

S5**FOURTH EDITION**

HACKMASTER®



Dungeon Module S5 Dead Gawd's Hand

by Charles Brown

South of the savage lands of Gnardor, dominated by rugged mountains and swampland, lies the Kingdom of Da'Neer, where fear and dark secrets are commonplace. Now, an ancient evil stirs deep within the bowels of the swamp, threatening to bring horrors beyond any this region – or this world – has seen for millennia. The Cult of Ygaruth is active, hoping to wake their dead gawd from his restless slumber in realms of terror beyond man's comprehension. It will take a brave band of adventurers to end this menace, or fall before the might of the Dead Gawd's Hand.

This book forms a complete module for use with HackMaster®. It contains background information, supplemental regional information for Garweeze Wurd, twenty referee's maps, referee's notes, encounter and map matrix keys, new monsters and treasures as well as illustrations for the players. For characters of 4th to 7th level.

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DEAD GAWD'S HAND

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 4-7

* GAMEDMASTER'S EYES ONLY *

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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Dedicated to the memory of Mike Pyrolla.

I doubt I'll ever top your 'Ronald McDonald' adventure, and seriously regret you won't be here to see it if I do...



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PUBLISHER'S NOTE:
This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Introduction

This game adventure contains an expanded version of the multi-round tournament adventures that were used at the ORIGINS 2006 Convention Tournament of Champions. The GameMaster (GM) should read the adventure before running it for the players.

Warn your players beforehand – this adventure is not for the faint of heart! An ideal party consists of 4-8 Player Characters (PCs) with levels between 4 and 7, and perhaps with a few followers or henchmen, with total levels in the party falling between 28 and 36.

STOP! If you are a player, put this book down now. This means you. Knowing the details of the adventure spoils the fun and puts your HackMaster Association credentials at risk.

GMs, you know the drill – if you plan on playing in this adventure, read no further or risk ruining the adventure for yourself, the GM and your group. Seriously – what fun is there in knowing what's about to happen next?

Oh, yeah, and there's that pesky GM's Curse – if you knowingly read this material then subsequently play in this adventure, may all the luck desert your dice, may your characters all suffer hideous, horrible deaths – or worse.

If you plan to run this adventure and suspect the above plea and threat insufficient to dissuade the players from seeking these “forbidden fruits,” feel free to modify the traps, monsters, tactics or any other elements you desire – it is your game after all!

Note that some encounters have a variable range listed for the monsters – if running this as a tournament, always use the largest number. For home games, a kind GM may scale the number of monsters down (or up!) to provide the PCs with the appropriate challenge, given the power and size of their party.

In this adventure, the following abbreviations may be used: #AT: Number of Attacks, AC: Armor Class, AL: Alignment, C: Cleric, Cha: Charisma, Com: Comeliness, Con: Constitution, Crit BSL: Critical Hit Base Severity Level, CW: identifying letter code for use with the *HackMaster Combat Wheel*, D: Damage, Dex: Dexterity, Dr: Druid, EP: Experience Points, F: Fighter, FF: Fatigue Factor, HD: Hit Dice, HF: HackFactor, Hon: Honor (Dishonorable, Average, Great), hp: hit points, I: Initiative, Ill: Illusionist, Int: Intelligence, Lang: Languages known, ML: Morale, MR: Magic Resistance, MU: Magic-user, MV: Movement rate, SA: Special Attacks, SD: Special Defenses, Str: Strength, SZ: size, T: Thief, TOP: Threshold of pain, Wis: Wisdom

About This Adventure

Welcome to *Dead Gawd's Hand*, an adventure intended to test not only the combat prowess of the PCs, but their overall survival skills as well!

What begins with the outbreak of a strange plague in the trading town of Pandal continues out into the steaming jungles and rugged mountains surrounding it and finally out into ancient ruins deep within the Arsvék Da'Neer swamp and a desperate attempt to prevent the resurrection of a “dead” Gawd!

The module as written is set in the lands of Da'Neer (in and around map coordinates E7-05-J06 on Aldrazar). If you are not playing in the *Garweeze Wurld* campaign setting, you may place this adventure into any region that combines tropical weather, jungles, swamps and mountains. (For example, if you play in the *Kingdoms of Kalamar* setting, see the sidebar for some suggestions.) Many background details need alteration for other settings, but this should prove no real challenge to the experienced GM.

USING THE KINGDOMS OF KALAMAR SETTING

The simplest way to use this adventure on Kenzer and Company's other campaign world of Tellene is to keep the city of Pandal and most of its history, but transfer it to an appropriate region of the Sovereign Lands. Placing the adventure in an existing city requires more effort on the GM's part but is not impossible. The best geographic regions are either the peninsula south of Kalamar where the Obakasek Jungle borders the Kalamaran Sea, or somewhere in the Straits of Svimohzia.

The deities listed in the Temples section require extensive revision. The two dominant faiths become the House of Shackles and the Parish of the Prolific Coin; replace mention of Waukeen with the Keepers of the Four Corners. The Journeymen replace followers of Fhalargh on Kalamar, and the Church of Everlasting Hope replaces Par'Kyruss. For The Feeble Gawd, use either The Order of Thought, The Inevitable Order of Time or The Temple of Enchantment, as best fits the needs of the campaign.

The Kachooloo mythos, an important element in the module, may prove a little more problematic to translate into the Sovereign Lands. One solution is to assume Ygaruth (and possibly Hester and Kachooloo as well) is one of the “dead Gawds” mentioned in the campaign setting sourcebook (and alluded to in *Gawds & Demi-gawds*). Alternately, Ygaruth may be but a guise of The Confuser of Ways, The Prince of Terror, or The Rotlord. A GM wishing a more complex solution can keep the Kachooloo mythos as exactly what it is – an invading force of “Gawds” (or at least extremely powerful alien entities) hailing from outside the Kalamaran pantheon, though this may pose issues for purists.

A simpler option is to have all of these beings be “mere” Demon Lords and Princes, with the Dark Ritual intended to elevate Ygaruth from Demon Lord status to a higher position (in this case, the GM may wish to “downgrade” some of the powers of the Avatar to be more in line with the “royalty” of the Abyss – or even replace Ygaruth entirely with a Demon Lord or Prince like Octogorgon).

Replace all references to the Gawd of the Lizardmen with references to a reptilian incarnation of The Bear (their name for the faith is “Conventicle of the Great Egg”). The Bear also replaces the Ape Gawd (though in a more simian incarnation).

Further, the followers of the Gnomish war gawd Pangrus, central to the fourth chapter, become followers of the Way of the Berserk.

Encounter 7.6 and the Player's Aid letter regarding the stone tablet both mention the Central American Gawd Tlaloc. On Tellene, either replace Tlaloc with a reptilian version of any evil Gawd, or assume it to be one of the Dead Gods known only to sages. (In Aztec Mythology, Tlaloc was a reptilian humanoid who controlled the rains; sacrifices made to him came in the form of drowned children.)

Language references need revision as well. Replace any references to “Common” with “Merchant's Tongue.” Where Da'Neerian appears, substitute the dominant language of the region that you place the module in (such as Kalamaran or Svimohzish). References to the Forcuran language should become references to the Modern (Low) Kalamaran tongue if the adventure occurs outside the boundaries of the Empire, and Reanaarese otherwise. Non-human languages should require no modifications.

OVERVIEW

This module contains three sections. The first section covers this introduction as well as information about the setting (including environmental effects) and notes about Pandal itself. The second section covers the actual adventure, laid out in chapters. The final section includes the Appendices – including stats on the major NPCs as well as rules for new monsters, new items and a possible new Gawd.

This section intends to serve as an overview of adventuring in tropical settings (briefly covering jungles, mountains and salt marshes), and as a mini-sourcebook on Pandal.

The second section contains the adventure itself, split up into “chapters.” Each chapter contains a brief overview, notes on how to adjust it for tournament play, and a series of encounters.

The final section contains supplemental information to aid in running the adventure smoothly.

REFERENCES

The adventure makes use of material from several HackMaster products – most notably the various class guides and the *Hacklopedia Monster Matrix*. Of particular interest is the rules for environmental effects, as well as details on the soldier and bounty

hunter classes from the *Combatant's Guide to Slaughtering Foes*; the seer, shadow weaver, transmuter and enchanter classes from the *Spellslinger's Guide to World Domination*; and the shaman, chosen one, zealot of Kuchooloo and zealot of The Feeble Gawd classes from the *Zealot's Guide to World Conversion*. In addition, some sections reference material from *Lord Flataroy's Guide to Fortifications*, while the *HackJammer* supplement provides the rules behind some of the Lizardmen, as well as full details on the pets of the enchanter in Chapter Three.

Gawds & Demi-gawds provides information that expands on material presented below. Note also that several spells listed come from the *Zealot's Guide* and *Spellslinger's Guide* – if the GM lacks the descriptions for these incantations, we encourage him to substitute familiar spells. Though it is possible to run the module without these supplements, the GM is encouraged to obtain them at his earliest convenience – first, these quality products enhance any HackMaster campaign, and second, the food budget for our interns keeps growing, so please help keep them fed!

The rules for variant monsters from the *Monster Matrix* also factor into this adventure. Enough detail for running encounters with these monsters appears in the encounters, but any GM lacking it is strongly encouraged to add this tome to his arsenal as soon as possible.



Adventure Background

For the PCs, the adventure begins in the town of Pandal, a trading port with a dark reputation - but the story truly begins millennia earlier, at the Dawn of the Teraverse...

Though the Gawds recall the War for the Tablet of Ages quite clearly, many no longer recall the War against the Invaders. When the Teraverse was young, so the story goes, several strange, Gawd-like beings from "Outside" appeared. Two of these beings, Hester and Kuchooloo, still plague the Teraverse even today - but their madness and evil of these two was said to be as nothing compared to that of Ygaruth, The Abomination.

Arriving on Garweeze Wurd, Ygaruth built a domain for itself in the region now known as the Arsvék Da'Neer swamp, which at that time formed the center of the mighty Slaz'Stecek Empire. The Abomination's corrupting influence triggered a civil war - one major cause of the downfall of this once-great race.

During one of Ygaruth's manifestations, a powerful sorcerer summoned a "rock from the heavens" to strike down this horror. This "rock" rendered Ygaruth unconscious, while raining devastation upon the city and causing most of it to sink below the local water table. Thus a once-thriving city transformed into a vast salt marsh almost overnight.

Many of Aldrazar's Gawds gathered then, forging a prison for Ygaruth, and sealing The Abomination within a wurd created to hold him - a wurd called Pyrroth. Thus, they hoped the Abomination would be gone forever. Unfortunately, the later War for the Tablet of Ages shattered the wurd of Pyrroth, unleashing The Abomination once more.

Sensing the threat that this monster posed, the gnomish War-Gawd Pangrus forged a coalition of Gawds and attacked it. They stripped Ygaruth of all power and sealed its body away deep in the Astral Plane, hoping this would prevent the Abomination from returning once again.

Further, during their fight, Pangrus severed one of Ygaruth's hands. That hand - now a potent Artifact - found its way to Garweeze Wurd, where it lay dormant for until a deranged transmutter named Bulmius stumbled upon it after a nasty spell mishap. Bulmius experimented with this device, which brought his mind into direct contact with The Abomination's. This contact infused Bulmius with Divine Power, turning him into a chosen one, and gave him a purpose - restore his new Gawd to life!

Shortly after locating the Hand of Ygaruth, Bulmius contracted a strange disease - The "Blessing" of Ygaruth. From this disease, he created a new ailment, the Chaos Plague. Victims of this disease transform first into mindless monsters, bent solely on killing - but those who survive the initial change slowly regain the use of their minds. Those minds, however, become devotees of Ygaruth in the process.

Both the transformation and the panic caused by it generate chaotic energies, weakening the barrier between the Material Plane and the region of the Astral Plane where Ygaruth's body lies in stasis. Once the energy level is high enough, Bulmius plans to use the Hand of Ygaruth to open a channel to his Master, funneling his dark energies into a willing vessel. That vessel then

becomes an Avatar of the Gawd; once it claims a proper sacrifice on the Material Plane, it returns to its Body and completes the resurrection. This he calls the Ceremony of Rebirth.

However, Pangrus foresaw the possibility of this happening. Thus, when he defeated Ygaruth, he used a mixture of his own blood and that of The Abomination to forge an artifact - the **Vial of Purity**. Pangrus then left this artifact in the hands of a band of Gnome Titans living in the mountains northeast of Pandal, along with the knowledge of how to use this artifact to prevent Ygaruth's return.

Sadly, many of these Gnome Titans left their homes to aid their brethren during the Great Gnome Uprising of -08 TR, and never returned. More recently, disease and the depredations of a dark knight (Andrex by name) further diminished their numbers, so that this community no longer has the power needed to fulfill their ancient destiny.

In addition, The Abomination granted Bulmius a dream, telling him of the **Vial of Purity**. Though neither knows where Pangrus hid this item, Bulmius knows of a "blind seer" living nearby who does. Preparations for the Ceremony of Rebirth, as well as the creation of the Chaos Plague, occupy the chosen one's time, so he enlists the aid of his brother - the aforementioned, gnome-hating dark knight Andrex - to locate and destroy this artifact.

Bulmius' plan would be perfect, except for one small detail that he never could have imagined - the PCs, who just happen to be in Pandal when the Chaos Plague reaches it.

Adventure Synopsis

In the first chapter, the party discovers the effects of the Chaos Plague. While trying to deal with the situation, a zealot of the Feeble Gawd approaches them. The zealot's Gawd gave him an answer when he asked how to survive this plague - an answer that leads him to the PCs, and the PCs eventually to a confrontation with the dark knight Andrex outside of the city gates.

Andrex carries a letter and two faded vellum maps - from these, the PCs find out about a plot to restore a dead Gawd to life, and that there exists an artifact, hidden somewhere in the mountains, able to stop this resurrection. Using this information, a number of options face the PCs.

A blind seer holds valuable information, but lives in a cavern complex deep within the jungles (see Chapter 2: Quest for the Blind Seer). The artifact itself lies hidden somewhere deeper within the mountains - PCs may attempt an overland hunt to seek it. This combines elements of Chapter 3 and Chapter 5, as the GM chooses, culminating in the discovery of the Gnomish Testing Grounds in Chapter 4.

One of Andrex's maps speaks of a sunken city (see Chapter 5 and Chapter 6) where Bulmius plans to perform his dark ritual. PCs choosing to head straight there face a greater challenge at the end, since they lack the **Vial of Purity**. Ideally, the party opts to progress to Chapter 2, then Chapter 3 and so forth, finding clues and items enabling them to end the Chaos Plague and possibly prevent the return of Ygaruth.

GETTING THE PCs INVOLVED

Pandal is a trading port; this alone may be enough to explain why the PCs are here. If not, the primary export of the region are gemstones gathered from the mountains surrounding it – and the lure of such treasures draws many an adventurer to the region.

Should greed fail to draw in the PCs, slaves are the primary import of Da'Neer, and Pandal holds one of the largest slave auctions around. This flow of flesh brings many to the region – as buyers, as sellers, as merchandise or as crusaders wishing to end this vile practice.

Beyond this, academic circles constantly retell stories about an ancient civilization believed to be centered in this area. Many groups of historians and adventurers flow through the region in search of evidence supporting these tales.

The villains themselves present yet another option – as an outlaw in the Fangarian City States, the possibility of a bounty on the head of Bulmuis exists – rumors could bring PCs here, seeking to collect this reward.

If all else fails, the background used for *Origins 2006* works as a failsafe – the Gawds chose the PCs to undertake this mission, and simply “arrange” things so that they awaken on the morning of the Chaos Plague's outbreak.

Regardless, once you get the PCs to Pandal, the real fun begins!

MODIFICATIONS

Note that, for some parties, this module as written may be too difficult, while others may find it barely challenging at all. The easiest way to adjust the difficulty of the module is to modify the virulence and speed at which the Chaos Plague progresses.

If the disease is more difficult to catch, such as a penalty to the disease's roll to save, or additional modifier on the character's CON Resistance to Disease check, or a slower progression (reaching a new disease stage every six hours, or every 12 instead of three), the characters have more opportunities to rest, repair equipment, and wander off on tangents (as players are wont to do) without serious risk.

Making the disease easier to catch, such as a bonus to the disease's roll to save, or “automatic if damaged by a Plague Victim”, or accelerating the progression (checks every two hours or even every hour), the characters are under much greater pressure, likely cannot afford to rest and regain spells or hit points, and cannot spend time repairing their damaged equipment without great personal risk.

Beyond this, altering the frequency, size (or both for random encounters), and the number of monsters involved in some of the placed encounters, should cover any remaining bases.

THE ENVIRONMENT

One added challenge that the PCs face here is the environment itself (if the GM opts to move the adventure to a more temperate region, some encounters may need toughening up to provide the PCs with a proper challenge). Pandall and the surrounding lands are Tropical, and thus very hot and humid – and it is now early summer.

During the outdoor portions of this adventure, the actual temperature fluctuates between 81° and 90° Fahrenheit (a d10+80 if a PC needs the exact temperature). In the city, crowding and poor air-flow couple with the excessive humidity of the region makes the effective temperature a steady 95°; the temperatures in the jungles and swamps tend to be somewhat cooler (holding at 90° instead of 95° effective temperature).

The mountains have a lower humidity than the lowlands, and the air tends to be cooler as well, thus for that section of the adventure; reduce the actual and effective temperatures by 10° (actual is 71°-80°, effective always 80°). The *Combatant's Guide to Slaughtering Foes* (p84-89) contains full details on temperature effects, but these rules are too long and incredibly well detailed to reproduce in full here. A synopsis of the relevant rules follows. (Note that some talents – such as Fireborn and Heat Resistant – mitigate the effects of high temperatures somewhat.)

Determine a character's personal temperature by determining the Effective Temperature, and modifying this by the PC's attire. Clothing intended for Very Cold weather adds 60° to a character's Personal Temperature, Cold Weather clothing adds 50°, Moderate (what most PCs normally wear) adds +30°, and clothing designed for Hot weather provides no base adjustment.

A character's Personal Temperature also increases based on the armor they wear (magical armor reduces the modifier below by -5°; armor made of Elven Steel – including Elven Chain Mail - reduces the temperature modifier by -25°; and armor made of Dwarven Iron actually increases it by +5°. Use *Table Intro-A: Armor* as a guideline if the PCs have other armor types not listed).

Table Intro-A: Armor

Armor Type	Personal Temp. Modifier
Padded	+40
Full or Field Plate	+40
Plate Mail, Bronze Plate, Heavy Chain, Studded Leather, Hide Armor	+30
Splint Mail, Banded Mail, Chain Mail, Scale Mail, Leather Armor	+20
Ring Mail	+15
Elven Chain	+5

The penalties on *Table Intro-B: Temperature Modifiers* apply to characters with an exceptionally high Personal Temperature (values before a slash are for non-strenuous activity, values after are for more active pursuits like combat. A “-” indicates no penalty at this level).

Table Intro-B: Temperature Modifiers

Personal Temp	STR	DEX	CON	MV	To-hit/Dmg
80-89	-/-	-/-	0/-1	-	-
90-99 >	0/-1	-/-	-1/-2	-	-1
100-109 >	-1/-2	0/-1	-2/-3	2/3	-2
110-119 >	-1/-3	-1/-2	-3-4	1/2	-3
120+ >	-2/-4	-1/-3	-4/-5	1/3	-4

Further, characters may take damage based on their Personal Temperature. Every three turns, a PC must make a CON check with the listed modifier on *Table Intro-C: Temperature Damage* (the modifier affects the actual CON score, not the die roll), or suffer the listed damage, modified by the character's activity level. A character resting for at least one of those three turns reduces the damage taken by 1d3 points, a character engaged in strenuous activity (such as combat) adds 1d4 to the damage taken, and a character engaging in any activity (but rest) while Fatigued adds 1d6 to the damage. Negative damage results indicate no damage is taken.

Table Intro-C: Temperature Damage

Personal Temp	CON Check Modifier	Damage
84-95	+1/-	1/0
95-99	0/+1	1d2/0
100-104	-1/+1	1d3/1
105-109	-2/+1	1d3/1d2
110-114	-2/+1	1d4/1d3
115-119	-4/+1	1d5/1d4
120+	-5/0	1d6/1d5

Characters dressed in Hot weather clothing or taking other appropriate precautions (GM's discretion) are Protected, all others are Unprotected. Note that the values on *Table Intro-C: Temperature Damage* before the slash (/) are Unprotected, values after are Protected. A "-" indicates that a character in this category is not at risk and needs no CON check.

Note that there are also penalties to some skills in high temperatures, as outlined in the *GameMaster's Guide* (p70) and detailed on the *GameMaster's Shield*.

There are additional rules regarding travel in the swamps – Chapter 5 outlines these.

Town of Pandal

Population: Pandal boasts a permanent population of 2,100 humans and 1,000 "others" – predominantly gnomes, halflings, dwarves and "half-breeds." Roughly 1,000 visitors of every race (including some of the more "civilized" Lizardmen and other humanoid types) pass through the city on a daily basis.

History: The settlement that became Pandal originally began as a simple fortified keep on the northern border of Da'Neer, intended to protect the other settlements from the humanoids of Gnardor.

When Dumarii (the capital of Da'Neer) began the "slaves for diamonds" trade with the Kryzarii tribes in the region, one of the more successful merchants, by the name of Jormac Pandal, moved north and built himself a stone villa (now known as the Mayoral Manor) on a hill just south of the original keep. Using the natural bay between the hills, he managed to move much of his business here, and slowly a town grew up between the two hills.

Overview: The town consists of three distinct districts – Old Town (to the north), Stone Hill (to the south), and the Harbor. Old Town contains the original fort, barracks and stables as well as

the support businesses (taverns, armor and weapon smiths) that grew up around them. Stone Hill, so named because the wealthier locals there built most of their homes out of stone, houses the Mayoral Manor, City Hall, and the two Great Temples (Markovia and Marlog). The Harbor contains the remainder of the community, including shops and many temples to the various "lesser" Gawds worshipped in the city.

Stone walls surround each section of the city, as well as the city as a whole; **Encounter 1.8** details these areas in general terms. As a general rule, the streets are 8-12' wide in residential areas and 15'-20' wide in commercial or higher-class districts. Most buildings are wooden and two or three stories high. Temples and the homes of the wealthy also employ marble in their construction.

Near the docks, most of the buildings are warehouses with grungy taverns and the occasional disreputable-looking inn. Due to the humidity of the area, fires pose less of a threat than in most predominantly-wooden communities (buildings save vs. fire – magical or otherwise – at +2 due to dampness), but the city sees a constant need for repairs due to rot.

Government: A group known as The Council of Seven runs Pandal. These seven members come from various organizations: Commoners, Merchants, Military, Nobles, Temple of Markovia, Temple of Marlog, and other Allied Faiths. Each organization selects its representative using whatever rules it desires. For example, the Commoners have a democratic process including detailed campaigns, bribery, etc. to determine their Representative every five years; the Merchant's Guild runs an annual audit and names the most profitable merchant – typically the current head of either the Slavers or Gem Cutters Guilds – to represent them; while the Noble Representative is a hereditary position).

Every three years, the Council names one of its members to the position of Mayor; the Mayor generally handles diplomatic situations and signs Council proclamations into law. The Mayor also holds a "tie-breaking" vote, in case of a deadlock.

Current members of the Council include:

Arvin Nash (Merchant's Representative; Human, though some claim he has Orc blood; 8th level Pirate; LE; rumors contend that Nash truly calls all the shots in the Council, despite being the one long-standing member never elected to the position of Mayor);

Ellisandra Melvinara (Temple of Marlog Representative; half-Aquatic Elf/half human; 7th level Magic-user/7th level Cleric; LN);

Joreg Oremor (Allied Faith's Representative; chosen to represent the "other churches"; Human; 9th level Zealot of The Feeble Gawd; LN);

Lakkel Vin (Commoner's Representative; Human; 2nd level Fighter; N);

Gimmel Kriss (Noble's Representative; Human; currently serving a second term as Mayor; has a wife and two children; 2nd level Cavalier; N);

Rhiava Pel (Temple of Markovia Representative; Human; 7th level Cleric; CG); and

Selgar Ved (Military Representative; Captain of the Guard; Human; 12th level Fighter; N).

Economy: Exchanging slaves for gems (primarily diamonds and emeralds) forms the basis of Pandal's economy. The city also serves as a major source of *tabacc* and rice, a minor source of lumber, and a major trading hub for both legal and illegal goods throughout the region.

Military: The town has a standing military force of 406 warriors, led by the Captain of the Guard, Selgar Ved, a competent but uninspired leader who, of late, appears more at home in the political arena than on the field of battle. Selgar has three lieutenants, each commanding 10 to 12 sergeants. Each sergeant controls a force of eight to 10 fighters, a cleric (of either Markovia or Marlog) and a magic-user, as well as a single division of the Tower Watch.

Dyaxis Vor'Eflun (Lieutenant of the Night Watch; renegade Drow; 6th level Fighter/5th level Magic-user; NE) abandoned her people nearly two decades ago, for reasons she refuses to reveal, and has since proven her worth to the city time and time again. She commands 10 sergeants – five humans, two dwarves, a gnome and two half-elves. A brilliant tactician and stern disciplinarian, many expect her to take over the Captain of the Guard position when Ved dies or retires.

Kly'ssek (Lieutenant of the Day Watch; Lizardman; 6th level Knight Errant; LN) was found as an egg by a young cavalier; he knows more of human culture than of his own. Kly'ssek has sworn a Gawd Oath to never eat a human – but has no qualms about turning enemies or slaves over to other Lizardmen for due punishment as needed. He commands 12 lieutenants, 10 of them human fighters or soldiers (including Valjean, detailed in **Encounter 1.3**), the other two a half-ogre fighter and a “reformed” half-orc fighter/thief. Nine of his human sergeants command

“mixed” squads (four of them work with clerics of Marlog, the other five with Markovians), while Valjean and the two half-breeds command “fighter-only” forces. Though he survived the Chaos Plague, his forces suffered heavy losses (including the “defection” listed as **Encounter 1.3: Sidetracked**). Kly'ssek's sergeants admire him, but the rank-and-file troops do not trust their commander, suspecting that he plans to eat them, despite his Gawd Oath.

Agris Nash (Lieutenant of the Navy; Human; 8th level Soldier; N) is the brother of the head of the Slaver's Guild, a skilled sailor and excellent warrior. He commands eight sergeants, each commanding a small warship with a magic-user (including two water elementalists and one air elementalist) and a cleric (four Markovians, four followers of Marlog) – all with the Sailor Skill Set (CG); his fighter forces contain a number of pirates and swashbucklers. The navy suffers the fewest losses of any branch during the plague. Nash is ruthless and very creative in battle – and in disciplining wayward troops.

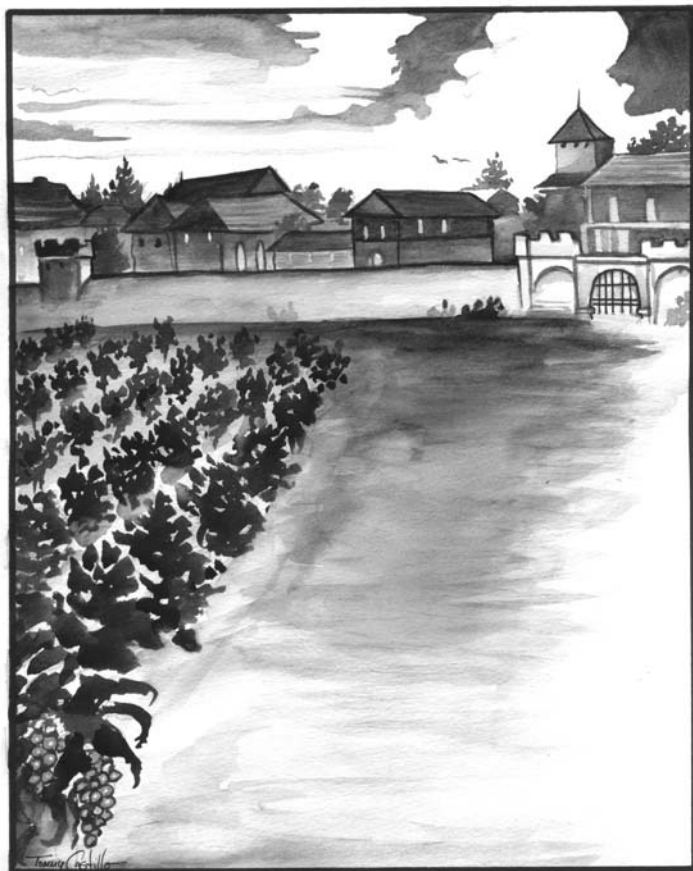
40% of the rank-and-file guardsmen are 2nd level fighters, mostly human with a neutral component to their alignment (generally LN, N or NE). Another 20% of the guard forces include soldiers, swashbucklers and (*Combatant's Guide*) pirates, also 2nd level. Some 20% of their forces have an equal mix of those four classes, all 1st level. Another 15% are 3rd level characters of either the soldier or “core” fighter class, while the remaining guards are multi-classed with a near-equal mix of fighter/thieves, fighter/magic-users and fighter/clerics, generally 2nd level in one or both classes. Guards wear light armor (most often studded leather and shields), and carry light crossbows, as well as an assortment of daggers, long swords and footman's flails.

Temples: The Great Temples of Marlog and Markovia dominate religious life in Pandal, due to their associations with water travel. Rhiava Pel, a skilled politician also rumored to be the Mayor's lover (her younger sister, Bishara, appears in **Encounter 1.6**) leads the Temple of Marlog, while her friendly rival, Ellisandra Melvinara runs the church of Markovia. Rumors indicate that Ellisandra owns a **Trident of Fish Command**. The Temple of Marlog, while older (the city founder constructed it as he worshipped that deity) that the temple of Markovia, is less ornate than its rival, and the clergy frequently engage in increasingly ostentatious displays of one-upmanship.

A recently constructed temple to the Lizardman Gawd stands just inside the northernmost gate of the Harbor district. The waterfront itself holds shrines to other Gawds, including The Feeble Gawd and a single small temple to Par'kyruss. Numerous small temples and shrines dedicated to either Marlog or Markovia also dot this area.

Rumors abound that hidden shrines dedicated to Kachooloo and other dead Gawds exist within the Harbor district. The City Guard would love proof of these rumors, so they can destroy these disruptive groups.

It is also said that escaped slaves constructed a makeshift temple to Relivik somewhere in the area, but these rumors appear unfounded (one such group did exist but fell prey to Kryzaar five years ago). Regardless, the Guard investigates such rumors with a passion.



Mages & Sages: The best known sage in the region is Joreg Oremor, a frequent Council member and follower of The Feeble Gawd. Rumors abound, however, of a sightless wizard, known only as “the blind seer,” living somewhere in the mountains nearby.

The upper floor of the Temple of Par'kyruss houses an unusual school, dedicated to training elemental magic-users. Founded 12 years ago by a dwarven earth mage named Davrin Ironfist, and his adventuring companion – a male pixie fairy air mage with the unfortunate name of Escorel Ladyfingers – they maintain a network of contacts to other Elementalists throughout the world. Davrin's grand-daughter Pellora (a water mage) runs the place, providing discounted teaching (and, whenever possible, teaching opportunities), while charging other magic-users double standard rates to “dive into their pool of knowledge,” as she puts it.

Recently, an herbalist named Venrick moved to the city. His studies focus primarily on the healing properties of plants and herbs, but rumors indicate him to be one of the world's foremost experts on the growth, use and varieties of *tabacc*. Hafling visitors to the town spend much time (and coin) in his small shop.

Underworld: The powerful Merchant's Guild controls virtually all trade, legal and illicit, within the city walls. Failure to pay Guild Dues (generally 10% of the net worth for any transaction) incurs higher penalties than failure to pay taxes (10% of the profit for any transaction), and only the sales of armaments to Gnardor falls under the category of “illegal trade” (punishable by seizure of assets and slavery). When violent crime occurs, those found guilty must make reparations to the wronged party or be sold into slavery.

Interesting Sites (as keyed on the map of Pandal):

The *Mayoral Manor* (1) is the oldest stone building in Pandal. It has a three story tall central region and two wings with two floors each. The central area holds the residence of the current Mayor and his family, a number of meeting halls, and the posts for the 10 5th level fighters always on guard duty here (they rotate between duty shifts with great ceremony every six hours). The South Wing holds kitchens and sleeping areas for both the servants needed to maintain the building and the Mayoral Guards not currently on duty. The North Wing contains quarters for diplomatic envoys and a large audience chamber.

The *Great Temple of Markovia* (2) is a sprawling complex of worship areas and clerical residences. This temple enjoys (some say ‘suffers from’) a perpetual rivalry with the Great Temple of Marlog. As a result, extravagant decorations cover much of the structure, making it resemble a Markovian-themed general store more than a place of worship.

The *Great Temple of Marlog* (3) seems much like its Markovian counterpart, but with (of course) different holy symbols, statues and so forth.

The *Council Hall* (4) is a long, low, stone building with a domed central area. The Council Hall only came into being a decade ago (the audience chamber of the Mayoral Manor served the same function previously). The Hall boasts a permanent staff of 30 (15 guards and 15 workers) who live on site, plus chambers for each of the Council Members to stay in when debates run over several days.

About one-third of the *Great Market* (5) is devoted to the gem trade, and contains stalls used by local vendors to hawk their wares and services. The remainder of the area serves as the Slave Market four days out of the week, and a public arena – holding sporting events, public duels and occasional performances by local bards – the other three. The central square usually contains holding cells for slaves. Buildings in this district are typically of stone construction, however, most of the warehouses surrounding the docks are wooden.

The *Guard Hall* (6) is contained in the original keep, the oldest structure in Pandal. This stone building has seen continuous use throughout the community's turbulent history. It contains a training ground for warriors (fighter-class characters of 6th level or lower may train here as if at a *kobar*), along with the town jail. The jail has been converted from the original guard barracks, and most prisoners either serve short terms prior to release, or somehow wind up in the hands of the Slaver's Guild, depending on the nature of their offense. Also here are the private rooms for the commanding officers of the guard, as well as their personal support staffs, and a small shrine to the wealth-gawd Waukeen (manned by a 5th level cleric named Priam Fisk, who is rumored to own a **Decanter of Endless Water**).

The *Main Guard Barracks* (7) were built a year after the original keep, due to the need for more soldiers. This old building bears a strong resemblance to its predecessor – except it lacks the two watchtowers over the main gate, a jail, and the temple. This structure houses the bulk of Pandal's guard forces, as well as quartermasters and other essential support staff.

The *Main Stables* (8) were constructed when one of the early mayors decided Pandal needed a strong cavalry. The Council of Seven soon decided a standing mounted force – at least of the size decreed – was not economically viable, and altered the plans. Currently, this building holds the forges and workshops used to construct and repair the armor and weapons of the Guard, provides housing for the smiths and their apprentices – and stabling for 15 heavy warhorses, 20 light warhorses, and the staff needed to keep these animals healthy and happy.

The *Guard Towers* serve as “way points” for guards patrolling the streets, but also have standing forces of their own. The Guard assigns six guards to each tower; at any given time, two stand duty on the top platform, two rest below, and the other two generally either amuse themselves with card and dice games or go out on the town for other forms of entertainment. Guards at the towers carry heavy crossbows instead of the light crossbows favored by the general forces. All of the towers (except the two between Stone Hill and the Harbor) are equipped with ballistae, as well as a large pile of wood for watch-fires and several flasks of oil, each formulated to burn differently to indicate different problems (fire, ground invasion, naval attack or other situations).

Special Notes: During the course of the Chaos Plague, unless the PCs somehow intervene (this falls outside the scope of the module), Arvin Nash, Lakkell Vin and Selgar Ved all fall victim to the magical Chaos Plague, though the other named NPCs manage to avoid or resist it. Casting Raise Dead on Ved fails; the Guard proves unable to locate the corpses of either Nash or Vin.



- 1) Mayoral Manor
- 2) Temple of Markovia
- 3) Temple of Marlog
- 4) Council Hall
- 5) Great Market
- 6) Guard Hall
- 7) Main Guard Barracks
- 8) Main Stables

Pandal

Beginning the Adventure

If the PCs are present in Pandal before the outbreak of the plague, have the following encounter happen the day before the module officially begins – coincidentally the day the slave markets are to open after a one-week vacation.

A large group of Lizardmen arrives in town at daybreak, led by a half-ogre bounty hunter named Dzorg (see Appendix A: NPCs and Encounter 5.1). All carry the Chaos Plague, but none show signs of it yet. They stay at the same inn as one of the PCs. The half-ogre remains at the inn, then escorts the Lizardmen back out just as the gates close for the night. The Lizardmen buy a lot of slaves during this visit. The half-ogre is a crude but a decent sort – for now (his stats are presented in Encounter 5.1, after he experiences some changes).

If a PC spends any time with him, Dzorg relates this story:

"Normally I hunt down escaped slaves or prisoners, but whenever a large shipment of slaves arrives, I get special assignment to bring group of lizard man buyers. I know swamp better than anyone but them, and they trust me."

If Dzorg likes the PC(s), he adds:

"There seems to be something wrong at the Lizardman village, but they won't tell me what. Some kind of feud or something."

Dzorg also admits to having a great fondness for Lizardmen in general – Lizotaurs in particular. He doesn't trust the Kryzaar, though, and finds the rumors that winged Lizardmen have arrived in the area troubling for some reason.

Chapter 1: The Chaos Plague

This chapter begins the adventure. The feel here should be 'Survival Horror,' akin to a zombie movie. The PCs must escape from a town in chaos, while facing not only enemies that attack with arms and spells, but also foes attacking via infection and transformation.

ENCOUNTER 1.1: THE CHAOS BEGINS

Read or paraphrase the following text:

You barely noticed it when a man, coughing, sneezing and sweating profusely, entered the Inn of the Merry Crone. This time of year, and so close to a humid swamp, persons with coughs rarely seem a cause for concern.

As you gathered your gear before heading into town,

you noticed that many others in the Common Room seemed to have come down with the man's malady; nonetheless, you had other concerns.

Out in the town, however, you began to be alarmed. It seemed that as many as one person in ten suffered from the same symptoms you noticed in the Inn! Could this hint at a wave of vile sickness washing over the town?

Now, as you pass through the streets, you notice a number of people collapsing to the ground as if unconscious – or dead!

Suddenly, a hideous screaming fills your ears!

The PCs find themselves in the midst of a truly sinister epidemic, one caused by Bulmius and his efforts to restore his Master to prominence.

Each character should make a save vs. Breath Weapon as mentioned in Appendix B: the Chaos Plague. Those who fail are infected. Any PC rolling a natural 20 is an "immune carrier" – they do not have to make any further checks, but anyone in contact with them has to check every hour to avoid it.

However, this should not be their immediate concern – the people on the street that collapsed have not truly died, and now arise as Stage II Plague Victims!

Read or paraphrase the following as the Plague Victims attack:

Suddenly the reason for the screaming you hear becomes evident. Those who fell, rise up, hideously transformed. Patches of fur and scales grow on their altered bodies, and pairs of tentacles burst forth before your very eyes.

You also notice that most of these creatures now sport one normal eye, and one cat-like eye, but one body seems to have retained its normal eyes – adding



a cat's eye in the center of its forehead. Moaning in pain or anger – it is impossible to tell which – these monsters lurch to the attack!

For tournament play, use nine monsters; for campaign play, use three monsters for every two PCs present.

Plague Victim, Phase II (9 or variable)

(HF 4, EP 410, INT 0, AL NE, AC 8, MV 9", HD 4, hp 44, 43, 41, 40, 40, 39, 38, 38, 37, SZ M, CW H, #AT 3, D 1d6-1/1d4+1 (claw/bite), SA Grab (Bend Bars to break free, pinned, monster attacks at +4 to hit), SD Immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std., Lang None, Hon n/a., ML 20, TOP n/a, Crit BSL Def AC +2, FF n/a, Reference Appendix B and C)

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- 9): HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: Searching the bodies turns up 117 sp, 72 gp, four sticks of incense (10 GPV each), and a **Potion of Levitation** in a battered metal flask.

ENCOUNTER 1.2: THE ORACLE'S VISION.

Read or paraphrase the following text:

As you lay to rest the last of this group of tortured souls, horribly transformed by this mysterious plague, you realize that you have an audience.

An elderly man in green and yellow robes stands silently observing you. His left hand is withered and skeletal, and loosely clutches a gnarled wooden staff. The other hand rests in a pocket of his robes. Suspended by a thin chain from his neck is a silver ring holding what appears to be a mummified human hand.

A breeze ruffles what few wisps remain of his ash-gray hair, and piercing blue eyes regard you with surprising calm.

The elderly-seeming man (due to his Rapid Aging flaw, he actually is much younger than he appears) is Joreg Oremor (statistics given in Appendix A: NPCs), as he says below.

As soon as the PCs react to him, Joreg replies:

"I am Joreg Oremor, Oracle of The Feeble Gawd. I fear you are the ones I was sent to find, but I'll need your names to be certain."

If the PCs have never adventured together before, use this time for full introductions. Otherwise, once the PCs give their names, he sighs sadly, and launches into his tale (read or paraphrase the following):

"This morning, I awoke to chaos in the streets. After witnessing the effects of this strange plague that seems to turn good people into vile monsters, I asked my Gawd how we are to survive this. I was given an answer – to find individuals with your names and descriptions and impart to them the following message:

The cure to the plague – and destiny – lies on the first living creature you meet beyond the city gates. Seek first his goal, then his source, or all will be for naught!"

He sighs. "I suspect I asked the wrong question..."

Joreg knows nothing beyond what he already stated, and is more than a little skeptical regarding the PCs' abilities. He also has a very cynical sense of humor. He offers the PCs no rewards, and makes no promises (though he freely Diagnoses Injury or performs a Minor Raise Dead if asked). Should the PCs choose to fight him, his statistics are in Appendix A: NPCs. Killing him merely prevents his return later (in **Encounter 1.9**), but does allow the PCs to loot his remains.

From this point, the PCs may take any path they wish. Whatever their path, they should face the following four encounters (**Encounters 1.3 to 1.6**), in any order the GM desires.

GETTING OUT (FOR TOURNAMENT PLAY)

After speaking to Joreg, the PCs may take any path they wish – probably to the front gates. If they are polite to him (or at least non-threatening), he suggests three possible routes. The most direct route requires two hours of travel.

Whether the PCs choose one of his first two suggestions, or create their own route, they face the following four encounters (**Encounters 1.3 to 1.6**), in any order the GM desires. If the PCs do not get Joreg's advice, it takes them five hours to cross the town, due to unfamiliarity with the area (if a PC has been to Pandal before and makes an INT check, they know the three hour route).

Joreg's other two routes avoid major crowds but take a little longer. The shorter of the two takes three hours, the longer four. These longer routes bypass the barricade in **Encounter 1.3**, but the PCs face more plague victims (repeat combat from **Encounter 1.1**) instead.

ENCOUNTER 1.3: SIDETRACKED

Read or paraphrase the following text:

A large barricade blocks the road ahead. By all appearances, this blockade consists of furniture, carts, and doors ripped off of buildings. You can clearly make out several people on the other side; it appears that some armored men patrol the top of this crude wall.

The exact form this encounter takes is up to the PCs – it can be a short role-playing encounter, a long combat or just about anything in between. The PCs are free to “go around” this encounter – this adds an hour and a half to their travel time. The peasants throw garbage at the PCs as they leave. The barrage of garbage is so intense that at least one PC is hit (treat as a grenade-like missile dealing 1 point of damage).

The terrified townspeople of this area used furniture, carts, wagons and anything else they could get their hands on to produce this crude wall to keep out the plague victims. Unfortunately, it also blocks the PCs progress.

If the PCs attempt to cross the barricade, the people on the other side throw things at them, beginning with garbage and insults, progressing quickly to javelins, knives and spears should the PCs not back off. They refuse to allow anyone into their “fortress” for fear of letting in the plague. They are very annoying about it, certain that they’ve got the best location in the city and the only solution to the problem. Indeed, they show great pride in the security of their “fortress” and savagely attack anyone attempting to batter down, climb or fly over the wall. The people here managed to “liberate” three ballistae from the harbor defense and use these to attack anyone attempting to fly over. Note that, due to Valjean’s Military Operations skill, everyone under his command receives a +1 To-hit and +1 damage (noted in their descriptions).

These citizens should be so arrogant in their overconfidence that the PCs may feel some grim satisfaction when plague victims arise inside the “fortress” and slaughter these annoying peasants...

Valjean (6th level Soldier, Human Male)

(HF 7, EP 1050, AL LN, AC 2 (Ring Mail Armor +1, medium metal shield), MV (12”, 18”Fl (B), hp 72, SZ M, CW H, #AT 1 or 1/2, D by weapon (mace 1d6+3, battle axe 2d4+2, spear 1d6+2, long sword 1d8+2 or heavy crossbow 2d4), SA +1 To-hit, SD Half damage from fire/heat attacks, MR Std., Hon Avg., ML 16, STR 14/72, DEX 13/48, CON 14/53, INT 12/47, WIS 10/66, CHA 10/50, COM 10/80, ToP 36, Crit BSL Def AC +3, FF 7)

Quirks/Flaws: Clingy, Gullible, Truthful

STPs: Armor Maintenance 100%, Dig Hasty Grave 100%, Leadership: Basic 61%, Leadership: Committee 45%, Military: Battle Sense 61%, Military: Operations 24%, Military: Small Unit Tactics 58%, Reading/Writing: Common 19%, Shaving/Grooming 100%, Weapon Maintenance 100%; Fireborn (see City of Brass p123), Perfect Grooming (GG)

Languages: Da'Neerian, Common

Possessions: 42 gp, Ring Mail Armor +1, Winged Boots, medium metal shield, heavy crossbow, 15 quarrels, battle axe, long sword)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Ring Mail +1 AC: 6 ██████ 7 ██████ 8 ███ 9 █

Medium Metal Shield AC: +3 ██████ +2 ██████ +1 █████ 0 ███

Grantaire (3rd level Fighter, Human Male)

(HF 3, EP 190, INT 9, AL LN, AC 7 (medium shield), MV 9”, hp 39, SZ M, CW E, #AT 1 or 1/2, D by weapon (spear 1d6+2, heavy crossbow 2d4+1, long sword 1d8+1), SA +1 To-hit, SD Nil, MR Std., Hon Avg., ML 12, ToP 27, Crit BSL Def AC -1, FF 6)

Languages: Da'Neerian, Common

Possessions: Medium shield, heavy crossbow, 22 quarrels, long sword, spear)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Medium Shield AC: +3 ██████ +2 ██████ +1 █████

Lesgles (3rd level Fighter, Human Male)

(HF 3, EP 190, INT 9, AL LN, AC 7 (medium shield), MV 9”, hp 38, SZ M, CW E, #AT 1 or 1/2, D by weapon (spear 1d6+2, heavy crossbow 2d4+1, long sword 1d8+1), SA +1 To-hit, SD Nil, MR Std., Hon Avg., ML 12, ToP 27, Crit BSL Def AC -1, FF 6)

Languages: Da'Neerian, Common

Possessions: Medium shield, heavy crossbow, 22 quarrels, long sword, spear

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Medium Shield AC: +3 ██████ +2 ██████ +1 █████

Peasants, Human Male and Female (40+)

(HF 0, EP 7, INT 9, AL N, AC 8 (bits and pieces of armor, thick clothes); MV 12”, HD 1/2, hp 15 each, SZ M, CW A, #AT 1, D by weapon (improvised (1d6-2)+1 or thrown rock 1d6-3) or fists (1d2+1), SA +1 to hit, SD Nil, MR Std., Hon Avg., ML 15, ToP 12, Crit BSL Def AC -5, FF 4, Reference HOB V p8)

Languages: Da'Neerian, Common)

Note: All peasants have the same stats – if the PCs slay 10, morale (ML) drops from 15 to 8; after 20 or more fall, all attempt to flee automatically.

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- 40) HPs: ██████ ██████ ██████ AC: 8 00 9 0

Ballistae: Due to lack of training as a team, the peasants fire one of the three ballistae each round. They hit a Man-sized target at a base AC 8. (Larger targets count as 2 AC worse per step up, smaller targets as 2 better, so a size L target is AC 10, while a size T target is AC 4).

Armor does not count for AC, but magical defenses, and mobility (i.e. Dexterity, Swashbuckler AC bonus, Boots of Speed) do; damage is 12d6 vs. all targets. If the target remains stationary, the weapon crew has a +3 to hit; if the target moves faster than 3" in a round, they attack at -3.

Treasure: Scattered around behind the blockade, these citizens have stored enough food to supply all of them for a month, water for about half that duration, enough alcohol for them to all get good and drunk and 2,000 assorted coins with a net value of 475 gp.

ENCOUNTER 1.4: MAN ON THE RUN

As the party turns a corner in the city, have them roll for surprise. If no PCs are surprised, read or paraphrase:

It is becoming easier to tune out the sounds of panic throughout the city. So much so, that a man running in blind panic narrowly misses crashing into your group. As he rushes past, he stumbles and falls...

If any PCs are surprised, select one randomly – the running man collides with that PC instead of tripping over something in the road. Both fall to the ground, taking 1d6-3 points of damage. The man apologizes profusely before looking back.

While picking himself up, the man glances back over his shoulder, and lets out a terrified moan. A mob of very angry townspeople – none showing signs of the plague (yet!) - runs forward, brandishing a host of improvised weapons.

The man is Venrick, a local herbalist. This morning he attempted to treat the wife of a powerful, charismatic merchant for the Chaos Plague – and instead accelerated her condition; she passed from Stage I to Stage III to death in a matter of minutes. The merchant stormed out of his shop while Venrick sat, stunned.

An hour later, the merchant came back with a mob – claiming Venrick was the source of the plague. Venrick has been on the run ever since, and is close to exhaustion, and begs the PCs for protection.

Of course, there's the matter of that angry mob... Any methods the PCs devise – Rousing Speech, Enthral spells, flashy magic – should slow the mob down long enough that communication is possible. It requires serious effort to get the mob to disperse without either killing a few of them or working out their anger and frustration on a handy target. The mob accepts a PC scapegoat – or any handy NPC the characters suggest in lieu of the hapless herbalist...

If it comes to combat, treat the mob as a single, 18-HD monster with an AC of 8; each successful hit on it reduces its Hit Dice by one, regardless of the actual damage inflicted (area affect spells remove 1 HD per level of the caster). Each round, roll 1d4-1 for each PC to determine how many attacks the mob makes on him. Mob attacks inflict 2d4 points of damage/hit, though only 1/4 of the damage is "real," the rest being subdual damage. Anyone

THE PLUCKY COMIC RELIEF

Substitute the gnomes Ohn and Stallie (see Appendix A: NPCs) for the Herbalist; in this case, they have a cart of mostly-shoddy goods, which is what nearly collides with the PCs – adjust the read-aloud text accordingly. In amongst their junk, the gnomes have both the **Machete of Reaving +2** and the wooden, rune-covered **Ring of Sustenance** (see the gnomes' statistics in Appendix A: NPCs) available for sale, along with an assortment of inferior goods at standard prices.

These two form, essentially, a running gag throughout the module, and may be inappropriate for some campaigns; use the standard encounter instead if such a "gag" seems out of place for your game.

attempting to cast a spell while under attack from the mob has a minimum 10% chance of spell mishap (plus an additional 5% if they already have 10% or higher chance).

Venrick (Human Male)

(HF 0, EP 7, AL NG, AC 7 (DEX 16, clothing), MV 12", HD 1/2, hp 21, SZ M, CW A, #AT 1, D 1d2-1 or by weapon (dagger 1d6-2), SA Nil, SD Nil, MR Std., Hon Avg., STR 09/02, DEX 16/12, CON 10/53, INT 16/47, WIS 10/66, CHA 10/50, COM 10/80, ToP 11, Hon Avg., Crit BSL Def AC -5, FF 5, Reference HOB V p8

STPs: Alchemy 21%, Botany 75%, Herbalism 78%, Identify Poison 23% (GG); Brewing (talent)

Languages: Da'Neerian, Elvish, Gnardian, Common

Possessions: 42 gp and 3 pp, a pair of garnets (1,000 GPV each), a knife that he knows is magical but has not identified any properties of, and three potions (**Healing**, **Gaseous Form**, and **Growth**). The knife is actually a **Machete of Reaving +2**.

HPs: ██████ ██████ ██████ ██████ □ AC: 9 □

Treasure: Venrick gladly gives any or all of his possessions to PCs saving his life. PCs dispersing the mob and searching the area discover 87 cp, 41 sp, 15 elp, and 8 gp.

ENCOUNTER 1.5: LOOTERS!

As the PCs travel past a provisioner's shop, read or paraphrase:

A teenage human female suddenly bursts out of a provisioner's shop as you pass. She glances behind her as if terrified, then trips on a loose paving stone. As she crashes to the ground, two more figures emerge from the shop – one an ugly, scarred human with broad shoulders and metallic armor under loose-fitting clothes, and the other a lanky half-orc, quite good-looking for his kind.

