water Lizards away.)

6: A dozen Chuliks attack the last two Characters as the party passes an alley. The victims suffer from surprise on a roll of 1-3 (1D6).

(12) *Chuliks*

HTK: 12 each, AC: 6

MV: 9", AT: 1, DM: 1-6 (clubs)

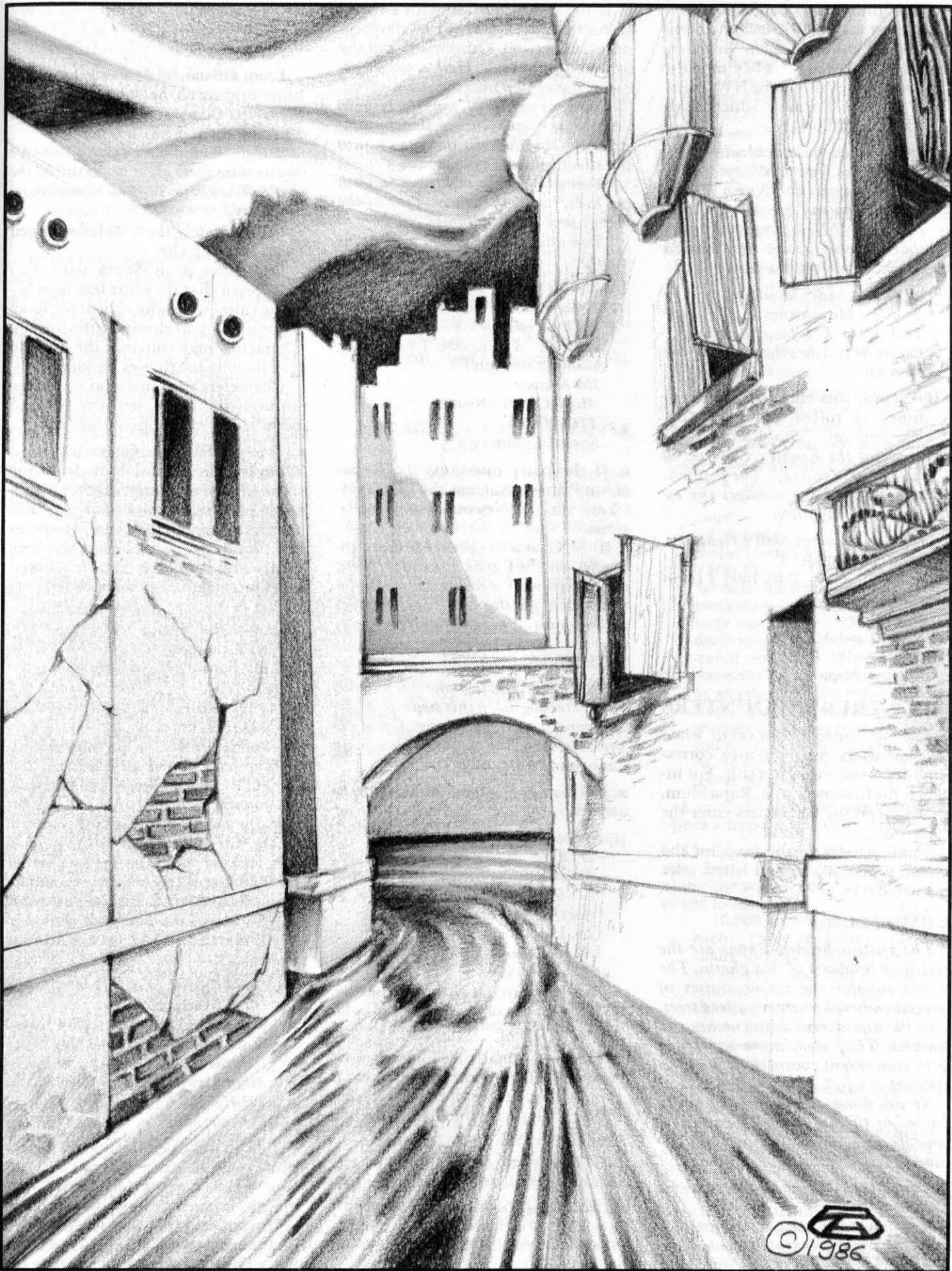
IN: Average

Align: Lawful/Evil

THACO: 19

Specials: None

The Chuliks intend to take their victims to the Temple of Logth in the Chulik Ghetto. If the Chuliks



are captured, they bargain for their lives by saying, "We will show you a secret entrance to the finest armory in Zenicce." They take the party to the cable at the NW corner of Albinia Enclave, which leads into Eward Enclave.