The half-orc grabs the girl's belt while the human glances your way, grins and tosses a sack to the ground in front of you. "Just take the bag and keep walking. We don't want no trouble," he announces, his other hand resting lightly on a two-handed sword.

The sack contains 10 pounds of coins and small valuables with a total 200 GPV. Accepting this bribe and continuing on grants a predominantly good or neutral-aligned party at least one AIP (probably two, unless they are completely clueless as to what these looters might do to the girl) towards neutral evil.

In addition to the two villains in the street (the half-orc fighter/thief Goluk and the human fighter Agorim), there are five other looters in this group. Four are common thugs, while Garis the cleric and Melkaron the exterminator (a Necromancy specialist magic-user) round out the group. Two of the thugs and the cleric search the shop for valuables while the other two, loaded crossbows in hand, watch the front and back doors respectively. The

magic-user has his attention split between the looters and the doors. If trouble starts in the street, the thug in the door takes potshots at the PCs, preferring to target spell casters. Melkaron casts Spectral Hand before heading out to join in the combat, while the remaining looters head out one at a time (Garis first, then Melkaron, then the remaining thugs) to join in.

Goluk (5th Level Fighter/5th Level Thief, Half-Orc Male)

(HF 4, EP 1157, AL NE, AC 0 (elven chainmail, medium shield, DEX 15), MV 12", hp 54, SZ M, CW G, #AT 1 or 1/2, D by weapon (long sword 1d8+1 or heavy crossbow 2d4), SA +1 To-hit melee, +2 w/missiles, backstab (+4 to hit, +2 damage dice), SD 1/2 damage from crushing attacks, 60' Infravision, MR Std., Hon Avg., STR 13/55, DEX 15/42, CON 15/61, INT 9/30, WIS 8/100, CHA 10/40, COM 10/43, ToP 27, PP 35%, OL 50%, FT 40%, RT 40%, MS 45%, HS 40%, DN 40%, CW 85%, Crit BSL Def AC +2 (backstab adds 4), FF 6

Quirks/Flaws: Misguided, Multiple Personality: Beggar

STPs: Armor and Weapon Maintenance 100%, Basic Armor Repair 34%, Gaming 67%, Dog Paddle 44%, Tumbling 42% (GG); Active Sense of Smell, Acute Taste, Blind Fighting, Dense Skin, Simultaneous Backstab Attacks (GG), Thick Hide, Magic Trap Sense (GG)

Languages: Common, Da'Neerian

Possessions: 85 gp, **Potion of Extra Healing**, elven chainmail, long sword, heavy crossbow, nine bolts, lockpicks, 50' silk rope, sharpened coin, knife, backpack)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██████ ██████ ██████ ██████

Elven	AC: 5	6	7	8	9
Chain Mail	██████	██████	██████	██████	██████
Medium Metal Shield	AC: +3	██████	+2	██████	+1
		██████		██████	0

Agorim (7th level Fighter, Human Male)

(HF 8, EP 1475, AL NE, AC 5 (**Ring Mail +1**, Acrobatic Skill Suite), MV 9", hp 74, SZ M, CW I, #AT 1/2, 2 or 3/2, D by weapon (broad sword 2d4+3, 12-gauge crossbow 3d4, or **Two-handed Sword +1** 1d10+6), SA Nil, SD Nil, MR Std., Hon Avg., STR 15/5[16/5*], DEX 10/59, CON 16/21[18/21*], INT 13/36, WIS 10/18, CHA 10/62, COM 9/3, ToP 37, Crit BSL Def AC +3, FF 8

Quirks/Flaws: Easily Dehydrated, Multiple Personality Disorder: Young girl; Stutter, Tone Deaf

STPs: Armor Maintenance 100%, Armor Repair: Basic 16%, Art of Beating 23%, Blacksmith Tools 57%, Blacksmithing 60%, Dirty Fighting 28%, Disarm 27% (CG), Fire-building 33%, Leatherworking Tools 25%, Leatherworking 26%, Maintenance/Upkeep (General) 100%, Metalworking 33%, Mortal Combat 19%, Muster Resolve 23%, Shaving/Grooming 100%, Trip Attack 15% (CG), Weapon Maintenance 100%, Weaponsmithing 20%; Punching Specialization; Acrobatic, Advanced Two-Handed Fighting (CG), Heat Resistance.

Languages: Da'Neerian, Common

[*]indicates original value, reduced due to high Personal Temperature.

Possessions: 103 gp, 12-gauge crossbow, backpack, **Potion of Undead (Wraith) Control**, 15 quarrels, broad sword, **Two-handed Sword +1.**)

HPs: ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████

Ring Mail +1 AC: 6 ██████ 7 ██████ 8 █ 9 █

Melkaron (6th level Exterminator [Magic-user Sole Practitioner], Human Male)

(HF 4, EP 962, AL CE, AC 8 (DEX 14/50), MV 12", hp 39, SZ M, CW D, #AT 1 or 2, D by weapon (battle axe 2d4+3, dagger (1d6-1)+2), SA +2 To-hit (melee: STR, magic; missile: DEX), others save vs. his Necromantic spells at -1, SD +1 to save vs. Necromancy magic, MR +4 Magical Attack Adj. (WIS), Hon Avg., STR 13/62, DEX 14/50, CON 11/67, INT 13/94, WIS 18/67, CHA 16/37, COM 14/58 ToP 20, Crit BSL Def AC -2, FF 5.

Quirks/Flaws: Enmity Toward Dwarves, Gambling Addiction, Know-it-all, Loss of Ear, Missing Finger, Psychotic Aversion to Bards, Self Absorbed.

STPs: Alchemy 20%, Anatomy: Basic 51%, Appraising 52%, Arcane Lore 49%, Botany 28%, Gaming 38%, Reading/Writing: Common 39%; Martial Tradition (SSG) (Battle Axe), Mnemonically Gifted (SSG), Opportunist, Photographic Memory.

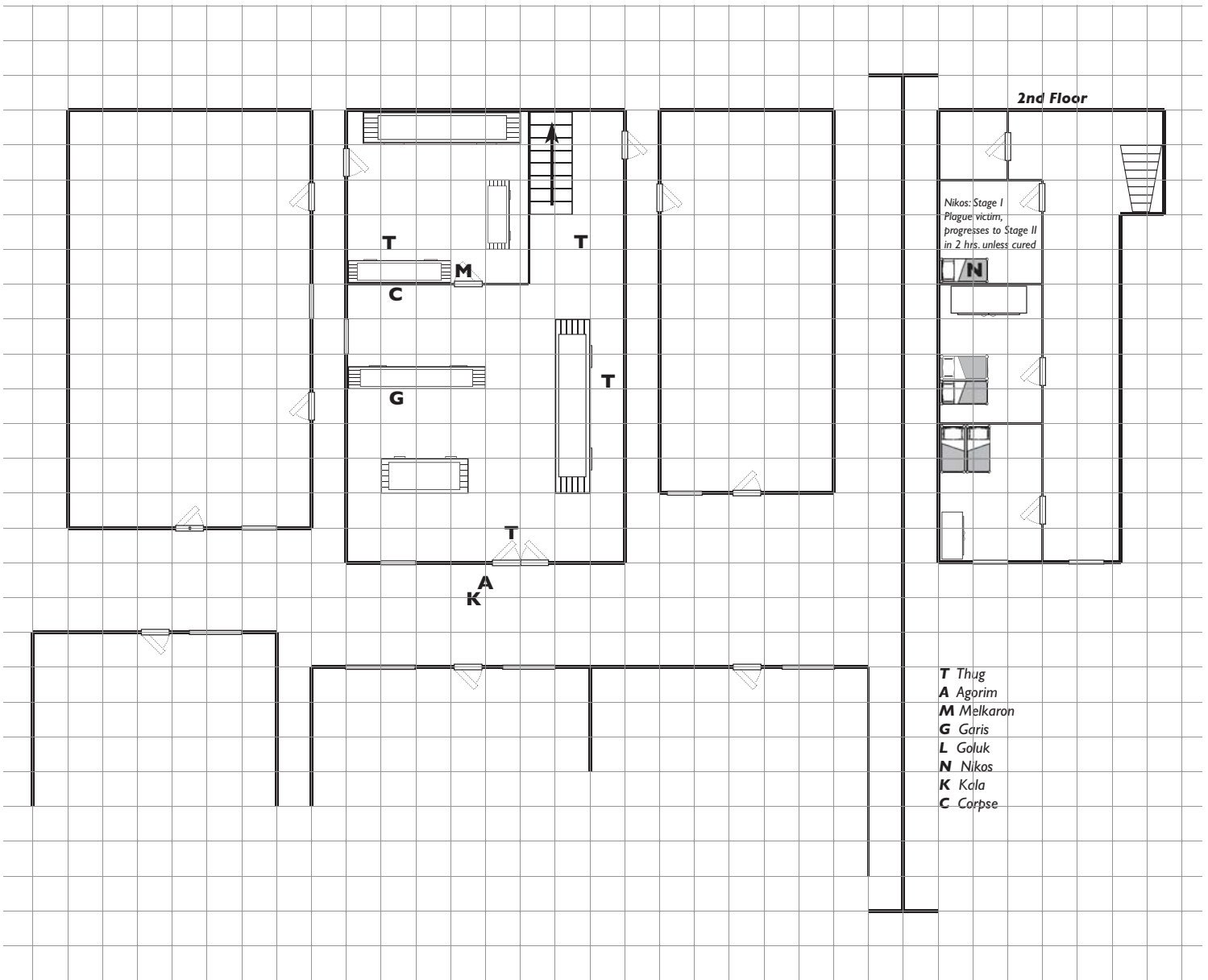
Languages: Common.

Possessions: 42 gp, heirloom battle axe (Clan Honor Token; also does +1 damage as a quality weapon), four daggers, **Cloak of the Manta Ray**, **five traveling spell books.**

Spell book 1: Leather Cover, Vellum Pages, 12" x 6" x 1", 1 lb (x3 Encumbrance), 52 pages, no special features, holds *1st level:* Animate Dead Animals (SSG), Chill Touch, Corpse Visage, Detect Undead, Disable Hand (SSG), Exterminate (SSG).

Spell book 2: Leather Cover, Vellum Pages, 12" x 6" x 1", .75 lb (x3 Encumbrance), 52 pages, no special features, holds *1st level:* Ralph's Placid Arrow (SSG), Read Magic, Write; *2nd level:* Choke (SSG), Death Recall (SSG), Disable Foot (SSG).

Spell book 3: Leather Cover, Vellum Pages, 12" x 7" x 1", 1 lb (x3 Encumbrance), 52 pages, no special features, holds *2nd level:*



Ghoul Touch (SSG), Slow Healing (SSG), Spectral Hand; *3rd level*: Bone Club (SSG), Feign Death, Murgain's Migraine.

Spell book 4: Leather Cover, Vellum Pages, 12" x 7" x 1", .5 lb (x3 Encumbrance), 48 pages, no special features, holds *2nd level*: Ghoul Touch (SSG), Slow Healing (SSG), Spectral Hand; *3rd level*: Rot Dawgs (SSG), Vampiric Touch.

Spell book 5: Leather Cover, Vellum Pages, 12" x 7" x 1", .5 lb (x3 Encumbrance), 44 pages, no special features, holds *4th level*: Contagion, Poison (SSG).

Spells: (though he probably won't live long enough for it to matter, thanks to Mnemonically Gifted, Melkaron has one more spell memorized at each level than he can cast):

1st level: Animate Dead Animals (SSG), Chill Touch (x3), Detect Undead, Disable Hand (SSG) (x3), Exterminate (SSG)(x2), Ralph's Placid Arrow (SSG) (x3);

2nd level: Choke (x2) (SSG), Disable Foot (SSG), Ghoul Touch (SSG), Slow Healing (SSG), Spectral Hand;

3rd level: Bone Club (SSG), Rot Dawgs (SSG), Vampiric Touch; *4th level*: Contagion, Poison (SSG).

HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

Garis (7th level Cleric of Draper, Male Human)

(HF 7, EP 1620, AL CN, AC 1 (Chain Mail +2, small metal shield), MV 9", hp 62, SZ M, CW G, #AT 1 or 2, D by weapon (dagger 1d6-1, mace 1d6+1 or Quarterstaff +1 1d6+1), SA clerical spells, SD Nil, MR +3 Magical Attack Adj. (WIS), Hon Avg., STR 10/82, DEX 10/65, CON 15/11, INT 9/98, WIS 17/1, CHA 12/96, COM 10/64, ToP 31, Crit BSL Def AC +1 (+2 with staff), FF 6

Quirks/Flaws: Alcoholic, Temper Tantrums, Loud Boor

STPs: Appraising 19%, First Aid: Cauterize Wound 57%, First Aid: Sew Own Wounds 57%, First Aid: Sew Wounds 57%, Fondling 27%, Looting: Basic 37%, Read/Write: Common 20%, Religion (general) 63%, Shaving/Grooming 100%, Slip Away into Shadows 51%, Stealthy Movement 30%, Street Cred 30%; Follow-Through Healing, Heat Resistance, Receptive Healer.

Languages: Common, Forcuran, Da'Neerian.

Possessions: 122 gp, Chain Mail Armor +2, 9 daggers, Quarterstaff +1, holy symbol (silver shooting star on wooden disk), small metal mirror).

Spells: *1st level*: Command, Cure Light Wounds (x2), Endure Cold/Endure Heat (x3, all cast), Sanctuary;

2nd level: Cure Moderate Wounds, Find Traps (SSG), Rigor Mortis (x2), Silence 15';

3rd level: Adjustable Light, Dispel Magic, Remove Curse;

4th level: Free Action.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████
 ████

Chain Mail +2	AC:	3	4	5	6	7	8	9
		█████	█████	█████	████	███	██	█
		█████	█████	█████	████	███	██	█

Small Metal Shield: AC +2 ██████ +1 ███ 0 █

Thugs (1st level Fighters, Human (or near-human) (4)

(HF 1, EP 80, AL NE, AC 7 (medium shield, DEX 12), MV 12", hp 30, 27, 25, 24, SZ M, CW C, #AT 1 or 1/2, D by weapon (long sword 1d8+1, mace 1d6+2 or heavy crossbow 2d4), SA +1 To-hit (STR or DEX); SD Nil, MR Std., Hon Avg.; ToP 27; Crit BSL Def AC -2, FF 6

Languages: Common

Possessions (each): 10 GPV of assorted coins, heavy crossbow, 12 quarrels, long sword, footman's mace, backpack, large sack, 2 wineskins and one gallon ale)

1) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 Medium Wood Shield AC: +3 ████ +2 ███ +1 ███ 0 █

2) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 Medium Wood Shield AC: +3 ████ +2 ███ +1 ███ 0 █

3) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 Medium Wood Shield AC: +3 ████ +2 ███ +1 ███ 0 █

4) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 Medium Wood Shield AC: +3 ████ +2 ███ +1 ███ 0 █

Treasure: Once they deal with the raiders, the PCs may examine (or loot) the shop or continue on their way. If they prevented any harm from befalling the young girl (who gives her name as Kala), she offers them her most prized possession – seemingly a tarnished silver ring – as a reward, explaining that it was a 14th birthday present she received two days ago, but if it weren't for the PCs, she'd never see another birthday. However, neither Kala nor her parents realize it is a platinum ring worth 3,400 gp!

The shop itself contains enough food supplies for about 8 weeks of rations (at a weight of about 40 pounds/week's worth) - as these guys were not the first to think of looting it, most of the shop's other valuables have already wandered off.

LOOK! UP IN THE SKY!

If the PCs "avoid" this encounter through flying, the ritual summons two Hydrodaemons that use their Fly, Teleport and Dimension Door abilities to harass the PCs. In campaign play (but not tournament play), at the GM's discretion, the summoning ritual temporarily disables their ability to Gate in other Daemons and/or any Water Elementals. If the PCs simply ignore this encounter, one Hydrodaemon finds them during the second round of the next encounter; if that fight lasts five or more rounds, a Piscodaemon arrives to join in the carnage.

Note that as this temple is indoors, and designed to capture cool ocean breezes, the effective temperature here is 15° cooler than outside.

ENCOUNTER 1.6: FALLEN TEMPLE

Read or paraphrase the following text:

Passing through the streets of Pandal, you overhear two people on the street, deep in discussion.

“Do you think it’s true? Will she be at the temple?”

“I certainly hope so. If she’s found a cure for this strange plague...”

“Right – it’s worth any cost...”

The two figures hurry in the direction of what you assume is the temple, their words now lost to you.

Bishara Pel, a former cleric of Markovia, operates this shrine (she earned her position through politics and luck). When she failed to save the first plague victim, she went insane and murdered two of her four under-priests, sacrificing the first to Markovia, and the second to "Any Gawd who would listen."

This act turned her to chaotic evil, stripped her down to 9th level and earned her a new Patron Gawd, one who finds such deceptive, treacherous and brutal behavior appealing. This Gawd is none other than Yi-Gor (or any other Gawd of Treachery and Deception in the GM’s campaign world).

Two Acolytes remain with her, one blindly faithful to Bishara, the other just not very bright; the rest either died at her hands already or have fled the area.

Bishara has also discovered a scroll that, in her madness, she believes will rid the land of the plague. In fact, the scroll opens a Gate to a random lower plane – in this case bringing forth a band of Daemons from Hades!

Should the PCs enter the temple, they do so as the Acolytes slam the doors shut (waiting for the last PC to enter first) and Bishara reaches the half-way point of her ritual.

If the PCs attempt to identify the specific spell cast, a Detect Magic spell or Arcane Lore skill check (Easy difficulty) indicates a Conjuraction/Summoning effect; if the skill check succeeds by 10 or more, the character also notices some elements of Wild Magic involved.

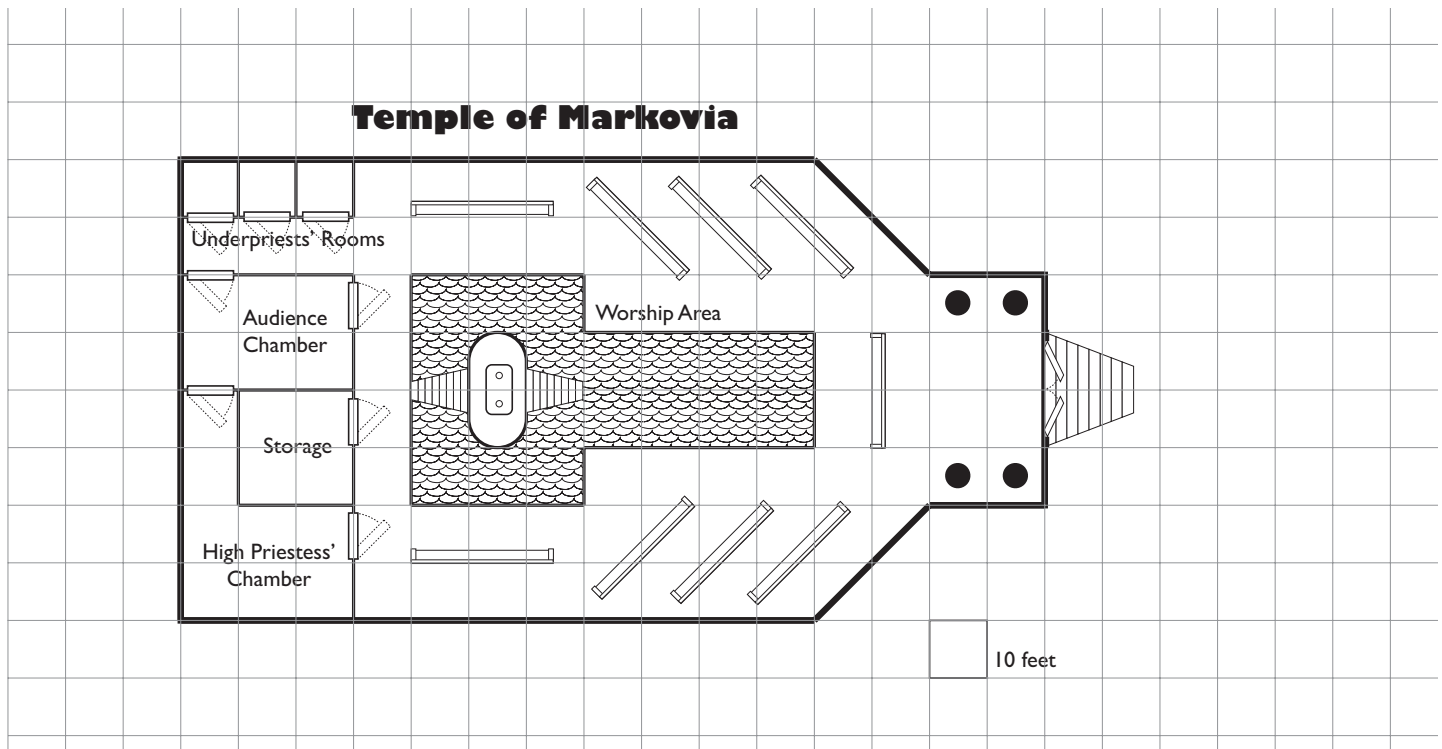
A Spellcraft skill check (Average) indicates both of the above facts, and that the spell is a modified Gate spell. If the check roll is less than or equal to the character’s skill mastery, the PC determines the Gate opens to an Outer Plane. If the roll is 15 points or more below the character’s skill, the character also realizes it opens to a random Lower Plane.

Any successful Arcane Lore or Spellcraft check also reveals that this version of the spell requires constant chanting to keep the Gate open.

A Divine Lore (or Planar Lore if such a skill exists in the campaign) skill check (Average difficulty) reveals that the magic involves the Lower Planes (if the roll falls in the character’s Chance to Improve skill range, this pinpoints the specific plane involved as Hades).

Unless the PCs alter the flow, events happen as follows, beginning once the priests close the doors:

Round 1: The outline of a Gate effect manifests; unless dispelled somehow, this guarantees the arrival of one Piscodaemon at the end of Round 3. The Acolytes do anything they can to stop the PCs from interfering with the ritual at this point (Acolyte Kolchiss is likely to use her nets if possible – making called shots to the torso with them as per the rules in the *Zealot’s Guide* p100). The worshipers may attempt to overbear or otherwise incapacitate the PCs without causing permanent harm to them, depending on how the PCs handle themselves here.



Round 2: The shape of the Gate is completely visible (unless the PCs somehow stopped Bishara or dispelled it); as an oval, 9' tall and 5' wide, of pearlescent black. Unless completely dispelled (i.e. by a Dispel Magic cast against a 9th level caster or another effect that blocks such magic), two Daemons (a Piscodaemon in Round 3 and a Hydrodaemon in Round 4) arrive through the gate.

Round 3: The first Piscodaemon steps through the Gate, slightly disoriented from its trip. At this point, the crowd of worshippers becomes confused and panicky; unless calmed (via a Rousing Speech or some other such ability), they stampede for the doors. Ikaris realizes something is "wrong", and tries to help usher the crowd out. Kolchiss still believes in Bishara, and takes no action.

Round 4: The Piscodaemon is free to act; unless attacked by the PCs, it grabs a random worshiper and kills him. A Hydrodaemon follows it through the Gate this round; it also is disoriented for one round and unable to act until Round 5.

Round 5: The Hydrodaemon selects one PC and moves in to attack. The Piscodaemon attacks anyone that attacked it, or slaughters another worshiper otherwise. Kolchiss realizes that events are going wrong and tries to talk Bishara into stopping the ritual. Ikaris attempts to assist the PCs in any capacity, preferring to work on crowd control. A second Piscodaemon steps out of the Gate.

Round 6: A second Hydrodaemon arrives, as the Gate collapses. Any remaining worshippers finally get out of the temple. Both Piscodaemons attack the PCs. The first Hydrodaemon continues to attack its chosen target.

Round 7: The second Hydrodaemon kills Kolchiss (unless somehow prevented from doing so).

Notes: In order to keep the Gate open, Bishara must continue reading from her scroll. As a result, she tries to ignore most efforts to disrupt her chant. PCs can stop the ritual via a successful Dispel Magic cast on the Gate itself or by killing Bishara; a Silence 15'r or equivalent spell cast upon the scroll during Round 1 also causes this, but once the Gate is fully formed (Round 2), this has no effect. Due to the complexity and power of the spell on the scroll, dispelling the gate triggers a spell mishap (*GMG* p82) for Bishara, and stops the ritual.

The Nefarians fight to the death – any summoned Water Elementals break away from combat and go home once the party defeats the Hydrodaemons.

Bishara Pel (9th level fallen Cleric, Human Female)

(HF 11, EP 3226, AL CE, AC 5 (ring mail armor, **Ring of Protection** +1), MV 6", hp 59, SZ M, CW H, #AT 1, D by weapon (flail 1d6+1, mace 1d6+1 or superior quality warhammer 1d6+1), SA clerical spells, SD **Ring of Protection** +1, MR Std., Hon Avg., STR 11/47, DEX 12/82, CON 11/88, INT 7/82, WIS 13/36, CHA 13/95, COM 10/87, ToP 30, Crit BSL Def AC +2 (+3 w/warhammer), FF 5

Quirks/Flaws: Animal Antipathy (birds), Delusion (believes she acts in the interests of Markovia), Frigid, Little Faith, Sleep Casting.

STPs: Acting 39% (GG), Boating 34% (GG), History: Local (Pandal) 21%, Nautical Navigation 29%, Oration 18%, Parley 15%, Religion: General 58%, Religion: Specific (Markovia) 16%, Resist Persuasion 17%, Rope Use 41%, Rousing Speech 53%,

Seamanship 29%, Social Etiquette 25%, Survival: Jungle 16%, Swimming 29%, Swimming: Dog Paddle 29%, Weather Sense 19%; Aquatic Background (CG), Heat Resistance.

Languages: Common, Da'Neerian, Ragean (Ancient/Dead).

Possessions: 42 gp, ring mail armor, **Ring of Protection** +1, footman's mace, superior quality warhammer (+1 damage, GPV 120), footman's flail, **Vial of Unholy Water** (her corruption allows it to function as her holy symbol), scroll (opens Gate to random Lower Plane, already cast)).

Spells: *1st level:* Bless, Command (x2), Create Water, Endure Cold/Endure Heat, Know Direction, Light;

2nd level: Aid, Resist Fire/Cold, Rigor Mortis, Withdraw;

3rd level: Create Food/Water, Remove Curse, Shock Therapy;

4th level: Free Action, No Fear;

5th level: Rigor Mortis 10'r.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██████ ██████ ██████ ██████ ██████

Ring Mail AC: 7 ██████ 8 ██ 9 □

Ikaris (2nd level Cleric, Human Male)

(HF 2, EP 155, AL CG, AC 5 (ring mail armor), MV 9", hp 35, SZ M, CW C, #AT 1, D by weapon (quarterstaff 1d6 or trident 3d4), SA clerical spells, SD Nil, MR +1 Magical Attack Adj. (training bonus), Hon Avg., STR 10/36, DEX 11/9, CON 14/57, INT 12/23, WIS 15/23, CHA 12/5, COM 11/95, ToP 18, Crit BSL Def AC -3, FF 7.

Quirks/Flaws: Clingy, Jerk, Self Absorbed, Tone Deaf.

STPs: Nautical Navigation 16%, Rope Use 16%, Seamanship 16%, Swimming 16%, Swimming: Dog Paddle 16%, Weather Sense 18%; Acrobatic Skill Suite, Aquatic Background (CG), Courage, Enhanced Turning, Follow-Through Healing, Second Sight.

Languages: Da'Neerian, Common.

Possessions: 28 sp, ring mail armor, trident, 2 **Vials of Holy Water**, quarterstaff, two belt pouches).

Spells: *1st level:* Bless, Cure Light Wounds (x2), Diagnose Injury, Light, Repair Strain or Sprain.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
██████

Ring Mail AC: 7 ██████ 8 ██ 9 □

Kolchiss (1st level Fighter/2nd level Cleric, Half-Elf Female)

(HF 2, EP 189, AL CG, AC 10, MV 12", hp 26, SZ M, CW C, #AT 1, D by weapon (net, mace 1d6+4 or trident 1d6+4); SA clerical spells, SD 60' Infravision, MR 30% vs. Sleep/Charm, Hon Avg., STR 15/4, DEX 13/21, CON 13/17, INT 13/5, WIS 15/78, CHA 8/42, COM 11/23, ToP 13, Crit BSL Def AC -3, FF 6.

Quirks/Flaws: Anosmia, Enmity Versus Marlog, Far Sighted, Multiple Personality Disorder: Old Man, Tone Deaf.

STPs: Astrology 29%, Establish Ambush Zone 21%, Idle Gossip 29%, Nautical Navigation 18%, Seamstress/Tailor 36%, Swimming 18%, Swimming: Dog Paddle 18%, Weaving 21%; Aquatic Background (CG), Blood Turning, Perfect Grooming (GG), Quick Casting.

- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████
 ██████ □

ENCOUNTER 1.7: THE THIRD STAGE

Read or paraphrase the following text:

As the gates to the city palisade come into view, you discover a scene of brutal carnage. Evidently, an entire squad of the city guard ran into a large group of plague victims. It appears there is nothing left alive between yourselves and the city gates. As the thought of looting the bodies enters your mind, a sudden realization comes to you – your group has walked into an ambush!

A band of plague victims more hideously deformed than any you have faced so far emerges from hiding, their movements showing a definite intelligence absent from the ones you faced at the beginning of this nightmare...

GM's Note: If the PCs all have access to flight, these monsters are Winged Variants, with increased HF (7) and EP (1340) values and 9"Fl (D) movement.

Human, Chaos Plague Variant (5)

(HF 6, EP 1185, INT 9, AL CE, AC 6, MV 12", HD 6, hp 49, 48, 48, 47, 38, SZ M, CW J, #AT 3, D 1d6+3/2d4 (claw/bite), SA Grab, Additional mutation (see below), SD Immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std, ML 12, Lang Common, Da'Neerian, Hon Avg., ToP 25, 24, 24, 24, 19, Crit BSL Def AC +4, FF 6, Reference Appendix B and C)

Additional Mutation:

Envenomed claw: if claw deals damage to victim, save vs. Poison – paralyzed for 2d6 rounds if save failed, slowed for 1d4 rounds otherwise, onset time 1 round

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Antlers: extra 1d4+1 attack; on a natural 20 vs. size S or T foes, instead of a normal critical hit, the victim is lifted in the air and tossed 3d8' in a random direction, taking 1d6 points of damage/10' flung.

- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Jagged bone spurs: +2 To-hit

- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Lamprey Limb: Extra Tentacle; attacks for 2d4 points of damage; if attack does 1+ points of damage to target, tentacle attaches to the victim draining 2d4 points of damage (blood)/round

- 4) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Cilia: can Spider Climb on any surface at will.

- 5) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: Though these mutants personally carry no treasures, a search of the area turns up the following, scattered between several corpses: 26 cp, 35 sp, 38 pp, a box holding 3 vials of rare unguent (40 GPV each), a **Potion of Fire Breath** (milky green liquid, smells of cinnamon), a vial holding **Oil of Slipperiness**, a hematite (10 GPV), a sardonyx (50 GPV), a citrine (50 GPV), a jasper (50 GPV), a topaz (500 GPV), a spinel (500 GPV), an aquamarine (500 GPV) and an opal (1,000 GPV).

ENCOUNTER 1.8: AT THE GATES

Read or paraphrase the following text:

Passing through the city streets, you finally arrive at the main gates to Pandal. The gates are, predictably, closed. However, there do not appear to be any guards manning them...

At this point, all the PCs need to do is get out of the city to face the final encounter. Climbing the walls is an option (the design discourages climbing from the outside, but makes climbing out an Easy task). Other possibilities include traveling down the length of the wall to cross outside at the waterfront, breaking a hole in it (difficult without powerful magic or siege weapons but possible – the walls are stone with 20 Structural Points – the gate itself is a little less sturdy, having a mere 12 Structural Points), or opening the gate (Structural Points are more fully explained in *Lord Flataroy's Guide*; in general, any attack that inflicts 25 or more points of damage reduces 1 Structural Point plus one for every additional 13 points of damage inflicted, dropping fractions). Exceptionally strong PCs may attempt to lift the heavy gate (requiring a Bend Bars check at -30%); magic to open doors also gets the gates open long enough to permit egress. The PCs may also choose to examine the gate house and use the winch mechanism.

The door to the gate house is ajar, and a slightly metallic scent comes from within. Blood covers the interior of the small shack, and PCs see the badly damaged body of one guard, caught in the gears of the winch mechanism. When the plague erupted here, two human guards decided to seal the gates to prevent any infected persons from leaving – or entering – the city. Unfortunately, one of the guards was himself infected, and slipped into Stage II as the gates slammed home. This Plague Victim killed its former partner, and ran off into the city, pursued by the remaining

guards, creating the situation in which the PCs now find themselves.

Using the winch while the body remains attached proves difficult, requiring a Bend Bars/Lift Gates roll at -10% - and angering the guard's spirit. Removing the body without damaging it further requires either an Engineering check (Average difficulty), a Remove Traps roll (it's not really a trap, per se, but removing the body calls for very similar actions to removing a trap), or two characters each having 10+ STR, and making successful DEX checks (a third PC making an Orchestrate Task check (Easy difficulty) grants a 2 point bonus on the DEX rolls). A Knock spell or similar magic also frees the body, though with a bit less ceremony. If the PCs give the corpse last rites or a similar ritual, this pleases the guard's spirit; if they simply leave the body there or mistreat it, the spirit becomes enraged, this rage twisting it into a Vision. After removal of the body, the winch allows the opening of the gates on a Bend Bars check with a 40% bonus.

The guard's spirit manifests as a shadowy outline of a human warrior. If the PCs try to talk to him, he was a simple human named Elrim who doesn't know much beyond this.

If angered, the spirit attacks.

Spirit

(HF 27, EP 975, INT 11, AL LE, AC 0 (10 in Ethereal Plane), MV 15", HD 8, hp 57, SZ M, CW L, #AT 1, D Special, SA Illusory Aging (If roll of 3d6+3 greater than victim's INT, victim believes he or she has aged 10 years), SD can be hit only by silver, magic or blessed weapons (blessed weapons do 3d6 points of damage regardless), takes damage from Dispel Illusion (1d6-1/level of caster, each die MAY be 0), MR 75%, Lang Common, Da'Neerian, Hon Avg., ToP n/a, Crit BSL Def AC +6, FF n/a, Reference HoB 8 p67)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: If pleased, the spirit leads the PCs to a loose rock, beneath which they find 480 hsp and a **Trident** +1 (without the spirit's help, this is found as a Secret Door).

ENCOUNTER 1.9: SERVANTS OF EVIL

Read or paraphrase the following text:

Emerging from the city into the steamy afternoon, you soon hear three voices arguing loudly.

Give the PCs a moment to prepare – they may engage in missile fire, cast preparatory spells, or simply stand and wait. Should the PCs attack, the villains do not have a Prayer spell active during the battle – but the PCs themselves become subject to a charge from the dark knight! Assuming the players do not interrupt, read or paraphrase the following:

As you wait, the voices become clearer. The first is a whiny, nasal-sounding voice, likely belonging to a human or half-human male: "Are you sure we're going the right way? Your brother never was good with maps..."

The responding voice is definitely feminine, and man ages to be somehow both melodic and oddly hollow sounding: "You could just let Wately see the map again, darling. It might shut him up..."

A third voice, deep and commanding, replies: "It's been a long time since that pit incident. My brother's skills have improved greatly since then – a map may be the only thing I'd trust him to make, but I do trust him at that. Now look sharp – we're passing by the city and the plague should be in full swing – things may get... Hello, we have company!"

He says this just as his unusual troupe comes into view. The final speaker, a large human in black plate armor, leads an odd procession. He sits astride a massive black charger, a horse whose very hooves and eyes seem wreathed in flame. The man has a lance in his left hand and a shield – black, with a design resembling an upraised human hand, but with eyes for fingertips and an open mouth – from which emerges not a tongue, but a tentacle – set in the palm.

At his right is a small, slender woman, her head hidden in the folds of a large hooded cloak, riding a horse identical to his mount. She appears to be unarmed.

Another figure, a human in mismatched clothing, rides to his left and slightly behind him. His mount, while less impressive than those of the other two, is no less bizarre – being entirely skeletal!

With this strange trio, you see a number of other figures, all man-sized, wearing dark, hooded robes that prevent you from making out their features – an odd choice of garments for the local weather! As with the third human, each of these robed figures also rides a skeletal steed.

"Who are you folk?" the black armored man asks of your group. "Unless you wish to challenge us, kindly stand aside – we have business to attend to."

Any gnomes in the party take an immediate dislike to Andrex (the speaker) – anyone making a Current Affairs check (Difficult) recognizes him as "Andrex Gnomeslayer," a dark knight who has single-handedly wiped out two gnomish settlements in the past few years. A Heraldry check (Average difficulty) reveals that his shield design is not an established one; a Difficult check reveals a connection between this symbol and an obscure religious cult, while a Very Difficult check links this design to a knight responsible for the destruction of a gnomish community just outside of Krandaner a few months back. A Religion: General check (Very Difficult) identifies the symbol as being somehow connected to an

obscure gawd of the Kuchooloo myths. If a PC somehow has Religion, Specific (Kuchooloo Myths), a Difficult check reveals it to be the symbol of Ygaruth The Abomination, a being believed destroyed during the Gawdswar.

Andrex is initially pompous but friendly towards the PCs. Wately and Kassara keep their opinions to themselves, and follow the lead of the dark knight. If the PCs are friendly, Andrex has no problem chatting with them for a bit – though he reveals only that he is on a quest to kill someone for his brother, refusing to say more about his mission. Kassara quickly becomes bored with this, however (i.e., whenever you feel the urge to move things along – or a PC makes a hostile act) and soon pulls back her hood while issuing a keening wail (thus initiating combat). The bond between Andrex and Kassara is strong enough that he does not have to save against her wail, nor does he suffer aging affects from viewing her horrid visage. Wately has no such protections, but he is crazy enough that he really doesn't care...

Wately and Andrex are friends from childhood; before she caught a terminal disease from him, the grel Kassara and Andrex were lovers. The four once adventured with a transmuter named Bulmius (Andrex's brother) and a half-orc jester named Scapula, under the banner of the Fingers of Doom. The party dissolved when both Kassara and Scapula caught terminal diseases from Andrex – but reunited to perform one final mission for Bulmius. A letter Andrex carries (see Player's Aids) describes this mission.

Bulmius's arrival at the Sunken City reawakened the bodies of its former inhabitants, preserved but mummified due to immersion in the swamp. He sent them out to assist his brother; these undead creatures temporarily accept the commands of Andrex, but care nothing of his companions or his quest, simply desiring to slay living creatures and spread their own infection.

Andrex is the only villain here in Great Honor, so he has a +1 on all rolls, a mulligan, and can purge Honor if it comes to that! However, he is not much of a tactician (or even much of a thinker, for that matter). He tries to charge the "toughest looking" PC with his lance, then fight from horseback as long as possible. If someone forces him to dismount, Andrex tries to use the dark knight's Wuss Slap ability on that individual before engaging in melee.

Note that Wately has already cast Endure Heat/Endure Cold on himself and Andrex, and thus they ignore the effects of heavy armor in the heat (for a few more hours at least).

Wately is utterly insane, but not stupid. Other than being an NPC fighting a group of PCs, he does nothing overtly suicidal, but his actions rarely, if ever, make any sense (sometimes even to himself) – randomly casting spells, switching weapons between rounds, whatever. The only constant is that Wately tries to cause as much death, madness and destruction as possible – he is, after all, a representative of Kuchooloo's will! To represent this, his actions are as follows (if one action is impossible, skip to the next on the list):



When not with Kassara and Wately, the dark knight Andrex likes to relax with a normal steed and hired muscle - and do what he does best.

Round 1: Cast Flame Strike to catch as many PCs as possible.

Round 2: If being charged, sets Great Spear to receive (then drops it whether it hits or not), otherwise hurls it at nearest enemy (even if that enemy is in melee!) and draws Rod of Smiting.

Round 3: Casts White Hot Metal on nearest armored enemy.

Round 4: Casts Silence on a random enemy spell-caster.

Round 5: Casts Heat Metal on a random (armored) enemy – excluding the target of his White Hot Metal spell in round 3.

Round 6: Casts Hold Persons to catch as many foes as possible.

Round 7: Attempts to invoke his Chaos Aura (raising spell mishap chances by either +10 or x3 – his own goes up to 30, while Kassara and Andrex have a 10%).

Round 8: Enters melee with Rod, attacking random enemy.

Round 9: Casts Spiritual Brigade (summons a force of hooked tentacles that do 1d8 points of damage to all sizes).

Round 10: Melee combat.

If Wately is still alive after round 10 (and there are still enemies present), he alternates random offensive spells with melee attacks from that point on.

Kassara and the Fetid Mummies simply want to slay the living. Kassara and her mount – after she wails, of course – take to the air so she can use her spells to better effect. Once she is out of spells (or if her casting is somehow prevented), the pair charges any obvious spellslingers to minimize their potential threat. The minions simply attempt to melee at the first possible opportunity.

The Nightmares fight to the best of their ability as long as Andrex remains active; if the PCs take him out of the action, they flee immediately into the Ethereal Plane; the Nightmares flee if reduced to 20 or fewer hit points – and do not take their riders with them.

Kassara, the Witch-Ghost (Undead Grel Female)

(HF 25, EP 9,000, INT 16, AL CE, AC 0, MV 9", HD 10, hp 68, SZ M, CW N, #AT 1, D 1d8 (touch) and age 1d4 years, SA Keen (1/day, any living creature in 30' must save vs. Spells or die – unlike a normal Banshee, she CAN use this during the day, but saves are at +2), Terror (any living creature except Andrex and clerics of 6th+ level viewing her true face must save vs. Spells or age 2d6 years and flee for as many rounds with a 50% to drop held items while fleeing – any character or creature with more than 8 HD/levels saves at +2), Magic-user spells, Silent Casting Talent, SD Immune to charm, sleep, hold, cold and electrical attacks, destroyed by Dispel Evil, takes 2d4 points of damage from Holy Water, MR 50%, Lang Common, Grel, Hon Avg., ToP n/a Crit BSL Def AC +8, FF n/a, Reference HoB I p45 and HoB III p50)

Spells (cast at 5th level): *1st level:* Burning Hands, Disable Hand (SSG), Magic Missile (x3), Minor Sphere of Perturbation;

2nd level: Choke (SSG), Ghoul Touch (SSG);

3rd level: Hold Persons.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Andrex (9th level Dark Knight, Human Male)

(HF 16, EP 5870, AL CE, AC -3 (Fine Steel Field Plate, medium metal shield, DEX), MV 9", hp 90, SZ M, CW K, #AT 3/2, D by weapon (lance 1d8+7, **Malandril** 1d8+9), SA Great Honor (+1 to all die rolls, can Honor Purge), Wound (18 hp and 1d4 Honor) by Wuss Slapping, Command Undead as C7, SD Detect Good in 60', Aura of Evil (10'r., good creatures attack at -1, save at -2), Immune to Disease, MR +1 Magic Defense Adj. (WIS), Hon Great, STR 15/49, DEX 15/07, CON 15/22, INT 6/80, WIS 15/31, CHA 18/9, COM 19/59, ToP 45, Crit BSL Def AC +4, FF 6.

Quirks/Flaws: Easily Dehydrated, Enmity Toward Gnomes, Greedy, Kleptomaniac, Sleep Chatter.

STPs: Anatomy: Basic 18%, Armor Maintenance 100%, Armor Repair: Basic 25%, Bartering 30%, Dirty Fighting 15%, Pimp Slap 68%, Religion: General 32%, Riding: Nightmare (35%), Riding: Warhorse (51%), Survival: Jungle 19%, Survival: Winter 37%, Swimming 20%, Swimming: Dog Paddle 55%, Vandalism/Desecration 44%; Blind Fighting, Divine Smite, Opportunist, Silent Casting.

Languages: Elven, Common, Undead.

Possessions: Lance, Malandril (NE **Long Sword** +2, INT 13, Ego 4, Empathic, Detect Precious Metals (kind and amount in 20'r), Detect Secret Doors in 5'r), Fine Steel Field Plate, **Potion of Water Breathing** (4 doses), 3 wineskins of water, backpack, horseman's flail, medium shield)

Spells (Cast as 1st level cleric): Detect Snares and Pits, Fog Vision, Walking Corpse.

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Fine Steel AC:	2	3	4	5	6	7	8	9
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Medium Metal Shield AC: +3 □□□□□□ +2 □□□□□ +1 □□□□ 0 □□

Nightmares (2)

(HF 32, EP 2,000, INT 12, AL NE, AC -4 MV 15"/36"(C), HD 6+6, hp 60, 57, SZ L, CW K, #AT 3, D 2d4+2/2d4+2/1d6+2 (hoof/hoof/bite), SA Cloud of Noxious Vapors (all in 10' of nostrils must save vs. Paralyzation or suffer -2 on To-hits and damage for 3d4 rounds), SD Enter Astral and Ethereal planes at will, Lang Common, Equine, Hon Avg., ToP 30, 29, Crit BSL Def AC +5, FF 11, Reference HoB VI p49).

1) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Undead Steed (6)

(HF 9, EP 400, INT 0, AL N, AC 7, MV 24", HD 4+4, hp 45, 45, 43, 38, 38, 38, SZ L, CW H, #AT 3, D 1d6/1d6/1d3 (hoof/hoof/bite), SA Nil, SD Undead (immune to cold attacks and mind-affecting magic), Lang None, Hon n/a., ToP n/a Crit BSL Def AC +2, FF n/a, Reference HoB I p45 (Bane Lord)).

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Wately (9th level Zealot of Kuchooloo, Human Male)

(HF 16, EP 4364, AL CE, AC -1 (field plate mail armor, DEX 17/60), MV 4", hp 76, SZ M, CW H, #AT 1, D by weapon (**Rod of Smiting** 1d8+4, great spear 1d8+1), SA Command Undead as C8, Chaos Aura (Concentrate for 1 round, all spells cast in 20' of caster – including caster's – have 3x chance of mishap, minimum +10% - may use 3x/day, each use lasts 1 turn), summon Guardian Thing 5%, SD Nil, MR +2 Magical Attack Adj. (WIS), Hon Avg., STR 12/91, DEX 17/60, CON 11/92, INT 6/81, WIS 16/99, CHA 14/44, COM 12/89, ToP 38, Crit BSL Def AC +2, FF 6.

Quirks/Flaws: Color Blind, Male Pattern Baldness, Multiple Personality Disorder: Extremely violent person, Nervous Tic.

STPs: Astrology 35%, Blacksmithing 50%, Dig Proper Grave 21%, History (Local): Krandaneer 28%, Nautical Navigation 23%, Read/Write: Common 27%, Rope Use 41%, Seamanship 23%, Swimming 40%, Swimming: Dog Paddle 23%, Weather Sense 21%; Eagle Eye (SSG), Good Immune System (GG), Opportunist.

Languages: Slaz'Stecek (Ancient/Dead), Common.

Possessions: field plate mail armor, **Rod of Smiting** (13), **Ring of Fast Scabbing** (8), **Bracers of Defense** AC 5, great spear, unholy symbol (mummified octopus on a silver chain), backpack, 50' silk rope).

Spells (Spelljacked; 10% chance of spell mishap):

1st level: Cause Light Wounds, Command (x3), Create Water, Curse, Endure Heat/Cold (x2 – both cast), Faerie Fire, Sanctuary;

2nd level: Barkskin, Charm Person, Chill Metal, Extinguish, Heat Metal, Rigor Mortis (x2), Silence 15'r;

3rd level: Dispel Magic, Hold Persons, Prayer, White Hot Metal;

4th level: Free Action, Spiritual Brigade, Touch of Death;

5th level: Flame Strike.

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Mummified Lizard Men (Fetid Mummies) (5)

(HF 17, EP 420, INT 6, AL CE, AC 10, MV 9", HD 4, hp 42, 38, 37, 37, 36, SZ M, CW H, #AT 1+ Worm, D 1d8 (claw), SA Fear Aura (all in 30' must save vs. Spell or flee for 4d4 rounds), Leprosy (25% any hit causes this; fatal in 1d6 months, victims lose 2 COM/month until cured, cannot heal through magic and heal naturally at 10% normal rate), Worm (once/round, worm leaps from mummy to infect target – killed with cold steel, holy water or blessed object on first round – otherwise kills victim in 1d4 rounds unless Remove Curse or Cure Disease cast on it – Neutralize Poison and Dispel Evil slow the worm by 1d6 turns – victims killed immediately become Fetid Mummies), SD Regenerate 2 hp/round unless damage caused by fire, lightning, holy items/water or acid, MR Std, Lang Undead, Hon Avg., ToP n/a, Crit BSL Def AC +2, FF n/a, Reference HoB V p51)

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Treasure: Bundled in packs on the Skeletal Steeds, this group has the following (in addition to two tents, basic weapon and armor maintenance supplies, and enough food for two humans for a month): one green ceramic flask holding some **Oil of Slipperiness**, a blue glass bottle filled with a bitter-looking and tasting liquid that smells of sulfur and acts as a **Potion of Red Dragon Control**, 9391 elp, and 3203 gp.

Joreg Oremor, zealot of the Feeble Gawd, arrives as the last of the villains fall. If the PCs do not think to loot the body of the dark knight, he will – and finds a letter and two maps (see the Player Aids at the end of this book).

GM Option 1: Joreg provides healing – including the spells from his scroll – to the PCs. If the PCs treated him with some courtesy and respect when they first met, he does this free of charge and even helps to replace or repair damaged (mundane) equipment before the party sets off for their next adventure. Joreg charges rude characters for his services, opening with the standard prices (*GameMaster's Guide* p155). Persistent PCs can negotiate this down to 50% of those prices, due to the gravity of the situation.

GM Option 2: Andrex vowed a Gawd Oath to assist his brother's quest to restore Ygaruth to power in any way possible. If he somehow survives this encounter, the GM should arrange to have him appear later in the module to harass the players (he has additional stashes of equipment throughout the area – though he cannot replace his sword). If (as he should), Andrex dies here (or at any point prior to **Encounter 6.5: The Dark Ritual**), the power of this Oath transforms the dark knight into a Revenant.

He "awakens" the night after his death, and stalks the PCs relentlessly until destroyed, preferring to attack lone PCs on watch

or those who split off from the party – for any reason – rather than engage in a full frontal assault (death increases his intellect).

Andrex as Revenant

(HF 30, EP 3,000, INT 6, AL N(CE), AC 10, MV 9", HD 8, hp 56, SZ M, CW L, #AT 1, D 2d8 (choke), SA Paralyzation Gaze paralyzes (2d4 rounds), Strangulation, SD Regenerate 3/round except vs. fire, immune to acid, holy/unholy items, gas, Raise Dead or Resurrection, Ceases to exist under sunlight but restored to full "life" at sunset, Lang Common, Hon Avg., ToP 25, Crit BSL Def AC +5, FF n/a, Reference HoB VI p126)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Chapter 2: Quest for the Blind Seer

Once the PCs escape from Pandal and acquire Andrex's maps, they know about the blind seer. This section details their journey to his caves. If the PCs appear to be taking it easy, toss out an encounter or two with bandits or plague victims as they pass through the farmlands surrounding Pandal. Otherwise, or if running as a tournament, proceed to **Encounter 2.1** after concluding the first chapter.

The bulk of this chapter involves a trek through a steaming jungle, where the Environment rules may be a greater threat to the party than any of the monsters are!

ENCOUNTER 2.1: REFUGEES

Read or paraphrase the following text:

You have been on the road for several hours, passing the local farmland – mostly berry patches, rice paddies and occasional tabbac fields. There are no workers out today, lending the region an ominous stillness. It is almost a relief when, as you reach a strip of land with arable farmland to the south, swamp to the east, and jungle to the north, you become aware of something moving through the brush nearby.

As you prepare to defend yourselves, a group of reptilian humanoids bursts forth onto the road, each of them staring dispassionately at you.

These lizardmen are fleeing their home in the hopes of survival. If the PCs do nothing, this group simply pushes on, crossing the road and rushing off quickly but cautiously.

If the PCs attack, the monsters respond in kind, and with relish (they love to put relish on man-flesh...). Should the PCs attempt to communicate, they discover that both the Kryzaar and two of the Lizardmen speak Common (the Kryzaar with a 50% mastery, the others with a mere 25%), and quickly relate their story.

MAULED!

Use this encounter if the PCs manage to bypass multiple encounters through use of flight, teleportation or similar magic – or any time they remain in one jungle location for over two hours (e.g. they make camp).

Swarms of hungry Maulsquitos make this jungle their hunting grounds, and have decided to make a snack of the PCs. Tell the players that the jungle canopy erupts in a flurry of buzzing movement as several large, insectoid creatures rush at their party!

Maulsquitos (8)

(HF 10, EP 120, INT 0, AL N, AC 4, MV 6", 18"FI (C), HD 4, hp 40, 39, 38, 35, 34, 32, 31, 24, SZ M, CW H, #A 1 or 1, D 1d4 or Tackle, SA: Tackle (strike as wrestling attack, does 1d6/3 points of damage, victim stunned on Natural 20), Blood drain (1d4/round, 5% to leave/point drained over 10, automatically leaves after 20), Disease (Victims bitten must save vs. Poison at +4 or contract random blood disease), SD Magic Resistance (except wings; wings have 20 hp that does not count against total hp), MR Always gets a save vs. Invocation/Evocation spells, and at +4, resisting completely if save made., Lang Maulsquito, Hon Avg., ML 19, TOP n/a, Crit BSL Def AC +2, FF n/a, Reference HoB VII p127).

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Treasure: None.

Read or paraphrase the following text as needed. (Note that both races view all other creatures as either "food" or "competition" – and neither race views humans as "competition".)

A few months ago, a strange-looking (and smelling!) human arrived in the area. After a few attempts to eat him (all ending in several dead Kryzaar and Lizardmen) they attempted to negotiate a truce. During negotiations, he began crazy talk of resurrecting a vanished Gawd. Some listened to his ranting; the others figured he was merely a madman who would soon get himself killed and then they could eat him, so ignored his words.

Somehow, this madman managed to convince several who listened to join him in his folly, abandoning the great Gawd Semuanya. Although the rest of the reptilian society considered them fools, they reluctantly tolerated the presence of these heretics.

Then the plague struck – strangely, it did not seem to touch those who served this odd human, but struck down other Kryzaar and Lizardmen at random. This band decided that enough was enough, and are fleeing their ancestral lands for ones not touched with this madness.

Unfortunately, a small group of infected Lizardmen pursues them, arriving either once the Lizardmen have just finished telling their story, or during the third round of combat with the Kryzaar and his companions. Either way, the pursuers announce their arrival with a Fireball.

From this point, the road passes through a brief stretch of swampland and then into the jungles.

Lizardmen (8)

(HF 1, EP 65, INT 6, AL N, AC 5, MV 6", 12"Sw, HD 2+1, hp 33, 30, 30, 29, 28, 27, 26, 23, SZ M, CW F, #AT 3, D 1d2/1d2/1d6 (claw/claw/bite), SA Nil, SD Nil, MR Std., Lang Lizardman, Common (poor), Hon Avg., ML 14, ToP 17, 15, 15, 15, 14, 14, 13, 12, Crit BSL Def AC, FF 6, Reference HoB IV p91)

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Treasure: Should the PCs slay the uninfected lizard folk and search the bodies, they discover that the refugees carry 684 gp and 354 pp between them.

Hill Kryzaar

(HF 10, EP 1,000, INT 14, AL CE, AC 2, MV 12", HD 9, hp 65, SZ L, CW M, #AT 2, D by weapon (3d10 vs. humans, 1d6+1



otherwise)/1d12, SA +1 to hit humans w/weapons, SD Nil, MR Std., Lang Lizardman, Kryzaar, Common, Hon Avg. ML 16, ToP 33, Crit BSL Def AC +7 (+8 vs. Humans), FF 8, Reference Appendix C.

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Reptilian Plague Victims, Stage II (6)

(HF 4, EP 410, INT 0, AL NE, AC 8, MV 9", HD 4, hp 42, 41, 41, 41, 41, 41, SZ M, CW H, #AT 3, D 1d6-1/1d4 (claw/bite), SA grab (Bend Bars to break free, pinned, monster attacks at +4 To-hit); SD immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std., Lang None, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +2, FF n/a, Reference Appendix B and C)

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Treasure: If the PCs track the mutants through the jungle (this takes one hour and an Easy Tracking check), they find a small chest and two large sacks holding a total of 1624 cp, 814 elp and 651 hsp, and a stack of 13 large, neatly engraved and stacked turtle shells – these shells are worth 10 GPV for artistic value, but are more valuable than that, as they are actually the Lizardman mage's spell books (containing all his memorized spells plus Detect Magic, Read Magic, and Write). Each spell consumes an entire shell plus one additional shell per spell level greater than first.

Spell book: 13 turtle shells, 1 lb. each (x5 Encumbrance), no special features, holds *1st level:* Color Spray, Detect Magic, Grease, Jump, Magic Missile, Read Magic, Write; *2nd level:* Blur, Web; *3rd level:* Fireball.

Lizardman Mage, Chaos Plague Variant, Stage III (5th level Magic-user)

(HF 7, EP 1360, INT 13, AL NE, AC 3, MV 6", 12"Sw, HD 6, hp 51, SZ M, CW J, #AT 3, D 2d4/2d4/1d6/1d6 (claw/claw/bite/tail), SA grab, spells, Aura of Decay (physical contact causes random disease if save vs. Poison at -6 failed, +30 on Virulence Factor check); SD immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std., ML 12, Lang Common, Da'Neerian, Lizardman, Hon Avg., ToP 26, Crit BSL Def AC +4, FF 6, Reference Appendix B and C).

Spells Memorized: *1st level:* Color Spray (x2), Grease, Jump, Magic Missile (x2);

2nd level: Blur, Web;

3rd level: Fireball.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: The Stage III Lizardman mage wears an ivory and ruby necklace worth 3,000 GPV.

Lizardman, Chaos Plague Variant, Stage III

(HF 6, EP 1185, INT 9, AL CE, AC 3, MV 6", 12"Sw, HD 6, hp 45, SZ M, CW J, #AT 4, D 2d4/2d4/1d4+1/1d6/1d6 (claw/claw/antlers/bite/tail), SA grab, antlers (nat 20 vs. S or smaller hurls victim 3d8 ft in random direction for 1d6 points of damage/10' thrown), SD immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std., ML 12, Lang Common, Lizardman, Hon Avg., ToP 23, Crit BSL Def AC +4, FF 6, Reference Appendix B and C, and HoB IV p91)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: The Stage III Lizardman wears a copper serpent armband with diamond-chips for eyes and fangs (value 700 GPV – or 100 for the armband, 100 each for four diamond chips if taken apart).

ENCOUNTER 2.2: SOMETHING JIGGLY THIS WAY COMES

Read or paraphrase the following text:

A sudden, brief but surprisingly ferocious rain storm delays your progress for a few minutes. While you dry off your equipment, a strange, sweet scent washes over the area. Glancing around to locate the source of this smell, you notice a pair of odd creatures emerging from the jungle, one to each side of your path.

The creatures bear a strong resemblance to gigantic slugs, aside from the eight tentacles running along their sides. The apparent eye-stalks on the creatures' heads bear no visible organs, and a series of smaller tentacles surround a blank spot where should be a mouth. Cloudy gray flesh that occasionally shimmers with shifting bands of primary colors cover these bizarre creatures.

They appear to be charging your group!

About an hour passes between the previous encounter and this one. A rare mated pair of Gummy Fiends seeks to make a meal of the PCs. Note that the heat has partially melted these creatures - victims stuck to them get a +3 to pull free.

Gummy Fiend (2)

(HF 19, EP 2,000, INT 1, AL N, AC 8, MV 6", HD 11+1, hp 82, 65, SZ L, CW O, #AT 8, D 1d6 (x8) (tentacles), SA attack up to four opponents at once, charge (all struck victims must save vs. Poison or be stuck fast until they make an Open Doors check; stuck victims take 1d6 points of damage/round and fight at -4 To-hit, acid (dissolves mundane items instantly); SD weapons hitting Gummy Fiend stick unless STR check at -2 made, half damage from cold or electricity, regenerates 1d4 hp/round as long as hp > 33 – can replace limbs, vulnerable to fire (saves at -4); MR Std., Lang Gummy Fiend, Hon n/a., ML 17, ToP n/a, Crit BSL Def AC +9, FF 6, Reference HoB III p114)

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Treasure: A few feet off the path lies the body of a victim of the larger Gummy Fiend. Not much of it remains, aside from a brass ring carved with a wave-motif. This ring is, in fact, a **Ring of Water Walking**.

ENCOUNTER 2.3: WHERE THE WILD THING IS

Read or paraphrase the following text:

Continuing your journey, you realize that the jungle around you has suddenly grown still. This is quite unnerving, as until now the area has been teeming with very active life.

Legend has it that once, long ago, the Ape Gawd and Ygaruth formed an alliance. The reasons for this alliance are lost in the mists of time, but one result of this partnership, at least according to these stories, is the monster known as the Jungle Terror. Perhaps there is some truth to this legend, as one of these fiends (a Winged variant) lurks here, waiting to ambush anyone attempting to prevent Ygaruth's resurrection!

Note that this encounter takes place deep in the jungle on an overcast day – PCs who find a way to produce direct sunlight to harm this monster deserve the edge it brings. The monster's warders – an Ape Shaman and two Ape Shaman Warriors – arrive at the end of the first round of combat to protect the servant of their Gawd – though if the fight takes place in the air, all they can do is cast spells and hurl rocks at the PCs.

Give the PCs a moment to discuss strategy, and then give out the best bellowing roar you can, and read or paraphrase:

Suddenly a hulking form, a hideous combination of animal features that only a deranged Metamorpher could love, bursts out onto the trail, clearly out for blood – yours!

Jungle Terror, Double Winged Variant

(HF 18, EP 1850, INT 6, AL NE, AC 5, MV 12", 12"Fl (D), HD 4, hp 63, SZ H, CW M, #AT 1d6, D 1d10 each (claw or teeth or pincers or etc.), SA victims eaten are permanently slain, SD 1d6 points of damage/round from direct sunlight, possible resurrection, MR 25%, Lang Ape, Hon Avg., ML 15, ToP 32, Crit BSL Def AC +7, FF 5, Reference HoB IV p48)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Zira, Ape Shaman

(HF 2, EP 175, INT 13, AL NE, AC 6, MV 12", 9"Bc, HD 4, hp 40, SZ M, CW H, #AT 3, D 1d3/1d3/1d6 (claw/claw/bite), SA Spells, SD Nil, MR Std, Lang Ape, Hon Avg., ML 11, ToP 20, Crit BSL Def AC +2, FF 5, Reference HoB I p27)

Possessions: Potions of Sweetwater, Ventriloquism, Polymorph Self and Clairaudience, 11 semi-precious gems)

Spells (cast as 4th level): *1st level:* Cause Light Wounds (x2), Cure Light Wounds (x2), Protection from Good;

2nd level: Rigor Mortis, Silence 15'.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Ape Shaman Warriors (2) (standard)

(HF 3, EP 270, INT 9, AL NE, AC 6, MV 12", 9"Bc, HD 5+1, hp 44, 37, SZ L, CW I, #AT 3 or 2, D 1d3+2/1d3+2/1d6+2 (claw/claw/bite) or 2d4+2/1d6+2 (sword/bite), SA see below, SD Nil, MR Std., Lang Ape, Hon Avg., ML 13, ToP 22, 19, Crit BSL Def AC +3, FF 6, Reference HoB I p27)

The unarmored Warriors each have Obsidian Blades (2d4 points of damage vs. all sizes) which gain a +10 bonus on BSL if the first blow (and only the first blow) is a Natural 20.

Tactics: When the Ape Shaman Warriors arrive, the one that drank the **Potion of Fire Giant Strength** opens the "festivities" by tossing a large log (count as boulder) at the nearest PC not engaged in melee, while the other runs forward to slice and dice the party. If the PCs kill the **Potion of Speed** ape during his initial round of attacks, the strong ape remains at a distance hurling whatever he can grab while the Ape Shaman flees; otherwise, this warrior charges into combat on the third round. The Ape Shaman tries to stay in the trees, casting spells to aid his side and hurt the party – if he feels he must join the fray, he downs the **Potion of Polymorph Self** and assumes the form of a Jungle Terror.

If the PCs clearly overmatch the Ape Shaman, the latter retreats into the jungle, hoping to lure the PCs to their village, where more of the simian horrors await.

Ape Shaman Warrior (under Potion of Fire Giant Strength; turns 1-4)

(HF 3, EP 270, STR 21, INT 9, AL NE, AC 6, MV 12", 9"Bc, HD 5+1, hp 44, SZ L, CW I, #AT 3 or 2, D 1d3+5/1d3+5/1d6+2 (claw/claw/bite) or 2d4+10/1d6+8 (sword/bite), SA +4 To-hit STR, hurl rocks up to 120 yards for 1d8 points of dam-

age, SD Nil, MR Std., Lang Ape, Hon Avg., ML 13, ToP 22, 19, Crit BSL Def AC +3, FF 6, Reference HoB I p27)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Ape Shaman Warrior (with Potion of Speed; rounds 1-12)

(HF 3, EP 270, INT 9, AL NE, AC 6, MV 24", 18"Bc, HD 5+1, hp 37, SZ L, CW I, #AT 3 or 2, D 1d3+2(x4)/1d6+2(x2) (4 claws, 2 bites) or 2d4+2(x2)/1d6+2(x2) (2 sword hits/2 bites), SA Nil, SD Nil, MR Std., Lang Ape, Hon Avg., ML 13, ToP 22, 19, Crit BSL Def AC +3, FF 6, Reference HoB I p27)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: PCs attempting to follow them - or who defeat them and wish to loot their temple - need only make an Easy Tracking check to do so. Proceed to **Encounter 2.3-1: Village of the Apes** in this case; otherwise, continue on to **Encounter 2.4: An Angry Pack**.

ENCOUNTER 2.3-1: VILLAGE OF THE APES

As the PCs approach this area – roughly a half mile southwest of the previous encounter – the jungle thins out, into a series of "rings." The outer circle of trees house a "Tasloi ghetto" – and these diminutive beasts serve as an early warning system for the larger followers of the Ape Gawd. Anyone entering their territory and not displaying symbols of the Ape Gawd is subject to attack. These creatures each carry half a dozen javelins; the first eight encountered also carry small shields; all of the rest except the leader also carry clubs. The PCs encounter eight initially; in 1d4 rounds, then a second wave of eight arrive with the Rambumatta. After another 1d4 rounds, the remaining six Tasloi and their leader join in on the fun.

The Tasloi do not engage in melee unless certain of victory - they remain in the trees, hiding behind branches or lurking on small bamboo platforms (75% indistinguishable from the surrounding growth), hurling javelins, rocks and excrement at intruders then retreating to gain 50% cover.

Their screeching (and the usual howls of pain from their victims) draws a Rambumatta patrol within 1d4+1 rounds - when the Rambumatta engage the PCs, the Tasloi descend from the trees to join in the fun. If the Rambumatta sense they are losing, they attempt to draw the PCs away from the ape village, sacrificing their own lives if needed.

The Ape Shaman and remaining Rambumatta hold back; any group that defeats the border guards and which cannot be driven or lured away has proven a worthy sacrifice to the Ape Gawd, and thus earns the right to enter (but not leave) the shrine...

PCs may miss the "village" itself - the Tasloi platforms tend to be 4' to 6' squares with roofs roughly 1' longer than the floor, while the other ape-folk live on platforms two to three times that size that occasionally have walls - all of which are suspended 10-20' above the jungle floor (and within easy reach of numerous hanging vines). The only conventional structure in the area is the Shrine of the Ape Gawd. The construction of the shrine itself is

primarily wooden, but wood swollen from moisture and humidity (granting it a +6 on all saves vs. fire and related effects) - this also makes the upper area air-tight, as noted below.

Tasloi (22)

(HF 1, EP 35, INT 5-7, AL CE, AC 5 (6 on the ground) MV 9", 15"Bc, HD 1, hp 28 (x5), 27, 27, 26, 26, 25, 25, 24, 24, 23 (x3), 22 (x3), 21 (x3), SZ M, CW D, #AT 2 or 1, D 1d4-1/1d4-1 (claw/claw) or by weapon (javelin 1d6 or club 1d6), SA surprise 6 in 10, SD hide in shadows 75%; MR Std., Lang Ape, Common, Hon Avg., ML 10, ToP 14 (x7), 13 (x4), 12 (x5), 11 (x6); Crit BSL Def AC -2, FF 5, Reference HoB VII p130)

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- 22) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Tasloi Chieftain

(HF 8, EP 270, INT 10, AL CE, AC 5 (6 on the ground) MV 9", 15"Bc, HD 5, hp 41, SZ M, CW I, #AT 2 or 1, D 1d4-1/1d4-1 (claw/claw) or by weapon (javelin 1d6, or Carnivorous Ape Arm 1d6), SA surprise 6 in 10, SD hide in shadows 75%; MR Std., Lang Ape, Hon Avg., ML 10, ToP 21, Crit BSL Def AC +3, FF 5, Reference HoB VII p130)

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Rambumatta (10)

(HF 2, EP 120, INT Low to Very (d8+4), AL CE, AC 4 (bone armor or 7 if unarmored), MV 6", 9"Bc, HD 4, hp 45, 40, 40, 39, 38, 37, 37, 35, 33, 33, SZ M, CW H, #AT 3 or 1, D 1d6+1/1d6+1/1d6+2 (fist/fist/bite) or giant spear 2d6+2, SA +2 To-hit STR, SD Nil, MR Std., Lang Ape, Hon Avg., ML 13, ToP 23, 20

(x3), 19 (x3), 18, 17, 17, Crit BSL Def AC +2, FF 4, Reference HoB 6 p113)

- 1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 5) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 6) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 8) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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ENCOUNTER 2.3-2: TEMPLE OF THE APES

When the PCs come within 30 yards of the Ape Shaman Temple (the jungle obscures it from view any further away than that), read or paraphrase:

As you press on through the jungle, a strange sight greets your eyes:

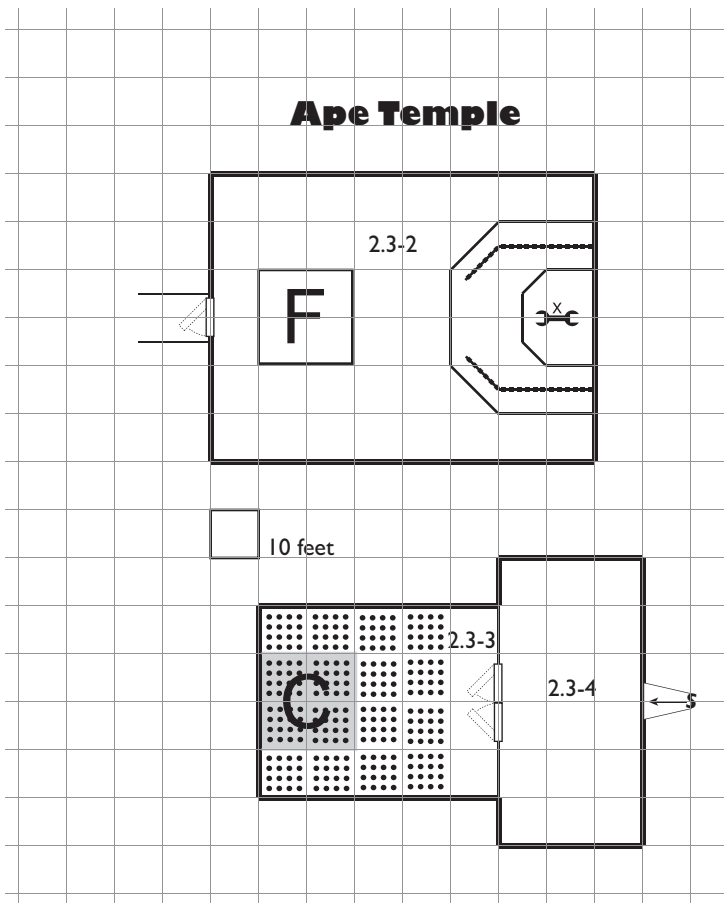
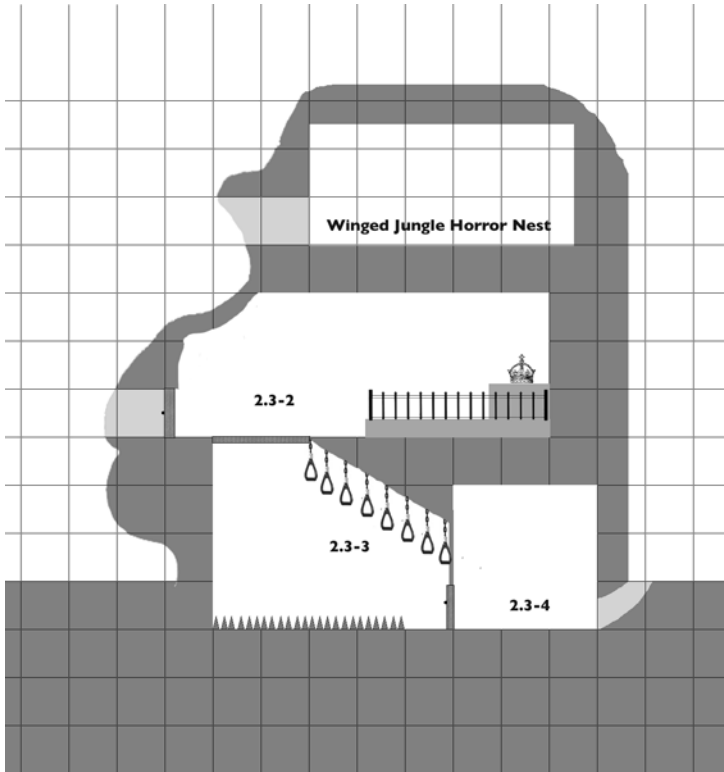
Towering above the jungle floor is a strange wooden building, the vine-choked face of which resembles the head of a gigantic ape. The "nose" of the ape, 30' above the ground, appears to be the entrance.

The climb to the "upper lip" of the ape face is simple - thieves, barbarians, and similar characters fall only on a 96+; other classes have a base 50% to make the climb safely, modified by the character's STR score (as a straight percent bonus), armor worn (per Table IH in the *Griftmaster's Guide to Life's Wildest Dreams*, pages 11-12) and Race (as per the *Player's Handbook* Table 3NN, p67), with +20% bonus if ropes or other aids are used.

An engineer examining this structure recognizes that the construction is very solid - better than many stone structures made by humans, in fact. The walls have eight Structural Points, and save as thick wood - with a +2 vs. fire effects due to moisture.

PCs searching successfully for a hidden door while climbing (normal chances) discover a concealed lever - if the temple doors are closed (see below), this lever allows them to be opened, but has no affect while they remain up. PCs searching the area around the have normal chances of locating the concealed Aarnz Hound kennel behind it - only one Hound, a mother with three pups, remains here - and she attacks anyone entering the chamber viciously (+2 on To-hits and damage). A secret door - very well concealed (roll a d12 instead of a d6 for characters searching for

it) allows entry to the treasure room of the shrine (see below). As the Ape Shamen watch this area carefully, they charge in to attack 1d4 rounds after the PCs enter the kennel.



Aarnz Hound

(HF 1, EP 85, INT 10, AL NE, AC 7, MV 18", 12"Bc, HD 2+2, hp 35, SZ M, CW F, #AT 3, D 1d4+1/1d4+1/1d8 (claw/claw/bite), SA Aura of Instability (PCs facing them for the first time must make WIS check or flee in terror; NPCs make Morale tests), able to attack after a full move without Charging, SD Nil, MR Std., Lang Aarnz Hound, can understand some Ape, Hon n/a., ML 7, ToP 18, Crit BSL Def AC +0, FF 7, Reference HoB I p10)

HPs: $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$ $\square\square\square\square$
 $\square\square\square\square$

The pups do not fight and have 1d4 hit points each. Without a mother to nurse them or careful feeding, they die within a day.

PCs entering this part of the temple discover the following:

The dark interior of the Ape's Head appears to be some sort of shrine. At the far end, a raised platform surrounded by a wooden rail holds a small wooden stand. Atop the stand, you make out an object resembling a golden crown. An overpowering, animal stench pervades the chamber, as if some great beast makes this its home.

Note that the PCs must provide their own illumination here - the design of this structure prevents sunlight from getting in at all. Also, the Winged Jungle Horror (**Encounter 2.3**) lives in the upper floor of this shrine; if the PCs defeated this monster in that encounter, it automatically resurrects itself here, at midnight on the day after its defeat. Any desecration of this temple (beyond taking the treasures in the vault below) causes this beast to hunt down surviving PCs no matter where they run.

A search for secret doors has half the normal chances (use a d12 instead of a d6) to locate the door in the floor, and turns up nothing else.

Trap: A search for traps reveals a complex mechanical trap on the platform; disarming it is difficult (-40%) due to very unorthodox construction (success allows the thief to locate the triggers for both doors, as noted below, and open or close either or both at will).

Treasure: The crown is an ornate piece of jewelry, covered not only with bas-relief images of apes hunting lesser creatures, but also one large emerald (800 GPV) and several sapphire chips (7 chips, 100 GPV each); the total value of the intact crown is 5,000 GPV; this drops to 1,000 without the stones. The crown weighs a little less than 10 pounds (but counts as 10 pounds for Encumbrance purposes). It fits perfectly into a groove on the stand, and the top of the stand appears pressure-sensitive.

Removing the crown without replacing its weight on the stand has but one effect - it counts as desecration of the temple (as does damaging the structure in any way). Replacing its weight, without exactly filling the grooves on the stand, causes a large wooden slab to slide into place over the "nose" of the building - this slab takes 10 seconds to slide into place, and can be held up (or lifted)

only with great effort (-60% on Bend Bars/Lift Gates before it finishes its descent; levers lock it into place after the tenth second, raising the difficulty to -80). Anyone caught beneath it takes 3d10 points of damage and must save vs. Death or suffer a crushing critical hit with a BSL of 10 + defender's AC. When the wooden slab slides into place, the room becomes air-tight, holding enough (foul-smelling) oxygen for 20 man-hours.

Leaving the crown in the groove - or replacing it - has no immediate effect. However, the bottom of the crown is uneven; close examination shows that the edges resemble the "teeth" of a key. If the crown rests within the groove on the platform and is rotated to the right (clockwise), the wooden slab (if the PCs triggered its fall - this has no effect if the slab remains up) slides slowly up (taking twice as long to ascend as it did to come down). Turning it left (counter-clockwise) instead causes the panel in the floor to slide forward - revealing the chamber below, and causing the lever outside to shift position, a signal for the remaining Ape Shamen to ready an assault.

ENCOUNTER 2.3-3: BRACHIATION BUMBLE

As the door slides open, read or paraphrase the following text (the spikes are only visible if the PCs employ a light source capable of reaching 30' or more):

With an odd grinding noise, a section of the floor moves aside, revealing a gaping hole below and warm, stale-smelling air mixes with the foul smells of the shrine. You can make out a series of 1' diameter rings suspended from the down-sloping ceiling of the chamber beneath, as well as what appear to be tall wooden spikes set into the floor below.

Given that Ape Shamen prefer swinging through trees to walking on the ground, the rungs form their version of a staircase.

Those accustomed to moving via brachiating (i.e. apes or those with **Bracers of Brachiation**), automatically succeed at any attempt to travel the rungs. Anyone else must make two percentile rolls against their combined STR, DEX and CON; those with the Acrobatic Talent double their DEX score, and characters with the Acrobat class double their STR score as well; failure indicates a fall to the ground below. Those failing the first check miss the first rung and plummet 40' (4d6 points of damage) onto the bed of poisoned spikes below - 1d6-1 spikes (minimum 0) hit, each doing 1d4+1 points of damage. If the character takes any damage from the spikes, the Type H poison coating them also affects him, as noted.

Characters failing the second roll fall 20' (2d6 points of damage), into an area with fewer spikes (1d6-2).

Note that the apes constructed the huge double doors at the end of the passage to be opened by someone hanging from the final rung; this requires a standard Open Doors check, while opening it from any other location requires a check at -5.

ENCOUNTER 2.3-4: APE TREASURE VAULT

Metal and gems glitter in the room beyond the large double doors. In a back corner, you see a partially buried statue holding something skyward.

Three rounds after the PCs open the door here, the Ape Shaman, two Ape Shaman Warriors and four Rambumatta enter the shrine above (opening the door by the lever outside), and descend to the attack. The remaining Ape Shaman Warrior opens the "back door" to the treasure vault the round after combat begins, sending the Aarnz Hounds to join the fray before himself.

The Ape Shaman, Zaius, typically passes his **Potion of Storm Giant Strength** and the **Potion of Invulnerability** to two of his warriors before entering combat, if time permits.

Zaius, Ape Shaman

(HF 2, EP 175, INT 13, AL NE, AC 6, MV 12", 9"Bc, HD 4, hp 43, SZ M, CW H, #AT 3, D 1d3/1d3/1d6 (claw/claw/bite), SA Spells, SD Nil, MR Std, Lang Ape, Hon Avg., ML 11, ToP 22, Crit BSL Def AC +2, FF 5, Reference HoB I p27)

Possessions: Potions of Sleep, Storm Giant Strength, Invulnerability, Sweetwater, Polymorph to Dwarf and Polymorph to Gnome, an Elixir of Madness and an assortment of six semi-precious gemstones

Spells (cast as 6th Level): *1st level:* Cause Light Wounds (x2), Cure Light Wounds (x2), Protection from Good;

2nd level: Cure Moderate Wounds, Rigor Mortis, Speak with Animals;

3rd level: Curse, Hold Persons.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Sam (Horn Billed Terror Toucan)

(HF 3, EP 125, INT 3, AL NE, AC 4, MV 6", 18"Fl (C), HD 2+1, hp 29, SZ S, CW F, #AT 1, D 1d8 (beak), SA Voice Mimicry, SD Nil, MR Std., Lang Toucan, Hon n/a., ML 16, ToP 15, Crit BSL Def AC +0, FF 6, Reference HoB VIII p15)

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Ape Shaman Warrior (3)

(HF 3, EP 270, INT 9, AL NE, AC 3, MV 12", 9"Bc, HD 5+1, hp 54, 48, 46, SZ L, CW I, #AT 3 or 2, D 1d3+2/1d3+2/1d6+2 (claw/claw/bite) or 2d4+2/1d6+2 (sword/bite), SA Obsidian Blade, SD Nil, MR Std., Lang Ape, Hon Avg., ML 13, ToP 27, 24, 23, Crit BSL Def AC +3, FF 6, Reference HoB I p27)

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Aarnz Hound (6)

(HF 1, EP 85, INT 10, AL NE, AC 7, MV 18", 12" Bc, HD 2+2, hp 34, 33, 30, 29, 29, 26, SZ M, CW F, #AT 3, D 1d4+1/1d4+1/1d8 (claw/claw/bite), SA Aura of Instability (PCs facing them for the first time must make WIS Check or flee in terror; NPCs make Morale tests), able to attack after a full move without Charging, SD Nil, MR Std., Lang Aarnz Hound, can understand some Ape, Hon n/a., ML 7, ToP 17, 1, 15 (x3), 13, Crit BSL Def AC +0, FF 7, Reference HoB I p10)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 5) HPs: ██████ ██████ ██████ ██████ ██████ ██████
- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████

Treasure: PCs may remove any of the treasures here, mostly taken from victims of the Jungle Terror, without reprisals (assuming they defeat the apes). These treasures include 2691 sp, 2332 gp, 670 pp, two scrolls (**Protection from Acid** and **Protection from Poison**), 7 Sheaf Arrows +1, a metal flask holding **Oil of Slipperiness**, and a large bronze statue (roughly 10' tall, weighing 4,000 pounds, and worth 6,000 GPV) half buried beneath the dirt floor. The statue depicts a human female dressed in a long flowing gown, wearing a crown of some sort, holding a torch aloft in her left hand and a book of some sort close to her body in her right arm. Digging the statue out takes six man-hours of labor if proper if the players have shovels.

ENCOUNTER 2.4: AN ANGRY PACK

Up ahead, you hear some angry discussion; it sounds like a large group of people is very upset about some thing. Dawgs occasionally howl in counterpoint to some of the shouted words. It is difficult to make out what is being said, as several voices are trying to out-shout one-another, but it seems to be some sort of leadership dispute.

These monsters are angry, frustrated and at least a little frightened. Unless the PCs use magic or stealth to bypass this encounter or provide the monsters with a target to vent on that they can reach with an hour or less travel (netting half the combat EPs), they're in for a fight. This argument takes place in a clearing roughly 30' in diameter.

As the PCs round a bend in the road, they see a group of men and women (there should be exactly one more present than there are PCs), accompanied by three large, dawg-like creatures. They are debating who should now lead the pack (they are werewolves), as their former leader found that lycanthropy is not proof against the Chaos Plague and succumbed to the strange illness this morning. Rage over his death – made worse by his failure to appoint a

successor – has made these creatures Vengeful. As soon as the werewolves notice the PCs, the humans fly into a rage, and then assume their monstrous forms and attack! The three “dawgs” were the leader’s cherished pets, a trio of Yeth Hounds he raised from puppies.

Sneaking Past: Rangers, druids and jungle-based barbarians have a 95% base chance to slip past the werewolves unnoticed. Thieves, monks and (fighter class) bounty hunters have a base 75% (but may use their Move Silently skills instead, if higher). All other characters have a base 60%. This base is modified down by armor worn (-5% if Non-bulky, -10% if Fairly Bulky, -20% for Bulky), and also by any of the following Quirks or Flaws (all modifiers are cumulative, -5% for each): Accident Prone, Acute Allergy (to anything in the Jungle, wolves, or dawgs), Animal Antipathy (Dawgs or Wolves) or Trick Knee.

Werewolves, Vengeful Variants (5-8)

(HF 5, EP 441, INT 9, AL CE, AC 5, MV 15", HD 4+3, hp 50, 44, 44, 43, 43, 42, 41, 41, SZ M, CW H, #AT 3, D 1d4/1d4/2d4 (claw/claw/bite), SA enraged for 4d4 rounds in combat (+2 To-hit, +1/die to damage, +1 to all saves, ML to 20, Immune to Fatigue, +4 to saves for TOP), chance to cause Lycanthropy (1%/points of damage done), SD silver or +1 weapon needed to hit, MR Std., Lang Common, Wolf, Hon Avg., ML 12, ToP 25, 22, 22, 22, 22, 21, 21, 21, 20, Crit BSL Def AC +2 (+4 if enraged), FF 8 (n/a if enraged), Reference HoB IV p108)

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Yeth Hounds (3)

(HF 9, EP 750, INT 7, AL NE, AC 0, MV 15", 27" Fl (B), HD 3+3, hp 39 (x3), SZ M, CW G, #AT 1, D 2d4 (bite), SA Howl of Fear (all in 90' must save vs. Spells or flee in panic for 2d6 rounds), SD only hit by silver or magic, only suffer the “+” value (or 1 hp for silver) from magic weapons, MR 10%, Lang Canine, Hon n/a., ML 16, ToP 20, Crit BSL Def AC +1, FF 8, Reference HoB VIII p112)

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more than two hours in a chamber (unless they manage to kill all of the trolls) – the second time this happens, they face the Troll Leader as well; beyond this, they face no wandering monsters.

The *Hacklopedias of Beasts* (or battlesheet web extras for this module) contain statistics on those wandering monsters not detailed in specific encounters.

Table 2A: Wandering Monsters

d20 Roll	Result
01-08	No Encounter
09-12	1d4+1 Trolls (from area 2.13 – add the Troll Leader if rolled twice; count as No Encounter if all trolls slain)
13	1d8 Carnivorous Cave Crickets
14	3d10 Common Bats
15	1d6 Huge Bats
16	1d8 Giant Bats
17	1d4+1 Rust Monsters
18	1d3 Belch Worms
19	3d6 Beggars
20+	2d4 Stage II Plague Victims

ENCOUNTER 2.6: LEADER OF THE PACK

Read or paraphrase the following text:

The coolness of this cave complex is relaxing after the heat of the jungle and the crowds of Pandal.

Following the map captured from the dark knight outside the city gates, you bypass two side tunnels and continue towards the cave said to house the blind seer.

An eerie sound drifts through the caves – at first you take it for the wind outside, funneled through brush and the caves themselves, but after a few minutes, it seems to resolve into the sound of several voices moaning as if in great pain.

Suddenly a monstrous howl erupts from a side passage – and with it, a creature that belongs more properly in a nightmare. This beast stands slightly taller than a man, and sports a wolf-like head with three eyes. Scales cover most of its bare torso, while coarse gray fur covers the rest of its body. One hand appears to be that of a man, only with a fist twice the normal size and gray in color; the other ends in a massive clawed paw. A green tentacle projects from this shoulder. As it rushes you, a second mouth on its stomach opens, issuing the odd, moaning sound you heard previously.

Other misshapen forms follow this horror into the cavern, all apparently intent upon attacking your group...

This cavern has an average height of 20', lowering to 10' near the side passages.

The monster is – or more properly was – the leader of the werewolf pack encountered above. They left him for dead here, but he did not die, instead progressing rapidly to Stage III of the illness. Soon he discovered other plague victims who accepted him as their leader. The number of Plague Victims equals the number of PCs present, up to eight total. They sleep in a spur cavern (Area 2.6a on the cave map).

Plague Victims, Stage II (8)

(HF 4, EP 410, INT 0, AL N (CE), AC 8, MV 9", HD 4, hp 44, 43, 40, 39, 39, 37, 36, 33, SZ M, CW H, #AT 3, D 1d6-1/1d4+1 (claw/bite), SA grab (Bend Bars to break free, pinned, monster attacks at +4 To-hit), SD immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std., Lang None, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +2, FF n/a, Reference Appendix B and C)

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Werewolf, Chaos Plague Variant

(HF 7, EP 1185, INT 9, AL CE, AC 3, MV 12", HD 6, hp 52, SZ M, CW J, #AT 4, D 1d4+3/1d4+3/3d4 (claw/claw/bite), SA Lamprey Limb (2d4 attack – if it does damage to target, it continues to suck blood at rate of 2d4 hp/round), Grab, Chance to cause Lycanthropy (1%/points of damage done), SD silver or +1 weapon needed to hit, +1 to all saves, Save on natural 20 vs. Spells with no save, immune to mental and most Charm type attacks, +4 to save vs. Poison, cannot be surprised by living creatures, MR 30% vs. Alteration, Std. otherwise, Lang Common, Da'Neerian, Wolf, Hon Avg., ML 12, ToP 26, Crit BSL Def AC +4, FF 6, Reference HoB IV p108 and Appendix B and C)

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Treasure: The plague victims have amassed the following items in the cavern: 1604 cp, a spinel (100 GPV), a jade pin (1900 GPV), and 10 pounds of ivory (50 GPV), and a filth-encrusted, pixie-fairy-sized (not tailored for wings) suit of **Plate Mail +1**. The leader wears a golden collar studded with assorted gem chips (4,000 GPV), with a **Scarab of Protection** (can absorb six level drains) hanging from it.

ENCOUNTER 2.7: AT THE CAVE MOUTH OF MADNESS

Read or paraphrase the following text:

You enter a massive cavern. The farthest walls lie beyond the reach of your light sources – but what they reveal is a place of great natural beauty. Gleaming stalactites jut down from the ceiling towards the northwest, red and green bands making a pleasant break from the grays and browns of the earlier cavern. Somewhere to the west you hear the sound of a waterfall.

This large cave has an average height of 25', and it is over 35' from ceiling to floor at the roughly domed center. A trio of deviant Mind Flayers observes the PCs from the Astral Plane. These three have turned away from service to their Elder Brain and instead have taken up the worship of Kuchooloo, a "cousin" of Ygaruth. Kuchooloo finds the events transpiring here intriguing. It sent its followers here to serve as witnesses. Kuchooloo does not care whether Ygaruth is resurrected or not but wants to know what happens regardless.

These three have not eaten in days, and attack the moment they feel they have an advantage – or once someone detects their presence. If possible, they materialize in positions to catch each PC in at least one Mind Blast. Their goal is to each grab one PC (preferring the most intelligent-looking ones – GM call) and Plane Shift back to the Astral Plane to dine. They only fight if their prey resists the Mind Blast attack – and then use their other powers to turn the PCs against themselves and flee if possible.

Keep two things in mind with this encounter: the Mind Flayers are 1) highly intelligent and 2) more interested in getting food than anything else at this point. They prefer flight to death, even if it means going hungry.

If the PCs sacrifice a party member (or hireling or some such), or otherwise attempt communication, this strange trio freely relates the reason for their presence here. If a fight goes against them and they are unable to flee on their own, they offer up all of their treasures as a ransom against their release.

If the first volley of mind blasts fails to stun any PCs, the monsters Levitate to strike from range before taking further actions, preferring to mix Charm spells with Suggestions that other PCs should kill the "traitors" before worrying about the Mind Flayers and the occasional Mind Blast.

If the Mind Flayers flee – or escape with food – the PCs should fear that they could return at any time. The two caves where the blind seer lives have shielding against such an occurrence, though they have no way of knowing this at present.

Mind Flayers, Arcane (3)

(HF 47, EP 9,000, INT 18, AL CE AC 5, MV 12", HD 8+4, hp 70, 67, 66, SZ M, CW L, #AT 4, D 2(x4) (tentacles), SA Mind Blast (cone 60' long, 20' at end – all inside save vs. Wand or stunned for 3d4 rounds), Spell-like abilities (save vs. each at -4;

Charm Person, Charm Monster, Suggestion, ESP, Levitate, Plane Shift), SD Nil, MR 90%, Lang Mind Flayer, Undercommon, Common, Hon Avg., ML 15, Crit BSL Def AC +6, FF 9, Reference HoB V p20)

- 1) HPs:
- 2) HPs:
- 3) HPs:

Treasure: Rock crystal flask (50 GPV) holding a thick green syrup that tastes of wild berries and smells of dung (**Potion of Flying**), a small glass bottle holding a thick white syrup with an acidic taste and smell (**Potion of Sleep**), a small vial holding a bad-smelling blue oil (**Oil of Timelessness**), a **Cursed Scroll** (reader instantly turned to stone if save vs. Petrification failed) a **Scroll of Protection from Petrification**, and six gemstones – an azurite (10 GPV), a banded agate (10 GPV), a moonstone (50 GPV), an alexandrite (100 GPV) and a single piece of jade (100 GPV).

The largest (70 hp) Mind Flayer carries both potions, the oil and a 100 GP gem; the smallest (66 hp) carries the scrolls and the azurite; and the other one carries the remaining gems.



ENCOUNTER 2.8: THE FINAL GUARDIAN

Read or paraphrase the following text:

Cautiously you enter the cavern marked “Riddling Golem” on your map. As with the other caves, it is damp and dark in here. You can see two passages leading out of this chamber – the northernmost one should lead to the blind seer’s chambers, and seems to emit strange, multicolored light. Large boulders, many about the size of a man, dot the floor of this cavern. A faint smell of rust, as well as other more unpleasant odors, fills the air.

If any items in the party’s possession have proven particularly annoying, the Tainters specifically target them; otherwise, they simply attempt to destroy anything they can get their claws on, with no real thought to tactics beyond “Ambush, Kill.” The Tainters attack any weapons, holy symbols or other offensive devices used against them the round after the weapon is first employed (whether it hits or not); they also “touch” any armor or clothing worn on a successful hit (in addition to doing damage).

The ceiling in this chamber averages 15’ high.

An Iron Golem that offers puzzles to travelers normally mans the path up the seer’s cave. Unfortunately, a few days ago a band of Rust Monsters passed through the area. The conclusion of that encounter was predictably brief. The Rust Monsters then moved on - unfortunately, the strange energies loose in this area have attracted a pack of Tainters. They attempted to pass the curtain in **Encounter 2.9**, and had their numbers reduced to their current level as a result. They now lie in wait behind several large boulders in the area, hoping someone wanders by to vent their undying frustration on... They attack once all the PCs enter the room, or when a lone PC investigates the curtain (**Encounter 2.9**), should the rest of the party hang back. When they strike, read or paraphrase:

Suddenly a group of humanoid creatures with dry, leathery skin, tattered clothes and long fingernails lurch from hiding and attack!

Tainters (6)

(HF 10, EP 270, INT 3, AL NE, AC 3, MV 9", HD 4, hp 43, 38, 38, 37, 36, 35, SZ M, CW H, #AT 2, D 1d4-1/1d4-1 (claw/claw), SA Taint (items touched – targeted as AC 10, modified by user’s DEX and any magical defenses) by Tainters must save vs. Disintegration or be ruined – magic items become cursed (magic items with a “plus” value have it reversed - i.e. a **Sword +3** becomes a **Cursed Sword -3** - other items are either ruined or have their effects reversed whichever makes more sense); other items are rendered worthless – Holy Items automatically fail this save but can be restored with Remove Curse), anyone killed by a Tainter becomes one in 1d3 rounds, SD turned as Ghasts, only slain by fire or acid (continue fighting regardless of hp), kept at bay by

Protection from Evil, MR Std., Lang Common, Hon Avg., ML 19, ToP n/a, Crit BSL Def AC +2, FF n/a, Reference HoB VII p 127)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 4) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 5) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: Several items remain in this cave as tribute to the blind seer. The Tainters already found and ruined most of these – what remains of value (hidden under the trash) amounts to 1771 cp, a jeweled silver armband (5,000 GPV), a golden cameo (brooch with ivory carving of a woman in profile – 6,000 GPV), a fine leather belt with an ornate coral buckle (1,500 GPV), and a platinum choker set with amethyst chips (2,000 GPV), all under a ruined tapestry, several rotted pieces of ivory, a tarnished and worthless silver bracer, a similarly ruined gold ring, and a worthless jade pin.

ENCOUNTER 2.9: ACTS OF REVELATION

Once the PCs move further into the cave, read or paraphrase:

On the cave wall ahead, you see a strange sight – a shimmering curtain, or door, of rainbow colors, blocking access to whatever lies beyond. The colors shift and flow in a mesmerizing display.

This is a trap designed to prevent unwanted – or merely unintelligent – visitors from reaching the seer. Anyone observing the door notices a clear patter to its shifting colors – first a swatch of red, then violet, then orange, indigo, yellow, blue, green and finally black crosses diagonally starting in the lower right corner. This cycle restarts every 12 seconds, and the size of the swatches means that four colors are present at any given time.

Of course, canny PCs recall that he is a **blind** seer, so the colors should be meaningless, at least to him. Meaningless, however, does not mean harmless... The door is a variant form of the Prismatic Sphere spell, cast by the same friend of his who constructed the former golem in the previous encounter (note: the colors cycle more slowly than a standard Prismatic Sphere and thus do not cause blindness).

Should a PC touch (or attempt to walk through) the door, roll 1d8 to determine which three bands are present – the number rolled and the next two numbers are in effect (on a roll of 7, colors 7, 8 and 1 are active, on an 8, colors 8, 1 and 2) on *Table 2B: Prismatic Door*. A character closing his eyes (or who is blind) and walking through the door automatically makes all needed saves,

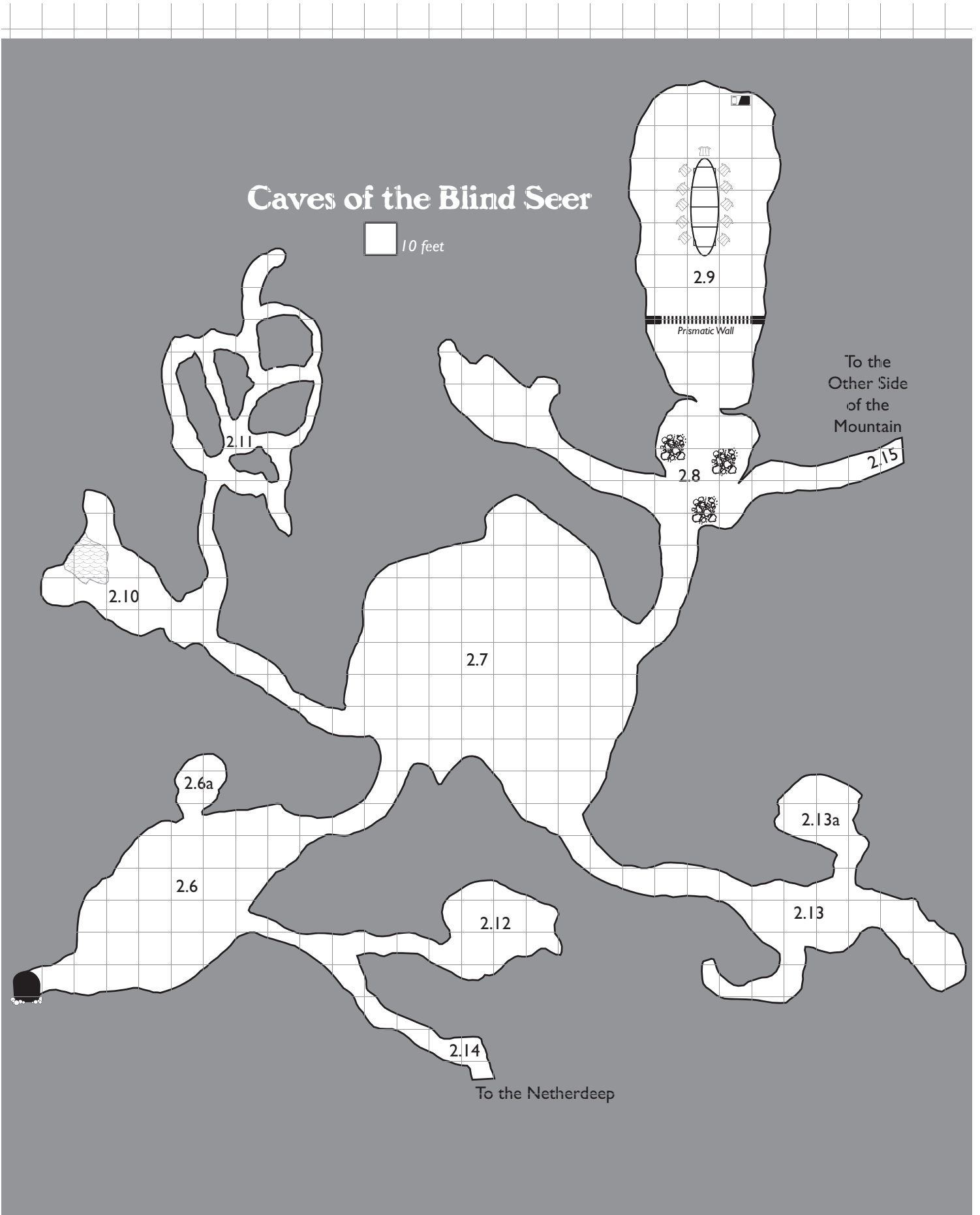


Table 2B: Prismatic Door

d100	Color	Save vs.	Successful save	Failed save
1-20	Red	Spell	5 pts/dmg.	10 pts/dmg.
21-35	Orange	Spell	10 pts/dmg.	20 pts/dmg.
36-45	Yellow	Spell	20 pts/dmg.	40 pts/dmg.
46-55	Green	Breath Weapon	Stunned 1d4 turns	Death
56-70	Blue	Paralyzation	Slowed 1d4 turns	Paralyzed
71-80	Indigo	Spell	Confused for 1 turn	Permanently Confused
81-90	Violet	Wand	Paralyzed 1d4 turns	Random Plane Shift
91-100	Black	Breath Weapon	Stunned 1d4 turns	Lose 1 level

and, unless stunned or paralyzed, passes through to the other side. Stunned characters are “bounced back” from the door; Paralyzed ones may make an Open Doors check – if successful, the paralysis kicks in once they pass through; otherwise it prevents passage.

Close examination of the walls (including searching them for traps or secret doors) reveals the presence of odd marks to either side of the curtain. These marks are instantly recognizable to those with the “Dimple Runes” skill as just that – Dimple Runes. Anyone possessing the proper skill, making a successful “Read Languages” roll or having a Comprehend Languages-type effect active reads them with ease. To the left of the prismatic door, the runes read “Not this side!” The other side reads: “Trust what you feel, not what you see.”

Illusions hide a pair of handles set into the wall, one to each side of the door (the handles pivot slightly so a person can pass through the door without letting go until on the other side). The one on the left side has no function, but anyone grasping the one on the right sees the wall fade to a very faint glow, and can pass through it safely, as long as they hold on to the handle until on the other side.

Once the PCs have found their way past the curtain (either by using the correct handle or by “toughing it out” and facing the random results), read or paraphrase the following:

Passing through the narrow corridor, you find yourselves in a large, dark chamber. A voice from the darkness ahead chuckles dryly. “Glad to know some one made it. Ah, but I forget myself – as I don’t need them it often escapes me that others feel more at home with ... LIGHTS.”

As the unseen figure says this, several crystal orbs mounted on the walls of this room begin to glow brightly – the combined radiance is only slightly less than that of full daylight.

The chamber is vast, set up like a dining hall. A long table fills much of the chamber, surrounded by close to a score of mismatched chairs. Seated at the far end is an elderly human, dressed in a plain gray robe. “Please, be seated. I have much to tell you and little time to tell it in.”