7: A free woman, hysterical with grief, approaches you and says, "The fiends beneath the North Tower have stolen my daughter. Please rescue her!" Nearby spectators say that a small group of assassins lives beneath the tower.

8: You find a badly wounded man in an alley. He whispers, "Go to the well in the Temple of Logth. . ." Before he finishes the sentence, the man dies.

9-10: Repeat this encounter as many times as rolled. A dozen City Wardens call, "Stop! Stop in the name of the Kodifex Cydones of the city of Zenicce." The wardens attack in order to collect the escaped slave bounty.

(12) City Wardens, Skill 4 Fighters

HTK: 20 each, AC: 7

MV: 9", AT: 1, DM: 1-8/1-4 (Flor-entine)

IN: Average

Align: Lawful/Evil

THACO: 18

Specials: None

TRIGGERED ENCOUNTERS

The encounters below occur when the Characters enter the area corresponding to the encounter title. For instance, the first encounter, Rapa Slum, occurs when the Characters enter the Rapa Slum.

Numbers refer to the map for the section it pertains to, and letters refer to lettered text.

1. RAPA SLUM

The vulture-headed Rapas are the exclusive residents of this ghetto. The Rapas inhabit the upper stories of long-abandoned tenements, dead trees, even the tops of crumbling arches and temples. They seem more concerned with convenient roosts than safety or comfort.

As you move deeper into the slum, dozens of the beak-faced men follow you, leaping from building to building.

a. The Rapas talk amongst themselves: "They die soon?" "Hope so, so plump and juicy." "Two healthy to drop on own. May-be something happen."

b. If the Characters are with escaped slaves from the Esztercari Enclave, ignore this section. Otherwise, read the following aloud: *Half a dozen escaped slaves step into the street ahead. "What have we here?" says the largest. "Looks like slaves turned slavehunter, it does." Another six slaves step into the street behind the party.*

"You won't buy your freedom with my hide," calls the leader. One of the Rapas says, "Dibs fat one!"

"You always first dibs," complains another.

The ex-slaves attack:

(12) Rapa ex-slaves, Skill 3 Fighters

HTK: 15 each, AC: 8

MV: 9", AT: 1, DM: 1-8 +1 (long swords & strength 17)

IN: Average

Align: Chaotic/Neutral

THACO: 19

Specials: None

c. If the party questions the Rapas about Princess Natema, the Rapas say, "Yes, yes. Noblewoman very delicious."

If the Characters press for more information, the Rapas continue, "Went away with men wearing sky-color toward Och ghetto, but boat tip over near swamp. Woman gone."

2. THIEVES' SWAMP

It is impossible tell where land ends and water begins in this swamp. Algae and moss cover everything. Great cypress trees rise like pillars supporting a dark canopy of leaves.

a. Half a mile into the swamp, a ghootz attacks.

(1) Ghootz (spider with 10 prehensile legs)

HTK: 65, AC: 3

MV: 8"/12"/18", AT: 5, DM: 1-6/1-6/1-6 + grapple on a roll of 20 (legs) /1-4 + Paralysis (Bite)

IN: Low

Align: Chaotic/Evil

THACO: 14

Specials: Any bite victim must save vs. Paralyzation or remain motionless for 10D10 turns.

Thieves normally feed a humanoid creature to the ghootz as they pass. It attacks until it captures a Character, which it then drags into its nest high in the cypress trees.

b. One mile into the swamp, the party meets a pair of blutz.

(2) Blutz (six-legged hippopotami with carapaces)

HTK: 80 each, AC: 3

MV: 4"/10", AT: 1, DM: 2-24 (bite)

IN: Low

Align: Neutral/Good

THACO: 15

Specials: None

From a distance of 50' or greater, the blutz appear to be submerged trees. When the Characters approach within 50', read them the following:

Two hippopotamus-like beasts raise their great heads out of the water. They bellow, "Bad man-things! Go away."

Unfortunately, the blutz have learned to say nothing else.

Characters using Speak with Animals learn that the blutz fear men because thieves slaughter them for food. By promising to eliminate the thieves, Characters may convince the blutz to lead them to the thieves' headquarters.