The blind seer relates the following information to the PCs – if time permits, read the text as presented, making allowances for PC questions. If not, simply paraphrase as needed:

“At the dawn of time, a race of creatures with powers akin to the Gawds themselves found a way into the Teraverse from Outside. Their arrival prompted a great war between the Gawds, a war that left only two of the outsider Gawds free – these two have worshipers yet today, in their roles as Gawds of insanity and destruction. I refuse to state their names for fear of invoking them.

“A third Gawd is known in the Ancient Lore as The Abomination; this Outsider Gawd was imprisoned within the core of a distant world, and thought gone forever.

“Then another Gawdswar erupted. Somehow, the world which served as a prison for The Abomination was destroyed, and it was unleashed upon a Teraverse already in turmoil.

“A few of the Gawds recognized its threat and formed a coalition to destroy the Abomination once and for all. Led by the Gnomish war-gawd Pangrus, this coalition faced down this outsider Gawd and defeated him, but at the cost of some of their best members.

“It is difficult to truly destroy a gawd, however – even more so for these outsider Gawds. Pangrus hid the body of this Abomination deep within the Astral Plane, and set wards cutting it off from all sources of Gawdly Power.

“Somehow, something has touched this dead Gawd, and brought some of its power into the world. This power, this taint of corruption and change, is the source of the plague threatening this land. In but a matter of days – perhaps hours – the level of chaos created by this plague will weaken the barriers between our world and its prison on the Astral Plane.

Once that is accomplished, the forces behind this plague are free to begin the ritual to restore full power to their Gawd.

Pangrus foresaw this, however, and left an artifact –

forged from the blood of this Gawd mixed with his own – with the power to block The Abomination's return. This artifact is guarded by devious traps and devout followers of Pangrus himself. Only bringing this artifact – a crystal vial, if the legends are correct – into contact with whatever device the followers of The Abomination employ to harness its power can end this plague.

There is little time, though you may rest here for a while."

Once the PCs are ready to continue on, he informs them that he only knows the rough location of the **Vial of Purity** – in a cave complex somewhere to the east, about a day or day and a half away.

He admits to knowing almost nothing about the traps beyond their gnomish origins and that a local wizard helped construct them. He can give detailed directions to that wizard's tower (the wizard also built his now-defunct golem and constructed the curtain in **Encounter 2.8**), and warns the PCs to avoid the left path out of the caves, as monsters live there. As the PCs leave, he warns the PCs that he knows that other groups also seek the **Vial of Purity** – but has no other details at present.

The PCs are free to rest, regain spells, etc. in the blind seer's cave. The GM may rule that he also has spells and items which enable the repair of damaged (but not destroyed!) mundane equipment, including armor. Finally, if they ask, he permits the PCs to take some of his **Crystal Orbs** (each is a small gemstone that contains a single-use Variable Light spell cast at 9th level and activated by the command word "Light" – they can be recharged, but only by being returned to the wall-mounts here for six hours) – up to one orb/PC.

If the PCs attack the blind seer, they find him a formidable (but not unbeatable) foe, despite his handicap. Killing the blind seer before he reveals the above information denies the PCs some important information, but bears no additional penalties beyond possible AIPs (in tournament play this also ends the round).

ENCOUNTER 2.10: TURTLE POND

If the PCs have a light source with them, read or paraphrase:

The roar of a waterfall grows stronger as you approach this cavern. Entering it, you discover a place of almost unparalleled natural beauty – water pours down glistening cave walls into a vast pool. Mineral deposits in the walls make them sparkle as if bejeweled, and make this cave a riot of color.

Without light, they still hear the roar of the waterfall, but see nothing. The noise of the waterfall makes communication very difficult. If any PC enters the water, its sole occupant immediately attacks.

Turtle, Giant Snapping, Albino Variant

(HF 18 EP 1386, INT 1, AL N, AC 0 (shell)/5, MV 3", Sw2", HD 10, hp 60, SZ L, CW N, #AT 1, D 6d4 (bite), SA 7 in 10 to surprise, SD retreat after taking 70%+ damage, MR Std., Lang Terrapin, Hon n/a., ML 11, ToP 30, Crit BSL Def AC +8, FF 5, Reference HoB VIII p 37)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Treasure: Though the turtle has no treasure, the cave walls hold a small number of uncut precious stones. Each time the PCs spend an hour mining, roll 2d4; on a result of 2, they have exhausted all of the valuables in this room; otherwise, the number rolled determines the number of random gemstones uncovered.

ENCOUNTER 2.11: UMBER HULK MATING GROUNDS

This room is a maze of tunnels, mostly of new construction. If the party wanders around here, they quickly discover the source of the tunnels – a mated pair of UMBER Hulks.

Umber Hulks (2)

(HF 32, EP 4,000, INT 9, AL CE, AC 2, MV 6" 1-6"Br, HD 8+8, hp 89, 66, SZ L, CW M, #AT 3, D 3d4/3d4/1d10 (claw/claw/bite), SA Surprise 8 in 10, gaze causes Confusion as per spell cast by 8th level caster; save vs. Spell negates), SD Nil, MR Std., Lang Umber Hulk, Hon Avg., ML 13, ToP 45, 33, Crit BSL Def AC +7, FF 13, Reference HoB VIII p.39)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Treasure: None.

ENCOUNTER 2.12: COLD STORAGE

As the PCs approach this chamber, the air grows dramatically cooler, as it is home to a large colony of Brown Mold. There is nothing else of interest here.

Brown Mold

(HF 0, EP 15, INT 0, AL N, AC 9, MV 1", HD n/a, hp n/a, SZ M, CW n/a, #AT 0, D Nil, SA Heat drain (4d8 points of damage to all in 5' – no damage to someone wearing a **Ring of Warmth** or under similar protection), SD Only affected by spells that affect plants, do cold damage (spells of 4th level or lower cause it to go dormant for 5d6 Turns, spells of higher level kill instantly) or Disintegrate, MR see SD., Lang n/a, Hon n/a., ML n/a, ToP n/a, Crit BSL Def AC n/a, FF n/a, Reference HoB V p36)

ENCOUNTER 2.13: TROLL HOUSE

A group of Trolls make this filthy, stinking section of caves their home. Divide the 13 Trolls between these caves as needed.

Troll, Common (13)

(HF 13, EP 1400, INT 5, AL N, AC 4, MV 12”, HD 6+6, hp 59, 59, 59, 58, 52, 50, 50, 50, 49, 48, 45, 44, 42, SZ L, CW K, #AT 3, D 1d4+4/1d4+4/1d8+4 (claw/claw/bite), SA +2 To-hit, SD Regeneration (3 hp/round unless from fire, lightning or acid); MR Std., Lang Troll, Hon Avg., ML 14, ToP 30, 30, 29, 26, 25, 25, 25, 23, 21, Crit BSL Def AC +5, FF 11, Reference HoB VII p23)

- 1) HPs: [grid]
2) HPs: [grid]
3) HPs: [grid]
4) HPs: [grid]
5) HPs: [grid]
6) HPs: [grid]
7) HPs: [grid]
8) HPs: [grid]
9) HPs: [grid]

- 10) HPs: [grid]
11) HPs: [grid]
12) HPs: [grid]
13) HPs: [grid]

Treasure: A thorough search (requiring a minimum of one hour, or a Looting: Basic skill check (Average), or a Looting: Advanced skill check (Easy)) locates the following gemstones (one gem/10 minutes): two Gemstones (500 GPV), two ornamental stones (10 GPV) and two semi-precious stones (100 GPV).

The cave marked Encounter 2.13a is the lair of the Troll Leader. His “prizes” (bones, debris and miscellaneous refuse) lie scattered throughout the mucky (don’t ask) floor.

Troll Leader

(HF 13, EP 1600, , INT 7, AL N, AC 4, MV 12”, HD 6+6, hp 74, SZ L, CW K, #AT 2 or 3, D by weapon +4 or 1d4+4/1d4+4/1d8+4 (claw/claw/bite), SA +2 To-hit, SD Regeneration (3 hp/round unless from fire, lightning or acid); MR Std., Lang Troll, Common, Hon Avg., ML 14, ToP 37, Crit BSL Def AC +5, FF 11, Reference HoB VII p23)

HPs: [grid]



Treasure: A thorough search of the mess (requiring at least 30 minutes, or a Looting: Basic (Easy) or a Looting: Advanced skill check (automatic success)) locates the following treasures: a **Scroll of Protection from Undead**, a **Potion of ESP** and his personal weapon, a **Footman's Pick +1** (1d6+2).

At the cave marked **Encounter 2.13b** on the map, explorers find a rock chimney that leads out onto the side of the mountain about 100' up. The chimney is wide enough for a single Troll to climb, and provides enough hand- and foot-holds for all but the clumsiest of climbers (a Climb check (Easy) failed by more than 35%).

ENCOUNTER 2.14: PATH TO THE NETHERDEEP

There are no maps for this area; should the PCs wish to explore down here, the GM may use module D1-2: *Descent Into the Netherdeep* for guidance, or develop it in any way he desires. After proceeding about 1,000', mostly on an eight degree downward slope through very damp tunnels. This leads to a three cave "outpost" for a group of 10 Deviant Mind Flayers worshipping Kuchooloo (the other Mind Flayers in the module all originate from this group). The central cavern holds a brine pool some 50' across; a 40' diameter cave to the southwest serves as a residence to three Mind Flayers, while the other holds a chapel to Kuchooloo and is manned by four Koochoos (zealots of Kuchooloo – three are Elder Variants (HoB *Monster Matrix* p29), with one 9th level, two 7th level, and the remaining Koochoo a mere 3rd level). Any Mind Flayers surviving encounters with the party also end up here to recover.

ENCOUNTER 2.15: PATH THROUGH THE MOUNTAIN

This tunnel winds upward for just under half a mile. There are two small side passages (not shown on map) before the cave exits into the mountains. One side passage (the one to the right) is empty, while the other, left hand passage, is home to a group of seven Cave Spiders. Both passages eventually lead to a small cave that opens out on the far side of the mountain (**Encounter 3.1**).

Spiders, Subterranean, Cave (6)

(HF 9, EP 370, INT 3, AL LE, AC 6, MV 6", 12" Web, HD 4+4, hp 44, 41, 40, 40, 37, 32, SZ L, CW I, #AT 1, D 1d8 (bite), SA Poison (Causes nausea – if save vs. Poison failed, nausea lasts 2d6 turns and causes 1 point of damage/turn); Webs (10' horizontal range, 30' directly down, affects victims as a Web spell), SD Nil, MR Std., Lang Spider, Hon n/a., ML 10, ToP n/a, Crit BSL Def AC +3, FF n/a, Reference HoB VII p97)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 4) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 5) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Spider, Subterranean, Dire, Cave

(HF 18, EP 1600, INT 6, AL LE, AC 4, MV 9", 15" Web, HD 6+6, hp 58, SZ H, CW K, #AT 1, D 1d8+2 (bite), SA Poison (Type F); Webs (20' horizontal range, 60' directly down, affects victims as a Web spell), SD Nil, MR Immune to Charm effects, otherwise Std., Lang Spider, Hon n/a., ML 16, ToP n/a, Crit BSL Def AC +5, FF n/a, Reference HoB VII p97)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
██████ ██████ ██████ ██████ ██████ ██████

Treasure: The webs of this cave conceal several desiccated corpses and a large quantity of coins, including 9,894 cp, 4,328 sp and 3,591 elp.

Chapter 3: Gnome Hunt

This section details the PCs search for the location of the **Vial of Purity** and its gnome protectors (in Chapter 4). The mountains are much cooler than the jungles; the temperature outdoors here stays around 70° (64+1d12) during the day, and drops by 10° after the sun sets. As the PCs travel through the area, check for random encounters every four hours, using the "Tropical Mountain" table (*GameMaster's Guide* p298, Table FGA) to determine what the PCs meet. Roll 1d10, adding one for every party member above their Honor Window; any result of 7 or higher indicates an encounter.

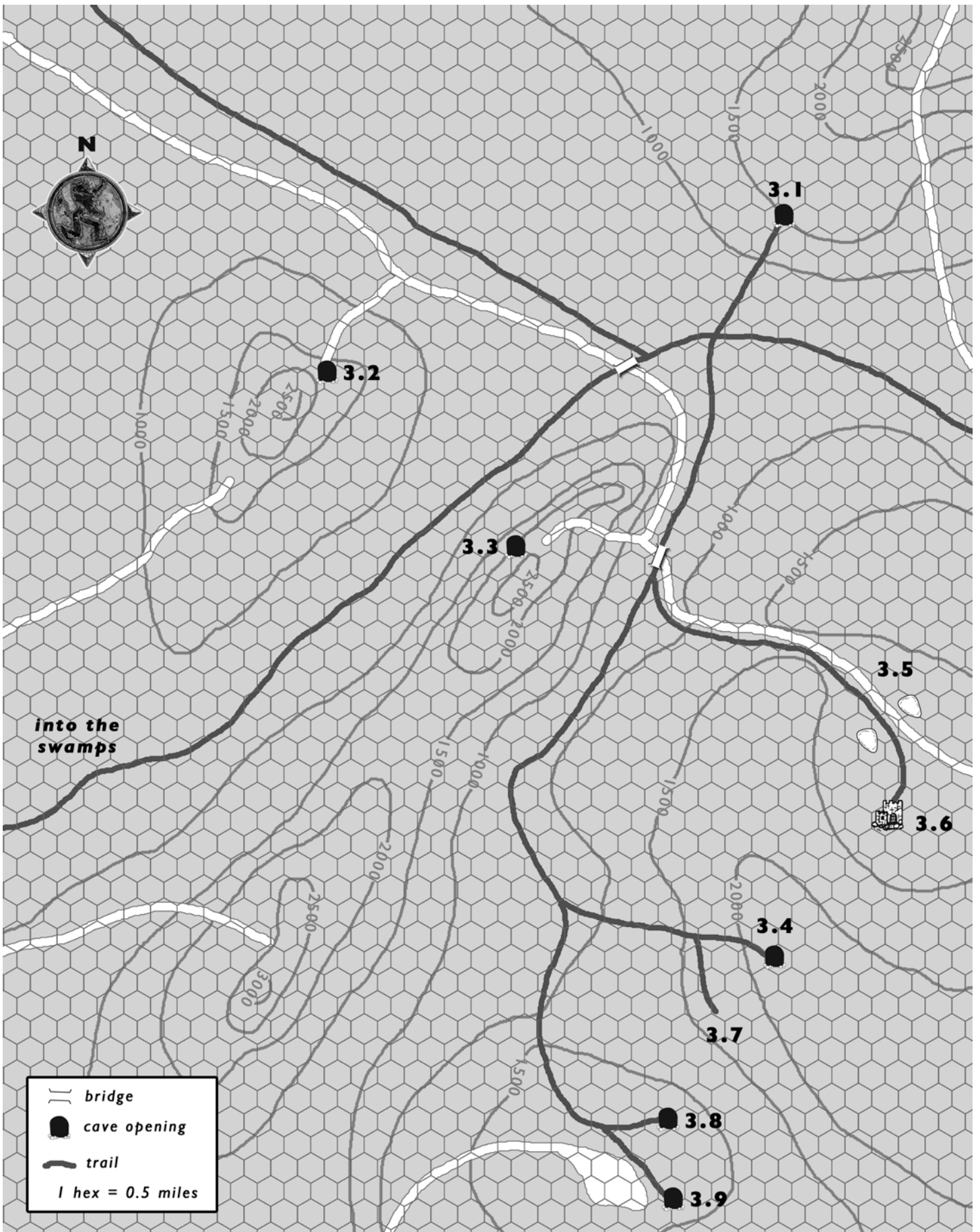
This section is not a part of tournament play (assume the blind seer possesses some means of teleporting the PCs directly to **Encounter 4.1**).

ENCOUNTER 3.1: BLIND SEER'S BACK DOOR

Three passages lead out of this small cave, two back into the caves detailed in the previous chapter, and the third out into the mountain wilderness. The Cave Spiders refuse to enter this chamber – if the PCs flee from them, this may give them some pause but there is no obvious reason for this behavior – or at least none that makes sense to non-arachnids.

ENCOUNTER 3.2: PERYTON PERIL

Unless the PCs travel with great stealth or under a cloak of invisibility, about two hours after leaving the blind seer's cave they come under attack from a group of Perytons. PCs making a successful Observation check notice the cavern these horrors emerge from, about 80' above the path and to the south (any Peryton failing Morale tests retreat there as well). This cave has no map; it is simply a rough 40' in diameter with a ceiling about 25' high. The Perytons keep a nest on a ledge against the east wall, about 20' above the cave floor (an easy climb – unless fighting off Perytons!).



Peryton (8)

(HF 9, EP 270, INT 10, AL CE, AC 7, MV 12", 21"Fl (C), HD 4, hp 49, 48, 42, 41, 40, 39, 36, 30, SZ M, CW H, #AT 1, D 4d4 (antlers), SA +2 To-hit, diving charge (+2 – total +4 – To-hit, 8d4 points of damage); Grab/lift/drop (100' drop, 10d6 points of damage), SD +1 or better weapon needed to hit, MR Std., Lang Da'Neerian, Common, Serpent, Hon Avg., ML 14, ToP 25, 24, 21, 21, 20, 20, 18, 15, Crit BSL Def AC +2, FF 4, Reference HoB VI p65)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 8) HPs: ██████ ██████ ██████ ██████ ██████ ██████

Treasure: In addition to bones and excrement, the ledge holds the following items of possible interest: four Peryton eggs (each 12d10x10 GPV), a lapis lazuli (10 GPV), a spinel (500 GPV), and a rotted sheath holding three hard silver jack heavy crossbow heads and three **Heavy Crossbow Bolts +1**.

ENCOUNTER 3.3: SNAKES IN A CAVE!

A Spirit Naga named Corline leads a group of snakes and snake-like creatures out of this cave. They lure travelers in via the glint of gold – a trail of coins leads to her resting place.

Any group foolish enough to enter the cave has snakes follow at a distance, the Naga having trained them to “herd” and surround any visitors. Though Corline loves nothing more than slaughtering creatures wandering through her territory, she has another problem – one she reveals only if the party mows down her servants with ease or seems in serious danger of killing her:

Recently a demoness appeared in these caves, and convinced many of Corline’s followers to leave on some insane quest to aid a fallen Gawd. Should the PCs appear easily able to defeat Corline’s remaining minions, she calls for a parley. If the PCs agree, she offers them safe passage through her “domain” and some of her treasures (she claims to offer all of them, but always keeps a few items hidden) if the PCs promise to seek out and destroy this demoness (Malina, from the “**A Complication**” sidebar at the end of this chapter).

If the PCs accept this offer, her surviving minions guide them to either the Wizard’s Tower (**Encounters 3.5 and 3.6**), or **Encounter 3.7: Valley of the Carnagesaur**, whichever they prefer. She knows the Gnome caves are somewhere in that valley – but not that the Carnagesaurs have moved in – and that the enchanter knows a great deal about the gnomes, reducing the chances for a

random encounter to (1 plus the number of PCs above their Honor Window) in 10 during the trip.

As the creatures here move around, a full roster appears after the description of **Encounter 3.3-4**, instead of in the individual caves.

ENCOUNTER 3.3-1: THE WRITHING FLOOR

Seven venomous snakes, one giant venomous snake, and two constrictor snakes live in this chamber. In dim lighting, their frequent movements make the floor appear to be fluid.

If an armed force enters the cave, the giant snake and constrictors attack immediately while the remaining snakes retreat into the surrounding tunnels. Once their lesser brethren exit the chamber, the larger snakes attempt to “herd” the intruders to **Encounter 3.3-3**, where all remaining denizens of the caves (excluding only the two guarding the treasures in **Encounter 3.3-2**) await them. If the PCs manage to get through here in two rounds or fewer, or prevent the smaller snakes from escaping somehow, they have normal chances to surprise Corline and her minions; otherwise all of the creatures here know of the PCs’ presence and prepare to fight. Some of the small adjoining tunnels open out onto the mountainside; the snakes often go there to sun themselves or to hunt.

ENCOUNTER 3.3-2: TREASURE VAULT

Only a creature with a body diameter of 2’ or less may traverse the tunnels leading here; when Corline wishes something added to or removed from the vault, she orders a snake to swallow then excrete it. Two Venomous Serpents guard these treasures at all times, coiling around or within the various items strewn haphazardly throughout this chamber.

Treasure: The items present include a large ceramic urn (125 GPV), an old quilt bearing the symbols of several local noble houses (150 GPV), a tiny iron sculpture resembling an ornate wand with a human skull at one end (325 GPV), a tube holding an oil painting depicting a noble-featured Gnome or Gnome Titan (Religion: General (Difficult) check or Religion: Specific (Gnomish) (Easy) check to recognize as Pangrus) single-handedly fighting off a kobold army, signed by a gnomish painter named Venguk (2,500 GPV), 23 gems, 6047 sp, 619 gp, 892 hsp, 575 pp, and three glass potion bottles, one holding a **Potion of Delusion (Extra Healing)**, one a **Potion of Flying** and the last some **Oil of Timelessness**.

This chamber also houses Corline’s “**spell book**” – a collection of 16 carved wooden spell sticks (2 lb. each, x5 encumbrance value, each stick is worth 1 gp as an art object if not recognized as a spell book; a Gandle’s Feeble Trap “protects” these sticks). Sixteen of these spell sticks each hold one of the following:

1st level: Dancing Lights, Gaze Reflection, Imaginary Friend (SSG), Jack Punch (SSG), Phantom Armor, Ralph’s Placid Arrow (SSG), Read Magic, Sleep and Write;

2nd level: Gandle’s Feeble Trap, Ghoul Touch (SSG), Locate Object and Shatter;

3rd level: Blink, Polymorph to Insect (SSG) and Sidewinder (Factor 3) Fireball.

ENCOUNTER 3.3-3: NAGA'S CHAMBER

Formerly, Corline shared this chamber with her Yuan-Ti servants; now it is hers alone; she usually keeps company with the Amphisbaena and one of the Barbed Serpents. If combat breaks out here, all surviving snakes (except the two standing guard in Encounter 3.3-2) rush to this room, with 2d4 additional snakes appearing each round until all are present. As long as the Naga lives, the lesser snakes never need make morale checks – but all must check or flee if she dies.

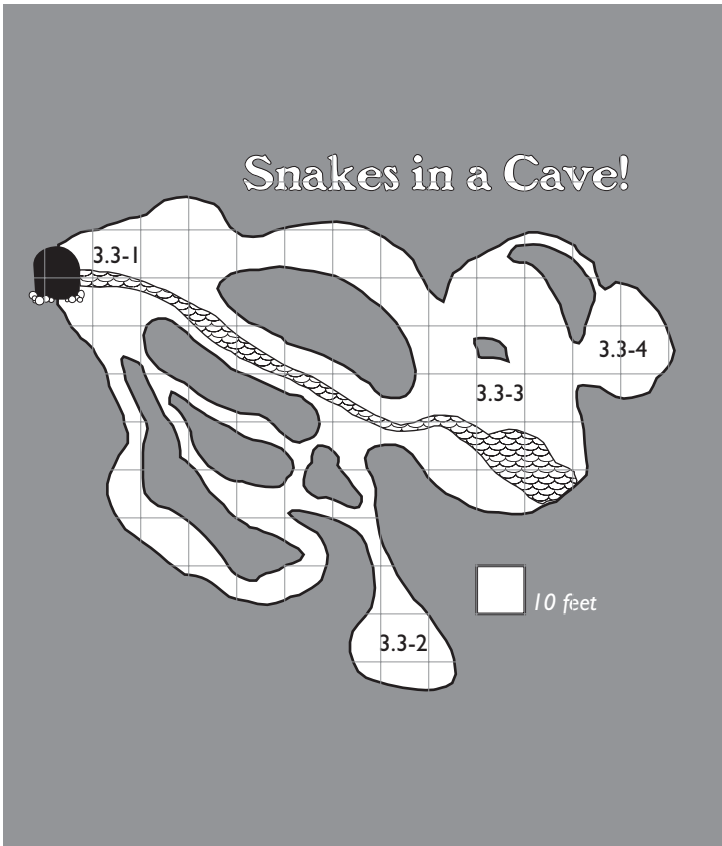
ENCOUNTER 3.3-4: LAIR OF THE SNAKEMEN

This small cave is home to Kukla and Fran, a pair of Snakemen who consider Corline a Gawdess of sorts. 90% of the time, they remain in this chamber awaiting her orders (the rest of the time they spend outside of the caves, hunting). If they are here, they join any combat in Encounter 3.3-3 in the third round; otherwise, they return just as the PCs begin searching this chamber.

Corline (Spirit Naga)

(HF 33, EP 5,000, INT 13, AL CE, AC 4, MV 12", HD 11, hp 54, SZ H, CW O, #AT 1, D 1d3 (bite), SA Poison Bite (save vs. Poison or die), Spell Use, SD Nil, MR Std., Lang Da'Neerian, Common, Serpent, Hon Avg., ML 14, ToP 27, Crit BSL Def AC +9, FF 4, Reference HoB V p60)

Clerical Spells (cast as 4th level): *1st level:* Bless, Cause Fear, Cause Light Wounds (x2), Command, Cure Light Wounds (x2); *2nd level:* Animate Corpse, Rigor Mortis, Speak with Animals, Wyvern Watch;



Spells (cast as 5th level): *1st level:* Dancing Lights, Jack Punch (SSG), Phantom Armor, Ralph's Placid Arrow (SSG)(x2), Sleep; *2nd level:* Ghoul Touch (SSG), Shatter; *3rd level:* Blink.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Barbed Serpent (3)

(HF 6, EP 450, INT 3, AL N, AC 7, MV 6", 3"Cl, HD 5+5, hp 52, 45, 44, SZ L, CW J, #AT 1, D 2d6 (barbs), SA Constriction (once hit, damage is automatic), SD anyone trying to grapple/unarmed attack it suffers 1d6/round, 40' Infravision, MR Std., Lang Da'Neerian, Common, Serpent, Hon Avg., ML 14, ToP 26, 23, 22, Crit BSL Def AC +4, FF 4, Reference HoB VII p44)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Snake, Constrictor (3)

(HF 4, EP 175, INT 1, AL N, AC 6, MV 9", HD 3+2, hp 41, 31, 31, SZ M, CW G, #AT 2, D 1/1d4-1 (bite/constrict), SA Constrict (victim held, takes 1d4-1/round unless Open Doors check at -1 made, DEX roll means arms are free); SD Nil, MR Std., Lang Snake, Hon n/a., ML 8, ToP 21, 16, 16, Crit BSL Def AC +1, FF 7, Reference HoB VII p84)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Snake, Amphisbaena

(HF 13, EP 650, INT 1, AL N, AC 3, MV 12", HD 6, hp 45, SZ M, CW J, #AT 2, D 1d4-1/1d4-1 (bite/bite), SA Poison (save vs. Poison or die), split attacks between two targets, SD immune to cold, MR Std., Lang Snake, Hon n/a., ML 9, ToP 23, Crit BSL Def AC +4, FF 5, Reference HoB VII p84)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Snake, Venomous (9)

(HF 2, EP 175, INT 1, AL N, AC 6, MV 15", HD 2+1, hp 32, 31, 30, 30, 29, 27, 26, 25, 25, SZ S, CW F, #AT 1, D 1 (bite), SA Poison (save vs. Poison at +1 or lose 1d4-2 hp/rd over 2d6 rds); SD Nil, MR Std., Lang Snake, Hon n/a., ML 8, ToP 16, 16, 15 (x3), 14, 13 (x3), Crit BSL Def AC +0, FF 6, Reference HoB VII p85)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 9) HPs: ██████████ ██████████ ██████████ ██████████ ██████████

Snake, Venomous, Giant (2)

(HF 7, EP 420, INT 1, AL N, AC 5, MV 15", HD 4+2, hp 47, 36, SZ M, CW H, #AT 1, D 1d4-1 (bite), SA Poison (save vs. Poison and take 3d6 points of damage, or die), SD Nil, MR Std., Lang Snake, Hon n/a., ML 9, ToP 24, 18, Crit BSL Def AC +2, FF 7, Reference HoB VII p85)

- 1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 2) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Fran and Kukla (Snakemen) (2)

(HF 5, EP 420, INT 8, AL C(E), AC 5, MV 9", 18" Cl, HD 4, hp 42, 37, SZ M, CW H, #AT 2, D by weapon or 1d4-1 (bite), SA Contagion (victim must save vs. Poison or begin transforming into a Snakeman after 1d4+1 days; transformation takes 2d5+6 days, stopped by Cure Disease), SD Nil, MR Std., Lang Snake, Hon Avg., ML 16, ToP 21, 19, Crit BSL Def AC +2, FF 5, Reference HoB VII p87)

- F) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Treasure: Fran and Kukla retain a few baubles of treasure here, including four moss agates (10 GPV), two Jacksonite garnets (1,000 GPV), a pair of chalcedonies (50 GPV) and a large chair with damaged silk cushions depicting scenes of warfare between humans and hobgoblins (1,000 GPV) with a matching footstool (500 GPV).

ENCOUNTER 3.4: YOU SAY CHI-, I SAY SHY-

The cave here is home to a trio of Shymera – they attempt to attack anything that comes within 600 yards of their lair. A small but charismatic (by Shymera standards) male leads this pack (55 hp), the other two being his consorts. He likes larger women. If he dies before the females, they enter berserk rage, gaining a +2 To-hit and damage with melee attacks, a penalty of +2 to their AC (AC 7), and immunity to Charm effects for the next 2d4 rounds.

Shymera (3)

(HF 15, EP 3,000, INT 3, AL CE, AC 5, MV 12", 18"Fl (B), HD 8, hp 59, 58, 55, SZ L, CW L, #AT 3, D 1d4/1d4/1d6 (claw/claw/bite), SA Breath Weapon (4d8 points of damage in 30'x30' cone, save for half), SD Nil, MR Std., Lang Red Dragon,

Hon Avg., ML 14, ToP 30, 29, 28, Crit BSL Def AC +6, FF 8, Reference HoB II p22)

- 1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 2) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 3) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Treasure: Their meager horde holds 3,321 hsp.

ENCOUNTER 3.5: DEAD WEIGHT

Read or paraphrase the following text:

Rounding a bend in the mountain path, your group enters a long, narrow valley. At the far end, roughly a hundred yards distant, stands a marble-faced tower with no visible doors. The lower half of the tower appears to be square, but the upper floors are clearly round.

Sun-bleached bones lie scattered across the valley floor - perhaps the enchanter does not like visitors?

Two months ago, a Mountain Giant community drove one of its members, a particularly odious (and malodorous) creature named Smaggoz, out for stealing from the community leader. His path led him here.

Unfortunately, during his second night in the wilderness, Smaggoz found himself caught in a hail of strange stones from the sky. One of the stones, a pretty, glowing green one, caught his attention. After studying it for a few minutes, Smaggoz tossed it in his sack and continued on his way.

Over the next few days, he felt an increasing desire to consume the flesh of living creatures - when a group of orcs approached him in the hopes of recruiting some muscle, he attacked.

Most of the orcs died that day, but not all remained dead, for the strange stone turned Smaggoz into a Brain Eating Zombie - and a big one at that! In their expanding quest for food, the zombies moved into this valley and promptly devoured the enchanter's assistant. Periodically they attempt to gain entrance to the tower, but so far its secrets elude them.

Once the party enters the valley, the zombies attack (the thing that was Smaggoz retains the ability to throw rocks, thus making even fliers vulnerable).

Treasure: In addition to the contents of Smaggoz's bag (2,691 gp and several rocks), one of the zombies (the enchanter's late assistant, one of the few non-orcs in this band) carries a ring of brass keys (for the enchanter's tower, naturally).

Smaggoz

(HF 12, EP 1150, INT 7, AL NE, AC 7, MV 9", HD 8, hp 54, SZ H, CW L, #AT 1, D 5d4 (bite), SA Brain Eating (after a grab attack (no damage), all strikes are called shots to head to eat brains), Infection (those bitten become zombies over 48 hours unless Cure Disease or Remove Curse cast), SD Slow regeneration, only killed by fire, dismembering or called shot to the brain, immune to cold and poison, cannot be turned, MR Undead, otherwise Std., Lang Common, Mountain Giant, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +6, FF n/a, Reference HoB VIII p122)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Smaggoz suffered no noticeable loss of intellect after becoming a zombie; indeed "brain death" seems to improve his intellect! He now leads this pack with a keen cunning awareness that might surprise his former tribesmen. Though faster than his fellow Zombies, he remains hiding under several rocks until the slower zombies enter melee with travelers, then erupts forth and charges in bellowing "BRAINS!" Seriously, for this guy that's advanced tactics.

Treasure: In addition to the glowing green rock, Smaggoz's bag also holds 5996 elp, 1272 gp and 115 hsp.

THE GREEN ROCK

This stone is a meteor of unknown origins. It emits a strange energy field that slowly turns those in contact with it into flesh eating zombies. Lead or gold sheeting (and a number of magical protections, if the GM so rules) block this energy.

Each creature spending an hour or longer within 10' of this stone must make a CON check each day (or portion thereof), at +1 to the roll, for each successive CON check made; success indicates an increased desire for food. Those failing the CON check have 24 hours in which they must receive Remove Curse, Neutralize Poison or Dispel Evil to avoid becoming a zombie.

The stone's value to jewelers unaware of the stone's properties falls at roughly 100 GPV. To a necromancer or other magic-user who understands what the stone is, the value falls at closer to 500 GPV.

The enchanter (see **Encounter 3.6**) offers 200 gp to take it off the party's hands (Cure Disease or Neutralize Poison spells on the rock render it harmless for two hours/caster level).

Zombie, Brain Eating (formerly Orc Males) (8)

(HF 6, EP 270, INT 6, AL N(E), AC 8, MV 6", HD 2, hp 33 (x3), 32, 32, 25, 24, 23, SZ M, CW F, #AT 1, D 1d8 (bite), SA Brain Eating (after a grab attack, all strikes are called shots to head to eat brains), Infection (those bitten become zombies over 48 hours unless Cure Disease or Remove Curse cast), SD Slow regeneration, only killed by fire, dismembering or called shot to the brain, immune to cold and poison, cannot be turned, MR Undead, otherwise Std., Lang Common, Mountain Giant, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +0, FF n/a, Reference HoB VIII p122)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Most of the zombies are orcish; one, however, is human and was the enchanter's former apprentice. The apprentice still wears a **Robe of Shielding** (which primarily protects him from the first 1d10 points of damage suffered each round, as detailed in the *GMG* p263).

Zombie, Brain Eating (formerly Human Male)

(HF 6, EP 305, INT 6, AL N(E), AC 8, MV 6", HD 2, hp 28, SZ M, CW F, #AT 1, D 1d8 (bite), SA Brain Eating (after a grab attack, all strikes are called shots to head to eat brains), Infection (those bitten become zombies over 48 hours unless Cure Disease or Remove Curse cast), SD **Robe of Shielding**, slow regeneration, only killed by fire, dismembering or called shot to the brain, immune to cold and poison, cannot be turned, MR Undead, otherwise Std., Lang Common, Mountain Giant, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +0, FF n/a, Reference HoB VIII p122)

HPs: ██████ ██████ ██████ ██████ ██████ ██████

Treasure: A filth-covered **Robe of Shielding**.

ENCOUNTER 3.6: THE ENCHANTER'S TOWER

The wizard's tower appears smooth and featureless, coated in marble. Illusions cloak the windows on the upper floors, while physical methods conceal the two ground-level entrances; these doors resemble nothing more than simple striations within the marble.

Each floor has an 8' high ceiling. Odd, gas-filled tubes provide illumination only slightly dimmer than full daylight. An odd system, using the creatures in **Encounters 3.6-2 and 3.6-3**, provide power for these tubes – and many other devices in this odd place.

PCs have little difficulty finding the concealed southern door, but the northernmost secret door to the true tower proves more challenging (standard secret door chances to find). The brass keys carried by one of the zombies fit into the concealed keyhole beside each door; PCs may also pick the locks but with a -35% chance due to quality of construction. The doors themselves are enchanted to resist magic, so Knock spells, **Chimes of Opening** and similar affects prove useless here. Brute force attempts to open the doors have a -8 penalty to the normal chance to open locked or magically held doors.

Trap: An unusual magic trap covers each door, discoverable only with the "Magic Trap Sense" Talent or magic (i.e. the Detect Traps spell). A unique Alteration spell affects anyone opening the doors through any means other than the brass keys. Such characters failing a save vs. Polymorph have their heads transformed into those of donkeys! Though this change does not affect communication or spell-casting, it does reduce the CHA of those so afflicted by 6 points (minimum 1), as well as their COM scores (no minimum), and tends to make them a laughing-stock in civilized society. As the change is merely cosmetic, victims do not need to make System Shock rolls to survive; a simple Dispel Magic or Remove Curse negates this effect. A sincere apology to the owner of the tower also breaks this curse – but it must be heart-felt, or close enough that he fails a save vs. Apology to notice the insincerity.

ENCOUNTER 3.6-2, 3.6-3: HAMSTER CAGES

Read or paraphrase the following text:

Looking through the transparent wall to this room, you see that straw covers the floor. Attached to the far wall you see a large metal wheel, and large rodents roam around the chamber – often entering the odd wheel and running for a while before jumping off and heading over to a water trough or burrowing into the straw.

The enchanter keeps several Giant Hamsters here, as pets. As a child, his parents (and later his master, when the enchanter was but an apprentice himself) allowed him to keep a couple of normal-sized hamsters, and what was once simply a childhood pastime eventually became a bit of an unhealthy obsession.

He tries to keep the hamsters segregated, with males in the northern chamber and females in the southern one – however, they have an annoying habit of slipping through the barricades and producing offspring. These two chambers hold the following giant fuzzy animals:

Giant Hamsters, adult (10)

(HF 1, EP 175, INT 1, AL N, AC 8, MV 9", 3"Br, HD 4, hp 42, 42, 40, 36, 35, 35, 35, 34, 32, 31, SZ L, CW F, #AT 1, D 2d4 (bite), SA Nil, SD Immune to Disease, MR Std., Lang Hamster, Hon n/a., ML 6, ToP 21, 21, 20, 18 (x4), 17, 16, 16, Crit BSL Def AC +2, FF 9, Reference HackJammer p101)

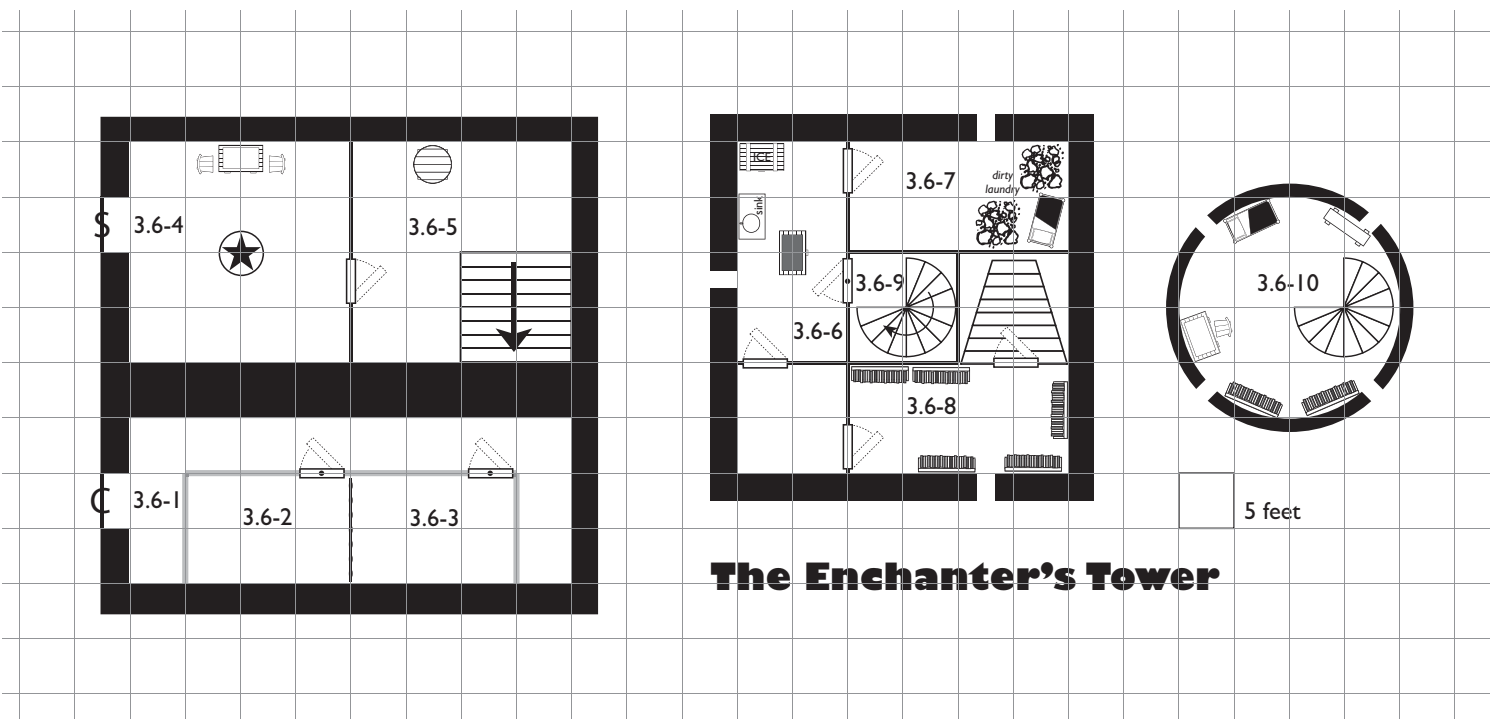
- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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ENCOUNTER 3.6-1: FALSE ENTRANCE AND STORAGE

Read or paraphrase the following text:

The door opens to reveal a short, wide room with a long corridor running deep into the tower. Glowing torches set into the walls illuminate the entire area.

These six torches give off light, but no heat or smoke - they are actually normal torches with a permanent Continual Light cast upon them. The end of the hallway contains bedding and food for the creatures in the cages. Each cage has a Glassteel front wall and a door with a good quality (-25% to pick) lock.



The Enchanter's Tower

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Giant Hamsters, Juvenile (8)

(HF 0, EP 90, INT 1, AL N, AC 9, MV 6", HD 2, hp 36, 33, 30, 30, 27, 26, 25, 22, SZ M, CW F, #AT 1, D 1d4 (bite), SA Nil, SD Immune to Disease, MR Std., Lang Hamster, Hon n/a., ML 6, ToP 18, 17, 15, 5, 14, 13, 13, 11, Crit BSL Def AC, FF 8, Reference HackJammer p101)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Giant Hamsters, Young (7)

(HF 0, EP 65, INT 1, AL N, AC 10, MV 3", HD 1, hp 28, 28, 26, 23, 22, 22, 21, SZ S, CW D, #AT Nil, D 0, SA Nil, SD Immune to Disease, MR Std., Lang Hamster, Hon n/a., ML 6, ToP 14, 14, 13, 12, 11(x3); Crit BSL Def AC -2, FF 6, Reference HackJammer p101)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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ENCOUNTER 3.6-4: GOLEM GUARDIAN

When the PCs enter this room from the outside, read or paraphrase the following text. (If the PCs somehow enter from inside, do not read the last sentence about the second door.)

The door opens on a large, roughly square chamber. A small table with book, pen and inkwell atop it, sits against the northern wall, with two chairs beside it. There is also a large statue in the center of the room, and a single door set in the far wall.

As soon as someone enters the chamber, the statue – in truth a Stone Golem – animates and asks the visitors the reason for their visit. Regardless of the answer, the Golem then informs visitors that “The enchanter is indisposed. If you wish to leave your names, residence and reason for your visit in the guest log on the table, he promises to contact you at his earliest convenience.”

If the PCs refuse to provide a reason for their visit, the Golem attempts to force them back out, using violence if needed. It does not care if they sign the log book or not.

Due to its enhanced intellect, the Golem appears able to carry out a conversation, albeit poorly – and accepts bribes if offered (minimum bribe of 200 GPV, one gem, or one magic item/PC). Without a bribe the PCs have two additional methods to get past this creature – fighting it or presenting the corpse of the enchanter’s apprentice. Otherwise, the party can split up with faster members moving past the golem while the slower members keep it occupied (if anyone gets out of the room and nobody else attempts to get through, it ceases any attacks).

Golem, Stone

(HF 27, EP 8,000, INT 8, AL N, AC 5, MV 6", HD 14, hp 80, SZ L, CW R, #AT 1, D 3d8 (fist), SA 22 STR, cast Slow spell on one target in 10' every other round, SD +2 or better weapon to hit, only spells affecting it are Transmute Stone to Mud (Slows for 2d6 rounds), Transmute Stone to Flesh (makes vulnerable to all attacks for 1 round) and Transmute Mud to Rock (heals it), MR Immune to most spells., Lang Da'Neerian, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +14, FF n/a, Reference HoB III p91)

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Thanks to Yargrove’s Eidolon, this Golem possesses more intelligence than its brethren do, and thanks to a series of Magic Mouth spells, it appears even brighter still. A series of enchantments involving, among other things, the ichor of an Ulrodaemon, gives this golem an unusual appearance. Any viewer capable of casting spells of any sort sees the Golem as a statue of their Gawd; any other viewer sees the truth – that it is a well-crafted statue of a faceless, genderless humanoid holding a small club in its right hand.

Treasure: The 80-page guest log book has 60 blank pages; there have been very few entries over the past two years, mostly eccentric magic-users. If taken and sold, the book can net up to 80 gp.

ENCOUNTER 3.6-5: TRAPPED STAIRS

Read or paraphrase the following text:

This chamber resembles the previous one in size, except that it is empty, save for a flight of stairs heading upwards.

The book on the table here bears the caption “Please sign in,” written in an enchanted runic script legible to anyone with any type of Reading/Writing skill. Being magically bound to the table and the stairs, the book cannot be removed from this room without destroying it.

Trap: Signing the book provides immunity to the trap on the stairs; anyone who fails to sign in (or at least make a mark of some sort in the book) and attempts to climb the stairs must save vs. Spell or become trapped within a powerful version of a Maze spell. In addition to being trapped for a number of turns or rounds based on the victim's Intelligence (see the *Player's Handbook* p245 for details), each round roll a d8. On a 1, the character trips down the staircase, falling into **Encounter 3.6-5** for 1d6 points of damage. On a roll of 8, the character walks down the stairs and into **Encounter 3.6-5 and 3.6-4**, while remaining oblivious to anything beyond the Maze itself.

Successfully climbing the stairs takes the PC to a closed Glassteel door leading into **Encounter 3.6-8**.

ENCOUNTER 3.6-6: KITCHEN

Read or paraphrase the following text:

Cutlery, a sink, a large cabinet – the room holds all of the trappings of a well-appointed kitchen.

Another door is visible in the wall to your right.

PCs checking out the cabinet find it nearly empty – holding roughly the equivalent to one week's rations.

Unseen Servants handle most of the food preparation, but only respond to orders from the enchanter or his current apprentice, but have gourmet-level cooking skills (having the Culinary Arts and Cooking skills both at 99% mastery).

Trap: A complex lock (-35% to pick) blocks the entrance to **Encounter 3.6-9**. If someone successfully breaks down the door, they trigger a magical trap – any creature within 10' of the door at that moment must save vs. Spell or suffer the effects of a Confusion spell for the next 16 rounds.

ENCOUNTER 3.6-7: APPRENTICE'S ROOM

Read or paraphrase the following text:

The door opens to a very dirty bedchamber. Clothes and linens lie scattered about, seemingly at random.

This room serves as sleeping quarters to the enchanter's infrequent apprentices (he's had three over the years). Unfortunately, his latest ran afoul of the zombies (**Encounter 3.5**).

Treasure: PCs searching this room discover a staggering quantity of dirty clothes, a **strange glass orb** with a transparent image of a veiled elf female dressed in elaborate clothing, and a **spell book**.

The orb detects as magical – if a person holding it speaks a command word (written on the bottom of the orb), the figure inside begins to dance and remove layers of clothing – stopping either when the command word is repeated or she strips down to the absolute minimum amount of clothing to hide the “naughty bits” (in either case, the image stands stationary for three seconds, then resumes the “ready and fully clothed” position) – the full routine takes a minute of time to watch.

In addition to his spells, the book also includes a series of notes detailing the apprentice's obsession with finding the secret command word to make the “girl in the globe take it all off.”

Under the bed, a small copper key lies within a dust bunny – this key unlocks the door to **Encounter 3.6-9**.

Spell book: Leather Cover, Vellum Pages, 16" x 12" x 9", 8 lbs, x4 Encumbrance, 112 pages, no special features, holds *Cantrips*: Blather, Chill, Cough, Coy Smile, Curdle, Distract, Double Take, Exude Fear, Flavor, Flinch, Freshen, Indian Burn, Noogie, Sheepish Grin, Shine, Strengthen Smile Muscles, Sweeten, Weak Bladder, Wilt and Wink.

ENCOUNTER 3.6-8: LIBRARY

Read or paraphrase the following text:

Beyond a transparent door, you see a room full of shelves, covered in books and scrolls. From outside, there appears to be no organization to this chamber.

This room has a glassteel door; opening it summons a Guardian Daemon named Viltói.

Any act of violence performed in this room automatically triggers a Guards and Wards spell over the entire tower except **Encounter 3.6-10**. This proves especially problematic as the enchanter bound a Guardian Daemon by the name of Viltói to this room, and Viltói finds this spell's effects extremely amusing...

The enchanter ordered the Daemon to prevent anyone except one of his apprentices or the enchanter himself from leaving this room with any of its contents – this task is the only thing the Daemon takes seriously, and he takes every opportunity to goad visitors into either attacking him or trying to take something out of this room so he can attack them (either action activates the spell, thanks to a prior Contingency spell cast in the area).

Viltói, Guardian Daemon

(HF 24, EP 1400, INT 11, AL NE, AC 1, MV 9" (within 90' cubic area), HD 8, hp 63, SZ M, CW L, #AT 3, D 1d6/1d12/1d12 (bite/claw/claw), SA Breath Weapon (fire cone, 30'x10', 5d6 points of damage, save for half), SD +2 or better weapon to hit, immune to wooden weapons, MR Immune to sleep, charm, hold, polymorph and fear effects., Lang All, Hon Avg., ML 20, ToP 32, Crit BSL Def AC +6, FF n/a, Reference HoB V p68).

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: In addition to several books on local and world history, two books about topiaries, a small collection of scrolls on magical theory and one volume of elven erotic poetry (that Velglennoris insists one of his apprentices snuck into his collection), the library also contains a **Manual of Gainful Exercise** that the enchanter plans to read some day, and his **spell book collection:**

Spell book 1: Monster Hide Cover, Vellum Pages, 16" x 12" x 10", 9.5 lbs, x4 Encumbrance, 112 pages, fire resistant pages, holds *Cantrips:* Flavor, Freshen, Curdle, Wilt, Air of Legitimacy, Change, Distract, Hide, Palm, Coy Smile, Double Take, Exude Fear, Flinch, Giggle, Noogie, Sheepish Grin, Weak Bladder, Wink, Footfall, Groan, Moan, Thump, Blather.

Spell book 2: Leather Cover, Vellum Pages, 16" x 12" x 9", 7.5 lbs, x4 Encumbrance, 108 pages, fire resistant pages, holds *1st level:* Aura of Innocence, Befriend, Charm Person, Divining Rod (SSG), Hypnotism, Magic Stone (SSG), Phantasmal Force, Protective Amulet (SSG), Read Magic, Remove Thirst (SSG), Shift Blame, Sleep, Taunt, Write, with room for 10 1st level spells.

Spell book 3: Leather Cover, Vellum Pages, 16" x 12" x 9", 7.5 lbs, x4 Encumbrance, 108 pages, fire resistant pages, holds *2nd level:* Bind, Deeppockets, Fascinate, Forget, Fustis's Mnemonic Enhancer (SSG), Improved Phantasmal Force, Murgain's Muster Strength, Proadus' Uncontrollable Hideous Laughter, Ray of Enfeeblement, Scare, Spider Charm, with room for 12 more 2nd level spells.

Spell book 4: Animal Hide Cover, Vellum Pages, 16" x 12" x 8", 7.5 lbs, x4 Encumbrance, 92 pages, fire resistant pages, holds *3rd level:* Bone Club (SSG), Empathic Link (SSG), Hold Person, No

Fear, Slow, Spectral Force, Suggestion, Yargrove's Eidolon, with room for 16 more 3rd level spells.

Spell book 5: Leather Cover, Vellum Pages, 15" x 12" x 10", 7.5 lbs, x3 Encumbrance, 112 pages, fire resistant pages, holds *4th level:* Charm Monster, Confusion, Emotion, Enchant Weapon, Fumble, Polymorph Other, Stirring Oration, with room for 9 more 4th level spells.

Spell book 6: Monster Hide Cover, Vellum Pages, 16" x 12" x 10", 9.5 lbs, x4 Encumbrance, 112 pages, fire resistant pages, holds *5th level:* Cloudkill, Domination, Fabricate, Feeblemind, Hold Monster, Magic Staff, with room for 10 more 5th level spells.