Characters who insist on travelling through the blutz' territory without permission, might incur their wrath.

c. Eventually, the Characters find Thieves' Isle. A trail leads from the shore toward the island's center. Characters walking straight up the trail soon come to a place where it appears that most people walk along secondary trail without finding traps fall into a viper pit, where six poisonous serpents strike:

(6) Poisonous Serpents

HTK: 10 each, AC: 5

MV: 15", AT: 1, DM: 1-3 (+poison)

IN: Low

Align: Neutral

THACO: 15

Specials: If hit, victim must save vs. Poison or suffer an additional 2D6 HTK of damage each round for three rounds.

d. In the center of the island stands a small, ancient shabby castle. This is the location for Zenicce's Thieves' Guild. Most of Zenicce's thieves inhabit shacks and small apartments inside the castle walls. Guards are posted in positions marked X on the appropriate map.

(36) Guild Guards, Skill 2 Thieves

HTK: 6 each, AC: 9

MV: 12", AT: 1, DM: 1-6 (short sword or short bow)

IN: Average

Align: Lawful/Evil

THACO: 20

Specials: None

The guards open fire on anyone approaching the castle without first calling "Ten Percent for Matix!" All guards rush to meet any obvious threat.

Inside the keep, two thieves stand in each alcove to either side of the doorway. They attack anyone entering the

building without first calling "**Hail Matix!**" The victims suffer surprise on a roll of 1-3 on 1D6.

(4) Keep Guards, Skill 9 Thieves

HTK: 27 each, AC: 7 (DX bonus)
MV: 12", AT: 1, DM: 1-6 (short sword)
IN: Average
Align: Lawful/Evil
THACO: 16
Specials: These thieves do quadruple damage to any character they attack from behind.

In the main room of the keep, Natema stands in the center of a cage suspended over a foul-smelling pit. A rope runs from the top of the cage to a pulley in the ceiling, then down to a hook on the left wall. The cage is suspended over a pit that contains a pacing, eight-legged ferret-like creature the size of a leopard.

GM NOTE: If the rope tension is released (cut or untied, for example), the bottom drops out of the cage and Natema falls into the pit.

A hungry leem paces the floor of the pit. Two rounds after Natema falls, the leem will attack her.

Leem

HTK: 32, AC: 3
MV: 15", AT: 3, DM: 1-10/1-10/1-12
IN: Low
AL: Neutral/Evil
THACO: 13
Specials: None

Matik and his captains attack the Characters as soon as the Characters enter this room.

Matik, Prince of Thieves, Skill 24 Thief

ST: 14, IT: 15, IN: 14
SM: 13, DX: 18, AP: 17
HTK: 68, AC: 5 (DX bonus)
MV: 12", AT: 1 (2), DM: by weapon
Align: Lawful/Evil
THACO: 10
Wt: 130, Ht: 5' 9"
Weapon proficiencies: Florentine, dagger, short sword, long sword, short bow
Armor: leather armor
Magic Items: None
Specials: Back stab for septuple (×7) damage.

(1 per 2 Characters) Matik's Captains, Skill 13 Thieves

HTK: 36 each, AC: 6 (DX bonus)
MV: 12", AT: 1 (2), DM: by weapon
IN: Average
Align: Lawful/Evil
THACO: 14
Weapon proficiencies: Florentine, dagger, short sword, long sword
Armor: leather armor

Magic Items: None

Specials: Back stab for (×5) quintuple damage

Matik's treasure is hidden in the throne. If the Characters open the throne without first deactivating its trap, a 10' x 10' chute dumps anyone standing in front of the throne into the leem pit.

The chest contains the following treasure:

40,000 gp; 24 gems (total value: 14,000 gp); 4 Potions (Cure Serious Wounds x2, Poison, and Speed); 2 gold rings (Feather Falling); 12 green jade rings (swimming); Wand (Magic Missiles); 2 long swords, one with jeweled hilt (+1), one with plain hilt (+2, +4 vs. serpents); and 1 morning star (+2).

3. FORBIDDEN CANAL/TEMPLE GARDENS

An ugly red scum covers the surface of the Forbidden Canal. On the far side of the canal, two paths lead into the jungle known as the Temple Gardens.

A statue of a six-armed, lizard-faced man comes into view ahead of you. Its face is dominated by three huge eyes—each eye being a huge emerald!

GM NOTE: The middle emerald has a tiny speck in its center. If this gem is taken farther than 25' from the statue it will explode, causing everybody within 15' of the gem to take 2D10 HTK of damage.

The other two gems are not trapped and are worth 500 gp each.

a. A Kregen Water Lizard attacks if the party attempts to cross the Forbidden Canal:

Kregen Water Lizard (30', 8-legged crocodile)

HTK: 60, AC: 3
MV: //12", AT: 2, DM: 2-16/1-8 (bite, tail)
IN: Low
Align: Neutral/Evil
THACO: 16
Specials: None

Read the following sentence to the Players:

You see a reddish-colored log moving towards you.

As it moves within 10' of you, you see that it is a lizard. The top jaw of its 8' snout rise out of the scummy water.

GM NOTE: The water lizard's hide functions as AC 4 leather armor for two Characters. It takes one day to skin and make suits from its skin.

b. A herd of six Chunkrahs charges the Characters as they enter this meadow:

(6) Chunkrahs (six-legged bison)

HTK: 20 each, AC: 7
MV: 9", AT: 1, DM: 1-8 (x2 if charging; horns)
IN: Low
Align: Chaotic/Neutral
THACO: 19
Specials: None

The chunkrahs are the primary food source for the Temple Garden Monks.

c. A dozen monks practice the art of Halberd fighting in this square. They attack immediately upon spotting the Characters.

(12) Temple Garden Monks, Skill 3 Monks

HTK: 7 each, AC: 8
MV: 17", AT: 1, DM: 1-10 (Halberd)
IN: Average
Align: Lawful/Evil
THACO: 20
Specials: None

d. The Temple Master sits atop a raised dais, meditating before a miniature statue of Hrunchuk. The Master attacks when the Characters disturb his meditation.

Temple Master, Skill 13 Monk

HTK: 52, AC: 0
MV: 27", AT: 5/2, DM: 5-17 (open hand)
IN: Average
Align: Lawful/Evil
THACO: 14
Specials: All abilities of Monk. Note particularly: Heal 1D4 +7 HTK on his body once per day; Quivering palm death touch (Characters see his palm quiver one round before he touches someone); stuns opponents if he hits by an excess of 5 (for instance, by rolling a 19 against AC 0); chance to kill stunned opponents by making 1D100 roll equal to or less than opponent's AC +6 (for instance, by rolling 10% or less vs. AC 4).

A small latch in the statue base opens a trap door leading down to e.

e. The Monks store the Temple's treasure here. It is piled upon shelves along the walls. The treasure consists of the following:

10,000 gp; four crowns (3,000 gp each); three necklaces (1,000 gp each); three potions (healing, philter of love, and flying); one ring (shooting stars); a dagger (+1, +4 vs. demons); one two-handed sword (+2); Chain mail (+1); and a slime-covered black book (vile darkness).

Secret doors are located behind the shelves.

f. These rooms contain plentiful stores of dried grains, fruits, wine, etc. The secret doors are located behind shelves.

g. This is Hrunchuk's Garden, located directly beneath the statue of Hrunchuk in the Temple Gardens. Encounter h does not occur if the Characters spend the night here.

h. This encounter occurs if the Characters spend the night anywhere in the Temple Gardens except g, Hrunchuk's Garden.

Read the following to the Players:

The demon Hrunchuk gates into the Temple Gardens and attacks you.

Hrunchuk

HTK: 45, AC: -2

MV: 6"/18", AT: 9, DM: 1-6/1-6/1-6 (eyes); 1-4/1-4/1-4/1-4/1-4 (arms)

IN: Average

Align: Lawful/Evil

THACO: 12

Specials: Can Cause Darkness at will and do one of the following at will:

Cause Fear, Levitate, or Detect Invisible

Hrunchuk attacks until destroyed or until the Characters leave the Temple Gardens.

4. ESZTERCARI DUNGEON

a. These cells look out on the torture area of the Esztercari Dungeon. Immediately after the Characters enter these cells, a flock of brown-scaled birds flies out of the leem pit (**b**) and down into the well (**h**).

b. An empty cage swings above this 10' deep pit. A rope runs from atop the cage to a pulley in the ceiling and down to a hook in the wall. Anyone pulling the rope causes the bottom to open.

A leem roams the caverns connected to the pit. It attacks any living thing dropped into the pit.

Leem

HTK: 32, AC: 3

MV: 15", AT: 3, DM: 1-10/1-10/1-12

IN: Low

Align: Neutral/Evil

THACO: 13

Specials: None

c. A flock of 100 Korns inhabits the ceiling of this 20' high room. Ten Korns attack any Characters entering this room.