Spell book 7: Leather Cover, Parchment Pages, 16" x 12" x 10", 4 lbs, x4 Encumbrance, 112 pages, fire resistant pages, holds *6th level:* Contingency, Demi-Shadow Magic, Enchant an Item, Geas, Guards & Wards, Mass Suggestion, with room for 10 6th level spells.

Spell book 8: Leather Cover, Parchment Pages, 16" x 12" x 10", 4 lbs, x4 Encumbrance, 112 fire resistant pages, holds *7th level:* Charm Plants, Major Domination, Steal Enchantment (SSG), Zarba's Sphere of Insanity, with room for four more 7th level spells.

Spell book 9: Dragon Hide Cover, Parchment Pages, 16" x 12" x 10", 6.5 lbs, x4 Encumbrance, 112 fire and water resistant pages, holds *8th level:* Antipathy-Sympathy, Maze, Permanency, Polymorph Any Object, with room for four more 8th level spells.

Spell book 10: Monster Hide Cover, Parchment Pages, 16" x 12" x 9", 5 lbs, x4 Encumbrance, 108 fire and water resistant pages, holds *9th level:* Hyptor's Disjunction, Mass Domination (SSG), with room for six more 9th level spells.



The enchanter teaches any of his spells for 1,500 GP/spell level, or trades spells for ones of equal power.

ENCOUNTER 3.6-9: SPIRAL STAIRS

Read or paraphrase the following text:

Beyond the door, you discover a spiral staircase heading up further into the tower. The handrail on the staircase has an unusual design – it looks as though someone carved scales into its surface, and the end appears to be the head of a great serpent.

A spell placed upon the staircase causes a Spectral Force to active the second any creature reaches the half-way point, unless the enchanter accompanies them or they have invitations (even forged ones suffice) to visit him.

When the spell goes off, the railing appears to animate, becoming a gigantic constrictor snake that immediately attacks everyone on the staircase. It attacks as a 7 HD creature (CW K), inflicting 3d4 points of damage/round once it hits. The effective AC of the illusion is 4; the railing only suffers 1 point of damage for every 20 points inflicted, but once it takes 4 total points of damage, the illusion ends (it also ends if someone successfully disbelieves it).

If anyone falls to 0 hp (or less) due to the illusion, they pass out, and must make a System Shock roll – if the check is successful, the character wakes up 1d10 minutes later, as if nothing happened. If the roll fails, the character must make a second System Shock roll; if the first passed and the second failed, the character awakens with one hit point remaining. If both rolls fail, the character suffers a loss of 1 point of CON but also awakens with 1 hit point left.

ENCOUNTER 3.6-10: WORK ROOM

Paraphrase the following text to the players as needed. (If the PCs arrive before two o'clock in the afternoon, Velglennoris is lying on his bed, asleep).

You finally reach the top of the tower. The room here appears to a combination wizard's laboratory and bedchamber. Tables, mostly covered with odd glass ware and strange stains, cover much of the floor, with a large bed resting against the far wall.

A man, dressed in long robes, turns away from the window to face you as you enter. His robes are black, but covered with strange golden symbols. Atop his head is a black skullcap with an ivory horn protruding from each side. A neatly trimmed beard and moustache hide his mouth; his brown eyes show a hint of madness as he greets you, seemingly unsurprised at your presence:

“Welcome! I am Velglennoris, but you can call me Glenn.”

This room does indeed serve as both his bedchamber and his laboratory. If the PCs defeated the zombies outside, he expresses a great deal of gratitude, but regardless he cheerfully chats with them on almost everything (though he tries to sound as mysterious and enigmatic as possible every time he speaks).

Unless attacked, the enchanter fights only if someone stole his spell books; otherwise he remains an enigmatic but genial host. When asked about the gnomes, he relates the following (read or paraphrase, as appropriate):

"The gnomes? Why, their training grounds are one of three caves in another valley about 200 feet down and a quarter mile northeast of here - I don't recall which one it was myself or I could be more specific.

The man, or gnome, who was in charge last time I went there, some 20 years ago, bears the name 'Silas MacGreymourn,' and is a stickler for honor and tradition. Odds are he's still the boss, as gnomes are long-lived and he seemed more so than most.

I suggest you try thinking like a gnome. Not strictly a Gnome Titan, though that helps too, but a gnome – valuing pranks, wealth, and risk-taking in moderation, and respecting allies but not enemies.

I can show you the location of the three caves on a map, if you have one, or I can draw one for you if you have an hour to spare - beyond this, I have given all the assistance I may in this matter."

If the PCs still do not have a map of the area, you may provide them with a rough sketch.

ENCOUNTER 3.7: VALLEY OF THE CARNAGESAURS

A female Carnagesaur (Elder variant) resides here. Recently, three males arrived seeking the right to mate with her – they cheerfully attack any intruders to prove their worth to the ancient one (and grab a quick snack).

Carnagesaur, Elder Variant (Female)

(HF 20, EP 10875, INT 4, AL N, AC 4, MV 6", HD 22, hp 144, SZ H, CW X, #AT 4, D 1d6/1d6/1d8/5d4 (claw/claw/tail/bite), SA Nil, SD 30' Infravision, Regenerate 1 hp/rd (not Fire, Acid or Beheading), MR 5%, Lang Carnagesaur, Hon n/a, ML 20, ToP 72, Crit BSL Def AC +18, FF 8, Reference HoB I p105)

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Carnagesaur (Male) (3)

(HF 11, EP 6,000, INT 0, AL N, AC 4, MV 6", HD 15, hp 91, 87, 80, SZ H, CW S, #AT 4, D 1d6/1d6/1d8/5d4 (claw/claw/tail/bite), SA Nil, SD Nil, MR Std., Lang Carnagesaur, Hon n/a, ML 20, ToP 46, 44, 40, Crit BSL Def AC +13, FF 8, Reference HoB I p105)

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ENCOUNTER 3.8: OLD GNOME TOWN

This cave opens into the remains of an old Gnomish town. A few years ago, Adrex Gnomeslayer earned his nickname here, and the gnomes never saw fit to rebuild. Once a place of great vitality, it is now home only to the dead and a large flock of bats. Any artificial light source causes the bats to panic and "attack"; this is the cue for the undead in the area to investigate (hoping for fresh meat – PCs traveling without light sources have a 1 in 10 chance, per round, of encountering 1d6 undead things), at a rate of 2d4 undead (GM choice from those presented) every two rounds.

No map is provided here; the GM is encouraged to create his own, if it seems likely for the PCs to investigate this area. The northwest corner of this large cavern has a well-concealed secret door (roll a d8 instead of d6 to spot) that opens into a narrow tunnel (3' wide, 8' high) that snakes through the mountain and ends up at **Encounter 4.1: Slots of Fun**.

Treasure: Although looters cleared out most of the actual treasure stores here, pockets of wealth throughout the area, mostly in the houses that the undead consider their lairs. Diligent PCs can find the following, at the rate of one "set" per hour spent searching (GM choice or roll randomly). The Advanced Looting skill automatically discovers all items for a listed number; the Basic Looting skill turns up but a single item (GM choice) on a failed check, or all listed items on a successful one. Characters without looting only discover one item from each entry. If a roll results in a duplicate, use the next entry on the list until all items discovered or PCs leave.

Each hour spent searching brings a cumulative 1 in 10 chance for the PCs to encounter 2d6 creatures from the following roster (GM choice, though a standard Morgue Prowler always leads the first group to arrive, and the illusionist leads the final group to appear); every other round of combat, another d6 monsters arrive until either the PCs flee the ruined city or deal with the entire list:

Morgue Prowlers (3)

(HF 34, EP 1400, INT 9, AL CE, AC 2, MV 9", HD 7+2, hp 49, 45, 45, SZ S, CW K, #AT 2, D 1d4-2/1d4-2/1d12 (claw/claw/bite), SA Razor Chomp (on roll of 19+, bite d12 removes hand (1-2) or foot (3-4), Infect Gnomes (bite automati-

Table 3A: Treasure Bundles

d10 Roll	Possible Treasures Found
1	Short Sword +2; 3 pieces of rock crystal (50 GPV each); 2,000 cp; a ceramic vial holding a Philter of Glibness .
2	10 neatly stacked piles of 100 elp; ornate lead-crystal decanter (2400 GPV) holding a Potion of Polymorph to Insect (Cricket); one rhodochrosite (10 GPV); rotting wooden trunk holding 3400 sp.
3-4	300 pp; A bottle holding a Potion of Polymorph Self ; 200 elp; topaz (500 GPV)
5	1546 elp; 53 hsp; carnelian (50 GPV); topaz (500 GPV)
6	Locked (+10 to pick, coated in contact poison – save for 1d4 or take 6d6 points of damage) wrought silver box with gold filigree (700 GPV) holding two leather bound spell books holding the following spells: Detect Magic, Faerie Phantoms, Gaze Reflection, Grease, Identify, Merge Coin Pile, Phantasmal Force, Read Magic, Charm Monster, Enchanted Weapon, Fear, Illusionary Wall, Advanced Illusion, Chaos and Demi-Shadow Monsters; small sack with 50 pp; pearl (100 GPV); a wineskin holding a Potion of Poison (save vs. Poison at -2 to pass out for 2d6 rounds, or die).
7	1,000 elp; 500 hsp; Potion of (Storm) Giant Strength ; smoky quartz (50 GPV); 172 sp.
8	100 elp; Philter of Love ; 30 pp; 1,000 cp.
9	400 elp; 150 hsp; a Pouch of Accessibility ; zircon (100 GPV)
10	A hollow platinum statue (8,000 GPV) set with 10 pieces of blue quartz (10 GPV each) and a sapphire (1,000 GPV) total value 12,000 GPV intact. The statue holds three monster-hide bound books containing the following spells (opened as a Concealed Door): Comprehend Languages, Spider Climb, Write, Blindness, Deafness, Elenwyd's Majestic Bosom (SSG), Fascinate, Mirror Image, Munz's Bolt of Acid, Gust of Wind, Invisibility 10', Paralyzation, Spectral Force and Zargosa's Sphere of Torment; small wooden box (5 GPV) holding 317 cp; steel flask holding a Potion of Levitation .

cally infects so victim craves human or demi-human carrion and turns into Morgue Prowler in 1d6 days unless Holy Word and either Atonement or Dispel Evil cast on it within 24 hours of eating carrion), SD Regenerate (even lost limbs) by eating a 1-10 day old corpse, Polymorph Self to any burrowing mammal or "normal gnome" at will, MR Undead, Lang Gwardian, Da'Neerian, Hon Avg., ML 11, ToP n/a, Crit BSL Def AC +5, FF n/a, Reference HoB V p44)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████
- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Borgath Ironjaw, Morgue Prowler (9th level Illusionist)

(HF 44, EP 2600, INT 16, AL CE, AC 2, MV 9", HD 7+2, hp 61, SZ S, CW K, #AT 2, D 1d4-2/1d4-2/1d12 (claw/claw/bite), SA Spells (others save vs. Spell at -1), Razor Chomp (on roll of 19+, bite removes hand (1-2) or foot (3-4), Infect Gnomes (bite automatically infects, victim craves human or demi-human car-

tion and turns into Morgue Prowler in 1d6 days unless Holy Word and either Atonement or Dispel Evil cast on it within 24 hours of eating carrion), SD Regenerate (even lost limbs) by eating a 1-10 day old corpse, Polymorph Self to any burrowing mammal or "normal gnome" at will, MR Undead, Lang Gnardian, Da'Neerian, Forcuran, Kuraat, Hon Avg., ML 11, ToP n/a, Crit BSL Def AC +5, FF n/a, Reference HoB V p44)

Spells: *1st level:* Comprehend Languages, Faerie Phantoms, Gaze Reflection, Grease, Phantasmal Force (x2), Spider Climb;

2nd level: Blindness, Deafness, Fascinate, Mirror Image, Munz's Bolt of Acid;

3rd level: Invisibility 10'r, Paralyzation (x2), Spectral Force;

4th level: Charm Monster, Fear, Illusionary Wall;

5th level: Chaos, Demi-Shadow Monsters.

HPs:

Ghasts (9)

(HF 8, EP 650, INT 11, AL CE, AC 4, MV 15", HD 4, hp 50, 45, 43, 43, 41, 40, 39, 37, 33, SZ M, CW H, #AT 3, D 1d4/1d4/1d8 (claw/claw/bite), SA Stench (all in 10' must save vs. Poison or be nauseated and attack at -2 to hit), Paralyzation (save vs. Paralyzation or immobile for d6+4 rounds), SD Double damage from cold iron, immune to biological effects, only affected by Protection from Evil if it uses cold iron in the casting, MR Immune to sleep, charm and hold spells., Lang Gnardian, Da'Neerian, Hon Avg., ML 20, ToP n/a, Crit BSL Def AC +2, FF n/a, Reference HoB III p49)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:

Ghouls (18)

(HF 4, EP 175, INT 6, AL CE, AC 6, MV 9", HD 2, hp 38, 33, 31 (x3), 30 (x4), 29, 29, 28 (x4), 27 (x3), SZ M, CW F, #AT 3, D 1d3/1d3/1d6 (claw/claw/bite), SA Paralyzation (non-elves struck must save vs. Paralyzation or be immobile for d6+4 rounds), SD Immune to biological effects, held at bay by Protection from Evil, MR Immune to Sleep, Charm and Hold spells., Lang Gnardian, Da'Neerian, Hon Avg., ML 20, ToP n/a, Crit BSL Def AC+0, FF n/a, Reference HoB III p50-51)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:

Any combat in the area lasting two rounds or longer riles up the only living residents of the caves, who promptly swarm about, causing all sorts of chaos:

Common Bats (60)

(HF 0, EP 15, INT 1, AL N, AC 8 (4 in ideal flying conditions); MV 1", 24"Fl(B), HD 1-2 hp, hp 2 (x42), 1 (x18), SZ T, CW B, #AT 1, D 1, SA Swarm if startled (1% to hit anything per bat in area; spell casting disrupted if WIS check failed, melee attacks at -2, skill checks at -10%, and -2 to all other rolls involving sight), SD Nil, MR Std., Lang Bat, Hon n/a., ML 3, ToP 1, Crit BSL Def AC -4, FF 3, Reference HoB I p51)

Bats:

Each hour spent searching also nets a non-cumulative 1 in 10 chance (2 in 10 if the party contains one or more elves or half-elves) that the party finds a well-hidden tunnel leading to the Trials of Pangrus (Chapter 4).

ENCOUNTER 3.9: ENTRANCE TO THE TRIALS OF PANGRUS

This cave appears natural at first, but anyone with mining skills easily discerns signs of artificial enlargement. The back wall is completely artificial (treat as Concealed door, locatable as usual or with a Tracking check (Easy), since this passage still sees some use). Opening it requires applying pressure to either far edge. If opened, a passage leading to the next chapter stands revealed.

Chapter 4: The Trials of Pangrus

Gnomish engineers, aided by the enchanter Velglennoris, constructed this complex 40 years ago, as a training ground for gnomish adventurers. Shortly before Andrex destroyed their village, the gnomes relocated the **Vial of Purity** from an old temple of Pangrus to the small shrine here.

Various spells, coupled with odd properties of the minerals used during construction, render the walls and doors in all areas of the complex (except **Encounter 4.6**) immune to spells like Wall Passage as well as proof against teleportation. It is possible to teleport within a room, but if the doors are closed, all attempts to teleport into or out of a room fail instantly.

Any time the PCs spend an hour or more in any room or hallway here, roll 1d20 and add 1 for every PC above their Honor Window, then look up the result on *Table 4A: Wandering Monsters*. For tournament play, ignore this section – but the first time the PCs spend two hours or longer in one room, they automatically face “**A Complication**” (see the sidebar at the end of this chapter).

Table 4A: Wandering Monsters

d20 Roll	Result
01-10	No Encounter
11-15	A Complication*
16	2d20 Common Rats
17	2d10 Giant Rats
18	3d10 Common Bats
19	3d6 Giant Centipedes
20+	Gnomish Cleaning Crew

*If the PCs already encountered Malini and the Yuan-Ti (see the end of this section), then either treat as No Encounter, or give them a rematch with any monsters from earlier encounters in this section that survived (the Shadow Kobolds or Slaad, for example). Otherwise, the PCs face **A Complication**, as described in the sidebar on page 68.

Cleaning Crew: A troupe of three gnomish engineers (2nd level thieves), led by a fifth-level gnome titan fighter enters the area, apparently following the PCs. They do what they can to clean the room, re-set traps, etc., giving the PCs one-word answers or avoiding interaction with them altogether, unless attacked. If an attack occurs, the engineers attempt to flee, while the fighter covers their retreat, sacrificing his own life for theirs if need be. If captured and interrogated, they prove stubborn (all of them went through the Trials without aid, and consider it dishonorable to either seek assistance or provide it), but can provide basic information on some of the traps under duress. They know nothing of the Yuan-ti (see the “**A Complication**” sidebar at the end of this chapter) or the Xorn (**Encounter 4.6**), however.

Statistics for the Cleaning Crew and vermin encounters appear on the battlesheet web extras, downloadable from www.kenzerc.com.

ENCOUNTER 4.1: SLOTS OF FUN

Read or paraphrase the following text:

You find yourselves in a large room, seemingly a natural cavern expanded by expert stoneworkers. The room has two exits, one back out to the mountains, and another – flanked by torches – at the far side. Some sort of energy field seems to cover the far exit. To the left of the exit you see an odd box, roughly 3' high and 2' broad. A long gray metal bar protrudes from a thick disk on the far left hand side of the box; with a leather bulb adorning its tip.

The lower half of the box contains some sort of broad metal tray – currently empty. Above this tray, you make out what appears to be a clear window protecting four wheels covered with odd symbols. To the right of this window is a slot about the size of a standard gold piece.

Carvings above this odd window announce – in both Gwardian and Common script that this is a “Coin Cascade.”

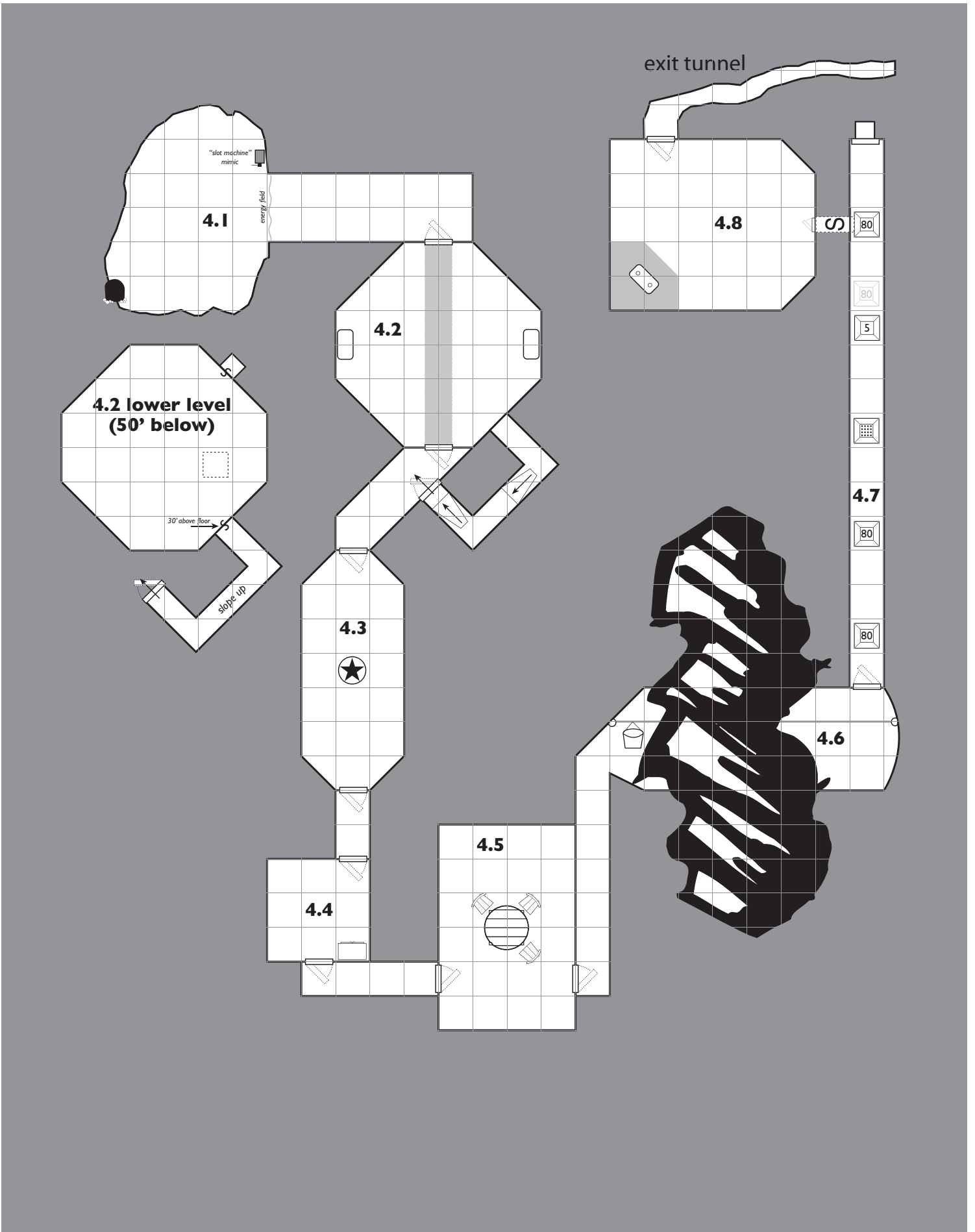
An additional sign hangs over the door, with writing in Gnomish, Dwarven, Common and the local Da'Neerian script, reading:

“Take a chance! Win coins! Win a Map! Win the Shock of Your Life! No Payout Too Large, No Wager Too Small!”

Anyone passing through the energy field over the door suffers 3d8 points of damage (that ignores armor) – unless they gamble first. The “box” functions like a modern slot machine – but is, in truth a Mimic under a series of charm and other magical effects. Due to the contradictory nature of the magic employed, there is a 1% cumulative chance each time someone pulls the arm of this “slot machine” that the Mimic breaks out of its Charm and immediately excretes glue onto the hand of the erstwhile gambler. The Mimic also “wakes up” if subjected to any physical attack. Its time with the gnomes has “civilized” this monster, allowing it to acquire a few skills, as well as the Gambling Addiction quirk.

This one-armed bandit accepts any coin or coin-shaped object for wagers; the payout is the same regardless of the coin risked. If the coin inserted into the machine is a silver or electrum piece, however, the gambler has the benefit of reducing the damage the energy field does to him or her (only!) to a lower die type – first to d6, then d4, then none after a third pull. A gold, hard silver or platinum coin does not alter the type of die for that person – but does reduce the number of dice rolled (down to 5 for 1 coin, 3 for 2, and 1 for those who gamble thrice).

Any coins or coin-like items gambled that are more valuable than a platinum piece reduce both the die type and the damage – but again, only for the person who pulls the lever. Note that the intensity and color of the wall shifts from the perspective of the



gambler only at each wager. Killing the Mimic does not bring down the energy field.

Any time a PC inserts a coin and pulls the lever, hand the player 3d8 and consult *Table 4B: Symbol Key* and *Table 4C: Slot Payouts*.

GM's Option: The Zowie Slots payout table on p172 of the *GameMaster's Guide* may be used in place of the following (the symbols used here intend a more gnomish flavor than the traditional ones – and *Table 4C: Slot Payouts* is “standardized” while the other pays out based on the actual wager).

The energy field functions as 14th level magic – a successful Dispel Magic allows the caster and one person/point the roll succeeded by to pass through with no damage. A **Wand of Negation** permits one PC/charge used to pass through, while a **Rod of Cancellation** or casting of Hyptor's Disjunction permanently destroys the barrier.

Should PCs attempt to move the machine, they discover that it extends four feet into the wall. A successful Bend Bars/Lift Gates roll (up to three characters may coordinate on this if a fourth has the Orchestrate Task talent; add the base STR score of each character assisting the strongest

to the Bend Bars chance of the strongest to determine success) pulls out the machine (Mimic). There is a 30% chance that pulling the Mimic out triggers the trap (see below) – the Mimic also has a 20% of triggering the trap if anyone gambles with it after pulling it out. as it

Table 4B: Symbol Key

Roll(d8)	Symbol
1	Lemon
2	Rock
3	Hammer
4	Spike
5	Cod piece
6	Torch (lit)
7	Coin
8	Diamond

Table 4C: Slot Payouts

Results	Payout
3 Lemons, Rocks, Hammers or Codpieces	1 gp
2 Diamonds	10 pp
3 Diamonds	Map
2 Coins	10 gp
3 Coins	25 gp
3 Torches	1 torch
3 Spikes	1 iron spike

Table 4D: GM's Damage Tracker

Affected Character's Name	# of Damage Dice				Damage Die Type			
	7	5	3	1	d8	d6	d4	0
	Bright blue	Blue-white	White	Clear	Almost opaque	Translucent	Transparent	Clear
1								
2								
3								
4								
5								
6								
7								
8								
9								

reaches back to deposit wagers and gather winnings. Each attempt to remove it from the alcove adds 5% to the chance it wakes up. Should PCs remove the Mimic from its alcove and push it through the energy field, this act generates a feedback loop that destroys the barrier and the Mimic – and generates a 6d6 concussive (crushing damage, save vs. Breath Weapon for half) blast hitting anything within 30' of the point of contact.

Trap: There is a small alcove behind the Mimic. A trap on this alcove (normal chances to detect and disarm) sprays modified Type B acid, striking anything within 15' for immediate 2d4 points of damage and another 1d6-2 points of damage/round for 1d4 rounds unless washed off or otherwise neutralized (a save vs. Poison with DEX modifiers results in half the initial and no additional damage). If a PC successfully disarms the trap, a DEX check allows him to remove a single vial of Type B Acid.

Treasure: This alcove also holds 250 cp, 3200 sp, 127 elp, 722 gp, 97 pp, seven maps, nine torches, 20 iron spikes, and three wooden “slugs” the same size and weight as a normal coin, but worth 1 cp all together – add any coins the PCs wager to this list, and deduct any winnings from these amounts (note – if one type of item “runs out” that result above no longer pays out anything, just makes an empty “click” sound).

Note that only one of the maps (the second won if the PCs win any; see the Player Aid map of this area at the back of this book) has any bearing on this module – the others are either “purely artistic” with a value of 2d10 GP each, or random (i.e. home GMs may determine their value and accuracy at their leisure either by fiat or by rolling on the table in the *GameMaster's Guide* p181).

Mimic, Killer, Civilized Variant

(HF 32, EP 3421, INT 10, AL N, AC 7, MV 3", HD 10, hp 63, SZ L, CW N, #AT 1, D 3d4, SA Glue, SD Camouflage, MR Std., Hon n/a, ToP n/a, Crit BSL Def AC +8, FF n/a, Reference HoB V p18).

Quirks/Flaws: Gambling Addiction.

STPs: Leadership: Basic 50%, Military Battle Sense 50%, Military Operations 90%.

Languages: Mimic, Gnardian, Common.

HPs:

ENCOUNTER 4.2: A BALANCING ACT

The door to this room bears a sign in Gnardian. Should a PC read it, it says: "Beware lest greed cause a fall from the Straight and Narrow Path."

Read or paraphrase the following text:

The door opens toward you, revealing a large, octagonal room. A wide red carpet runs from this door to a companion door at the far side of the room, covering a wide section of what appears to be a white marble floor. Two daises are visible, one each to the right and the left, each against a "flat" section of the wall.

The one to the right of your position holds what appears to be a gnome-sized suit of field plate armor – made entirely of gold. The dais to the left has a shield and short sword on display, also apparently made of gold.

Other than these items, the room appears to be empty.

Trap: Any attempt to detect stonework traps automatically reveals the room to be one. Thieves attempting to disarm it discover that, without a major engineering project or careful application of **Sovereign Glue**, there is no way to easily disarm this room – but that avoiding the trap is easy (an Engineering check (Easy) indicates that at least eight spikes positioned equally on each side – or two **Vials of Sovereign Glue** – could stabilize it, but that's about it). As long as everyone stays on the red carpet – or the weight on both sides of the carpet remains the same – the floor is stable.

The floor to this room balances on a wide but delicate fulcrum; should the weight of one side differ from the other by more than 10 pounds, the floor begins to tilt rapidly (note that the platforms holding the "treasure items" are part of the wall, with gaps cut in the floor to fit around them).

A successful DEX roll allows the PCs to "pull back" to the walkway; otherwise, anyone caught as the floor starts to rotate must roll for surprise to be able to attempt the DEX roll. PCs failing this check cause the floor to "flip" very rapidly – dropping anyone standing on to the secondary floor 50 feet below (for 5d6 points of damage).

The speed at which this floor rotates (due primarily to creative use of Grease spells) poses an additional risk to flyers or those using Feather Fall as the floor may actually strike them while it spins! The floor "attacks" as if an 8 HD monster (CW L; BSL +6), and inflicts 3d10 points of damage on a successful blow. The victim of a "floor strike" must also make a CON check or be stunned for one round (and thus unable to use any flight or other powers requiring concentration – likely leading to a fall for 5d6 points of damage as well).

Speaking of Grease spells, a permanent version of the spell covers the walls, making climbing difficult – to say the least. Each

platform also radiates an Avoidance spell, preventing any currently airborne creature from getting within five feet.

Should the entire party fall in, hope is not lost – an alcove 30' above the floor on the northeast wall opens onto a hidden ramp that leads up and exits through a one-way door on the north side of the corridor 15' past the "real" exit to the room. Surely, clever PCs can reach that! If not, they are doomed to join the others who perished here...

There is a catch, though... The floor of the alcove contains a pressure plate (detected and disarmed or avoided as a normal trap) that opens a well-hidden, one-way door in the northwest side of the "pit". This tiny chamber holds the "cleaning staff" – a charmed Mustard Jelly that emerges, devours all organic life in the room, and then returns to its little nook to enter a form of stasis until the next time its services are needed.

Jelly, Mustard

(HF 18, EP 2200, INT 8, AL N, AC 4. MV 9", HD 7+14, hp 65, SZ L, CW L, #AT 1, D 5d4 (psuedopod), SA Toxic Odor, split into two, SD Weapon and elemental resistance, MR Std., Lang Jelly, Crit BSL Def AC +6, FF n/a, Reference HoB IV p44)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: The Jelly's feeding has left the following yellow-stained items littered around the floor: of the pit: 2 spinels (500 GPV), a moss agate (10 GPV), an aquamarine (500 GPV), 8070 cp, 401 sp, 4,142 elp, 200 gp and 91 pp.

Should the PCs somehow make it to a platform holding the treasure items mentioned above, they still have a few more hurdles to cross. Each platform is a part of the wall, not the floor (they do not "flip" when the rest of the room does), and the treasure items are bolted to both the platform and the wall. Any Knock or similar magical effect removes these bolts, as does a successful Open Locks check, or even brute force (Bend Bars if the proper tools aren't at hand) – though the latter may damage the goods somewhat (GM call). Getting the items loose is only the first problem – there is still the matter of keeping things balanced. The unfortunate fact that someone used a **Stone of Weight** in the pommel of the short sword further complicates things...

The field plate armor is worth 21,500 GPV and weighs 140 pounds (Base AC 5; Armor points are AC 5: 35, AC 6: 23, AC 7: 11, AC 8: 9, AC 9: 7). The sword weighs in at 30 pounds (this drops to 12 if the **Stone of Weight** is somehow removed), and is worth 60 GP since the weight and softness of both items renders them impractical for most non-decorative uses. The shield is actually a fully functional **Small Shield +2** (weight 10 pounds).

ENCOUNTER 4.3: SHOW THE PROPER RESPECT

As with most rooms in the complex, the door to this chamber bears a Gwardian sign – in this case, it reads "Remember to always show the Proper Respect."

The door opens to a narrow octagonal chamber; there appears to be but a single exit to this room. In the center of the chamber is a bronze statue, roughly the size of a human. Though clearly humanoid, creature depicted has features resembling a hybrid of dawg and reptile. The sculptor depicted it as wearing chain mail, having a belt from which hang several small humanoid skulls, carrying a vicious spear in its right hand and something that appears to be an alms tray in its left

A Religion: General check (Difficult) or Religion: Specific (Non-human, Gnomish or Kobold) (Easy) check reveals this to be a statue of the Kobold Gawd, Kurtulmak. The statue detects as magical, but does not animate (the magic is strong Alteration magic if the detection goes that far – part of this is a permanent mend spell that protects it from any long-term damage short of disintegration – and it saves as hard metal).

Treasure: Anyone examining the alms tray finds 7 cp, 1 pp, three discarded buttons and two pieces of lint.

A character walking through the room and ignoring the statue has failed to show the "proper respect." A small bolt of energy from the statue strikes this person for 5d6 points of damage as he

leaves the room – avoiding or evading this energy is possible only through expending a single charge of a **Scarab of Protection** or the use of other, similar magic.

A character who gives it a serious offering, kneels before it, or shows some other sign of respect has also failed to show the "proper respect" – Kurtulmak being a Kobold gawd, and an enemy of gnomes everywhere. They also get the energy bolt as they exit.

Any character putting garbage in the alms basket, attempting to harm or disfigure the statue, or even taking one or more items out of the basket has, in the eyes of the gnomes building this place, shown the proper respect – they may leave the room freely. Should a character go so far as to Groin Punch, Groin Stomp or otherwise attack the ... ah, nether regions of the statue, that PC has gone "above and beyond." An energy bolt strikes (only) the first PC doing this as he leaves.

However, this energy does no damage, instead granting the character a "Blessing of Pangrus." Once the last PC has exited the room, the PC receiving this blessing finds that he or she has one "free" Mulligan for the duration of this chapter. Subsequent PCs doing this are considered to be just "showing the proper respect" and do not gain this benefit.

Unfortunately, having centuries of abuse inflicted upon his likeness enrages Kurtulmak. Unless all of the characters make offerings, bow before his image, or otherwise show him "traditional" respect (and thus suffer the energy bolt), a group of Greater Kobold Spirits manifests the moment the last character reaches the door, to vent their Gawd's frustration upon the hapless PCs.

The Kobolds appear surrounding the party, with the shaman behind them and the Wraith leader in front (appearing just outside the door to **Encounter 4.4**), with the remainder spread as evenly as possible throughout the hallway. PCs making a convincing Apology (GM discretion) may avoid this combat – if the Kobold Spirit Chieftain fails a save vs. Apology, as they've shown the proper respect to both sides in such a case!

This group consists of eight Greater Kobold Warriors, two Greater Kobold shamen and a Kobold Spirit Chieftain. The Chieftain and half the warriors appear in front of the party (just outside of the room to the next encounter), while the rest materialize behind them. The shamen hang back, opening hostilities by one casting Silence 15'r in the air above the center of the party, while the other uses Light and Darkness spells to provide optimal lighting for the others.

The remaining kobolds gang up on single characters (preferring those who "showed the proper respect" over those who ignored or made offerings to the statue), with at least two of the beasts usually attacking the same target (being – barely – intelligent enough to recognize this, they do not concentrate attacks on PCs with Reduced Facing after the first round, however).

Kobold Chieftain Spirit (Wraith, Diminutive Variant)

(HF 13, EP 2250, INT Very, AL LE, AC 4, MV 12", 24"Fl (B), HD 6, hp 63, SZ S, CW J, #AT 1, D 1d6 (touch), SA Energy Drain, SD Undead, cannot be turned, silver or +1 or better weapon to hit, MR Undead, Lang Kobold, Hon Avg., ML 15,

Crit BSL Def AC+43, Reference HoB 8 p101 and Monster Matrix p15)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Greater Kobold Warrior, Shadow Variant (6th level Fighters) (8)

(HF 4, EP 145, INT 8, AL LE, AC 5, MV 6", hp 60, 60, 60, 60, 60, 60, SZ S, CW G, #AT 1, D 3d4+1 (fist), SA 90% to Hide in Shadows, Cast Dancing Shadows (SSG) and Deepen Shadows (SSG) 1/day, SD -5 Morale in total darkness or very bright light, -2 to -hit, damage, and saving throws in very bright light, turned as Wraith, MR Immune to mind-affecting magic, Lang Kobold, Hon Avg., ML 12, Crit BSL Def AC +0, Reference HoB 4 p65 and Monster Matrix p28)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Greater Kobold, Shadow Variant (5th level Shaman) (2)

(HF 4, EP 333, INT 8, AL LE, AC 5, MV 6", 5"Shadows, hp 47, 42, SZ S, CW F, #AT 1, D 3d4+1 (fist), SA 90% to Hide in Shadows, Cast Dancing Shadows (SSG) and Deepen Shadows (SSG) each 1/day, SD -5 Morale in total darkness or very bright light, -2 To-hit, damage, and saving throws in very bright light, turned as Wraith, MR Immune to mind-affecting magic, Lang Kobold, Goblin, Hon Avg., ML 12, ToP n/a, Crit BSL Def AC +0, FF n/a, Reference HoB IV p65 and Monster Matrix p28)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Shaman 1 Spells: *1st level:* Darkness (x2), Cause Light Wounds, Light;

2nd level: Chant, Rigor Mortis, Silence 15'r.;

3rd level: Prayer.

Shaman 2 Spells: *1st level:* Darkness, Cause Light Wounds (x2), Light;

2nd level: Chant, Rigor Mortis, Silence 15'r.;

3rd level: Prayer.

Treasure: Each shaman carries a piece of obsidian worth 50 gp.

ENCOUNTER 4.4: LITTLE SHOP OF WEIRDOS

The Gnardian sign outside this room reads "For Rent." The PCs are likely to interrupt the dialog at any point. That won't dissuade the gnomes from their continued chatter, of course. Read or paraphrase the following text:

As you open the door to this room, two surprised gasps followed by a pair of high-pitched, rapid-fire voices greets you.

"Visitors to our humble shop! Come in!" a short, overweight gnome exclaims.

"You know, Ohn, they look just like the ones from The Prophecy!" chimes in his somewhat taller, thinner companion.

"The pro-... Oh right, Stallie, The Prophecy! Yes, they must be..." the other replies, trying poorly to hide a puzzled look.

"The Prophecy that will Save Us All from the Great Evil... And to do that, they'll need MAGIC!" "But where would... Oh right – we have magic, and it's for sale!"

"And at a specially discounted rate, for our old friends – the ones from the Prophecy!" the other adds, casting a sly wink your way. During the – far too brief – lull in their banter, you have a chance to examine the room. The two gnomish "merchants" stand in front of a large white cabinet mounted on a set of casters and resting against the far wall. To the left is the only visible exit to the room, a door identical to the one you just entered. Other than the gnomes and their cabinet, the room appears empty.

The pair of gnome "merchants," Ohn and Stallie, wound up here, courtesy of the **Cabinet of Wonders**, to make life "interesting" for the PCs (and possibly provide needed information; see their write-ups in Appendix A: NPCs for details). They offer "magic" items – and try to sell the PCs on the idea that some great prophecy foretold this meeting. They initially try to con the PCs into buying something, then resort to begging – they failed to make a sale in a halfling community and still have the scars to prove it (they do **not** know the items they sell are flawed – see below - but **do** know their "bosses" are Slaad). If the PCs ask, the gnomes have general information on the first three encounters, but know nothing of the complex beyond that.

The gnomes are very insistent that the PCs buy something, extolling the virtues of their **Cabinet of Wonders** repeatedly. Evidently, this marvelous device can create magic items (though it seems unable to create items that grant Wishes, intelligent weapons, or artifacts and relics, the gnomes sadly admit). You simply insert valuables into the **Cabinet of Wonders**, name the item you desire, close the door, then open it to discover the item you purchased awaiting you!

The **Cabinet of Wonders** is actually a construct of pure Chaos and Wild Magic (it weighs roughly 100 pounds, is 12' high, 5' wide, and 5' deep). All items created by it work perfectly within 30' of it (unless otherwise noted), but then develop flaws – the more powerful the item, the more crippling the flaw. There are two caveats, of course:

- 1) These items are NOT cursed (and thus may be freely disposed of at any time) merely seriously flawed, and
- 2) no flaw is directly fatal (no potions are poison, for example, nor do any scrolls contain debilitating curses – a **Ring of Jumping**, though, may fire all of its jumping power at once, slamming a character into a ceiling or otherwise putting him or her into a situation that may be indirectly life-threatening).

Some Flawed Item examples:

Armor or Shield (any level/type): Functions normally, except that it only has one armor point/magical plus and collapses to dust when that last point is gone.

[Item] of Protection: All such items have 1d4+1 non-renewable charges; each time the “+” is used (for armor, saving throws, whatever), one charge is expended. When all charges are gone, the item crumbles to dust.

Goggles of Translation: These glasses allow the wearer to read any written language – even magical script – but have only 1d4+1 charges. The next time they are used, the magic overloads, causing the glasses to crumble to dust and affecting the wearer as if he or she just drank a **Potion of Gnome Gibberish**.

Melee Weapon: The weapon collapses, goes out of phase, or Polymorphs to raw silk when used in actual combat, rendering any attacks Punching attacks at best.

Potions: All potions function normally in the 30' radius (which makes Healing potions actually valuable!), but become **Potions of Delusion** once outside of that area.

Ring of Invisibility: Turns all items carried or worn by the character completely invisible (as per the spell) – but does not affect the character, just his or her possessions.

Wand, Staff or Rod of any sort: Functions perfectly the first time it is used, and detects as “Fully Charged”. The second use triggers a Wild Surge (*Spellslinger's Guide* p38; references to “Spell Effect” refer to the intended effect of the Wand/Staff/Rod or use the Wand of Wonder table on *GameMaster's Guide* p239), after which the item crumbles to dust.



Stallie



Ohn

The pair sells magic items for 250 to 5,000 GP, depending on what they think they can get. They also buy items – magical or mundane – for credit, based on the EP (not GP!) value for magical items, or one-fifth of the listed GP value for mundane ones.

The **Cabinet of Wonders** also works as a transportation device, which is how this odd couple got here in the first place... Once the PCs leave the room, or if any combat occurs here, the **Cabinet of Wonders** emits an odd grating noise accompanied by a flashing light. The gnomes, living or not, and the cabinet fade away on the following round. Further, the **Cabinet of Wonders** also summons creatures to attack those who would dare raise arms against it – a trio of Blue Slaad. Note that the Gray Slaad attacking the PCs does count as “combat” in this room!

If the PCs destroy all three initial Blue Slaad and the Gray, the **Cabinet of Wonders** explodes, dumping the singed but otherwise unharmed gnomes back into this room; if the GM so rules, any items created by the **Cabinet of Wonders** disintegrate within 24 hours (unless subjected to magic akin to a Permanency spell, Limited Wish or the like), unless you prefer keeping the flawed items in the campaign. Attempts by PCs to remove the **Cabinet of Wonders** from the room cause it (and the gnomes, if alive) to teleport away as well, but do not summon the Slaad.

If the PCs open the door out of the room without making a purchase, they see K'orl'Yonae the Gray Slaad (in his human form):

A powerfully built human with gray hair and eyes stands here, an ornate bastard sword gripped firmly in both hands. He eyes you with clear malice and speaks. “You’se best be buying somethin’ from my associates. De’re legitimate businessmen, and youse doesn’t want to upset dem. Or me.”

If the threat isn’t enough to make the PCs waste some gold (and assuming they don’t outright attack him), he attacks, first pushing into the room (to trigger the **Cabinet of Wonder’s** defenses and summon back-up the “easy way”).

Tactics: The Blues do not use much in the way of tactics; at most, one uses Telekinesis to hold a small target in place while another beats on it. They refuse to ever Gate in any “inferior” Red Slaadi, and only summon others of their kind if in serious trouble.

The gnomes avoid combat as much as possible (but defend themselves if attacked) – although they would not object to seeing the Slaad destroyed, they don’t want to anger them on the off chance that the party loses.

Blue Slaad (3)

(HF 33, EP 2500, INT 6, AL CN, AC 2, MV 6", HD 8+4, hp 64, 60, 58, SZ, CW M, #AT 5, D 2d6(x4)/2d8 (claw(x2)/bone shard(x2)/bite), SA bite has 10% to inflict Rotting Death (GMG p. 27), Spell-like abilities (at 9th level – Hold Person, Wall Passage, Telekinesis (100 pounds weight)), Gate in either 1d4 Red Slaad or 1d2 Blue Slaad (50/50) – 40%, 4x/day, SD reborn in Limbo, MR 40%, Lang Slaadi, Common, Hon Avg., ML 12, ToP 32, 30, 29, Crit BSL Def AC +7, FF 9, Reference HoB 7 p74)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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K'orl'Yonae (Gray Slaad)

(HF 73, EP 8500, INT 11, AL CN, AC 1, MV 12", HD 10+6, hp 74, SZ M, CW O, #AT 2 or 3, D by weapon (B'Harnai 2d4+9)x2 or 2d8+7(bite)/2d4+9(claw)/2d4+9(claw), SA first sword strike before Initiative, Spell-like abilities, cast Enchant an Item at will given time and materials, 60% to Gate in one Gray Slaad, 1/day may use either a Symbol of Pain or Symbol of Fear and Power Word Blind, SD Immune to disintegration and cold attacks, MR 55%, Lang Kobold, Goblin, Hon Avg., ML 16, ToP 37, Crit BSL Def AC +9, FF 11, Reference HoB VII p74)

Spell-like abilities (at 14th level, 1/round): Shape Change (Human or Slaad only), Cause Fear, Darkness 15', Know Alignment, Infravision 60', create Illusion (as wand), Flame Strike, Ball Lightning 8d6+6 points of damage, 60 yard range, 5' radius)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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In his human form, K'orl'Yonae resembles a heavily muscled man with gray hair and eyes. He wears a sleeveless white tunic, black breeches, and gray leather boots, and fights holding B'Harnai, his **Bastard Sword of Swiftness +2** (INT 15, Ego 9; AL CN, Speaks Forcuran, Detect Evil or Good in 10', Detect Sloping Passage in 10', Detect Large Traps in 10', and Detect Precious Metals – type and quantity – in 20') in both hands.

Once he takes 10 or more points of damage, he assumes his true form, wielding his weapon in his left hand to free up his other claw for attacks (claws do 2d4+2 points of damage, +7 for STR; he cannot bite while using the sword). K'orl'Yonae immediately returns to Limbo if the PCs purchase anything from the gnomes without his coercion. He is very reluctant to gate in other Slaad (they always want “a piece of the action”), only doing so if very near death, to cover his own escape.

Treasure: K'orl'Yonae has the following additional treasures on his body if defeated (if forced to flee, he drops his sword but retains everything else), including a **Cube of Opulent Lodging** (type III), a **Ring of Mercy Killing** (7 charges left), a **Scroll of Protection from Dragon Breath**, 931 gp and 317 pp.

PCs who free (or kill) the gnomes find the following treasures here (if still alive, the gnomes ask to be allowed to retain some coins – about 100 gp each if they can get away with it – but otherwise eagerly allow the PCs to take anything they want): a **Glaive +2**, a **Potion of Healing**, 221 cp, 75 sp, 143 elp, 653 gp, 541 hsp, two fire opals (1,000 GPV), two tiger eyes (10 GPV), a Garnet (500 GPV), a felt coat with muskrat fur trim (10 GPV), a beaver fur cape (200 GPV), a dressing gown w/mink trim (90 GPV), a sealskin jacket (125 GPV) and a gold and rock crystal pepper pot (2,000 GPV) holding seven ounces of pepper (1 GPV/ounce).

ENCOUNTER 4.5: THAT'LL TEACH THEM!

Outside this room is a Gnardian sign reading “Class is in Session – be polite!” The PCs may interrupt this dialog at any point; when they do, skip to the second boxed text.

As you near the next room, you hear voices from beyond the closed door.

The first, a high-pitched, nervous-sounding voice says: “Very good, Olig. And what do you use a fork for?” A deeper voice replies slowly: “Uh, you, erm... EAT with it!”

“Very good,” responds the first. “And Margi, what is this?”

A third voice, similar to the second but slightly feminine sounding, answers: “I think it is a SPOON.” “Excellent! And what do you do with a spoon?” With a happy sound to it, the third voice replies: “Why you eat with it!”

“Great – we’re finally making some progress! Thrim, what is the third object?”

A fourth voice, the deepest one so far, replies: “Easy – dat’s a knife – an’ you use it for stabbin’ people what try to make you eat with a fork and spoon!”

When the PCs open the door, they see:

The door opens into a large room. A massive table, set as if for a modest dinner (albeit with mismatched, wooden serving pieces) dominates the room. To the right of the door, mounted on the wall, is a large piece of slate, and a table beside it holds several pieces of chalk. Chained to this table is a very disheveled looking pixie fairy.

Seated at the table are three very large, ugly humanoids dressed in furs and animal hides.

PCs attempting to use stealth have an 8 in 10 chance to surprise the creatures in this room. The pixie fairy, Glimmer Wildroot, is a thief caught trying to break into the treasury at a nearby gnome settlement, on the same day that the gnomes captured a trio of half-ogre barbarians with the exact same idea. The clever gnomes came up with a plan to punish both parties – they imprisoned the pixie fairy promising to free him once he successfully teaches “proper manners” to the barbarians. The gnomes then managed to have a Geas placed on each barbarian – the spell prevents them from leaving or harming Glimmer until they have all learned proper Social Etiquette (a Herculean task, given Glimmer’s low rating in the skill). Glimmer’s chain allows him to move freely around the room but not to leave it; the chain wraps around his

waist and locks in the back, making picking it impossible for him, even if he did have his tools.

The PCs enjoy no such protections, a fact that the barbarians' otherwise dim minds quickly grasp... During the battle, Glimmer watches, a terrified look on his face, but he takes no offensive actions, seeking only escape. If the PCs free him, Glimmer shows his gratitude by thanking them profusely – he also offers to draw a map of the areas he knows here (everywhere the PCs have been, and the next room), if they ask. His sole desire is to escape this place – at the chasm he flies up and out unless somehow restrained. If the PCs prevent his flight, he whines and cowers pathetically until freed or slain.

Note that given a barbarian's typical distrust of magic-users, the half-ogres concentrate their attacks on obvious spell-casters before anyone else.

Glimmer Wildroot (5th level Thief, Pixie Fairy Male)

(HF 3, EP 510, AL N, AC 5 (tattoos, Acrobatic, DEX 17/35), MV 6", 18" Fl (C), hp 23, SZ T, CW D, #AT 1, D by weapon or 1d2 (fist), SA +2 To-hit while mounted or flying, Backstab (+4 To-hit, +2 damage dice), Spell-like abilities (Minor Sphere of Perturbation, Invisibility, Faerie Phantoms each once/day), SD cannot be surprised by living creatures, heal 1 extra hp/day, MR +1 to save vs. Spells, Hon Avg., STR 10/41, DEX 17/35, CON 13/98, INT 11/49, WIS 14/40, CHA 15/25, COM 18/18, ToP 12, Crit BSL Def AC -2 (0 while flying, +2 w/backstab, +4 w/flying backstab), FF 7).

Tattoos: Ardkrin (+1 AC vs. melee, lower left arm), Emphkrin (forehead, no surprise), Shewkrin (lower right arm, +1 AC vs. missiles).

Quirks/Flaws: Anosmia (loss of the sense of taste), Wuss-of-Heart.

STPs: Art Appreciation: Drawing 87%, Artistic Ability: Drawing (chalk) 46%, Dimple Runes (Braille) 24%, Flutter, Magic Trap Sense (GG), Quick Movement (GG), Read/Write: Common 27%, Read/Write: Gnardian 18%, Social Etiquette 22%; Acrobatic; Weapon Proficiencies (Whip, Net, Sling).

Languages: Common, Faelige.

Thief Skills: PP 55%, OL 55%, FT 35%, RT 35%, MS 50%, HS 50%, DN 30%, CW 20%, RL 20%.

Possessions: 42 gp, Elixir of Youth, pearl (100 GPV), 7.5 sticks of chalk, eraser, thieves' tools, Scroll of Protection from Undead

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□

General Notes on Olig, Margi, Thrim, Half-Ogre Barbarians (AL CN, AC Varies, MV Varies, Bar7, hp 130, 119, 147, SZ L, CW I, #AT Varies by weapon, character, D by weapons (see below), SA Jumping/Springing (15+d6 across run, (1d4+4)/2 high run, standing 10 forward, 3 up or back, spring d4+3' up), affect creatures needing +1 or better to hit with any attack, 5 in 10 to surprise others (6 in 10 in familiar territory), Climb tree, cliff or wall 65% (90% unarmored), SD 25% to detect a "back attack", only surprised 1 in 10 (1 in 20 in familiar territory), 45% to detect any non-illusion magic, 25% to detect Illusions, +5 save vs.