(100) Korns (spider monkeys with scales and bat-wings.)

HTK: 2 each, AC: 6

MV: 3"/12", AT: 1, DM: 1

IN: Low

Align: Chaotic/Neutral

THACO: 20

Specials: On a roll of a 20 on 1D20, the Korn steals some shiny item from its victim and flees back to its lair.

The ceiling of this room is lined with shiny objects the Korns have stolen. The objects of most interest to the Characters are as follows:

one jewel-hilted dagger (+1); four regular daggers; six rapiers; a short sword; a mace; and a ring (Telekinesis).

d. This room is empty.

e. A Roosk inhabits this room. Unless the Characters find traps before entering this room, the Roosk attacks by surprise. The Roosk first releases its sleep gas. One round later, it drops on the Characters and secretes its acid.

Roosk

HTK: 10, AC: 8

MV: 2" or drop 20", AT: 1, DM: 1-8

IN: Low

Align: Neutral

THACO: Automatic if dropping on victim, others NA.

Specials: Sleep gas (save vs. Breath Weapon or fall asleep).

Second round: secretes acid, inflicting 1-8 HTK of damage per round. After taking half their HTK in damage, sleeping Characters may make a save vs. Death Magic to recover consciousness.

f. A thousand rasts inhabit this room. They swarm the Characters if disturbed.

(1000) Rast Pack

HTK: 1 each, AC: 10

MV: 6", AT: 1, DM: 1

IN: Low

Align: Neutral

THACO: 10

Specials: Rasts attack in packs. If a Character is hit, roll 1D20. This is the number of rasts that bite the Character, and therefore the number of HTK he suffers.

g. Unless the Characters find and deactivate traps before opening these doors from the Esztercari side, a poison gas hisses into the air. Characters must save vs. Death Magic or suffer 5D10 HTK of damage.

h. A tunnel half-filled with water leads out of the bottom of this 30' deep well.

i. An electric eel inhabits this room, which is half-filled with murky water. It attacks the Characters when they enter.

Electric Eel

HTK: 16, AC: 9

MV: //12", AT: 1, DM: 1-3

IN: Low

Align: Neutral

THACO: 16

Specials: Electric jolt delivers 3-24 HTK of damage to victims within 5' of the eel, 2-16 HTK of damage to victims between 5' and 10' away, and 1-8 HTK of damage to victims 10' and 15' away from the eel.

j. This room is empty.

k. Eight Zooks inhabit this watery room. As the Characters leave, the zooks attempt to attach.

(8) Zooks (translucent octopi with carapaces)

HTK: 3 each, AC: 4

MV: //8", AT: 1, DM: 1 + blood drain,

1-8 per round

IN: Low

Align: Neutral

THACO: 15

Specials: If a zook attaches, its victim suffers an additional 1-8 HTK of damage per round. It requires strength of 16 or greater to remove an attached zook, inflicting an additional 2-16 HTK of damage. If a zook is killed while attached, victim must save vs. Poison or suffer 1D8 HTK/round for one turn.

Characters attacking unattached zooks suffer a -4 penalty due to the difficulty of seeing zooks in murky water.

l. This room is half-filled with water. Water completely fills the tunnel leading toward **m**. A small Kregen water lizard inhabits this room. It attacks immediately.

Kregen Water Lizard (15', 8-legged crocodile)

HTK: 20, AC: 4

MV: //12", AT: 2, DM: 2-16/1-8 (bite, tail lash)

Align: Neutral/Evil

THACO: 16

Specials: None

m. The tunnel opens into the murky canal between House Esztercari and House Dempster.

5. BENEATH THE CRIER'S TOWER

A cellar beneath the tower opens into a tunnel.

a. The skulls of chuliks, rapas, and ochs fill this room. The assassins have these skulls to frighten away casual visitors.

b. This is the Assassins' Guild headquarters. The Guild Master and seven captains attack.

Guild Master, Skill 14 Assassin

HTK: 56, AC: 7 (DX bonus)

MV: 12", AT: 1, DM: 1-8 + poison (Rapier with poison)

IN: High

Align: Lawful/Evil

THACO: 14

Specials: The Guild Master uses a special rapier which injects poison whenever it hits. Victims must save vs. Poison or be slowed for the next 1D4 rounds.