Poison, +3 vs. Paralyzation, Death Magic and Polymorph, +2 vs. Rod, Staff, Wand and Breath Weapon, doubled DEX bonus to AC unless in Bulky armor, 30' Infravision, Natural AC 8, -2 penalty to hit dwarves and gnomes., Hon Avg. – all other stats see specific listing below)

Olig (7th level Barbarian, Half-Ogre Male)

HF 14, EP 1259, AC -4 (DEX, class, hide armor), MV 15", hp 98, #AT 2 or 3/2, D by weapons (battle axe 2d4+7 and either large mace 1d6+8, spear 1d6+6 or knife (1d6-2)+4) or punch 1d2+6, STR 18/86, DEX 20/04, CON 17/17, INT 8/49, WIS 7/64, CHA 8/42, COM 0/29, Additional SD -1 Magical Defense Adjustment (WIS), ToP 65, FF 8.

Quirks/Flaws: Missing Finger, Delusional: Believes he is royalty and acts like it, Superstitious: Believes going left is unlucky.

STPs: Animal Handling: Wild 11%, Cricket-in-the-Peapod 87%, Dirty Fighting 37%, Holistic First Aid 13%, Leadership: Basic 21%, Makeshift Paddled Small Craft 16%, Makeshift Rowed Small Craft 13%, Outdoor Craft 26%, Running 18%, Sound Mimicry 12%, Set Snares 21%, Survival: Jungle 21%, Tracking 17%; Ambidextrous, Reduced Facing.

Languages: Tribal tongue, Common.

Possessions: 10 cp, 1 elp, 10 gp, 1 week's standard rations, three wineskins, two gallons ale, backpack, hide armor, battle axe, 8 knives, large footman's mace, a small citrine (50 GPV), 3 spears and a **Potion of Polymorph to Insect** that he hasn't decided whether to destroy or slip to an enemy.

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor AC: 6 □□□□□ 7 □□□□ 8 □□ 9 □

Margi (7th level Barbarian, Half-Ogre Female)

HF 13, EP 1171, AC -5 (DEX, class, hide armor, shield), MV 10", hp 119, #AT 3/2 (melee), 1 thrown spear or 2 thrown knives, D by weapon (Hand Axe +1 1d6+7, spear 1d6+6, battle axe 2d4+7 or knife (1d6-2)+4) or punch 1d2+5 x3/2, STR 18/59, DEX 18/77, CON 17/71, INT 9/49, WIS 9/80, CHA 10/52, COM 1/39, ToP 60, FF 9.

Quirks/Flaws: Enmity toward Trolls, Enmity towards Half-elves, Superstitious: Believes harm will befall either self, friends, or relatives if she steps on a crack, Outlawed.

STPs: Animal Handling: Wild 15%, Attitude Adjustment 19%, Cricket-in-the-Peapod 87%, Dirty Fighting 37%, First Aid: Holistic 26%, Identify Animal by Tracks 18%, Makeshift Paddled Small Craft 15%, Makeshift Rowed Small Craft 21%, Outdoor Craft 24%, Round House Groin Kick 20%, Running 19%, Set Snares 27%, Sound Mimicry 15%, Survival: Jungle 25%, Survival: Underground 24%, Who's Yer Mamma Ankle Wrench 28%; Lasso, Multiattack Bonus (CG) x1.

Languages: Tribal, Common.

Possessions: 18 gp, 1 elp, 1 sp, wide belt with a peridot set into the belt buckle (500 GPV), 4 belt pouches, backpack, 2 weeks standard rations, gallon of wine (20 GPV), gallon of ale, hide

real falling damage). Climbing up the dangling rope requires but a single STR check (or a Climb Walls check at Easy difficulty).

A size M or L creature attempting to cross “hand over hand” on the rope or the cable needs to make two STR checks to cross; a successful Tightrope Walking skill check (Average) also permits crossing; how well other methods work is entirely up to the GM, based on how logical the system the PCs develop seems.

Now, this would be a simple situation for the PCs, except for one little detail. Unless they deal with this situation in total silence, they awaken a group of Xorn resting in the area. Bribes of 2,000 GPV or more in gems or precious metals to each Xorn convinces them to leave the PCs alone. If the party splits up, the Xorn attack the remaining PCs once the first PC crosses halfway over. If the PCs have some means of getting the entire party across at once (a large Carpet of Flying, perhaps), the Xorn wait for them on the far side, attacking once they've landed.

Combat from the Bucket: If a character inside the bucket wishes to aid PCs fighting the Xorn, they have their work cut out for them. Missile fire is difficult; allowing no DEX modifiers due to lack of balance, and a Fumble result may well cause the character to fall out of the bucket! Spell casting is possible for size S or T creatures; if the spell has Somatic Components, the character must make a DEX check to avoid Spell Failure (Medium creatures make the check at a 2 point penalty; Large or larger creatures simply cannot cast from the bucket).

Xorn (6)

(HF 37, EP 4,000, INT 9, AL N, AC -2, MV 9", 9"Br, HD 7+7, hp 80, 76, 75, 71, 68, 65, SZ M, CW L, #AT 4, D 1d4-1/1d4-1/1d4-1/6d4 (claw/claw/bite), SA surprise 5 in 10, SD Immune to cold and fire, half damage or no from electricity, phase through rock (killed by Phase Door spell if doing so), Transmute Rock to Mud or Stone to Flesh lowers AC to 8 for 1 round, Move Earth stuns and forces back 30', takes 10+1d10 points of damage from Wall Passage, MR See SD, otherwise Std., Lang Elemental Earth, Hon Avg., ML 16, ToP 36, 31, 31, Crit BSL Def AC +6, FF 12, Reference HoB VIII p108)

- 1) HPs:

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- 2) HPs:

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- 3) HPs:

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- 4) HPs:

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- 6) HPs:

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Treasure: An alcove hidden behind one of the resting Xorn contains their “emergency rations” – 2,523 elp and 244 hsp.



ENCOUNTER 4.7: PITTED

The Gnardian sign on the door to this corridor reads: “Beware of life’s ups and downs.” Read or paraphrase the following text:

Strange blue disks set in the ceiling of this long hall way enable you to see its entire length. At the far end, an ornate door is barely visible. Between you and this door, however, are five pits. Each pit fills the width of the hallway, has a rope hanging from a ring in the ceiling, centered above it, and possesses a series of metal rungs set into both the near and far sides, like a ladder.

A Spellcraft roll reveals that the lights in the ceiling are clearly Continual Light spells cast on painted wooden disks. Each rope and ladder – even the ones holding real traps – has a Gandle’s Feeble Trap cast on it, just to make things interesting. Each pit has at least one “safe” method to cross, as listed below. For any attacks causing potential critical hits, roll the usual 1d8 and apply to the base Severity Level indicated.

Pit I

The rope crossing method is completely safe; swinging across is an easy action requiring a check against the better of the PCs DEX or STR to succeed. Anyone climbing down the ladders discovers

that that route is not safe – as soon as two or more rungs share a weight greater than 50 lbs, all of the rungs swing down abruptly against the wall, depositing any climbers into the 80' pit below for 8d6 points of damage. A PC attempting to retain a grip on the rung must first not be Surprised (a surprised character is assumed to automatically let go), then must make a save vs. Death to avoid a (BSL 4 + AC of character's Hands) critical hit to the fingers to avoid falling. When collapsed, the rungs make this wall an easy climb for thieves. The rungs reset 10 minutes after collapsing.

Treasure: A pile of refuse at the bottom of the pit hides an oriental amethyst (1,000 GPV).

Pit 2:

The ladders here are completely safe, and indeed, the safe method of traversing this pit. Crossing this pit by any other means (aside from Teleport or Dimension Door) causes the ceiling block holding the rope to fall out when a character reaches the halfway point. The falling block strikes the character for 2d10 points of damage. Further, characters swinging on the rope automatically fall, while fliers or characters climbing the wall (either with thief abilities or some method of Spider Climbing) must make a CON check or be stunned for one segment and plummet into the 80' pit – which not only inflicts 8d6 points of damage, but also inflicts a random crushing critical hit to the target, with a BSL 6. A character with Feather Fall, a **Ring of Fall Softly**, or similar magic only suffers the damage from the block, but not the critical hit or the 8d6 from the fall.

If characters attempt to cross using mechanical means (tightrope walking, a ladder or boards across it, etc.), first the device used must save vs. Crushing Blow or be destroyed by the falling block; second, if it survives, the person attempting to cross must make a DEX check or be knocked off. One second after the block falls, a rumbling sound indicates the arrival of a second block, with a rope in place, to fill the hole in the ceiling. A chamber above the pit holds an effectively infinite number of these slabs, all trapped identically.

Pit 3

The ladder and rope here are both safe. However, at the bottom of this 80' deep pit is a second covered pit. This pit opens if any weight greater than 100 pounds is placed on it, dropping anything on it another 40', onto a bed of 16 spikes (1d4 spikes hit, doing 1d6-2 points of damage each – the number of spikes can penetrate but cannot exceed 16) covered with itching powder (save vs. Poison, or AC, combat rolls and ability checks are all at -2, and the character suffers a +2% chance for spell mishaps/failure for 2d4 hours (Slow or Neutralize Poison negates). Aside from the spikes, the second fall does 4d6 points of damage; or 12d6 total if enough weight falls from the top of the pit!

Treasure: This lower pit contains the decaying bodies of a pair of once-overweight halflings. Their decaying equipment includes a set of serviceable but rusted lock-picks, two garnets (500 GPV), a carnelian (50 GPV), and a leather-bound book of recipes (10 GPV)

Pit 4

This "pit" is not exactly what it seems. It is, in truth, only 5' deep with permanent illusions cast over it so that it looks like the other ones. The rope and the rungs are safe. However, landing on the other side is not, as that section is an illusion covering a real 80' deep pit (8d6 points of damage)! The real pit has metal rungs allowing safe exit for those falling in. A narrow, 3' wide walkway along the southern wall allows a very careful person to walk by without falling – assuming they know the pit and walkway exist to begin with. Anyone falling into the 5' pit suffers 1d6-3 points of damage, even those with the Acrobatic Talent as there is no room for them to "roll" with the fall.

Pit 5

Both the rungs set into the sides of the pit and the rope here function normally. However, clever (or demented) gnomish illusionists constructed and rendered invisible a large, thin wall (a quarter inch of lead sandwiched between two 1" slabs of granite). This invisible wall is positioned just beyond the rope on the west side of the pit (far enough away that someone grabbing the rope won't touch it). This wall extends down 3' below the top of the pit. Anyone who attempts to swing (or fly) across slams into this wall; the impact inflicts 2d4 points of subdual damage and requires the victim to make a CON check or be stunned (lead lining blocks attempts to cross using Teleport or similar magics – unless the character doing so specifically Teleports below the bottom edge of the wall, this forces the character to materialize in front of the wall – and drop into the pit). Stunned characters have a nasty habit of losing their grip on the rope (or forgetting to flap their wings or just losing their concentration), thus dropping 80' to the pit's floor (for 8d6 points of damage).

Half way down this pit on the side by the hall entrance is a concealed door with a note – in Gnardian – carved into it reading "Remember, it is only a game." The door is easily discovered (2 in 6 by non-elves, 4 in 6 by elves or half-elves) and opens by rotating the bottom rung on either ladder. This door, the true exit to this hallway, leads to **Encounter 4.8**.

Treasure: At the bottom of this pit are 1,500 gold coins, a single pile of 20 hard silver coins, and a single star ruby (1,000 GPV).

The Door

The door at the end of the hall is not only false, but also living... A sign above the door reads: "Knock before Entering" in both Gnardian and Common. Unfortunately, this door suffers from an addiction to "knock-knock" jokes... Should someone knock, it asks "Who's there?" If the PCs answer, it parrots back the answer with "...who?" at the end, expecting a punch line. If the PCs deliver, it laughs heartily, then says: "I'm not the way out. Go back." If they don't "get it," the door replies: "That one's terrible. Let me try. Knock-knock..."

Until the PCs somehow either get it to laugh, give up and turn back, or break down and kill the thing, it goes through every conceivable knock-knock joke you can think of, or drag off the internet. It should be **incredibly** annoying. Behind the door is 5'x5'x5' closet holding a large metal chest. Though unlocked, the chest has a poison needle trap – however, nobody has bothered to fill the reservoir for ages (if the trap is not disarmed, it inflicts 1

point of damage to a bare hand, or no damage at all to someone wearing gloves or gauntlets).

Enchanted Door

(HF 10, EP 780, INT 11, AL CN, AC 4, MV Nil, HD 5, hp 52, SZ M, CW I, #AT 1, D 1d6, SA Spells (Grease, Proadus' Uncontrollable Hideous Laughter), SD Fire Resistant (as per **Ring of Fire Resistance**), can Wizard Lock or Change Self (to any other type of door) at will, MR Std., Lang Gnardian, Common, Dwarvish, Elvish, Hon Avg., ML 19, ToP n/a, Crit BSL Def AC +3, FF n/a, Reference HoB III p21)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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ENCOUNTER 4.8: THE CHALLENGE OF PANGRUS

As with many of the other rooms here, a sign adorns this door. Unlike the others, this one bears writing in Common, Da'Neerian, Dwarvish, Elvish, Orcish and Gnardian – all reading simply “The Most Holy Temple of Blessed Pangrus.”

Read or paraphrase the following text:

The brass doors open into a large room. Bas-reliefs depicting gnomes engaged in acts of war against a vast assortment of enemies (even other gnomes!) cover the walls from ceiling to floor. A raised platform holding a stone altar dominates the far end of the chamber. Atop this altar rests a red pillow holding a blue crystal vial that emits a soft, golden radiance.

Kneeling before this altar is an armored gnome with shoulder-length brown hair. Without moving from his position, the gnome greets you: “My greetings and congratulations. Ah be Silas MacGreymourn, tasked by to guard the Vial of Purity. Though Ah know of yer quest an' wish ah could aid ye, an Oath of Honor bars me from releasin' the sacred artifact to any hands that have not bested me in some form o' challenge.”

At this, he rises to his full three and half foot height and turns to face you, blue eyes sparkling. “Lest ye wish all-out combat, ye may choose either the form o' the contest or yer Champion who'll face me – and ah choose t'other.”

Unless the party already defeated the Yuan-ti (from the “A Complication” sidebar at the end of this chapter), Silas hesitates for a moment, then offers:

“Unless ye want ta fight someone else for it. There's a band o' creatures headin' this way, lookin' ta take the Vial fer themselves. Ye face them, the survivors get the Vial and ah cannae help either side. Otherwise ye've got ta meet me in a challenge or pry it from me cold, dead hands. What'll it be, lads?”

Should the PCs accept the fight, Silas admits the monsters are very close behind them – the PCs may spend a round preparing for battle in this room, or they can meet them in the hallway between this room and the previous encounter.

If the PCs go for a challenge (either preferring this or having already faced the Yuan-ti), and leave the choice of the challenge to Silas, he opts for a boxing (non-lethal punching combat) match, allowing them to select a champion.

If the PCs name the challenge, he studies the party for a moment, then selects the member who he feels presents the best challenge (the one closest to his own abilities – he does not want things to be too easy, but does not wish to lose either!). Once the challenge and champion have been determined, Silas offers a “rules” phase – each contestant proposes a rule or restriction; either the opponent rejects it and the rules phase ends, or accepts it and proposes one of their own (he allows the PCs to go first). This process continues until one contestant rejects a proposed rule, and then the real “game” begins.

Silas accepts **any** challenge – from personal combat to poetry composition. Should Silas win the competition, he offers to face another PC in a challenge, and continues to do so until either he has beaten each PC in a challenge, or the party's (current) champion defeats him.

As a general guideline, challenges that do not involve combat require either multiple skill or attribute checks, as appropriate. In general, a challenge should include at least three checks on each side, or more if needed to determine a clear winner. Silas foregoes the challenge if each PC agrees to accept a Groin Stomp – but he does not suggest this, only agrees to it if a PC makes the offer.

If the PCs simply attack the Pangrite, they trigger a modified Alarm spell, which summons his bodyguards – six 5th-level Gnome Titan soldiers and an 8th level Gnome Titan battlemage. These guards arrive from off the map (his “private quarters”) in 1d4+1 rounds to protect the temple. PCs slaying all of them and searching the area discover a hidden entrance in Silas's private chambers, to the gnome's new underground city – and anger the entire local mixed Gnome and Gnome Titan community in the process. (GM discretion as to exactly what that entails).

Note that the altar here has two unusual properties. First, anyone kneeling before it and concentrating on one of the rooms in the complex obtains a vision of whatever is happening there at that moment, so Silas should have decent idea of the PCs general capabilities. Second, if a non-Pangrite steps on the altar, they must save vs. Spells at -8 or fall under the effects of a Quest spell to take the **Vial of Purity** and use it to destroy the **Hand of Ygaruth** – essentially to finish the adventure.

If the party defeats Silas (in non-lethal combat!), read or paraphrase:

“Och! Good match, me friend. Truly ye've earned the right to carry the Vial of Purity!”

Should he defeat all of the PCs, read or paraphrase:

“Ye done well, but ah’m better. Still, ‘tis desperate times we be in, an’ ah suppose ah can bend the rules jus’ this once. Take the Vial of Purity wit’ me blessin’s. Ya don’ suppose ah could toss in a Groin Stomp or two on ye ta make it official?”

Silas is joking about the Groin Stomp – but cheerfully administers them should the PCs agree.

After handing over the vial, Silas explains that an evil artifact is the source of the Chaos Plague; either the **Vial of Purity** must be opened and its contents poured over the artifact, or simply broken against it to end this scourge. If asked, he explains that the **Vial of Purity** contains blood of The Abomination mixed with the sacred blood of Pangrus himself and Purified by divine rituals. It protects its owner from all forms of disease, including Lycanthropy, Mummy Rot (SSG) and the Chaos Plague, as well as natural aging. (Silas himself is over 800 years old, and has been its caretaker for all but the first century of his life.) He then shows the PCs to the exit tunnel, and wishes them luck – ending the round.

Silas MacGreymourn (12th level Zealot of Pangrus, Gnome Titan Male)

(HF 14, EP 5980, AL CN, AC 2 (Splint Mail +1, DEX 13/69), MV 4", hp 60, SZ S, CW K, #AT 1, D by weapon or fist (1d2+8), SA Great Honor, +4 To-hit melee, +2 To-hit missile, SpellJacking, Consecrate weapon, SD Immune to Fear-related effects, -4 to be hit by ogres, giants, half-ogres and trolls, MR +5 to all Saves vs.



Smart PCs can defeat Silas without resorting to combat.

Magic, +8 total Magical Defense Adjustment (WIS 16, Honor) against mind-effecting magic, STR 19/12, DEX 13/69, CON 16/13, INT 11/86, WIS 16/83, CHA 11/47, COM 14/80, Hon Great, ToP 30, Crit BSL Def AC +5, FF 8).

Quirks/Flaws: HackFrenzy, HackLust, Ill-Informed, Shy Bladder, Socially Awkward.

STPs: Armor Maintenance 100%, Armor Repair: Basic 51%, Armor Repair: Advanced 21%, Armorsmithing 22%, Attitude Adjustment 19%, Blacksmithing 51%, Blacksmith Tools 51%, Cricket-in-the-Pea-Pod 17%, Disarm 25% (CG), Eye Gouge 18%, Groin Stomp Attack 47%, Leadership: Basic 51%, Leatherworking 51%, Leatherworking Tools 51%, Military Battle Sense 51%, Military Operations 51%, Military Small Unit Tactics 51%, Pimp Slap 20%, Poetry Composition/Comprehension 32%, Pugilism 47%, Trip Attack 37% (CG), Weapon Maintenance 100%, Weaponsmithing 22%; Opportunist; Punching Specialization.

Languages: Common, Kuraat (Dwarvish), Gnardian.

Possessions: 42 gp, **Splint Mail Armor +1**, Consecrated (Short) Sword, Consecrated Boxing Gloves, Holy symbol, **Clerical Scroll** (Raise Dead(x2), Cure Critical Wounds and Remove Curse), **Decanter of Endless Water**.

Spells 1st level: Bless, Cure Light Wounds (x4), Create Water, Repair Strain or Sprain, Strength of Stone;

2nd level: Barkskin, Cure Moderate Wounds (x2), Mend Limb, Silence 15'r., Spiritual Hammer, Stop Bleeding;

3rd level: Remove Curse, Remove Paralysis, Spike Stone, Stone Shape, Turn;

4th level: Cure Serious Wounds, Neutralize Poison, Spiritual Brigade;

5th level: Dispel Evil, Flame Strike;

6th level: Blade Barrier, Rain of Fire.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Splint Mail +1 Armor AC:

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 4 ██████████
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 9 █

GM's Option: Unless they kill him, Silas allows the party to rest here to regain spells and hit points, and even opens up the forge in his private quarters (not shown on the map) to aid them in repairing damaged weapons and armor. Should the PCs ask, he sells his spell-casting services as well – charging half the standard rates (as listed on p155 of the *GameMaster's Guide*) for anyone worshiping Pangrus, double those rates to gnomes worshiping anyone else and the standard rates to all others. Anyone accepting a good Groin Stomping from the Pangrite gets a 25% reduction to this cost.

In tournament play, the PCs have until midnight the day they leave here to find the location of the ritual to resurrect Ygaruth – for campaign play, the GM may designate more – or less – time.

A COMPLICATION

At some point during the Trials of Pangrus, the PCs encounter these creatures. (If they dealt with the inhabitants of **Encounter 3.3: Snake Den**, they do so with some forewarning.) As the blind seer informed them at the end, another group seeks the **Vial of Purity**. This group discovered the plan to restore Ygaruth to power – and hope to steal the artifact and use it to bargain for positions of influence with The Abomination.

In tournament play, if the PCs spend more than two hours in one location (say they attempt to rest), the Yuan Ti catch up with them (otherwise this encounter appears in the Wandering Monsters roster for the chapter). If the PCs manage to stay ahead of their pursuers, Silas (**Encounter 4.9**) informs the PCs of their presence and offers a fight with them in lieu of his stated “challenge,” as detailed there.

Regardless of how or when the PCs face these horrors, their stats and general tactics follow – though they are intelligent enough to modify this to accommodate the location and specific PC actions.

Malini, Type V Demoness

(HF 46, EP 10,000, INT 14, AL CE, AC -7/-5, MV 12”, HD 7+7, hp 61, SZ L, CW L, #AT 7, D 2d4+6 or by weapon footman’s mace 1d6+7 or **Battle Axe +1** 2d4+7 or **Battle Axe +3** 2d4+9 or scimitar 1d8+6 or **Long Sword +1** 1d8+7 or **Flametongue Broadsword +1** 2d4+7, SA STR 18/66 (+3/+6), Constriction (if tail – 2d4 attack – hits, continues to crush target for 2d4+6 points of damage/round), spell-like abilities, SD +1 or better weapon to hit, half damage from electricity, fire and gas, MR 70%, Lang can speak with all Intelligent creatures, Hon Avg., ML 17, ToP 31, Crit BSL Def AC +9, FF n/a, Reference HoBV p96)

Spell Like Abilities (1/round, cast at 11th level) Infravision, Teleport Without Error, Gate, Darkness 5’r., Charm Person, Levitate, Read Magic, Read Languages, Detect Invisibility, Pyrotechnics, Dispel Magic, Polymorph Self, Project Image

Possessions: Large leather backpack holding 1947 pp, footman’s mace, **Battle Axe +3**, **Battle Axe +1**, scimitar, **Long Sword +1**, **Flametongue Broadsword +1** and a suit of **Elven Chain Mail +1** complete with dead elf (a snack for later, strapped to backpack), 11 gems (three ornamental stones, 3 fancy stones, 2 precious stones, 1 gemstone, 1 jewel).

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Currently out of favor in the Abyss, Malini currently seeks a new master, and thinks Ygaruth might just fit the bill. Her disfavor makes her reluctant to gate in any but the weakest of Demons (Type I, 50% to gate 1d3), and then only if facing imminent destruction.

Type I Demon (1d3)

(HF 22, EP 975, INT 5, AL CE, AC 0, MV 12”, 18”FI (D), HD 8, hp 60 each, SZ L, CW L, #AT 5, D 1d4+4 (x2)/1d8+4(x2)/ 1d6+4 (foreclaws x2/rear claws x2/bite), SA +2 To-hit (STR), Spell Like Abilities (1/round, cast at 8th level, Infravision, Teleport Without Error, Gate (1 Type I Demon, 10% chance), Darkness 5’r., Detect Invisibility, Telekinesis (200 lbs.), SD half damage from electricity, fire and gas, MR 50%, Lang can speak with all Intelligent creatures, Hon Avg., ML 12, ToP 30, Crit BSL Def AC +8 (plus weapon modifiers, if any), FF n/a, Reference HoBV p94)

1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

2) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

3) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Shen-Ki, Yuan Ti Pureblood

(HF 12, EP 975, INT 17, AL CE, AC 4, MV 12”, HD 6, hp 46, SZ M, CW J, #AT 2, D 1d8 (Scimitar) x2, SA Spells (Cause Fear, Darkness 15’r; Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion, Polymorph Other), SD Spells, MR 20%, Lang Common, Snake, Hon Avg., ML 14, ToP 23, Crit BSL Def AC +4, FF 5, Reference HoB VIII p115)

Shen-Ki has no visible ears and a forked tongue – otherwise it can pass as human. He carries a long bow, 12 sheaf arrows, a backpack holding 500 elp, arrows, a collection of sticks and a scimitar.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Mah-Shin, Yuan Ti Hybrid

(HF 25, EP 1500, INT 17, AL CE, AC 4, MV 12”, HD 7, hp 54, SZ M, CW K, #AT 3, D 1d6/1d8 (Scimitar) x2, SA Constriction (1d6 attack does damage each round if it hits), Spells (Cause Fear, Darkness 15’r; Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion, Polymorph Other), SD Spells, MR 20%, Lang Common, Snake, Hon Avg., ML 14 ToP 23, Crit BSL Def AC +5, FF 5, Reference HoB VIII p115)

Mah-Shin has human legs and a long snake tail. She carries a scimitar.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Yossori, Yuan Ti Hybrid

(HF 25, EP 2250, INT 17, AL CE, AC 4, MV 12”, HD 8, hp 47, SZ M, CW L, #AT 3, D 1d6/1d8 (Scimitar) x2, SA Constriction (1d6 attack does damage each round if it hits), Spells (Cause Fear, Darkness 15’r; Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion, Polymorph Other each 1/day), SD Spells, MR 20%, Lang Common, Snake, Hon Avg., ML 14, ToP 24, Crit BSL Def AC +6, FF 5, Reference HoB VIII, p115-116). Scales cover Yossori’s body and a snake tail replaces his legs.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Amakiri, Yuan Ti Abomination (HF 33, EP 3,000, INT 18, AL CE, AC 0, MV 9”, HD 9, hp 57, SZ L, CW I, #AT 2, D 4d4+1 (Huge **Battle Axe +1**) x2, SA Great Honor (+1 to all rolls), SD Nil, MR 20%, Lang Gnardian, Common, Hon Great., ML 15, ToP 28, Crit BSL Def AC +8, FF n/a, Reference HoB III p21)

Amakiri resembles a giant snake, but one with human arms. He wields a Huge **Battle Axe +1** in melee.

HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Chapter 5: Search for the Sunken City

Once the party gains possession of the **Vial of Purity** – one way or the other – they need to locate the site of the planned ritual to resurrect Ygaruth. The rough map found in Andrex's possession should give them enough clues to follow to reach the climax of the adventure. A few additional, optional encounters (**Encounters 5.5 and 5.6**, and the dragon's cave in **Encounter 5.3**) appear below, for those parties that stray off the path or who just want to explore the region (before or after they deal with Chapter 6). One more optional encounter appears as the Epilogue, Chapter 7.

TRAVEL TIMES AND DISTANCE

The GM may wish to enforce strict time-keeping – in this case, travel distances need to be determined, as well as the actual date for the ritual (PCs failing to stop the ritual due to the players getting distracted by loot or other monsters simply means they must live with the consequences of their actions; PCs failing to stop the ritual because the GM chose to enforce arbitrary time constraints that the party failed to follow, however, merely irritates most players). On Garweeze Wurd, good dates for the ritual include any days that all three moons are present (or absent!) in the night sky, or the Flur'Mars; Solstice or Equinox days work well in other settings.

For tournament play, dramatic timing takes precedence over careful tracking of movement and the passage of time. Unless they become distracted (searching out the Dragons' lair, exploring out-buildings in the Sunken City, etc.), the PCs face three set encounters (**Encounters 5.1, 5.2 and 5.3**) then find the Sunken City (**Encounter 5.4**) as the sun sets, proceeding from there to Chapter 6, and reaching the final area (**Encounter 6.5**) as the ritual begins, at midnight. For this reason, only a minimum level of detail exists on the swamp maps, allowing the actual distance between encounters to be the same for all groups, regardless of actual movement rates – a party of gnomelings (Move 4") reaches the welcoming committee (**Encounter 6.1**) at the same time as a party traveling via **Flying Carpet** (Move 24").

Astute characters discover the remnants of a road beneath the waters of the swamp – the module assumes they follow this path, as described below. If they do not, feel free to delay their arrival appropriately (with either additional encounters, by increasing the "round counter" on the ritual in **Encounter 6.5**, or both). The section below called "The Path" covers this in more depth.

THE ENVIRONMENT

As with many earlier chapters, the PCs spend much of this section fighting nature along with the monsters and NPCs inhabiting the marshland. Though overhanging brush and a cool ground fog reduces the actual temperature relative to the jungle, the swamp is far more humid and unpleasant. While the PCs remain outdoors, the actual temperature fluctuates between 76° and 85° Fahrenheit (roll 1d10 and add 75° if a PC needs the exact temperature), but the excessive humidity of the region makes the effective temperature a steady 90°.

PCs may use the swamp water to "cool off." A character fully doused reduces his or her heat level by one category – however, there is a 5% chance of acquiring a Parasitic Infection (*GMG* p 23; roll 2d10+50 on the Disease (or Disorder) table; treating totals less than 69 as rolls of 64-66) each time this is done, and the chance rises to 10% if the character has any unhealed wounds. Characters who are immune to disease or those with the foresight to cast Purify Water first avoid this risk.

In case someone is foolish enough to do so, drinking the slightly saline, foul-smelling water produces a 90% chance of a random illness.

THE PATH

The remnants of an ancient flagstone road form a path to the Sunken City; the road marker in **Encounter 5.1** also marks the start of this path. For most of the trip, this path is under roughly 5" of water (if a PC absolutely has to know the exact depth at any given time roll 1d6; the first six penetrates, but a second does not – then add 2 to the total for a depth of 3"-13").

Should a character stray off the path, roll 2d6; if neither roll is a six, add 2 to determine the depth of water at that location. If one die rolls a 6 (and the other does not), it penetrates once, resulting in water 5"-19" deep. If both dice roll 6 however, the PC has found a 6" patch of water covering deep, sucking mud.

Unless the PC employs some form of magic (Wraithform, Free Movement, **Oil of Slipperiness**, some forms of Polymorph or Water Walking), he is stuck fast in the muck. If the character makes an Open Doors check at -2, or another character capable of lifting his weight makes a Bend Bars/Lift Gates check, they pull him free – but with a 40% chance to leave behind any mundane foot gear worn, and a 10% chance to lose any magical ones!

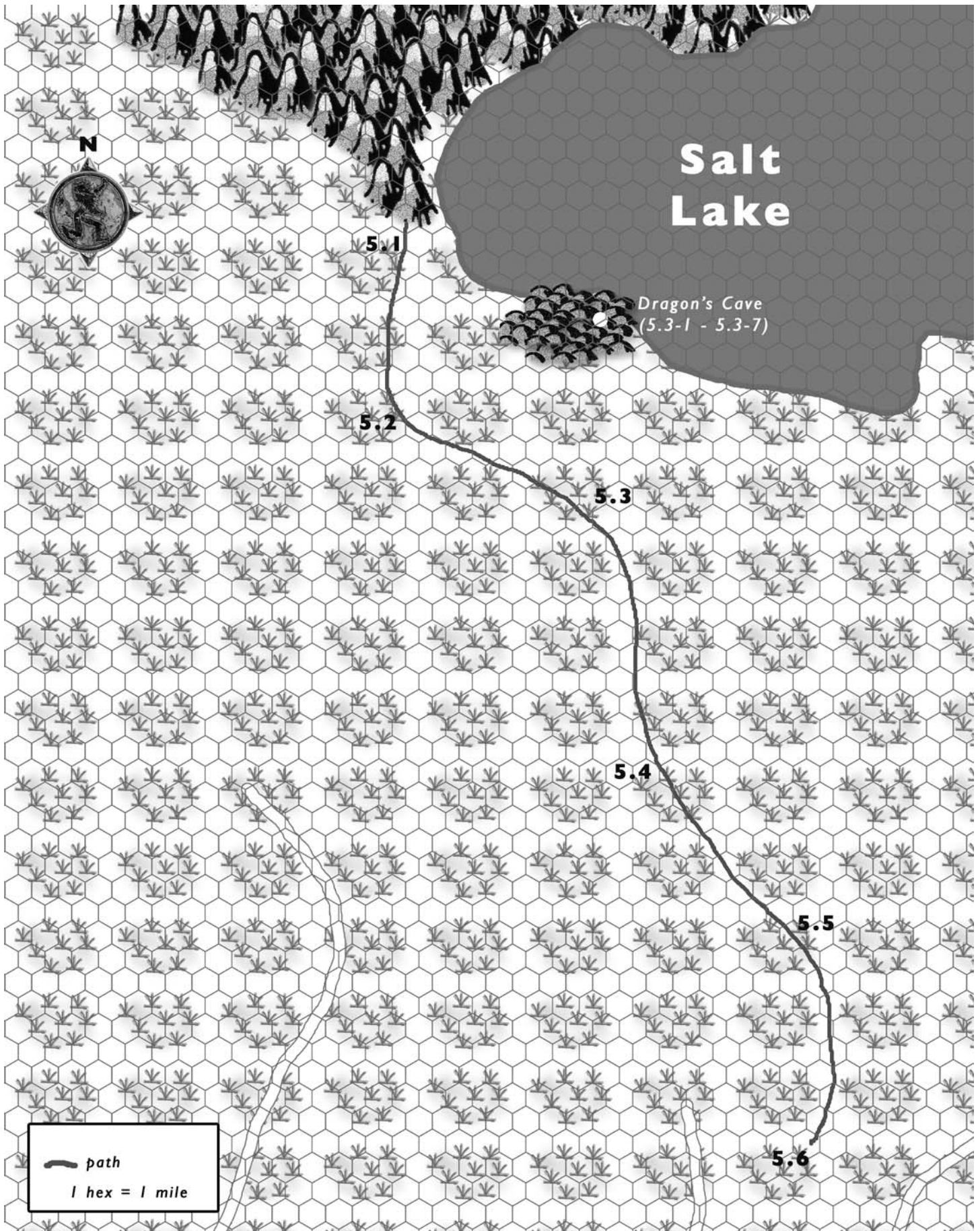
Lost footwear or other gear must save vs. Disintegration (magical items re-roll a failed save); if successful, recovery of the item requires 1d3 hours of work (use of Detect Magic cuts this to 1 hour for magical footwear only). Otherwise, the character loses the item forever.

TRAVEL THROUGH THE SWAMP

Along the path, a walking party has its movement rate reduced by 3"; PCs wandering off the path have their rates halved (or reduced by 3" if that yields a greater penalty – say for a gnomeling – than halving would), though druids and some other classes ignore this penalty.

This makes progress very slow – the party should reach **Encounter 5.4** as the sun sets if follow the path, though a party with slow-moving PCs arrives an hour or two later if the GM wishes to keep careful track of time. PCs with a raft or boat of some sort are able to make better time, arriving roughly three hours before sunset. Flying characters make even better time, and may bypass portions of this adventure, namely **Encounters 5.1, 5.2 and 5.4**. **Encounter 5.3**, however, includes creatures that see other flyers as serious threats – they attack a flying party on sight.

If PCs go under water for any reason, they find it to be murky and dark – due to both the overcast conditions and the cloudiness of the water, visibility is very limited. In most cases, assume sight



range is 1/3 the depth, or a maximum of 10', regardless of light sources; exceptions are noted in the text. Due to water's tendency to diffuse heat, Infravision is limited to half normal range for submerged characters.

ENCOUNTER 5.1: INTO THE SWAMP

The exit tunnel from the Trials of Pangrus (Encounter 4.9) deposits the PCs near the trail indicated on the map which they (hopefully!) captured in the final encounter of the first chapter. A Map Sense (Easy) check or Mapless Travel (Average) check gets the PCs to the right area with little effort. Scouting from the air also reveals the start of the trail, and a successful Tracking check (Easy) attains this same result.

In a pinch, a number of divination spells also fulfill this task; the knowledge that the ruined city lies "somewhere to the southeast" should get the party moving in the right direction, if all else fails. If the party has no trackers, no druids and no members with Map Sense or Mapless Travel, they have the standard chances of getting lost (*GMG* p161-162).

Otherwise, the map they have, their own skill, and the frequency with which this path has been traveled of late guarantees a (relatively) safe passage.

About 15 minutes after the PCs enter the swamp, read or paraphrase:

Travel through this bleak, oppressive and humid marshland is beginning to get monotonous. At least the jungle had interesting sights and occasionally pleasant smells to distract you – the swamp offers nothing but gray mud and dark green plants as far as the eye can see, accompanied by the faint smell of rot. Oh, occasional pools of standing water do break this tedium up a bit, but even so, you are beginning to fear that your party is traveling in a circle, passing the same sights repeatedly.

Give PCs with Observation a check to realize they're stepping into an ambush (on a result below the character's Chance to Improve Skill, the PC also notices the stone marker detailed below).

Read or paraphrase the following text:

Suddenly, a group of deformed monsters – clearly plague victims – erupts from the growth surrounding you and attacks. Three monstrous creatures, one with decidedly Ogrish features and sporting a double-headed flail, the others covered with shaggy, vile-smelling fur, lead this motley crew of living nightmares.

During the fight, if anyone rolls a fumble (PC or monster), instead of rolling on the standard table, that character trips over a stone marker hidden by the swamp muck (the victim loses all remaining actions for the round and must make a DEX check to avoid slipping and falling prone).

PCs searching the area after a fight also discover the marker – it is a 40 pound marble obelisk with badly worn carvings on three faces. Without the use of a Mending spell or similar restorative magic, the markings are totally illegible. If restored, Comprehend Languages or a thieves' Read Languages skill check enables PCs to discern the text. The side that faces north is blank; the south face reads "Ixlan 30 miles", the east face "Entering Talcituitl territory" and the west "Erected Year 42 in the reign of King Ixatli."

Treasure: Cleaned up, the obelisk can fetch 2,000 gp from an historian; as-is, it nets a mere 400 gp.

Plague Victims Stage II (6)

(HF 4, EP 410, INT 0, AL N (CE), AC 8, MV 9", HD 4, hp 47, 47, 44, 40, 40, 39, SZ M, CW H, #AT 3, D 1d6-1/1d4+1 (claw/bite), SA Grab (Bend Bars to break free, pinned, monster attacks at +4 To-hit), SD Immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std., Lang None, Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +2, FF n/a, Reference Appendix B and C)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Dzorg (8th level Bounty Hunter, Half-Ogre Male, Stage III Victim)

(HF 21, EP 6500, AL CE, AC 1 (base 3, DEX 15/92), MV 13", 8"(D), hp 106, SZ L, CW J, #AT 4 or 6, D 1d4+6/2d4+8 (antlers/bite) and either 1d6+11 (claw) or by weapon (**Rod of Flailing** 1d6+11)x3, SA +4 To-hit melee (+8 with flail), antlers (on natural 20, toss size M or smaller foes 3d8', for 1d6/10' thrown instead of normal crit.), can split flail attacks between two adjacent foes, +3 To-hit w/Missiles, SD 1/2 damage from crushing weapons, Expend 1 charge on rod for +4 AC and +4 to saves, +1 to save vs. Poison, 30' Infravision, MR Std, Hon Avg., STR 21/96, DEX 15/92, CON 19/8, INT 12/69, WIS 14/2, CHA 6/83, COM 0/53, ToP 54, Crit BSL Def AC +4 (+8 melee, +12 w/Rod, +6 ranged), FF 9).

Quirks/Flaws: Absent Minded, Corrosive Sweat, Enmity toward Giant Slugs, Facial Scar, Weapon Phobia: Bastard Sword.

Thief Skills: FT 25%, RT 25%, MS 40%, HS 25%.

STPs: Armor Maintenance 100%, Establish Ambush Zone 35%, Looting: Basic 18%, Muster Resolve 27%, Rope Use 23%, Slip Away into Shadows 50%, Stealthy Movement 23%, Swimming 39%, Swimming: Dog Paddle 51%, Tracking 34%, Weapon Maintenance 100%; Ambidextrous, Dense Skin, Tough Hide, Hardy Traveler (CG).

Languages: Common (Forcuran), Da'Neerian.

Possessions: Rod of Flailing [11 Charges], 54 cp, 32 sp, 264 gp
Spells Taunt, Light (cast at 2nd level).

HPs:

Tropical Yeti, Chaos Plague Variant (2)

(HF 15, EP 1462, INT 6, AL CE, AC 4, MV 15", HD 6, hp 58, 45, SZ L, CW J, #AT 4, D (1d6+3/1d6+3/2d4 (claw/claw/bite), SA Grab, Envenomed Bite (if bite damages the target, the victim must save vs. Poison or be paralyzed for 2d6 rounds; if made, victim slowed for 1d4 rounds, onset time 1 round), Squeeze (if either claw hits on a 19, victim squeezed for 2d8 points of damage), Terrifying Gaze (anyone surprised by a Yeti must save vs. Paralyzation or be paralyzed with fright for three rounds, 95% to Hide in Shadows, surprise 8 in 10, SD Foul Odor (those coming in contact have CHA reduced by 2 for 1d4 weeks), Immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 30% vs. Alteration, otherwise Std, ML 12, Lang Common, Da'Neerian, Hon Avg., ToP 25, 24, 24, 24, 19, Crit BSL Def AC +4, FF 6, Reference HoB VIII p114, and Appendix B and C)

- 1) **HPs:**
- 2) **HPs:**

ENCOUNTER 5.2: ESCAPE – TO DEATH!

Read or paraphrase the following text:

Progressing through the fetid marsh, you stumble upon a gruesome sight: a half-dozen bodies, either human or near human, float face-down in the filthy water just off the path.

The confusion when the Chaos Plague hit the local Lizardman community allowed a group of enterprising slaves to affect an escape. They managed to grab a few valuables – including some weapons – and tried to flee the swamp. Unfortunately, their flight led them into the hunting ground of a Ravenous Mosquito swarm.

Thinking quickly, the six survivors dove into the nearest pool of deep (10+') water, not knowing it was full of home to six luck-draining Muck Leeches and 10 Groin Leeches! Needless to say, there were no survivors.

Treasure: One of the bodies carries a waterproof leather sack holding a scroll and odd stone tablet (see the Player Aids; the 5 lb.

THE RING

If the GM completely omits the gnomes Ohn and Stallie from the adventure (or only uses them in the "Little Shop of Weirdos" encounter), these slaves also bear the wooden, rune-covered **Ring of Sustenance** detailed in **Encounters 5.6 and 6.2** below, to give the PCs an opportunity to acquire this item.

tablet is worth GPV 3,000 to an historian, GPV 100 otherwise), two tiger-eyes (10 GPV), an azurite (10 GPV), two chalcedonies (50 GPV), a carnelian (50 GPV) and a star sapphire (1,000 GPV). One corpse also bears a blue stone flask (25 GPV) holding four doses of a **Potion of Water Breathing**.

If the PCs ignore the bodies and move on (or are all flying), they run into a swarm of Ravenous Mosquitoes; if they search the bodies, the Mosquitoes arrive during the second round of conflict with the leeches.

Ravenous Mosquitoes (54)

(HF 1, EP 1, INT 0, AL N, AC 8, MV 6", HD 1 hp, hp 1 each, SZ T, CW B, #AT 1, D 1 (bite), SA 1-2 points of damage (no critical hit) on natural 20, SD Foes may kill 1d4 mosquitoes/round with open-hand attacks, MR Std., Lang Mosquito, Hon n/a, ToP n/a, Crit BSL Def AC -4, FF n/a, Reference HoB V p47)

Mosquitoes:

Groin Leeches (10)

(HF 0, EP 15, INT 0, AL N, AC 8, MV 3", 6" Sw, HD 1-1, hp 28, 28, 27, 26, 25, 24, 23, 23, 22, 21, SZ T, CW C, #AT 1, D 1d3 (bite), SA 90% for attack to be unnoticed, 15% for attack to arouse males after two rounds, attack continues until leech or target slain, SD Nil, MR Std., Lang Leech, Hon n/a, ToP n/a, Crit BSL Def AC -3, FF n/a, Reference HoB IV p79)

- 1) **HPs:**
- 2) **HPs:**
- 3) **HPs:**
- 4) **HPs:**
- 5) **HPs:**
- 6) **HPs:**
- 7) **HPs:**
- 8) **HPs:**
- 9) **HPs:**
- 10) **HPs:**

Luck Draining Muck Leeches (6)

(HF 0, EP 7, INT 0, AL N, AC 8, MV 1/2", HD 1/4, hp 22 (x3), 21 (x3), SZ T, CW B, #AT 1, D 0, SA Luck Drain – for each attached leech, victim has -1 To-hit and -1 on all saves, attack continues until leech or target slain or a **Luckstone** is nearby, SD Attached leeches have +1 on all saves, MR Std., Lang Leech, Hon n/a, ToP n/a, Crit BSL Def AC -4, FF n/a, Reference HoB IV p80)

- 1) **HPs:**
- 2) **HPs:**
- 3) **HPs:**
- 4) **HPs:**
- 5) **HPs:**
- 6) **HPs:**

ENCOUNTER 5.3: THEY ARE NOT AMUSED

Read or paraphrase the following text:

A thick ground fog makes travel through this portion of the swamp even more difficult. The foul-smelling mist makes you feel as though you can never again be clean. Suddenly, your musings are interrupted by a geyser of water erupting forth from the swamp, thoroughly drenching your group.

A massive shadow suddenly looms out of the fog, further darkening this already bleak day. The source of this shadow - and the geyser that preceded it - is a gargantuan form that now regards you with a reptilian head roughly the size of a small horse.

Its glittering pale blue eyes regard each of you with a sense of grim amusement before it opens a massive jaw as if to speak. The stench that pours forth from this maw - reeking of both acid and rotting meat - is almost as overpowering as the deep voice booms out over the land:

"Why have you intruded upon my swamp?"

Unless the entire party is flying (in which case the dragons view them as a serious threat and attack with no warning and no mercy), how this encounter plays out is entirely up to the PCs. This can be a very difficult combat encounter, or a role-playing encounter emphasizing negotiation and deal-making.

The dragon that confronts the party is an illusion (Phantasmal Force) of the male dragon, provided by Ascoria. Her mate Sikarus uses his Throw Voice ability to speak through it while both remain concealed underwater, their concealment aided by a Fog Cloud spell cast by the female dragon.

During this scene, keep the following facts in mind when playing the dragons (in the order of their importance to the dragon):

- 1) They are intelligent,
- 2) they are EVIL,
- 3) Sikarus possesses the (full!) Dragon Speak ability, and
- 4) the dragons are acutely interested in ending the Chaos Plague.

Sikarus has a great deal of respect for honesty – even using it himself occasionally (he'd rather mislead than lie outright). He considers PCs showing him courtesy and (a reasonable degree of) honesty "honored inferiors"; PCs showing disrespect or lying to him have their mouths washed out – with acid.

If some members of a party are respectful while others are not, Sikarus offers a warning before lashing out; both dragons outright attack universally rude groups (with Ascoria possibly striking from surprise).

If the PCs mention the Chaos Plague, Sikarus pauses for a moment, then relates the tale of how his only child died (the

Plague does not mutate dragons, but mutated creatures are fatally toxic to them). He then agrees to let them pass through his swamp – if they pay a proper tribute. Though he implies a "proper tribute" to be something material, he gladly accepts songs or poems honoring dragons in some way, or epic stories - as long as they don't involve dragon slaying, of course; his favorite stories involve dragons beating would-be heroes, or tales where Law triumphs over Chaos. Ascoria comes out of hiding to listen in during any story-telling sessions.

The dragons also allow PCs who do something they find amusing (GM call here – but this includes any trades made with the party) to pass unopposed, if they are truly seeking a cure for the Plague.

To further complicate matters, a tribe of Muckdwellers believes the dragons are Gawds, and follow them around, attacking anything that challenges the great lizards. The Muckdwellers arrive at the start of the second round of combat. Sikarus won't admit it (especially since Ascoria thinks they're "cute"), but he'll be happy to see the PCs slaughter the pathetic creatures.

Tactics: Should combat begin, Sikarus douses the party with acid, and then takes to the air. Ascoria shoots out of the water and joins him in the air (she spends first round in movement, to position herself for a good acid jet in the second round).

Round 2: Muckdwellers arrive and attack lightly armored PCs first. Sikarus casts Chromatic Orb (Ashen save vs. Death Magic or die; success paralyzes for 1d4+1 rounds) on either a spellslinger, cleric or an archer, in that order of preference. If there are any obvious spellslingers or clerics, Ascoria targets them with Magic Missiles; otherwise, she tries to Charm Person on the least intelligent-looking PC (note that Half Ogres cannot be charmed by this spell, and she is aware of this fact!).

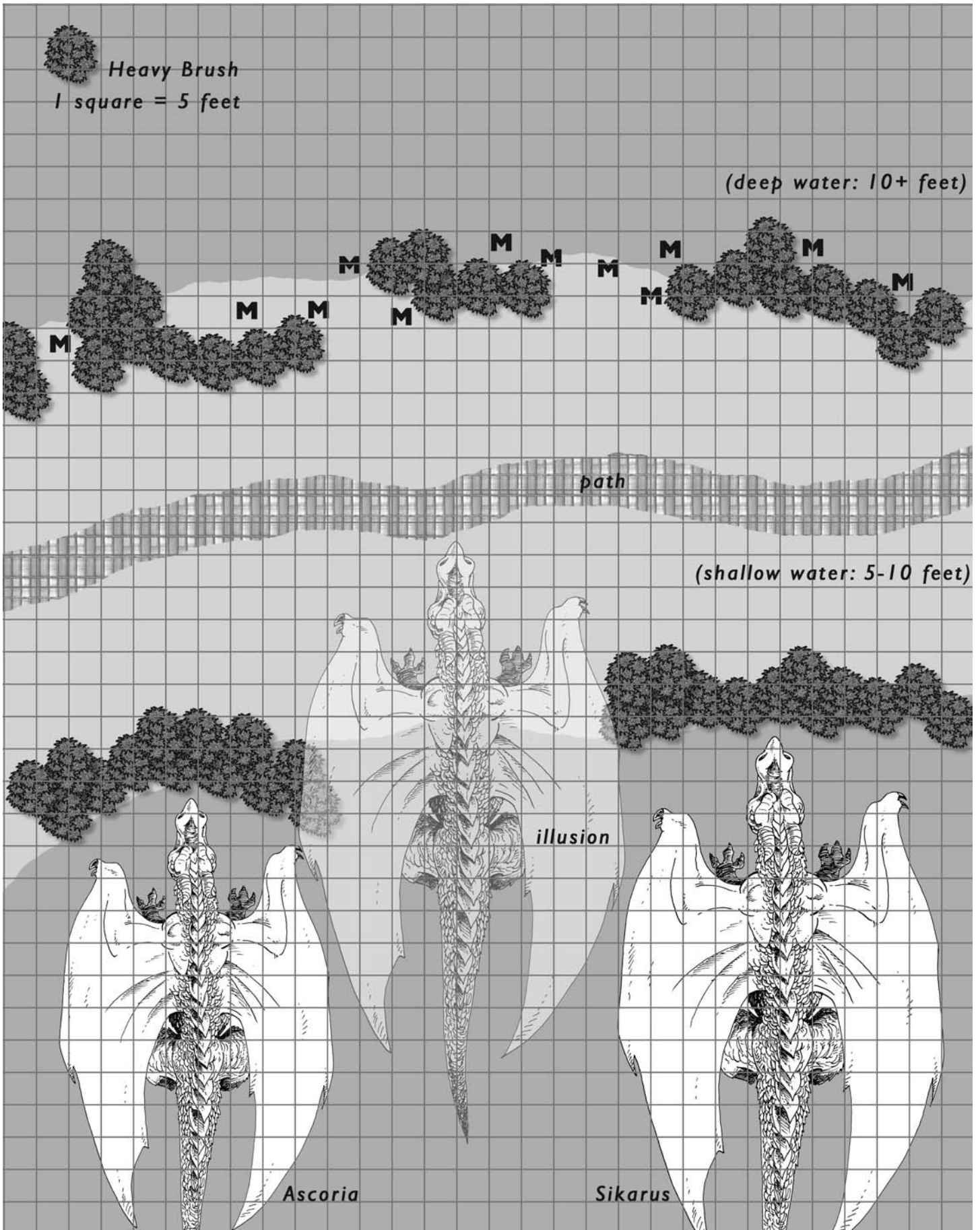
Round 3: If there are any, Ascoria attempts to grab a small (Size S or smaller) PC and fly high (single, non-lethal attack) – if no suitable candidates are present, she uses whichever spell (Magic Missile or Charm Person) she did not employ in the previous round. Sikarus engages any flying PCs in melee.

Round 4: If carrying someone, Ascoria drops her "guest" from 20' high onto another PC (preferably the largest on the ground). This roll is made at -5, and inflicts 6d6 points of damage, distributed evenly between both targets if it hits. Leftover damage only goes to the character hit; if the attack roll misses, the dropped character only suffers 2d6 points of falling damage.

Sikarus attempts to position himself to fire an acid jet catching as many PCs as possible, including any in melee with him, if he can. Sikarus does not care if he hits Muckdwellers.

Round 5: Ascoria dives down to do an acid strafe on the party - she tries to avoid hitting any Muckdwellers but won't pass up a chance to get a lot of PCs if one presents itself. If there are any flying PCs, Sikarus resumes his efforts to destroy them.

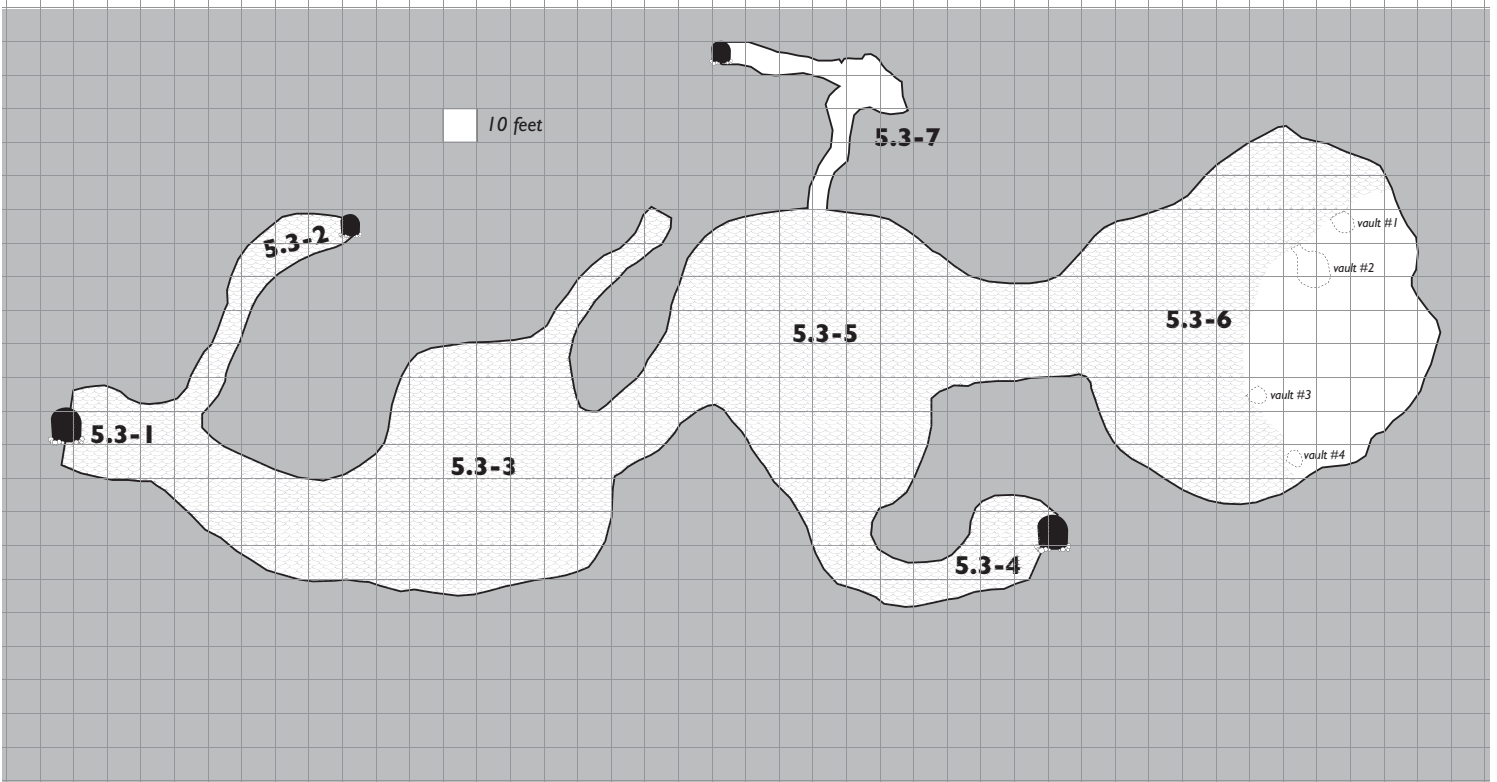
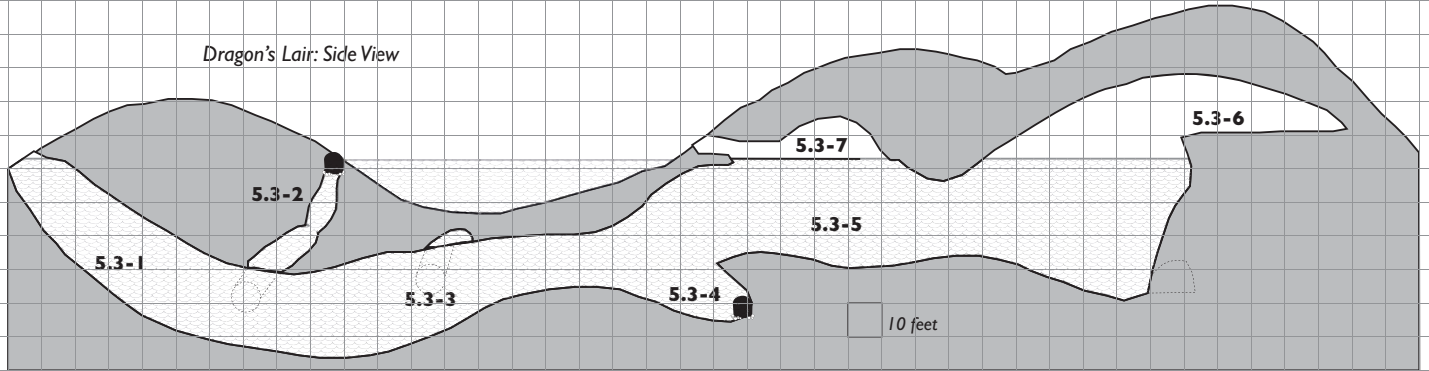
Round 6: If the dragons have taken 100+ points of damage each and there are no flying PCs, they attempt to withdraw from the fight to strike again later, unless the party is clearly on the ropes. If there are flying PCs, they concentrate their melee attacks on them before attempting to retreat and regroup.



Spells (cast as 12th level) Charm Person, Fog Cloud, Magic Missile, Phantasmal Force

HPs:

Dragon's Lair: Side View



ENCOUNTER 5.3-3: FAUX DRAGON

During the height of their civilization, the Slaz'Stecek Empire boasted some of the world's finest engineers. When the dragons expanded their cave, they unearthed a gigantic bronze statue of a resting dragon-like creature. When first constructed, the statue sat atop a hot spring; due to the build-up of steam inside of its hollow body, once each hour the dragon opened its mouth and emitted a cloud of harmless warm, damp air in an impressive display.

The destruction of the Slaz'Stecek city buried this statue beneath the muck, and damaged its mechanism, resulting in a large (almost 40' long, 15' high and just over 10' high), very warm dragon-shaped object in the water here. If the PCs come here while Ascoria lives and retains one of her Phantasmal Force spells, she makes potentially devastating use of this combination.

Due to the malfunctioning valve, a large amount of heat and pressure builds up within the statue, occasionally seeping out through damaged joints. Any attack on the statue that inflicts 25+ points of damage, or which calls for the metal to make a saving throw causes a breach, sending a jet of scalding water into the room and inflicting 1d12 points of damage to any creatures not protected against heat. If the statue rolls a "1" on the saving throw, or single attack inflicts 50+ points of damage, however, it explodes for 6d10 points of damage to everything within 30'. In either case, a save vs. Breath Weapon results in half damage.

Treasure: Anyone salvaging and repairing the one-ton statue finds it to be worth at least 100,000 GPV; if damaged in any way, its value drops to that of its component metal – about 1 GPV per 20 pounds.

ENCOUNTER 5.3-4: DEADLY PET

When their child hatched, the dragons discussed acquiring a pet for the little guy and cleared out this cavern to house it. Their various experiments at finding something that could survive playing with him without killing the young dragon met with failure until an aquatic Lurker Above moved in. Though a little disappointed that the only "trick" this creature managed to learn was "don't attack the dragons" they still found him moderately acceptable, as he does keep out the riff-raff.

Lurker Above, Aquatic Variant

(HF 13, EP 2130, INT 0, AL N, AC 6, MV 1", 9"Fl (B), 9"Sw, HD 10, hp 73, SZ H, CW N, #AT 1, D 1d6 (squeeze), SA Engulf (victims hit are caught inside the Lurker for 1d6 points of damage/round, victims can only strike back with size S or T weapons in hand when caught), -4 to surprise, SD +1 to save against cold based attacks, MR Standard, Lang Lurker, Hon n/a., ML 11, ToP 37, Crit BSL Def AC+8, FF 4, Reference HoB IV p100)

HPs:

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Treasure: The dragons permit it to keep a small stash of loot – 4,236 gp, 3,703 elp and an azurite (10 GPV).

ENCOUNTER 5.3-5: ACID WATERS

The presence of the dragons, as well as frequent testing of their breath weapons makes the water in this chamber mildly acidic. Any unprotected characters suffer 1d4 points of damage when passing through this chamber, and must save vs. Breath Weapon or risk damage to their equipment as well (armor suffers damage, other gear must save vs. Acid at +2 or be destroyed).

ENCOUNTER 5.3-6: DRAGON'S LAIR

If either dragon fled from an encounter with the PCs previously (or if the PCs somehow found the mound before encountering them), they come here, licking their wounds and plotting vengeance. The dragons know this partially submerged chamber intimately – and know a spot in the ceiling that they can force their way through (causing a collapse inflicting 4d10 points of damage on any characters at or above the water level, and 1d10 to all submerged PCs, with no saving throw) with minimal effort, though they are loathe to abandon their treasures (below).

Treasure: Apparently, the dragons' horde contains only 31 acid-resistant, water-tight ivory scroll tubes (25 GPV each) – each detailing an investment of 10d20 GPV. Most of these investments are in lawful evil nations, frequently with the rulers themselves, though two are for lawful groups (one evil, one neutral!) trying to overthrow chaotic governments, some are deeds to various parcels of land (hidden vaults beneath the water hold the rest).

ENCOUNTER 5.3-6S: TREASURE VAULTS

Beneath the platform the dragons sleep, rest and play on, are four "vaults" sealed by large rocks that count as secret doors, or concealed doors for amphibious creatures, or those with the Aquatic Background talent (CG). Each door requires a combined Strength 30 to open – but up to four man-sized creatures can work together to open them. (Note: due to the cavern view, the maps only show the first three vaults; the fourth is "behind" the others).

Treasure (Vault 1)

The first vault holds a silver-bladed, ivory-handled **Hand Axe** +1, a pair of **Horseshoes of Silence**, and 7211 sp.

Treasure (Vault 2)

The second vault holds 5200 elp, 8900 hsp, 3100 pp – and a group of Lacedons imprisoned by the dragons a few months back. The group numbered 20 when the dragons imprisoned them, but frequent feedings put their numbers down to 12 currently. The Lacedons attack the moment someone opens the vault.

Lacedon Ghouls (12)

(HF 4, EP 175, INT 6, AL CE, AC 6, MV 9"Sw, HD 2, hp 38, 33, 31, 30 (x3), 29, 29, 28 (x4), SZ M, CW F, #AT 3, D 1d3/1d3/1d6 (claw/claw/bite), SA Paralyzation (non-elves struck must save vs. Paralyzation or be immobile for d6+4 rounds), SD Immune to biological effects, can be held at bay by Protection from Evil, MR Immune to sleep, charm and hold spells., Lang Gnardian, Da'Neerian, Hon Avg., ML 20, ToP n/a, Crit BSL Def AC+0, FF n/a, Reference HoB III p50)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
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Treasure (Vault 3)

The third vault holds 31 pieces of rock crystal (10 GPV), a pewter Never-empty Mead Tankard and diamonds (1,000 GPV each).

Treasure (Vault 4)

The final vault holds a pair of platinum rimmed Goggles of Magic Detection in a waterlogged case, 28 pieces of onyx (100 GPV), 19 small (quarter pound each) finely-crafted silver statues of assorted monsters (1200 GPV each) and an ivory-and-silver decanter (4,000 GPV). The dragons sealed this cavern very carefully; opening it without taking special precautions (a successful "Remove Traps" roll counts) causes an air bubble to erupt into the water with enough force to inflict 8d6 points of damage (save vs. Breath Weapon for half) to anything swimming in the cavern.

ENCOUNTER 5.3-7: TOAD HALL

This cave appears to lead into the dragon's lair beneath, and smells horrible (PCs without the Anosmia flaw must succeed at a CON check to enter. This cave is home to a group of Doom Toads, tolerated by the dragons since they tend to reduce the number of visitors the dragons themselves must deal with.

Toad, Doom (3)

(HF 13, EP 650, INT 2-4, AL NE, AC 2, MV 6", 12" hop, HD 7, hp 58, 53, 50, SZ L, CW K, #AT 1, D 4d6 (bite), SA Tongue (15' long, pins arms on 18+), Swallow Whole (Size M or smaller victims must save vs. Poison each round or pass out, suffocates in CON/3 rounds if not rescued, may attack toad with small Piercing weapon at -2 To-hit vs. AC 9), SD Immune to stench-based attacks (including Stinking Cloud), MR Std., Lang Toad, Hon n/a, ML 17, ToP 24, 27, 25, Crit BSL Def AC +5, FF 5, Reference HoB VIII p12)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████

Treasure: In amongst the filth, searching characters discover a high-quality medium metal shield and a Knife +1.

ENCOUNTER 5.4: LAIR OF THE SWAMP GAWD

The trees in this area form a natural cul-de-sac, and low-hanging moss limits visibility to about 20'. A group of frogs, influenced partly by the strong presence of chaotic forces here, recently developed a level of intelligence and culture virtually unknown in their species. They even managed to build a small (very crude) shrine of bones, wood and rock to the 'Swamp Gawd' the worship. Any living, non-frog-like creature entering this region has volunteered to become the next sacrifice to their living Gawd...

The Giant Frogs form a rough circle around the intruders, croaking ominously but remaining just out of sight until either attacked or they manage to herd the visitors to the rude shrine, where the Killer Frogs await.

Once the PCs come into view of the "shrine," read:

Continuing through the swamp, you stumble upon a strange sight – a structure of some sort sitting atop a low hill. This structure appears constructed of a random mix of stones, animal bones and wood, with little thought to aesthetics or durability.

At least a dozen frogs sit atop this odd mound, eyeing you evilly. Surely, they could not have constructed this?

Tactics: Once they see the PCs, the Killer Frogs leap to the attack, followed by the Giant Frogs. However, the slower movement rate of the Giant Frogs means they attack in waves – 2d4 arrive each round (starting with Round 2) until all 22 enter the fray).

On the third round of combat, the "Swamp Gawd" itself appears – a Swamp Terror. While their Gawd is present, the lesser frogs never check morale; if the PCs defeat or drive off the massive monstrosity, its minions break and run immediately.

Frog, Killer, Civilized Variant (12)

(HF 1, EP 40, INT 1, AL N, AC 8, MV 6", 12"Sw, HD 1+4, hp 32, 31, 31, 30, 29, 29, 28, 28, 26, 26, 25, 25: SZ S, CW F, #AT 3, D 1d4-2/1d4-2/1d4+1 (claw/claw/bite), SA Nil, SD Nil, MR Std., Lang Frog, Hon n/a., ML 6, ToP 16 (x3), 15 (x3), 14, 14, 13 (x4); Crit BSL Def AC +0, FF 9, Reference HoB III p39).

STPs: Culture: Frog Cult 75%, Religion: General 60%, Religion: Specific ("Swamp Gawd") 90%.

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
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Frog, Giant, Civilized Variant (22)

(HF 2, EP 300, INT 1, AL N, AC 7, MV 3", 9"Sw, HD 3, hp 40, 39, 38, 37, 35 (x3), 34, 34, 33 (x4), 32, 32, 31, 30 (x4), 28, 27, SZ M, CW G, #AT 1, D 2d4 (bite), SA -3 to Surprise, Tongue (+2 To-hit, ensnare; if tongue not attacked, victim pulled and eaten), Swallow size S victims whole (on natural 20, instead of Crit, victim swallowed has four rounds to cut a way out with small blade – takes 1/3 of frog's total HP to do – or digested), SD Nil, MR Std., Lang Frog, Hon n/a., ML 8, ToP 20, 19, 19, 18(x3), 17(x6), 16(x3), 15, 15, 14, 14, Crit BSL Def AC +1, FF 3; Reference HoB III p39).

STPs: Culture: Frog Cult 75%, Religion: General 60%, Religion: Specific ("Swamp Gawd") 90%.

- 1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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Swamp Terror

(HF 81, EP 10,000, INT 1, AL N, AC 2 (tentacles), 4 (body) or 6 (tongue), MV 2", 8"Sw, HD 16, hp body 104, tentacles 20 (x4), tongue 16, SZ H, CW T, #AT 1 or 4, D 4+1d4 (x4) (4 tentacles), SA Surprise 3 in 10, Tongue (STR 19, Swallows size M on 19+, S or smaller on 15+), Swallow Whole (Victims inside take 4d4 points of damage/round acid, can attack with small piercing weapons, suffocate in CON/3 rounds if not rescued), Berserk if Tongue severed (Tentacles do 2d4+8 points of damage for d4+1 rounds, then flees if foes still alive), SD Fire Resistant (immune to normal fire, half damage but stunned for 1 round if takes 10+ points of damage from magical fire), Electricity Resistance (1 point of damage/die done, but slowed to half move and attacks for 1 round), MR Std., Lang Frog, Hon Avg.; ToP 52, Crit BSL Def AC +14, FF 5, Reference HoB VII p123)

- Body) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- Tentacle #1) HPs: ██████████ ██████████ ██████████ ██████████
- Tentacle #2) HPs: ██████████ ██████████ ██████████ ██████████
- Tentacle #3) HPs: ██████████ ██████████ ██████████ ██████████
- Tentacle #4) HPs: ██████████ ██████████ ██████████ ██████████
- Tongue) HPs: ██████████ ██████████ ██████████ ██████████

Treasure: Scattered inside and around the crude altar, PCs searching the area discover: several partially eaten corpses, 5,396 sp, 10,283 gp, 6,442 pp, a **Warhammer +1**, a **Fouchard +2**, a **Footman's Flail +1**, a golden frog-shaped pin with ruby chip eyes (4,000 GPV total, chips are worth 100 each, and the pin drops to 3,000 GPV without them), a silver three-moon clasp set (4,000 GPV) with a gem in the center of each (garnet, amethyst and jet – 100 GPV each if removed; total value with gems 4,500 GPV),

and an antique stone puzzle-box (requires three INT checks to open, value 700 GPV).

The puzzle box holds a gold and pearl earring (4,100 GPV), a hard silver mesh belt (700 GPV), a platinum tiara (5,000 GPV) sporting a moonstone (100 GPV) framed by eight pieces of blue quartz (10 GPV/blue quartz; 6,100 GPV for tiara with gems intact), a silver and gold pepper pot (1,200 GPV) holding 12 ounces of pepper (1 GPV/ounce), a golden goblet (4,000 GPV base value) with six banded agates (10 GPV each) set around the lip (4,200 GPV total value), a white gold necklace (6,000 GPV) with a garnet pendant (100 GPV), and a dwarf-made gold crown with four tines, each sporting a pair of gems, a citrine (50 GPV) at each point above either an Oriental Amethyst (1,000 GPV) or a Fire Opal (1,000 GPV) – total value 7,500 GPV, 3,000 without gems.

Behind the altar, partially buried in the muck, is an old, partially rotted crate holding several animal pelts, of which two seal pelts (5 GPV each), a mink pelt (3 GPV), and a marten pelt (4 GPV) can be salvaged.

ENCOUNTER 5.5: ANOTHER FINE PREDICAMENT

If you choose to use this encounter (see the "Joke's End" sidebar), read or paraphrase the following text:

A short distance from the path you are following, you see an old wooden cart, stuck in the mud. Two dejected-looking gnomes rest against it. The taller, thinner one looks up at your approach and sighs: "Oh, it's you again..."

The bald, heavier one glances up, and replies: "Yes it... hold on a minute - Stallie, you may have been right!"

His partner blinks at him with an obvious lack of comprehension: "Right about what?"

"The Prophecy – they ARE the ones from the Prophecy..."

Stallie scoffs: "Oh come on, I made that up to sell them stuff..."

Ohn shakes his head. "Not THAT Prophecy, the OTHER one, the one about Pangrus calling on heroes to finish a task he was unable to complete. I think we're supposed to help them..."

Stallie blinks at this: "You mean... for... for free?"

Ohn looks at him for a moment, considering: "Well, I guess that's up to them. Hmmm... where's that scroll?"

This duo has been through a lot since the last time the party saw them (if the PCs killed them in a previous encounter, this pair has been subjected to a Minor Raise Dead – as a result, Stallie now suffers from Minor Depression and an Acute Allergy to milk; On

has acquired the Truthful quirk and a Trick Knee). The "blue giant" they switched carts with (between the second and third rounds of the module) reappeared, along with two others, and demanded they reverse the trade. Being non-violent sorts, the gnomes agreed - and found themselves transported here.

While trying to free their cart from the muck, they discovered some items added to their inventory, including a loose scroll (letter from Josric Tar'Melkon; see Player Aids) and a prayer book.

The scroll mentions the destruction of the "Great City of Talcituitl," due to a civil war, from a partial translation of runes found at "the Sunken City" – runes that also match a wooden ring currently in the possession of either the party (if acquired previously) or these two gnomes. The prayer book is the one item that these gnomes are reluctant to part with for any price (at least not below 2,000 gp). This tome contains any background information about the **Vial of Purity** or Ygaruth The Abomination that the PCs may have missed earlier.

Ohn promptly gives the scroll to the PCs, no questions asked and no commitments requested. Any other essential items they give to the PCs in exchange for helping get the cart on the path - or for cash, whichever the PCs prefer (Stallie makes a token effort to get the PCs to pay for everything regardless).

Should the PCs attempt to free the cart, allow any reasonable efforts (i.e. Telekinesis or similar effects) to work, though the "simplest" method is brute strength – a single Bend Bars/Lift Gates allows it to be pushed to solid ground. The cart has enough handholds and "strong points" for up to four man-sized creatures to work together to free – each character attempting to aid must make a STR and DEX test. If the STR test is failed, they add nothing to the effort to move the cart; if successful, they add the greater of their (STR score -10) or 5% to the "lead character's" Bend Bars/Lift gates score. If the DEX check fails, the character becomes stuck – whether the cart is moved or not – and must pass a second STR check or begin sinking into the swamp.

The muck sucks a character sucked in by 1/3 of his or her total height the first round, then 1/10 of their height each round until rescued or fully submerged (at which point drowning rules apply). Permit one attempt/round to rescue a sinking PC, and again allow any reasonable effort to pull a PC to safety.

Safe patches of ground are clearly visible to any character successfully Finding Traps or who possesses the Aquatic Background talent (CG) and passes a simple INT test, avoiding the DEX roll altogether.

The primary purpose of this encounter (other than comic relief) is to make sure the PCs have all of the tools they need to complete this adventure. If the party either failed to obtain or had but lost

JOKE'S END

Only use this encounter if the PCs met the gnomes already and failed to acquire the wooden, rune-carved **Ring of Sustenance** previously. If they still fail to acquire it, they deserve what they get!

Table 6A: Wandering Monsters

Roll (d20)	Result
1	Empty (Do not roll for valuables)
2-3	1d6 corpses*
4-6	Harmless swamp denizens (frogs, snails, fish, etc.)
7-8	Mold (roll d10: 1-6 common Toxic; 7 Russet; 8-9 Yellow; 10 Brown)
9	Slazeczek "family" (2d6)
10	Mated pair of Marsh Kryzaar**
11	Mummified Lizardmen (Fetid Mummies) (1d6)
12	Plague Victims (Stage II, former Lizardmen or Slaz'Stecek – 2d4)
13-14	Lizardman refugees (2d8 with a 4 HD leader)
15	Shadows (1d4+1)
16	Killer Frogs (2d6)
17	Shambling Mounds (1-2)
18	Poisonous Frogs (3d6)
19	Vegepygmy war party (3d6 1 HD Bipedal Vegepygmies, one 4 HD bipedal Vegepygmy "leader" and 1d3 Vegepygmy Dawgs)***
20	Water Weird (appears once; treat as No Encounter otherwise)

*60% Lizardmen skeletons, 35% mummified Slaz'Stecek, 5% other, often small animals. Though harmless on their own, handling these corpses bears a 50% chance of catching some sort of illness (modified by the character's Resistance to Disease/Alcohol from CON, but the chance never falls below 5%).

***If one goes unconscious or dies, the other flies into a berserk frenzy, losing 2 points of AC (to 4), but gaining +2 To-hit and +2 to damage. If the PCs face this encounter and then immediately explore another ruined structure, the occupant is automatically a Russet Mold, as per result 7-8 above.

Table 6B: Loot

Roll (d%)	Result
1-30	Nothing
31-40	Small idol (represents a reptilian version of a random Central American Gawd); 30% to be consecrated as a Holy Symbol to that Gawd (50 GPV), otherwise 10d10 GPV
41-42	2d20 Antique coins – value is 1 sp each as coins, or up to 5 gp each to a coin collector
43-55	3d10 gp
56-70	Functional weapon (GM choice – 10% to be a +1 weapon)
71-80	Small piece of jewelry, 3d6x10 GPV
81-94	Ancient ceremonial items, raw value 3d10x10 GPV – or x100 to a sage, scholar or historian with an interest in Slaz'Stecek culture or the history of this region (GMs call)
95-98	3d6 gems with at least one emerald or diamond (1,000 GPV)
99	Random small magic item
100	Roll twice on this table, ignoring results greater than 98.

Mold, Common, Toxic (no physical statistics)

This stuff infests the walls of the structure. Anyone spending five or more rounds inside must make a save vs. Poison or become ill upon exiting. PCs make this save at +2 initially; however for every five additional rounds spent, the saving throw becomes one point worse (going to +1, then +0, then -1, etc.). The illness causes the PC to suffer a penalty of -1 or -5% to all actions taken for the next d4+1 hours. The only way to remove the mold, short of disintegration or Cure Disease is to dismantle the building and scrub every brick clean.

ENCOUNTER 6.1: WELCOMING COMMITTEE.

Read or paraphrase the following text:

The path ends at a large body of water, from which a large, pyramidal structure rises. The pool of water conceals the lowest section of this structure from view.

This encounter places the PCs in an unusual environment (underwater) against highly mobile foes, and thus is a test of their adaptability. This is where a **Potion of Water Breathing** (or similar magic) comes into play. Review p164-168 of the *GameMaster's Guide* for specifics on underwater combat.

A group of Lizardmen, with two Kryzaar commanders, guard the ruins. Thanks to Hoppy, the familiar of one of the Lizardman mages, they watched the PCs progress towards the pyramid and now lie in ambush.

The Kryzaar command the forces on the pyramid, while the Lizardmen wait underwater (around the north-western edge of the pyramid) with eight warriors to confront swimmers. The forces on the pyramid are under the effects of **Dust of Disappearance** owned by the Lizardman Assassin Skaathis; the tactical map details the starting positions of each. The dust originally granted 13 turns of Invisibility to this group, but two have been spent in preparation – as long as they remain invisible (note that users of the dust remain invisible even when attacking!), they stay out of the water, as diving in the water washes it off in one round. If their invisibility is somehow defeated, the magic-users and the leaders retreat to **Encounter 6.1A**, hoping to lure the PCs under the Green Slimes located there (the Lizardmen found out about these guys the hard way).

The forces on the pyramid try to force the PCs into the deeper water using spells like Ice Storm and massed missile fire (the 6 HD leader fires the one **Bolt +3** generated from his **Bolt of the Month Pouch** at the earliest opportunity, favoring large-sized targets if any are present, and the sub-leader uses her **Heavy Bolts +2** before using normal ones).

Once the PCs are mostly submerged, Bumpuss casts Hold Person on a swimmer, while Blastuss positions himself to fire a Lightning Bolt into the water (where it "explodes" like a Fireball). The whole time, Skaathis attempts to maneuver himself for a backstab attack or assassination attempt. The moment the Lightning Bolt clears the forces below swim out of hiding to attack any surviving PCs. The swimmers favor those fully or partially in the water over ones on the shore as targets and generally open with overbearing attacks. Note that strategically placed stone blocks provide the Lizardman archers with 50% cover.

Until most of the party crosses onto the face of the pyramid, the Nizar'Fang archers conceal their flight abilities (partly due to worries about the Ice Storm and similar effects); then they take to the skies, raining arrows down on the PCs until out of ammunition (or engaged by other flyers), while the Lizotaurs charge the interlopers.

Once they defeat or drive off the Lizardmen, the PCs may explore the area. Near the northwest corner of the pyramid's base is an opening that was once a secret door; time and the flow of water have forced it permanently open though. The passage beyond is completely flooded, and runs for 60' to what used to be a staircase but what is now a crude ramp. This ramp heads up to the next encounter area. The Lizardmen pursue any fleeing PCs, trying to drive them out into the swamps or up to **Encounter 6.1A**.

Blastuss (7th level Magic-user, Male Lizardman)

(HF 8, EP 725, INT 15, AL N(CE), AC 5 or 1 while invisible, MV 9", 15"Sw, HD 2+7d4, hp 46, SZ M, CW G, #AT 3, D 1d2/1d2/1d6 (claw/claw/bite), SA Spells, SD Spells, MR Std., Lang Lizard Man, Kryzaar, Common, Hon Avg., ML 13, ToP 23, Crit BSL Def AC +2, FF 6, HoB IV p91)

Spells *1st level*: Animate Dead Animals (SSG) (already cast), Enlarge, Faerie Phantoms, Firewater, Gaze Reflection, Kachirut's Exploding Palm (SSG); *2nd level*: Cheetah Speed, Know Alignment, Spy of Derjinah; *3rd level*: Lightning Bolt, Polymorph to Insect (SSG); *4th level*: Zargosa's Tentacled Fury.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Bumpuss (7th level Magic-user, Male Lizardman)

(HF 8, EP 725, INT 12, AL N(CE), AC 5 or 1 while invisible, MV 9", 15"Sw, HD 2+7d4, hp 40, SZ M, CW G, #AT 3, D 1d2/1d2/1d6 (claw/claw/bite), SA Spells, SD Spells, MR Std., Lang Lizard Man, Kryzaar, Common, Hon Avg., ML 13, ToP 23, Crit BSL Def AC +2, FF 6, HoB IV p91)

Spells *1st level*: Affect Normal Fires, Burning Hands, Conjure Mount, Find Familiar, Precipitation, Spider Climb; *2nd level*: Munz's Bolt of Acid, Power Word: Detect (SSG), Stinking Cloud; *3rd level*: Hold Person; Protection from Normal Missiles(already cast; 5 turns remain); *4th level*: Rainbow Pattern.

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Hoppy (Yellow Frog; Familiar of Bumpuss)

(HF 0, EP 7, INT 1, AL N(CE), AC 10 or 6 while invisible, MV 3", HD 2d4 hp, hp 6, SZ T, CW B, #AT 1, D 1 (bite), SA Bite (or licking) causes random Potion effect (*GMG* p213, possible miscibility *GMG* p221), SD Random potion effect, MR Std, Lang Frog, Hon n/a., ML 3, ToP 3, Crit BSL Def AC -4, FF 1, Reference HoB III p41)

HPs: ██████ ██████

Small Animal Skeletons (9) (Animated by Blastuss)

(HF 0, EP 7, INT 0, AL N, AC 8, MV 6", HD 1d12 hp, hp 12, 11, 10, 10, 8, 6, 5, 3, 2, SZ T, CW B, #AT 1, D 1d3 (bite), SA Nil, SD Half damage from Hacking and Piercing weapons, 2d4 from Holy Water, Never make Morale Checks, MR Immune to mind-affecting magic, Cold, Darkness, Fear, Sleep, Charm, Hold, Lang None, Hon n/a, ToP n/a, Crit BSL Def AC -4, FF n/a)

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Treasure: Both Blastuss and Bumpuss carry a silver key.

Klar'Kuss (Hill Kryzaar Male)

(HF 10, EP 1,000, INT 14, AL CE, AC 2, MV 12", HD 9, hp 66, SZ L, CW M, #AT 2, D trident 3d10 vs. Humans or 1d6+1, or heavy crossbow 1d12, SA +1 To-hit Humans w/weapons, SD Nil, MR Std., Lang Lizard Man, Kryzaar, Common, Hon Avg., ML 16, ToP 33, Crit BSL Def AC +7, FF 8, Reference Appendix C)

Possessions: **Nose Ring of the Arbalest** (see Appendix E), heavy crossbow, 12 **Heavy Crossbow Bolts** +2, 12 heavy crossbow bolts, two ornamental stones (10 GPV), semi-precious stone (100 GPV).

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Skar'za (Hill Kryzaar Male)

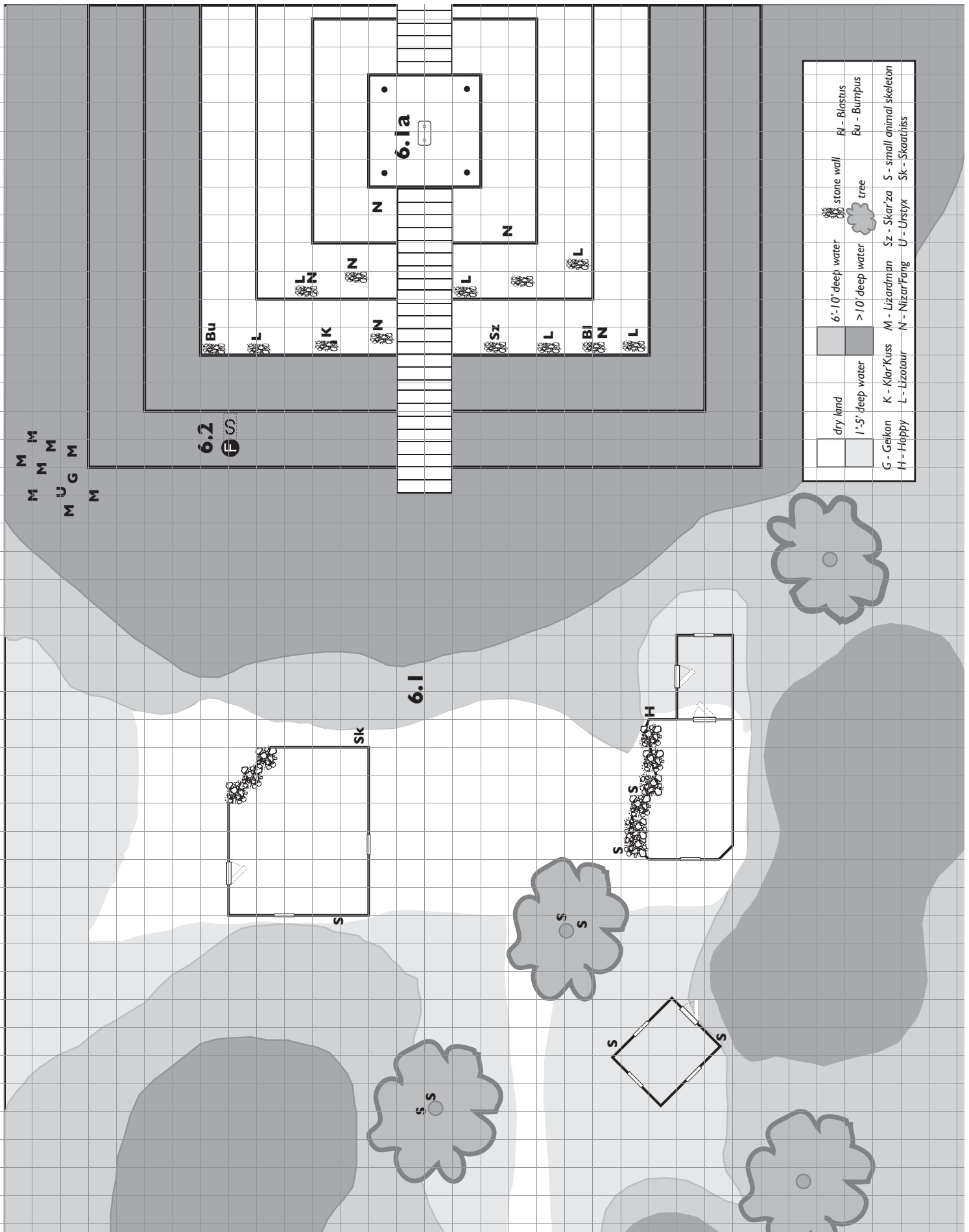
(HF 10, EP 1,000, INT 14, AL CE, AC 2, MV 12", HD 9, hp 66, 60, SZ L, CW M, #AT 2 (4 w/**Heavy Crossbow of Speed** +1), D trident 3d10 vs. Humans or 1d6+1, or **Heavy Crossbow of Speed** +1 1d12+1, SA +1 To-hit Humans w/weapons, SD Nil, MR Std., Lang Lizard Man, Kryzaar, Common, Hon Avg., ML 16, ToP 30, Crit BSL Def AC +7, FF 8, Reference Appendix C)

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Possessions: **Heavy Crossbow of Speed**, **Bolt-of-the-Month Pouch** (used for the month with **Bolt** +3, see above), 20 heavy crossbow bolts, trident, three ornamental stones (10 GPV base value)

Skaathiss (5th level Assassin, Male Lizardman)

(HF 5, EP 827, AL N(E), AC 3 (5 AC base, DEX 15/25), or -1 while invisible, MV 9", 15"Sw, hp 42, SZ M, CW D, #AT 3 or 2, D 1d2+2/1d2+2/1d6+2 (claw/claw/bite) or short sword (1d6+2) and dagger (1d6-1)+2 – may throw 2/round or strike once in melee), SA +1 To-hit melee or +2 To-hit w/missiles, Poison (sword coated with Type E venom; gone after one hit or three rounds, failure = death, success = 2d20 points of damage), Backstab (+4 To-hit, +2 damage dice, may attempt two backstab/round), Assassinate surprised foes (55% if target level 4-5, 45% if 6-7, 35% if 8-9; *GMG* p 102), SD Reduced Facing (if in melee with multiple attackers, one cannot strike him), MR Std., STR 14/60, DEX 15/25, CON 10/39, INT 15/86, WIS 11/5, CHA 12/12, Hon Avg., ToP 21, Crit BSL Def AC -2 (-1 melee, +0 Missile), FF 7, Reference HoB IV p91).



Thief Skills: PP 15%, OL 15%, FRT 15%, MS 55%, HS 50%, DN 50%, CW 65%, RL 5%.

Quirks/Flaws: Absent Minded, Alcoholic, Gambling Addiction, Psychotic Aversion to Owlbears.

STPs: Anatomy: Basic 18%, Bartering 18%, Botany 56%, Cartography (Dungeon, Hasty Mapping, Overland) 30%, Culinary Arts 27%, Endurance 18%, Fire-building 17%, Herbalism 20%, Identify Poison 27% (GG), Read/Write: Lizardman 30%; Ambidextrous, Burst of Speed, Reduced Facing, Simultaneous Backstab Attacks (GG).

Languages: Common (Forcuran), Lizardman.

Possessions: 60 pp, empty pouch, poisoned short sword, 5 daggers, **Boots of Water Walking.**

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Urstyx, Champion Lizardman Male

(HF 6, EP 600, INT 9, AL N, AC 2 (small shield, hide armor), MV 4", 8"Sw, HD 6, hp 55, SZ M CW J, #AT 3, 1 or 1, D 1d2/1d2/1d6 (claw/claw/bite) or spear 1d6 or net, SA Nil, SD Nil, MR Std., Lang Lizardman, Kryzaar, some Common, Hon Avg., ML 14, ToP 28, Crit BSL Def AC +4, FF 7, Reference HoB IV p91)

Possessions: Shield, spear, net, hide armor

HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████

Hide Armor AC: 6 ██████ 7 ██████ 8 □ 9 □

Small Shield AC: +2 ██████ +1 ██████

Geikon, Sub-leader Lizardman Female

(HF 4, EP 210, INT 8, AL N, AC 2 (small shield, hide armor), MV 4", 8"Sw, HD 4, hp 41, SZ M, CW F, #AT 3, 1 or 1, D 1d2/1d2/1d6 (claw/claw/bite) or spear 1d6 or net, SA Nil, SD Nil, MR Std., Lang Lizardman, Kryzaar, Some Common, Hon Avg., ML 14, ToP 16, 16, 15, 13, Crit BSL Def AC +0, FF 7, Reference HoB IV, p91-93).

Possessions: Shield, spear, net, hide armor

HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ □

Hide Armor AC: 6 ██████ 7 ██████ 8 □ 9 □

Small Shield AC: +2 ██████ +1 ██████

Nizar'Fang Archers (6)

(HF 2, EP 65, INT 12, AL NE, AC 5, MV 12", 9"Sw, 12"Fl (D), HD 2+2, hp 38, 36, 30, 28, 28, 25, SZ L, CW F, #AT 3 or 3, D 1d4-2/1d4-2/1d6 (claw/claw/bite) or spear 1d6 or short bow 1d6(x2)/1d4-2/1d6, SA Grab (up to 300 lbs.) and drop foes, SD Nil, MR Std., Lang Lizardman, Da'Neerian, Hon Avg., ML 11, ToP 19, 18, 15, 14, 14, 13, Crit BSL Def AC +0, FF 7, Reference HoB VI p13)

Possessions (each): Spear, short bow, 15 (flight) arrows

1) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

2) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ □

3) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

4) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

5) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

6) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

Lizotaur Archers (6)

(HF 5, EP 175, INT 5-12, AL N, AC 4, MV 15", 12"Sw, HD 3+2, hp 39, 39, 37, 36, 35, 33, SZ L, CW G, #AT 5 or 2, D 1d2/1d2/1d6 (claw/claw/bite) or spear 1d6 or long bow 1d8(x2), SA Charge (on natural 20 instead of Crit, victim impaled and lifted off the ground if armed or stunned and trampled for 1d2 rounds), SD Nil, MR Std., Lang Lizardman, Da'Neerian, Hon Avg., ML 13, ToP 20, 20, 19, 18, 18, 14, Crit BSL Def AC +1, FF 7, Reference HoB IV p93)

Possessions (each): Long bow, spear, 25 arrows

1) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

2) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

3) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

4) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ □

5) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

6) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

Lizardmen (8)

(HF 1, EP 65, INT 6, AL N, AC 5, MV 6", 12"Sw, HD 2+1 hp 37, 35, 34, 33, 32, 31, 31, 29, SZ M, CW F, #AT 3 or 1, D 1d2/1d2/1d6 (claw/claw/bite) or spear 1d6, SA Nil, SD Nil, MR Std, Lang Lizardman, Kryzaar, some Common, Hon Avg., ML 14, ToP 19, 18, 17, 17, 16, 16, 16, 15, 14, Crit BSL Def AC +0, FF 7, Reference HoB V p91)

Possessions: 3 spears each.

1) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

2) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

3) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

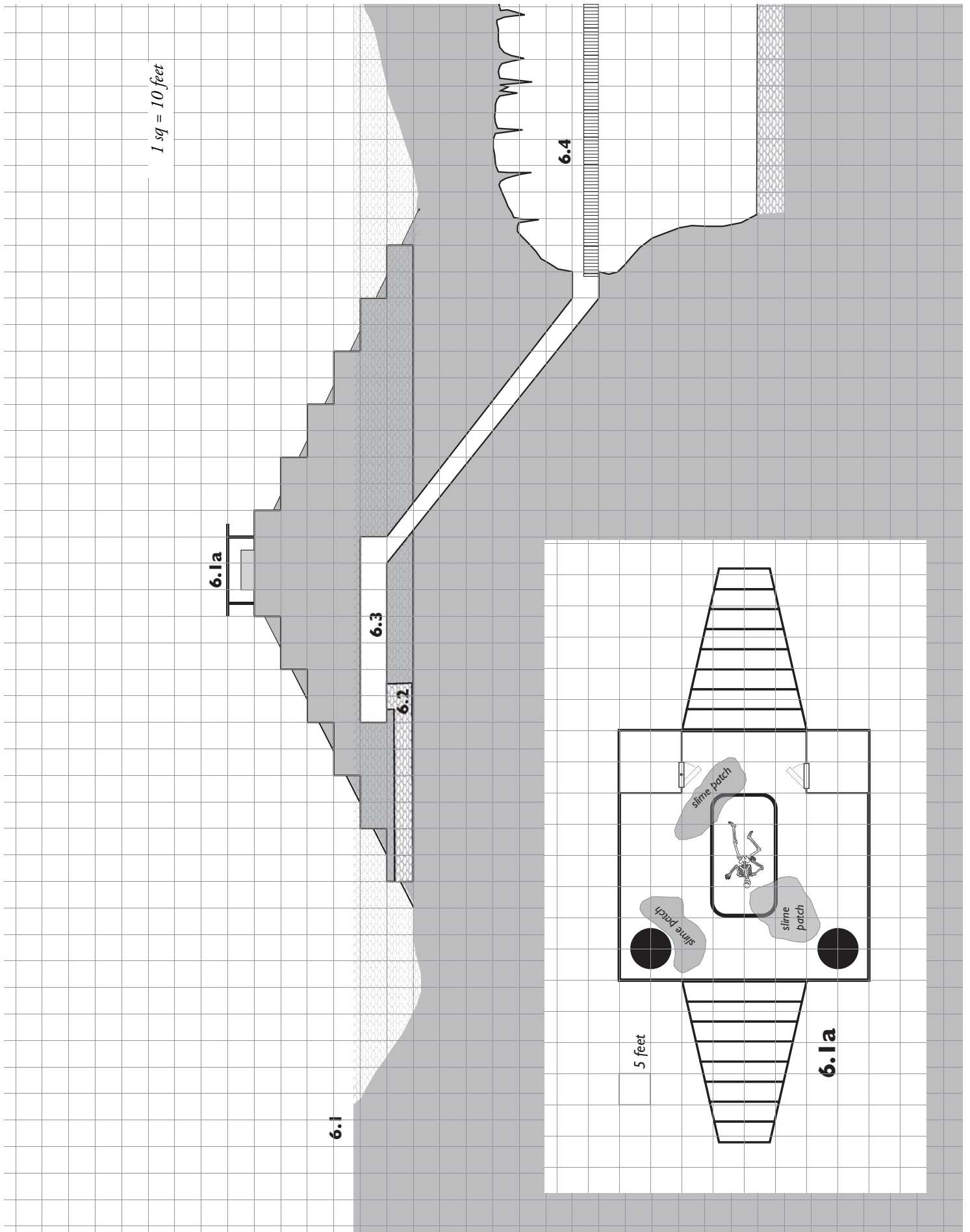
4) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

5) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

6) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

7) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
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8) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████



ENCOUNTER 6.1A: ROOM AT THE TOP

At the top of the pyramid, PCs discover a sacrificial altar and two rooms. One room, once used to prepare sacrifices, now holds six over-fed yet malnourished slaves, while the other holds a trunk and several sacks containing the treasures of the Lizardmen. A simple lock with no traps secures this room.

Note, however, the shaded areas on the map – Green Slimes adhere to the ceiling of the pyramid in these areas. The Green Slimes automatically attack any creature passing under them (the Lizardmen know about them and try to lure unsuspecting victims there – the slaves are unaware of the presence of the slimes).

The slaves are too sickly, weak, and over-stuffed to be anything but a liability to the party at present.

Treasure: There is a human skeleton on the altar (left by the Lizardmen as a lure) – it wears a gleaming golden helmet, bright silver plate mail and has a hand axe stuck in its chest. All of these items bear curses, one being a modified **Hat of Stupidity** (the hat is part of the helmet's lining), one a human-sized suit of **Plate Mail -1** and the last a **Hand Axe -1**. Beneath the helm, the corpse wears an ivory torc, the only item of actual value here (500 GPV).

The other room is the sleeping chamber of the Lizardman magicians. In addition to a few sacks and a large trunk, collectively containing 5,232 cp, 37 sp, 4,909 elp, 25 gp and a fire opal (500 GPV), they also have their “**spell books**” here.

Blastuss inscribes his on 21 sheets of dried bark (6 lb. total, x4 encumbrance value), while Bumpuss uses 20 rune-inscribed animal bones (8 lb. total, x5 encumbrance value). Each bone or piece of bark is worth 1 gp as an art object if not recognized as a spell book

Blastuss's Spell Bark *1st level:* Affect Normal Fires, Burning Hands, Conjure Mount, Erase, Find Familiar, Magic Stone (SSG), Precipitation, Push, Read Magic, Spider Climb, Write;

2nd level: Continual Light, Detect Good, Misdirection, Munz's Bolt of Acid, Power Word: Detect (SSG), Stinking Cloud;

3rd level: Hold Person, Illusionary Script, Protection from Normal Missiles;

4th level: Rainbow Pattern

Bumpuss's Spell Bones *1st level:* Animate Dead Animals (SSG), Enlarge, Detect Magic, Detect Undead, Faerie Phantoms, Firewater, Gaze Reflection, Kachirut's Exploding Palm (SSG), Power Word: Moon (SSG), Read Magic, Write;

2nd level: Cheetah Speed, Detect Lie (SSG), Dancing Shadows (SSG), Know Alignment, Spy of Derjinah;

3rd level: Fool's Speech (SSG), Lightning Bolt, Polymorph to Insect (SSG);

4th level: Zargosa's Tentacled Fury

Green Slimes (3)

(HF 0, EP 35, INT Non-, AL N, AC 9, MV 0”, HD 2, hp 29, 24, 24, SZ S CW F, #AT 0, D Transform, SA Eat anything but glass (plate mail in three rounds, lighter armor in less, wood takes 1 hour, flesh instant), Turn victims to slime (1d4 rounds unless scraped off or burned), SD See MR, MR only affected by Cure Disease (instantly kills), Cold or Fire based spells, Lang Decay,

Hon n/a., ML 20, ToP n/a, Crit BSL Def AC +0, FF n/a, Reference HoB VII p78)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

ENCOUNTER 6.2: SYMBOLS OF EVIL

Read or paraphrase the following text:

An ancient stone hatchway blocks your access to the pyramid.

The surface of this hatchway has a diamond-shaped pattern of indentations – ten of these indentions hold small stone tiles with odd symbols carved into the face, the rest stand vacant.

This is a logic puzzle, a variation of the popular SuDoku puzzles. The image on the following page shows the key to this puzzle. Two Player Aids (in the back of this book) depict the hatch and the initial layout of the stone tiles, from the PC view.

The cold, hard stone of the door is enchanted to resist Alteration magic (like Wall Passage, Stone to Mud, even Knock), – giving it a 75% Magic Resistance vs. such effects. PCs may attempt to break the door down – in this case, it has 8 Structural Points (losing 1 SP for every 25 points of damage inflicted). Destroying it unleashes a 6d6 points of damage-dealing burst of lightning (a 20' sphere) in the water. The key to opening the door is solving the puzzle – each row and column individual must have exactly one example of each symbol in it (see the puzzle key for details). The stone tiles needed to do this are located at the base of the tunnel, easily discovered given a round of searching. Each tile bears a single rune, and weighs 10 pounds – however, an enchantment on the tiles complicates matters slightly. When someone touches one tile, it fuses to the hand of the person touching it, and all other tiles fuse to the tunnel floor until someone places the first tile into the grid. If the person touching the tile wears the wooden **Ring of Sustenance** (covered in runes that look like the ones on the tiles) found earlier in the module, this “fusing” effect does not happen, and the tile is rendered weightless.

When a PC inserts a tile into the grid, one of two things happens. If the symbol belongs in that square, the tile bonds with the socket on the hatch. However, if that symbol does not belong in that space, the tile teleports out of the grid, returning to the floor of the tunnel - further, the person who inserted the tile into the grid square takes psychic damage from their mistake. This damage bypasses armor and magical defenses.

The first “wrong answer” nets 1 point of damage; the damage doubles for each error after the first. Note that a PC with the Puzzler package is less vulnerable here – Puzzlers only take damage on the second wrong answer, and the damage only increases by 1 for every two errors after the first. There is no saving throw

against this damage, regardless of the amount of damage inflicted or the class of the victim.