(7) Expert Assassins, Skill 10 Assassins

HTK: 32 each, AC: 9

MV: 12", AT: 1, DM: 1-8 + poison (Rapiers with poison)

IN: Average

Align: Lawful/Evil

THACO: 16

Specials: Each assassin uses a special rapier which injects poison whenever it hits. Victims must save vs. Poison or be slowed for the next 1D4 rounds.

A large golden key hangs on a leather thong around the Guild Master's neck. It opens room c.

c. This is the treasury and armory of the Assassin's Guild. It contains every kind of standard weapon, along with dozens of bottles of poison of various kinds. The assassins' treasure includes the following items:

12,000 gp; 24 pieces of jewelry (value 1,000 gp each); 14 gems (value 500 gp each); two golden rings (invisibility and x-ray vision); a dozen brass rings (swimming); a short sword (+1); and an amulet (protection against undead Physical attacks only).

If the Characters are searching for Natema, they find a set of snapped chains and a piece of emerald-green silk. The door in the back of the room stands ajar.

d. The door leading to (e) bears the symbol of a shattered star. Decomposing corpses fill this room.

As the party inspects this room, two shadows attack:

(2) Shadows

HTK: 15 each, AC: 7
MV: 12", AT: 1, DM: 2-5 + drain 1 point of ST for 2-8 turns
IN: Low
Align: Chaotic/Evil
THACO: 16
Specials: Drains one point of ST each time it hits; can only be hit by +1 weapons; clearly seen only in bright light.

e. When the Characters enter this room, they meet the Vampire Baltor. He appears to be a gray-faced, sickly looking gentleman until he smiles— then the party notices his fangs!

Baltor attacks.

Baltor Vampire

HTK: 27, AC: 1
MV: 12"/18", AT: 1, DM: 5-10 +2 level drains
IN: Average
Align: Chaotic/Evil
THACO: 12
Specials: 18/76 strength; affected only by magical weapons (which, on Kregen, means weapons blessed by a cleric); regenerate 3 HTK per round; assume gaseous form at will.

If the party is searching for a woman (whether Princess Natema or the girl from the Random Encounter 7), she lies in Baltor's coffin. Although she has two puncture marks in her neck, the woman is not yet vampiric.

6. CAMPBELL'S DUNGEON

a. Campbell's dungeon is simply a 50' deep pit, the bottom of which is filled with water. Campbell dumps his prisoners in the pit and assumes they per-

ish. Because they land in water, Characters take no damage from the fall.

b. This room is half-filled with water. Otherwise it is empty.

c. Six zooks attack as the Characters pass through this water room:

(6) Zooks (translucent octopi with carapaces)

HTK: 3, AC: 4
MV: //8", AT: 1, DM: 1 + blood drain, 1-8 per round
IN: Low
Align: Neutral
THACO: 15
Specials: Once the zook attaches itself to its victim, the victim suffers an additional 1-8 HTK of damage per round. It requires a ST of 16 or greater to remove an attached zook (this action inflicts 2-16 HTK of damage as its 8fang arms rip the victim's flesh). If the zook is killed while attached, the victim must save vs. Poison or suffer 1-8 HTK of damage per round for a full turn. A Neutralize Poison spell will stop the poison damage.

Characters attacking unattached zooks suffer -4 penalty due to the trouble of seeing zooks in murky water.

d. A flock of 50 korns inhabits the ceiling of this 30' high cavern. Five korns attack each Character.

(50) Korns (spider monkeys with scales and bat-wings.)

HTK: 2 each, AC: 6
MV: 3"/12", AT: 1, DM: 1
IN: Low
Align: Chaotic/Neutral
THACO: 20
Specials: On a roll of 20 on a "to hit" roll, the korn steals some shiny object and flees back to the ceiling, where it attaches its newly gained trophy.

The korns' lair contains a dagger, three short swords, a mace, a ring (Flying), and a battered helmet.

e. This 40' deep well opens into the Chulik Temple of Logth. Three Chulic clerics attack as the Characters exit the well.

(3) Chulic Clerics, Skill 3 Clerics

HTK: 9 each, AC: 6
MV: 9", AT: 1, DM: 2-8 (morning star)
IN: Average
Align: Lawful/Evil
THACO: 20
Spells:
1. Cause Light Wounds; Curse, Hold Person
2. Cause Light Wounds; Darkness, Spiritual Hammer
3. Cause Light Wounds; Fear, Silence 15' Radius

7. EWARD'S DUNGEON

a. Although it starts underwater, the tunnel soon becomes dry.



b. This room is empty, save for a flight of Korns that flees.

c. When the Characters enter this room, a Roosh attacks. Unless the Characters find traps before entering, the roosh attacks by surprise. The roosh releases its sleep gas as the Characters enter the room. It drops the next round, secreting its acid.

Roosh

HTK: 10, AC: 8
MV: 2" or 20" drop, AT: 1, DM: 1-8
IN: Low
Align: Neutral
THACO: Automatic if dropping on victim, otherwise NA.
Specials: The roosh attacks first with its sleep gas (save vs. Breath Weapon or sleep). On the second round, the roosh drops on its prey and begins to digest it, causing 1-8 HTK of damage per round. After a victim takes half of his HTK, he may make a saving throw vs. Death Magic to recover consciousness.

d. The ghootz inhabiting this room attacks immediately:

Ghootz (spider with 10 prehensile legs)

HTK: 65, AC: 3
MV: 8"/12"/18", AT: 5, DM: 1-6/1-6/1-6/1-6 + grapple on a roll of 20 on a "to hit" roll/1-4 + Paralysis (bite)
IN: Low
Align: Chaotic/Evil
THACO: 14
Special: Any victim bitten by the ghootz must save vs. Paralysis or remain motionless for 10D10 turns.

e. This is House Eward's wine cellars. A secret door is hidden behind a shelf, but is clearly visible from the tunnel side.

Afterward

When the adventure ends, the Characters are teleported back to their own planet(s) due to the special magics involved with getting them to Kregen. What they take with them, however, depends upon what they did.

1. If the Characters saved Princes Natema from death and rescued Princess Delia from House Esztercari, Wanek is named the new Kodifex of Zenicce. The Characters are transported home with the full benefit of all experience points gained on this adventure, as well as all the treasure they collected (GM discretion). Characters of Lawful/Good alignment receive a 20% experience point bonus for this adventure.
2. If the Characters delivered Princess Natema to Campbell in the General Assembly as he asked, Campbell is

is named Kodifex. Zenicce is soon stormed and razed by Esztercari, however, with the aid of his new allies, the Vallians. Princess Delia is held hostage by Esztercari for the rest of her life.

The Characters are transported home with their treasure. Characters of Lawful/Good alignment may not keep experience points earned in this adventure.

3. If the Characters aided Cydones in overthrowing House Eward, Cydones cements his hold on Zenicce, soon learns of Princess Delia, and forces an alliance with Vallia.

The Characters are transported home with two items each (if they gained that amount of treasure). Characters of Good alignments may keep only 20% of experience points earned in this adventure.

4. If the Characters did nothing, Cydones allies with Vallia as in 3 above.

The Characters are transported home with only one item each and Good Characters gain no experience points for this adventure.

5. If Natema died as a result of Character action or inaction, the Characters are transported home with only one item each and nobody earns experience points for this adventure.
6. If Delia died as a result of Character action or inaction, the Characters are transported home with only one item each (GM discretion), and minus 10% of the experience points they started the adventure with (minus 30% for Good Characters).



How To Use This Book

Conventions include the "D" abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are perceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 ($16 - 5 = 11$), or a 55 or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save ($10 + 3 = 13$).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) **Dire Wolves**

AC: 6, HTK: 22 each (3D8+3)

M: 18",

AL: Neutral, IT: Semi

Att: 1, Dm: 2-8

THACO: 16

Size: M

Abbreviations

AC..... Armor Class
HTK..... Hits To Kill
M... Movement in feet per melee round
/#"..... Flying Speed
//#"..... Swimming Speed
AL..... Alignment
Att..... Attacks per melee round
Dm..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... feet
EP..... Experience Points
Mage..... Magic User
GM..... Game Master
TIME:
Segments..... 6 seconds
Melee Round... 10 segments; 1 minute
Turn... 10 melee rounds; 10 minutes



A flash of light and a crack of thunder

wake you from a sound sleep. You realize that you are not in your room but are instead in a canal-riddled city where a political power struggle has reached its peak.

As you sit in shock, a number of other people appear close to you, in the same manner you appeared.

Make your way through dungeons and city byways, defeating city wardens and bizarre monsters.

If all goes well, you will become Jiktat in the land

BENEATH TWO SUNS



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