Once the PCs properly place the tiles in the upper grid, the door rumbles open, revealing darkness above.

The Lizardman magic-users in **Encounter 6.1** know the 'trick' to this hatch, but are fanatics; it requires powerful telepathy to wring the secret from them. The assassin Skaathis believes he knows the solution, and if captured, trades advice (he's right 50% of the time) for his freedom.

ENCOUNTER 6.3: THE SEALED CHAMBER

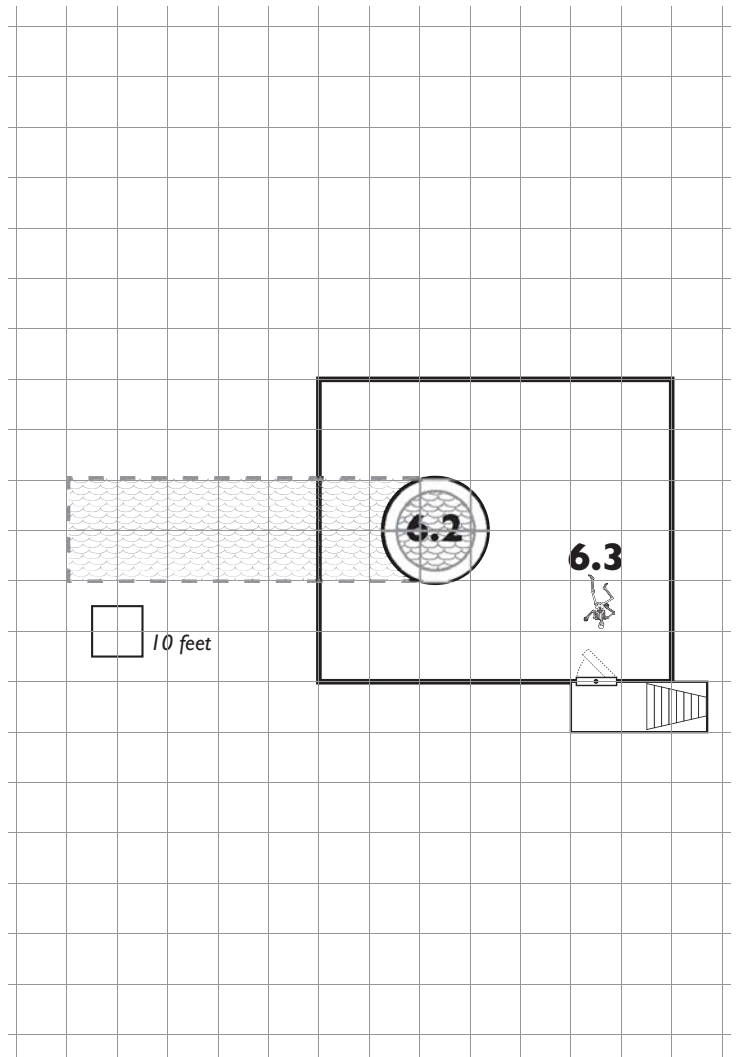
Once the party opens the hatch and climbs into the upper room, read or paraphrase the following, adjusting the description for whatever light sources they are – or are not – using.

Emerging from the underwater passage, you find yourselves in a large stucco room with stale-smelling, humid air.

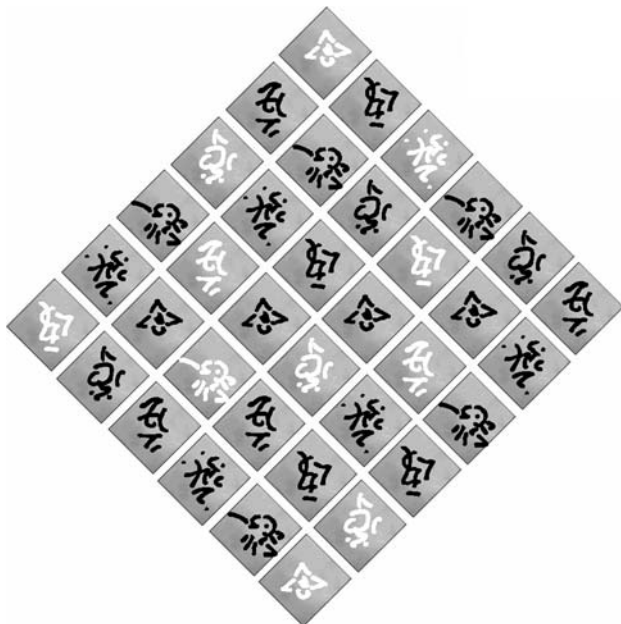
Aside from a corpse in the southwest corner, and the door it appears to be pointing towards, the room appears empty.

The builders of the pyramid left gaps in the construction, to allow some air to enter the lower levels and prevent temperature and moisture changes from destroying their work.

Except in this room – they placed the tiles in these walls tightly together, sealing any gaps with lead and then plastering it all over with stucco. The hatch the party entered through and the door to



*Hatch grid key
(white are empty)*



*Initial arrangement of stone tile choices
(for placing in empty hatch spaces)*



the staircase down both seal tightly, preventing any airflow when closed. As a result, as long as the southwestern door remains closed, the room only holds six man-hours of air (enough oxygen to support one man-sized creature engaging in non-strenuous activity for six hours, or six such creatures for 1; larger or smaller creatures consume differing amounts). Any use of fire further exhausts the air; a conventional fire uses up 15 minutes of air each round it burns, while magical fire eats 10 minutes/spell level per round (i.e., a Fireball instantly expends 30 minutes of air, while a Wall of Fire destroys 40 minutes' worth each round). If the party runs out of breathable air, each character must make a save vs. Poison each turn or pass out. A second failed save indicates death.

Further, the engineering of this room prevents the opening of both doors at the same time, so if the characters leave the hatch open, they seal their own fate, so to speak.

Trap: The lock on the door to the stairs down is unusual, with a very wide keyhole. It is also trapped (note the lock is trapped, not the door itself) – unless two of the silver keys (found with the Blastuss and Bumpuss in **Encounter 6.1**) are inserted and turned together, a compartment inside the door sprays forth a cone of Brown Mold 10' long and 5' wide at the base (the compartment holds enough mold for two sprays).

Treasure: The body on the floor belonged to a female dwarf warrior who died here a few decades back. She still wears a well-wrought gold pendant (3,100 GPV), a silver and gold headband denoting her clan (1,200 GPV), a **Small Shield +3**, and a **Battle Axe +1**. One of the Kryzaar shamen further trapped the body by placing a Glyph of Warding on it a few days back. If anyone not a worshiper of Ygaruth disturbs the body in any way (without identifying and naming the glyph first), a gout of flame shoots out, inflicting 5d4 points of damage (save vs. Spells for half) – and exhausting 30 minutes of air (and possibly enabling the Brown Mold to grow more quickly).

Brown Mold

(HF 0, EP 15, INT 0, AL N, AC 9, MV 1", HD n/a, hp n/a, SZ M, CW n/a, #AT 0, D Nil, SA Heat drain (4d8 points of damage to all in 5' – no damage to someone wearing **Ring of Warmth** or similar), SD Only affected by spells that affect plants, do cold damage or Disintegrate, MR see SD, Lang n/a, Hon n/a., ML n/a, ToP n/a, Crit BSL Def AC n/a, FF n/a, Reference HoB V p36)

ENCOUNTER 6.4: BRIDGE OF DOOM

Read or paraphrase the following text:

A wire mesh bridge, perhaps 100' long, spans an area of perpetual darkness. This may be the "Shadow Chasm" mentioned on your map; if so, you are very close to your final destination.

An eerie stillness pervades this chamber.

This encounter again places the PCs in combat in an unusual environment – this time one that involves balance and an essentially unseen and cunning (but not exceptionally intelligent) foe, intended to test their tactical abilities.

This bridge is ancient and nearly indestructible. It does, however, sway and creak alarmingly during use... It spans a rocky chasm kept in perpetual shadows by numerous Continual Darkness spells, all ending roughly 10' below the bridge. With the exception of PCs belonging to one of the Pirate classes, any characters that do not have tails and are not under a Free Movement effect (either spell or ring) fight at a disadvantage on this bridge, being unable to make full use of any movement-based modifiers to Armor Class (DEX, Acrobatic Skill, **Boots of Speed**, etc.). This is most unfortunate for them, as this chamber is also the hunting ground for a primal horror known as N'Taak, a mutated (and intelligent!) amphibious Purple/Mottled Worm (see Appendix C: New Monsters for more details).

N'Taak relies on vibrations, smell and hearing to locate his targets, and suffers no penalties for the darkness. If a PC attempts to fly across the room, this horror lunges out of the darkness, attempting to paralyze and then ingest the poor fool. Otherwise, it waits until the PCs are halfway across the room and then strikes with its poison stinger at a PC in the middle of the group.

Whether this attack succeeds or not, N'Taak retreats into the darkness for 1 round – then lunges up at the bridge itself (having found years ago that it can handle this kind of stress). It makes two tentacle attacks on a random PC in passing, and hits the bridge as AC 8. If it hits the bridge, all PCs attempting to cross that have not taken proper precautions (roping themselves to the bridge, casting Spider Climb, etc.) must make Dexterity checks or be thrown from the bridge and into the darkness below. Hidden by the darkness, the bottom of this chasm is underwater (the fall to the water is 30'; a character who expects to hit water may attempt a difficult Swimming roll to take no damage from the fall – otherwise hitting the water causes 2d6 points of damage), with a depth ranging from 15' to 35'.

If anyone falls, N'Taak returns to the darkness, to hunt its new "playmates" – the rest of the PCs are free to continue, assuming they have enough movement to get out of the room before N'Taak has ingested all of the fallen. If PCs are still present when N'Taak is finished with its game below, it resumes the process as before.

If nobody falls, the monster gives the PCs another rest period of one round (though the cultists in the room are not so generous), before lunging out in an attempt to grab another tasty morsel from the bridge, and alternates tail and bite/tentacle strikes until it scores a meal or dies. These attacks should be the stuff of nightmares – and if the players conclude that they face multiple monsters, even better.

N'Taak is, however, not the only threat they face here – a group of Lizardman archers, led by a pixie fairy who fell victim to the Chaos Plague and has progressed to Stage III, also lurks here.

The pixie fairy, Lilly Blackroot, hides under the bridge invisibly, near the far (east) exit; once a PC reaches the halfway point (either flying or on the bridge) she casts a Minor Sphere of Perturbation, centered on the bridge as close to the PC as she can manage; this is

the Lizardmen's cue to open fire with their bows. If there is a PC on the bridge, the leader of the Lizardmen launches a **Javelin of Lightning** at them – which reveals another property of the bridge: exposure to electricity turns it into a giant magnet!

Whenever an electrical attack (Shocking Grasp, Lightning Bolt, etc.) occurs within 5' of the bridge, the entire length magnetizes for 1 round. Characters in metal armor must make an Open Doors check to engage in any actions, including movement (though they won't fall off if N'Taak strikes!), and metal items in hand stick to the bridge (again, unless an Open Doors check is made); when the charge wears off, items stuck to the bridge fall into the darkness below unless precautions are taken.

Lilly uses her spells first to bolster the darkness cloaking N'Taak (he is a living symbol of her Gawd, after all!), and then to make the PCs lives as miserable as possible. Favorite tactics include casting Grease on the bridge, Shadow Magic Cones of Cold and Phantasmal Killers on obvious fighter types. The Lizardmen pepper the party with arrows (and the second Javelin of Lightning if opportunity presents), but do not fire on rounds when N'Taak strikes.

The stone platforms the archers wait on blend in with the walls of the cave, giving them 90% concealment before they attack, and 50% cover after. The reptilian builders of this place constructed the ladders between these platforms for the use of creatures with tails and lizard-feet – anyone who does not meet this description and is not particularly acrobatic (Acrobat class, Acrobatic Talent, Pirate class) must travel on all fours or risk falling. The chance to fall is a DEX check with a -1 penalty/3" of movement used, and a falling character may make one attempt to grab the ladder, if they have a free hand (roll to hit AC 8).

Treasure: Should the PC slay N'Taak and search the body, they find the following valuables: seven random semiprecious stones (50 GPV) and a sealed crystal decanter (100 GPV) holding a metal-flecked clear liquid that tastes of almonds and smells like raw sewage (a **Potion of Growth**).

If the PCs search the water itself, they unearth the following additional treasures: two peridots (500 GPV), 2,377 cp, 2,635 sp, 9,347 pp, and a metal flask holding a bitter pink liquid that smells of roses (**Potion of Diminution**). Each turn spent searching turns up one item from the above list (flask, gems, or one type of coin) – but also allows the ritual to resurrect Ygaruth in **Encounter 6.5** to advance one round further before the PCs arrive...

Newton, Sub-leader Lizardman Male

(HF 4, EP 210, INT 8, AL N, AC 2 (shield, hide armor), MV 4", 8"Sw, HD 4, hp 39, SZ M CW F, #AT 3, 1 or 1, D 1d2/1d2/1d6 (claw/claw/bite), **Javelin of Lightning** or Spear (1d6-1/1d6-1/1d6/1d8/1d8/1d6), SA Nil, SD Nil, MR Std, Lang Lizardman, Kryzaar, some Common, Hon Avg., ML 14, ToP 16, 15, 13, Crit BSL Def AC +0, FF 7, Reference HoB V p91)

Possessions: Shield, two **Javelins of Lightning**, 15 sheaf arrows, long bow, hide armor

HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████

Hide Armor AC: 6 ██████ 7 ██████ 8 ██ 9 □

Small Shield AC: +2 ██████ +1 ██████

Lizardman Archers (5)

(HF 1, EP 65, INT 6, AL N, AC 2 (shield, hide armor), MV 4", 8"Sw, HD 2+1 hp 32, 31, 30, 30, 25, SZ M, CW F, #AT 3 or 1, D 1d2/1d2/1d6 (claw/claw/bite) or spear (1d6-1/1d6-1/1d6/1d8/1d8/1d6), SA Nil, SD Nil, MR Std, Lang Lizardman, Kryzaar, some Common, Hon Avg., ML 14, ToP 16, 16, 15, 13, Crit BSL Def AC +0, FF 7, Reference HoB V p91)

1) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 □□

Hide Armor AC: 6 ██████ 7 ██████ 8 ██ 9 □

Small Shield AC: +2 ██████ +1 ██████

2) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████
 □

Hide Armor AC: 6 ██████ 7 ██████ 8 ██ 9 □

Small Shield AC: +2 ██████ +1 ██████

3) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

Hide Armor AC: 6 ██████ 7 ██████ 8 ██ 9 □

Small Shield AC: +2 ██████ +1 ██████

4) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

Hide Armor AC: 6 ██████ 7 ██████ 8 ██ 9 □

Small Shield AC: +2 ██████ +1 ██████

5) **HPs:** ██████ ██████ ██████ ██████ ██████ ██████

Hide Armor AC: 6 ██████ 7 ██████ 8 ██ 9 □

Small Shield AC: +2 ██████ +1 ██████

Lilly Blackroot (Pixie Fairy Shadow Weaver, Chaos Plague Victim) (HF 16, EP 2,745, AL CE, AC -3 (Phantom Armor, worsen by 2 for **Robe of Archmagi**, DEX 20/03, Acrobatic), MV 4", 18"Fl (C), SW 7, hp 38, SZ T, CW E, #AT 2, 2+1 or 3, D Peashooter Crossbow +1 (1d6-2)+1/(1d6-3)+1/(1d6-4)+1/2/2/2) or 1d6/2d4+Grab or 1d6/1d6/2d4, SA +2 To-hit (melee) and +0 to damage in flight (-2/-4 otherwise), +6 To-hit with missiles, Spells, tiny head (once/turn, casts [roll d8] 1-2) Polymorph to Insect (SSG), 3-5) Polymorph to Amphibian or 6-8) Polymorph to Primate, normal saves apply), SD Invisibility, +1 to all saves, +1 AC vs. missile attacks, Immune to normal disease, +4 to save vs. Poison, immune to most mental attacks (psionics, ESP) including Charm, MR 5%, 30% to Alteration, Lang Lizard Man, Faelige, Common, Hon Avg., STR 5/77, DEX 20/03, CON 12/1, INT 16/26, WIS 12/4, CHA 9/93, COM 9/73, ToP 19, Crit BSL Def AC -1, FF 6, Reference *Spellslinger's Guide* p26).

Tattoos: Emphkrin (forehead, no surprise), Shewkrin (lower left arm, +1 AC vs. Missiles).

Quirks/Flaws: Bookworm, Excessive Drooling, Gambling Addiction, Migraines.

STPs: Arcane Lore 64%, Art Appraisal: Painting 27%, Art Appreciation: Painting 59%, Artistic Ability: Painting 51%, Berate 21%, Calligraphy 26% (SSG), Dirty Fighting 30%, Evil Speak 21%, General Laborer 102%, Spell Tattooing 35% (SSG), Spellcraft 34%; Acrobatic, Ambidextrous, Faerie Kind Martial Arts.

Languages: Common (Speak, Read/Write), Faelige (Speak, Read/Write), Lizardman (Speak only)

Possessions: Peashooter Crossbow +1, 30 Peashooter Quarrels, Tiny Black **Robe of the Archmagi** (+1 to saves, 5% Magic Resistance, AC 5), **Pouch of Accessibility**, 30 peashooter quarrels, bloodthorn stiletto, 7 sp, 434 gp, and her ribbon "**spell books**."

Spell book 1: Silk ribbons, 1.5 lb., x1 Encumbrance, 64 sq. ft., water resistant, holds *1st level*: Detect Illusion (SSG), Detect

Magic, Faerie Phantoms, Gabal's Magic Aura, Grease, Imaginary Friend (SSG), Phantom Armor, Push, Read Magic, Taunt, Write; *2nd level*: Deepen Shadows (SSG), Dancing Shadows (SSG), Darkness 15'r, Deafness, Fog Cloud, Zed's Crystal Dagger; *3rd level*: Paralyzation, Phantom Steed, Phantom Wind, Spectral Force, Wraithform, with room for two more 1st to 3rd spells.

Spell book 2: Silk ribbons, .5 lb., x1 Encumbrance, 20 sq. ft., water resistant, holds *4th level*: Minor Creation, Phantasmal Killer, Shadow Monsters; *5th level*: Demi-shadow Monsters, Shadow Magic).

Spells Memorized: *1st level*: Dancing Shadows (SSG), Detect Illusion (SSG), Faerie Phantoms (x2), Grease, Phantom Armor (x2), Phantasmal Force, Taunt, Minor Sphere of Perturbation;

2nd level: Darkness 15'r, Deepen Shadows (SSG), Paralyzation, Wraithform;

3rd level: Shadow Monsters, Spectral Force, Phantasmal Killer;

4th level: Phantasmal Killer, Shadow Magic.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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N'Taak (Mutant Purple/Mottled Worm)

(HF 23, EP 15,000, INT 6, AL CE, AC 6, MV 9", 9"Br, 9"Sw, HD 15, hp 99, SZ G, CW S, #AT 6+1, D 1d3(x4)/2d12/2d10/2d4, SA Paralytic tentacles (1d3 points of damage, Save or paralyzed for 3d4 rounds), Swallow Whole on bite if roll 6+ above needed (victim dies in six rounds; inner AC of worm 9, but victim does -1 damage/round inside), Poison tail (Instant death if save failed, 2d4 points of damage otherwise), SD

Nil, MR Std., Lang Semi-telepathic, Hon n/a., ML 14, ToP 50, Crit BSL Def AC +13, FF n/a, Reference HoB VIII p99)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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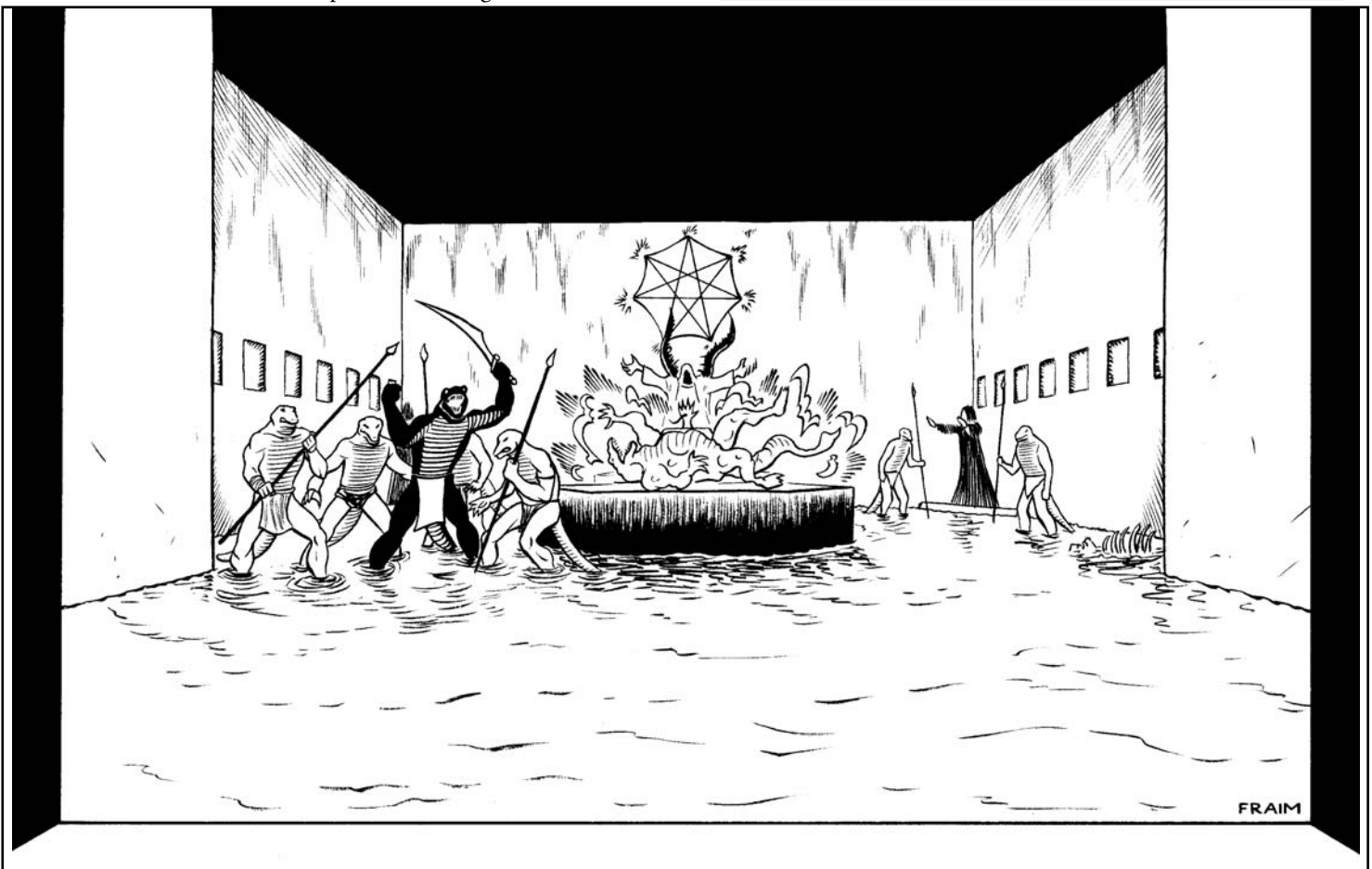
ENCOUNTER 6.5: THE DARK RITUAL

Read or paraphrase the following text:

The door has a bas-relief carving of a humanoid hand set in it. The palm of the hand bears a fanged maw, from which emerges a long tentacle. There are no visible latches on the door.

You feel a moment of relief as the door opens easily at your touch – relief quickly washed away by the hellish chanting and nightmarish vision that is the room beyond...

Immediately beyond the door is a small, roughly triangular platform. Stairs descend from it down into a water-filled room, lit by dozens of flickering candles set into alcoves along the wall. All the corners of the chamber have small, triangular platforms rising up above the water – on each of the farthest two platforms stands a tentacle-faced figure dressed in elaborate robes, with arms outstretched, croaking an odd chant in an alien language. A polearm or similar



device of some sort rests against the wall behind the left-hand creature.

An additional platform, roughly octagonal in shape, rises from a point near the center of the room. An odd symbol, resembling a star with seven points, is visible atop this – something is moving in the center of this star. The creature appears to be a young Lizardman, but one horribly bloated to almost half again its normal size. The Lizardman writhes in obvious pain as strange energies pulsate across its body.

Immediately beyond this platform is another, slightly higher with stairs leading down from it into the water. Atop this platform rests a crude altar holding what appears to be a mummified hand – but a hand with a mouth set into the palm, from which a long tentacle emerges. Behind this horrid object stands a man, or something that once was a man, dressed in bile-green robes with odd, disquieting glyphs inscribed on them in blood red. Sprouting from each shoulder of this man, if the term still applies to such a strange creature, is a tentacle covered in coarse black fur and tiny bone shards. A pair of large, furry, bat-like wings emerges from his back, and each of the fingers of his otherwise normal hands ends in a long, sharp talon instead of a fingernail. This man's nasal voice leads the hideous chanting in this Gawds-forsaken chamber.

A strange, multicolored haze surrounds both the altar and the platform atop which the bloated Lizardman suffers. The odd, seven-pointed star design also appears on the far wall of the chamber – and each of the outer points glitters, as if bejeweled.

A group of reptilian figures moves towards you through the water – the apparent leader a gigantic black Lizardman bearing an ornate broad sword. He bellows a challenge at you, first in the tongue of the lizardmen, then in Common:

“You dared defile the sacred chambers! I challenge the greatest among you to a duel – or do you cowards fear the blade of Kliss’Kra?”

Disrupting the Ritual

The PCs have many methods of potentially disrupting the ritual that empowers the Avatar of Ygaruth. If Bulmius (the winged man) takes damage from any attack, he must save vs. Apology or lose his concentration, ending the ritual. If Bulmius is slain outright, the Avatar continues to grow for one round (but will not attain Demi-gawd status), then the ritual terminates. Subjecting Bulmius to a Dispel Magic or Hyptor’s Disjunction spell ends the ritual instantly, if successful. A force that moves the growing Avatar from its Protective Aura (see *Table 6C*) ends the ritual instantly, as does placing the **Vial of Purity** in the palm of the **Hand of Ygaruth**, the hand beside Bulmius on his platform. This latter method also stops the Chaos Plague, instantly curing all Stage I victims and killing all other victims. Further, this inflicts 5d4 points of damage to both Bulmius and the Avatar (ignoring any defenses).

If the PCs slay the Avatar while the ritual continues, it reappears for one round, but back at its starting stats (see Round 2), and resumes its growth again (assuming the ritual is being performed).

Note the side view of this room: 4 feet of water covers the “lower” floor. This does not hinder the Lizardmen or Kryzaar, but PCs without a Free Movement spell or similar abilities, or the Aquatic Background talent (CG), suffer a -2 Initiative penalty while in the water (as do the Monster Skeletons).

Protective Aura

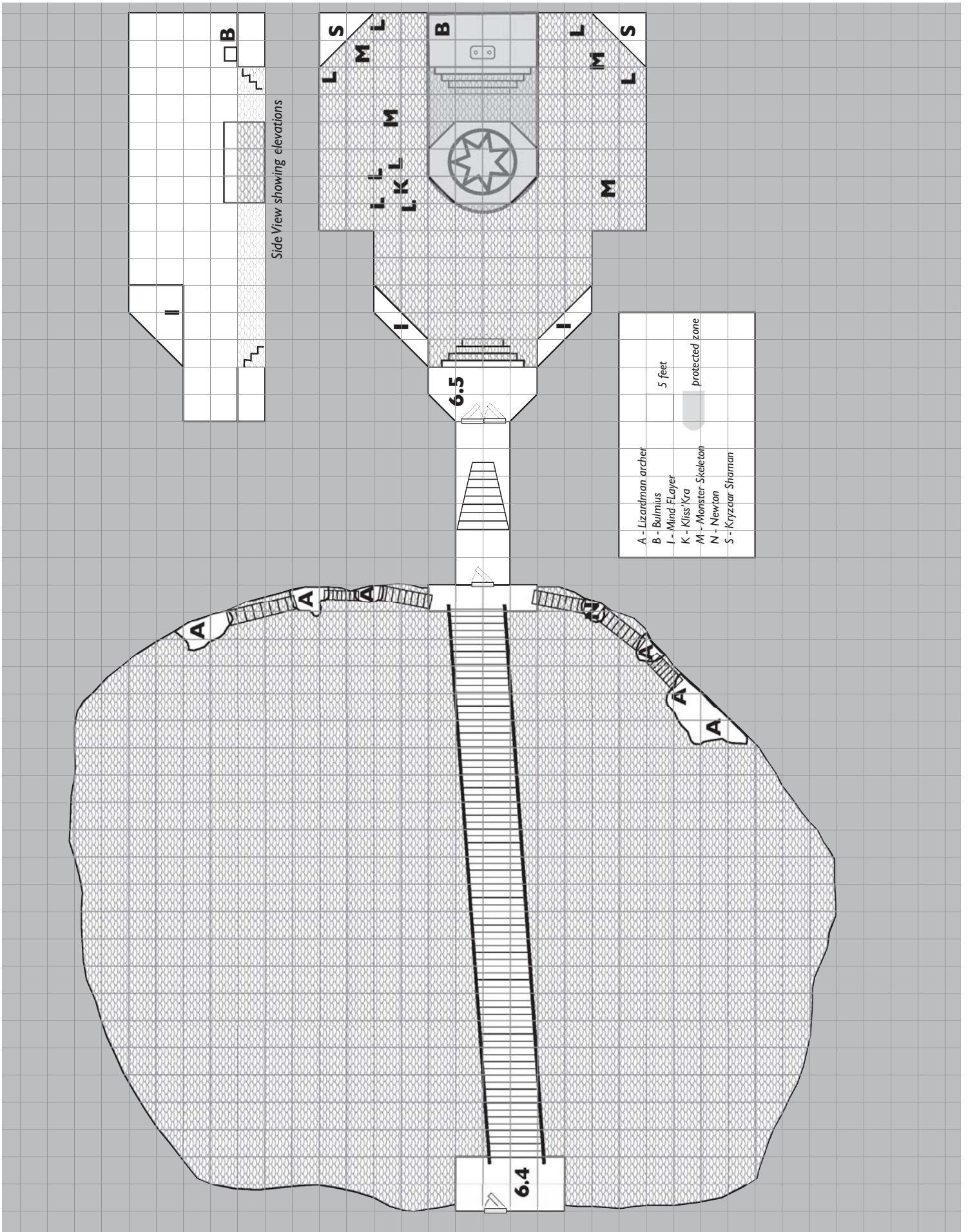
A glowing, multi-colored haze surrounds both the Altar and the Summoning platform. The Hand of Ygaruth powers this aura, through the seven gems set into the symbol on the back wall, the lowest two at water level, the highest at a point 20’ above the floor (and directly across from the Mind Flayers). The aura is a variation of the Prismatic Sphere spell, albeit one missing the standard blinding affect. Removing or destroying the gems ends the associated effect of the Aura, and removes that color from the haze. Anyone attempting to breach the barrier faces the Offensive Effects of all remaining colors. Striking the (current) outermost “layer” of the barrier with the appropriate attack type, as outlined in *Table 6C: Protective Aura*, also removes the effect and color of that layer (and burns out the associated gemstone, turning it to a

Table 6C: Protective Aura

Order	Gem	Color	Position	Protects against	Offensive Effect	Countered by	Trap
First	Garnet	Red	Waterline (R)	Normal missiles	2d8 heat damage	Cone of Cold	4d6 Electrical damage
Second	Carnelian	Orange	Waterline (L)	Magical missiles*	4d8 fire damage	Gust of Wind	4d6 Sonic damage
Third	Amber	Yellow	10’ above floor (R)	Poisons, gases Petrification	6d8 acid damage	Disintegrate	4d6 Fire damage
Fourth	Chrysoberyl	Green	10’ above floor (L)	Breath weapons	Death (save vs. Death Magic negates)	Disintegrate	4d6 Cold damage
Fifth	Tourmaline	Blue	15’ above floor (R)	Psionics and scrying	Paralyzation (save negates)	Magic Missile	Repulsion effect**
Sixth	Spinel	Indigo	15’ above floor (L)	Magical spells	Confusion for 4d10 rds save vs. Wand negates	Continual Light	4d6 Poison damage
Seventh	Amethyst	Violet	20’ above (Center)	Physical force	Plane Shift (random, save vs. Spells negates)	Dispel Magic	Paralyzed or Slowed 1d8 rds (no save)

* Including Magic Missile spells and enchanted weapons.

** Hurls character against far wall of room and inflicts falling damage (Save avoids).



translucent gray lump). A **Rod of Cancellation** brings down one color/charge spent without affecting the gems at all.

Each gem is AC 2, and takes 20 points of damage before shattering (and becoming worthless). A thief climbing the wall must succeed at a Climb Walls check (though hand- and footholds exist on the wall, the room's moisture makes it slick; -25% modifier to climbing check) and may attempt to pry a stone loose with a "Remove Traps" check.

Trap: Each gem bears a magical trap of its own that needs to be defeated (or endured – all traps that do damage allow a save for half – unless otherwise noted, all saves are vs. Spells).

Treasure: The value of any gems successfully removed in this manner is 100 GP.

Mind Flayer, Arcane (Elder Variant) (4th level Zealot of Kuchooloo) (2)

(HF 47, EP 9,000, INT 22, AL CE AC 5, MV 12", HD 12+6, hp 82, 76, SZ M, CW M, #AT 4, D 2 (x4) (tentacles), SA Mind Blast (cone 60' long, 20' at end – all inside save vs. Wand at -4 or stunned for 3d4 rounds), 3rd level illusion immunity, Spell-like abilities (save vs. each at -4; Charm Person, Charm Monster, Suggestion, ESP, Levitate, Plane Shift), SD Nil, MR 95%, Infravision 30', Lang Mind Flayer, Undercommon, Common, Hon Avg., ML 15, ToP 38, 42, Crit BSL Def AC +11, FF 9, Reference HoB V p20).

MF #1 Spells: Charm Person (x4), Charm Monster (x4), ESP (x4), Levitate (x4), Plane Shift (x4), Suggestion (x4);

Zealot Spells (WIS 19): Command (x7), Continual Darkness, Rigor Mortis, Silence 15'r (x2)

1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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MF #2 Spells) Charm Person (x4), Charm Monster (x4), ESP (x4), Levitate (x4), Plane Shift (x4), Suggestion (x4);

Zealot Spells (WIS 18): Command (x6), Continual Darkness, Rigor Mortis, Silence 15'r (x2)

2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: Each Mind Flayer carries a pouch holding a gem and a potion; the gems are a topaz (500 GPV) and a chalcedony (50 GPV), and the potions are a **Potion of Vitality** and a two-dose **Potion of Water Breathing**.

Tactics: As part of the same community that the Mind Flayers the PCs faced in the second chapter, this pair wishes to observe the ritual and report on its success or failure. They feel Ygaruth's return furthers Kuchooloo's goal of rampant destruction, but also view The Abomination as a potential rival to their Gawd. If the PCs disrupt the ritual before dispatching these horrors, they identify the PC primarily responsible for this interference and do everything in their power to destroy him before assessing the situation and either fleeing or attempting to destroy the party.

Unless the PCs detect them and attack before they get a chance, as soon as the party enters the room each Mind Flayer activates its Chaos Aura, causing any spell caster (including the Mind Flayers – but not affecting their spell-like abilities) to have either triple the normal chance for a spell mishap, or increasing their mishap chance by 10%, whichever is greater. They tend to use Charm, Suggestion and Levitate spells to neutralize opponents – or to maneuver them into positions where Mind Blasts can be used to the best effect. Though they are careful never to catch Bulmius or the Avatar in a blast, they do not concern themselves with the fate or positions of anyone else. This pair avoids melee until they expend all of their offensive powers and spells, unless attacked directly.

Kryzaar Shaman (2)

The shamen initiate combat by attempting to Animate the skeletons of the numerous sacrifices deposited here over the centuries. The results are very odd and disquieting looking giant skeletons showing features of dozens of races (each shaman creates two skeletons/casting) in the first round. After that, they take turns with one keeping an eye on Bulmius, to cover for him if he falters in the ritual (either shaman can "cover" him for one round if his concentration is disrupted, via Ceremony spells, but no more than that) while the other casts spells, cycling through in the following order: Rigor Mortis on advancing enemy fighters, Silence on enemy spell casters, healing spells on Kliss'Kra or the Lizardmen, and finally defensive spells as needed.

(HF 16, EP 1450, INT 16, AL CE, AC 2 MV 12", HD 9+6, hp 67, 62, SZ L, CW N, #AT 2, D trident 3d10 vs. humans or 1d4/1d4/1d6+1/3d4/3d4/2d4+1 vs. T/S/M/L/H/G)/1d12, SA +1 To-hit vs. humans w/weapons, Spells, SD Nil, MR Std, Lang Kryzaar, Lizard Man, Common, Hon Avg., ML 16, ToP 34, 31, Crit BSL Def AC +8, FF 8, Reference Appendix C)

One shaman wields a **Brandestock +2** (Polearm – damage is (1d6-2)+2/(1d6-1)+2/1d6+2/1d8+2/1d10+2/1d12+2) in addition to his normal trident.

Shaman #1 Spells (cast at 6th level): *1st level:* Cause Fear, Ceremony, Cure Light Wounds(x3);

2nd level: Chant, Rigor Mortis(x2);

3rd level: Animate Dead, Prayer.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Shaman #2 Spells (cast at 6th level): *1st level:* Ceremony, Cure Light Wounds, Darkness, Endure Cold/Heat, Sanctuary;

2nd level: Chant, Heal Light Wounds, Silence 15'r;

3rd level: Animate Dead, Prayer.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Bulmius (9th lvl Transmuter/8th lvl Chosen One, Human Male)

Bulmius's primary interest is in casting the Ceremony of Rebirth. Until the Ceremony is complete (or he is somehow prevented from

finishing it), Bulmius ignores anything else in the chamber. Once he completes the ritual, however, he acts as follows.

First, if none of the PCs demonstrates an ability to fly, he takes to the high ground using his Dark Wings. If any PCs are airborne, he attempts to neutralize them first, with Minor Sphere of Perturbation, Rigor Mortis 10'r, Summon Insect or Polymorph attacks (as seem appropriate). Once he gains "air superiority," he casts Blink on himself, followed by Zargosa's Tentacled Fury on the largest group of enemies he can locate, then Barkskin upon himself. If things seem to be going poorly after the ceremony is complete, he has no qualms about teleporting away to hunt down these interlopers later.

(HF 89, EP 5756, AL CE, AC 1 (Phantom Armor, DEX 18/50), MV 12", 15"Fl (B), hp 59, SZ M, CW H, #AT 1, 2 or 1 (and see below), D quarterstaff 1d6+6 or tentacles 1d4(x2) or claw (1d6-1)+6, SA +2 to Hit Melee, +4 w/Missiles, Burn/Swap Spells, Others save vs. his Alteration Spells at -1, SD Nil, MR +1 to save vs. Alteration Magic, Hon Great., STR 18/17, DEX 18/50, CON 10/36, INT 17/98, WIS 14/11, CHA 14/39, COM 14/85, ToP 30, Crit BSL Def AC +2 (+4 melee, +6 ranged), FF 5).

Quirks/Flaws: Far Sighted, Migraines, Misguided, Self Absorbed.

STPs: Arcane Lore 84%, Cartography: Dungeon 24%, Cartography: Hasty Mapping 22%, Cartography: Overland 47%, Dimple Runes 22%, Divine Lore 51%, Evil Speak 19%, History (Ancient): Krandaneer 62%, History (Local): Pandal 37%, Map Sense 51%, Mapless Travel 22%, Read/Write: Common 47%,

BLESSING OF YGARUTH

This is a parasitic infection caught only through prolonged exposure to artifacts of the Gawd. It grants the victim a number of benefits but at a price. Chief among these benefits: with the proper rituals and use of Alteration magic, the victim's blood is usable create a Chaos Plague. The benefits are as follows:

1) the victim of this infection regenerates 2 hit points/round until dead (i.e. taken to -4 hp by a single attack, -7 by any combination of attacks in a round, or to -10 ever), but cannot regenerate damage caused by acid, fire, or the feeding effect noted below.

2) any time the victim takes damage from a piercing or hacking attack, a long, barbed tentacle immediately sprouts from the wound. This tentacle acts independently of the victim but attacks as the infected (in this case as an 8th level cleric, CW H) for 1d8 points of damage/hit. The tentacles attack even if the character is casting a spell or attacking a different target, and multiple tentacles may strike any number of targets, up to 10' from the victim. The tentacles remain until the wound heals, and have a 1 in 10 chance of striking a nearby ally if no enemies are in range.

Of course, there are also downsides. First, the victim must eat and drink twice as much as normal or lose 1d6 pounds of weight/day.

Second, for every 30 pounds lost, the infected also loses (roll a d6):

- 1) 1 permanent hit point,
- 2-3) 25 Fractional STR points,
- 4-5) 25 Fractional CON points, or
- 6) 10 Fractional points from STR and from CON.

Third, the victim suffers doubled effects from unnatural (but not from natural!) aging.

The infection is completely resistant to Cure Disease, but instantly purged from the infected with a Cure All, Dispel Evil or Holy Word.

Read/Write: Slaz'Stecek 19%, Religion: General 51%, Religion: Specific (Kuchooloo Mythos) 25%, Religion: Specific (Ygaruth) 87%, Skilled Liar 19% Spellcraft 27%; Aquatic Background (CG), Blessing of Ygaruth (see sidebar), Photographic Memory, Quick Learner (SSG), Tough Hide.

Languages: Common, Kryzaar, Lizardman.

Possessions: 113 gp, **Magic-user's Scroll** (Find Familiar, Sleep, Taunt, Fascinate, Magic Jar, Tempus Fugit, Fandango's Fiery Constrictor (SSG)), **Potion of Extra Healing**, **Ring of Invisibility**, **Necklace of Adaptation**, **Staff of Swarming Insects** (9 charges).

Magic-user Spells: *1st level:* Burning Hands (x2), Color Spray, Minor Sphere of Perturbation (x2), Phantom Armor, Resist Fire (SSG), Shocking Grasp;

2nd level: Fire Telekinesis, Irritation, Knock, White Hot Metal, Wizard Lock;

3rd level: Blink (x2), Polymorph to Amphibian (x2);

4th level: Dimension Door, Polymorph Other (x2), Stoneskin;

5th level: Manor's Mindsight, Teleport(x2).

Chosen One Spells: *1st level:* Entangle, Magical Stone, Diagnose Injury, Ceremony (Of Rebirth) (already cast), Strength of Stone, Detect Good, Precipitation;

2nd level: Premonition, Barkskin (x3), Warp Wood;

3rd level: Create Campsite, Ward Off Evil, Summon Insect, Feign Death;

4th level: Sticks to Snakes, Rigor Mortis – 10'r, Protection from Plants and Fungi;

5th level: Protection from Nefarians.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Kliss'Kra (Hill Kryzaar Chieftain)

Kliss'Kra advances on the PCs, bellowing a personal combat-challenge (in Common) to the strongest-looking character. If his challenge goes unanswered, he cheerfully attacks the nearest PC, calling all of the others cowards and insulting their honor, parentage and personal hygiene. He attacks a single target until it is dead, and then moves on.

(HF 25, EP 2,000, INT 17, AL CE, AC -1, MV 12", 9"Sw, HD 11, hp 100, SZ L, CW O, #A 3+, D By Weapon (Hydra Sword - 2d4+2)x2(+)/1d12+1, SA +2 to hit and damage vs. Humans w/weapons, +1 to hit and damage vs. others (STR), Hydra Sword, SD +2 on all saves (ring), Mind-shielded, MR Std., Lang Lizard Man, Kryzaar, Common, Da'Neerian, Hon Avg., ML 16, ToP 46, Crit BSL Def AC +9 (+10 w/Hydra Sword), FF, 8, Reference Module)

Possessions: Hydra Sword (see Appendix E), Ring of Protection +2, Ring of Mind Shielding

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Lizardman Bodyguards (8)

Two of these creatures guard each shaman, but will move to protect Bulmius to prevent anyone from reaching him before the Ceremony is complete. The remaining Lizardmen advance with Kliss'Kra, laughing with his taunts (even if they don't understand Common), preferring to attack foes with lighter (or no) armor while he engages the better armored PCs.

(HF 1, EP 65, INT 6, AL N, AC 5, MV 6", 12"Sw, HD 2+1 hp 37, 35, 34, 33, 32, 31, 31, 29, SZ M, CW F, #AT 3 or 1, D 1d2/1d2/1d6 (claw/claw/bite) or spear (1d6-1/1d6-1/1d6/1d8/1d8/1d6), SA Nil, SD Nil, MR Std, Lang Lizardman, Kryzaar, some Common, Hon Avg., ML 14, ToP 19, 18, 17, 17, 16, 16, 16, 15, 14, Crit BSL Def AC +0, FF 7, Reference HoB V p91)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
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- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
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Monster Skeletons (Nefarian, Poisonous variant) (4)

These mindless creatures have no grasp of tactics, and do whatever the shamen (or any cleric Commanding them) orders. Each "M" on the map indicates a place where one of these creatures rises, use each location only once, starting with the ones furthest from the shamen.

(HF 11, EP 1600, INT 0, AL N, AC 2, MV 12", HD 6, hp 51, 47, 45, 45, SZ L, CW J, #AT 1, D 1d10+2 (claw), SA +2 To-hit Poison touch (Class E, 3x/day, death or 2d20 points of damage), SD Half damage from Hacking and Piercing weapons, 2d4 from Holy Water, MR Immune to mind-affecting magic, Fire, Cold, Darkness, Fear, Sleep, Charm, Hold, Lang Lizardman, Hon n/a, ToP n/a, Crit BSL Def AC +6, FF n/a, Reference HoB VII p65)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 4) HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████

The Avatar of Ygaruth

The Lizardman victim on the platform begins to mutate into the Avatar of Ygaruth just as the PCs enter the room. It grows and changes steadily until the completion of the ritual (on the 10th round) unless the PCs disrupt the chant somehow.

If the PCs destroy the **Hand of Ygaruth**, the ritual ends immediately. Otherwise, the Avatar grows for one round after the ritual ends (but does not gain the Demi-gawd powers listed for round 10). After the second round, the Avatar is free to make and receive attacks, but remains in the summoning circle while the chant continues.

Round 2

The lizardman's legs seem to flow as if made of wax. His left arm grows fur, though the left hand becomes large and club-like. A small lump appears beneath the right elbow, and stalks push his eyes away from his head.

(HF 16, EP 1200, AL CE, AC 0, MV 9", 9"Sw, HD 8, hp 55, SZ L, CW L, #AT 3, D 1d3+6/1d6+6/1d6 (claw/club fist/bite), SA Nil, SD Thick hide blocks 1 point of damage/die from all attacks, Immune to poison, MR Immune to Polymorph and related spells, Hon Avg., ToP n/a, Crit BSL Def AC +6, FF n/a)

- HPs: ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████



FRAIM

Round 3

The legs erupt into a mass of writhing tentacles while the “club” ending the right arm flows and opens, becoming a large, crab-like claw. The mass beneath the right arm bursts open revealing an octopus-like tentacle, complete with suction cups. The Lizardman’s mouth slides down from its head onto its chest, as a small lump appears on the creature’s belly. Tiny, membranous wings sprout from its back.

(HF 32, EP 4,000, AL CE, AC 0, MV 9", 9"Sw, 6"Fl (D), HD 9, hp 59, SZ L, CW M, #AT 7, D 1d3(x3 – leg tentacles)/1d6(bite)/1d8+6(crab claw)/1d4+6(claw)/1d4(Arm tentacle), SA Constriction (if arm tentacle hits by 2 or more above number needed, it wraps around the target as a wrestling hold; a held target is crushed for 1d4+8 points of damage each round), Paralytic leg tentacles (if they inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), able to attack multiple opponents in reach, SD Thick hide blocks 1 point of damage/die from all attacks, Immune to poison and disease, MR Immune to Polymorph and related spells, Hon Avg., ToP n/a, Crit BSL Def AC +7, FF n/a)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Round 4

Glancing at the creature in the seven-pointed star, you see that its mouth melds into the chest, while the creature’s body enlarges slightly, especially its right hand claw. The lump that formed on its stomach appears to pulsate slightly.

(HF 48, EP 4600, AL CE, AC 0, MV 12", 9"Sw, 6"Fl (D), HD 10, hp 62, SZ L, CW N, #AT 6, D 1d3(x3 – leg tentacles)/2d6+8(pincer)/1d6+8(claw)/1d4(bite)/1d4(Arm tentacle), SA Constrict (if arm tentacle hits by 2 or more over number needed, wraps around target pinning one or both arms – roll d6 1-3 right, 4-5 left, 6 both) and crushing target once/round for 1d4+8 points of damage), Paralytic tentacles (if tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Cause Fear (as reverse of 1st level clerical spell Remove Fear) at will, can split attacks between two opponents, SD Thick hide blocks 1 point of damage/die from all attacks, Immune to poison and disease, MR Immune to Polymorph and related spells, Hon Avg., ToP n/a, Crit BSL Def AC +8, FF n/a)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Round 5

Now the hideous former-Lizardman grows even larger, seemingly bloated on other-wurldly energies, as its wings grow and expand slightly. The bulbous mass on its stomach bursts open, revealing a snake-like growth, complete with the fangs and “hood” of a king cobra. The creature’s two eye stalks split into two more paired stalks, each with an eye of its own. The creature’s mouth almost vanishes into its chest.

Note that it loses the previous bite attack, but gains a bite attack from the snake head – and can now channel full clerical spells.

(HF 80, EP 7,000, AL CE, AC -2, MV 12", 9"Sw, 9"Fl (D), HD 11, hp 70, SZ H, CW O, #AT 7, D 1d3(x3 - tentacles)/2d8+10(pincer)/1d8+10(claw)/1d6(arm tentacle)/1d4 (Snake head), SA Cast Polymorph Other once/day, Constriction (if arm tentacle hits, it wraps around target, pinning both arms and crushing target for 1d6+10 points of damage/round), Can split attacks between four opponents, Paralytic tentacles (if tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Venom (snake head inflicts Type C poison – damage for 1d4+1 rounds, 3d4 if save failed, 1d4 if made), Cause Fear at will, SD Thick hide blocks 1 point of damage from all attacks, Immune to disease and poison, MR Immune to Polymorph and related spells, Hon Avg., ToP n/a, Crit BSL Def AC +9, FF n/a)

Spells (cast as 9th level cleric): Cause Fear, Cause Light Wounds and Command

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Round 6 (no change in appearance)

(HF 160, EP 8500, AL CE, AC -2, MV 12", 9"Sw, 9"Fl (D), HD 12, hp 72, SZ H, CW P, #AT 6, D 1d4(x3 - tentacles)/2d8+10(pincer)/1d8+10(claw)/1d6(arm tentacle)/1d4 (Snake head), SA cast Polymorph Other once/day, can split attacks between up to four opponents, Constriction (if arm tentacle hits, it wraps around target, pinning both arms and crushing target for 1d6+10 points of damage/round), Paralytic tentacles (If tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Cause Fear (as 4th level magicuser spell) at will, Venom (snake head inflicts Type C poison – damage for 1d4+1 rounds, 3d4 if save failed, 1d4 if made), SD Thick hide blocks 2 points of damage/die from all attacks, Immune to disease and poison, MR Immune to Polymorph and related spells, 10% otherwise, Hon Avg., ToP n/a, Crit BSL Def AC +10, FF n/a)

Spells (as 10th level cleric): Cause Fear, Cause Light Wounds, Command and Darkness.

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Round 7

The strange energies coursing through the creature's body trigger another growth-spurt, and now it stands nearly 20' tall. The wings on its back grow large enough that it might now be capable of flight.

(HF 230, EP 12,300, AL CE, AC -2, MV 12", 9"Fl (D), HD 13, hp 78, SZ H, CW Q, #AT 7, D 1d4(x3 - tentacles)/2d8+10(pincer)/1d8+10(claw)/1d6(arm tentacle)/1d4 (Snake head), SA Cast Polymorph Other once/day, can split attacks between up to four opponents, Constriction (if arm tentacle hits, it wraps around target, pinning both arms and crushing target for 1d6+10 points of damage/round), Paralytic tentacles (If tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Cause Fear at will, Venom (snake head inflicts Type C poison – damage for 1d4+1 rounds, 3d4 if save at -1 failed, 1d4 if made), SD Thick hide blocks 2 points of damage/die from all attacks, Immune to disease and poison, MR Immune to Polymorph and related spells, 10% Hon Avg., ToP n/a, Crit BSL Def AC +11, FF n/a)

Spells (as 11th level cleric): *1st level:* Cause Fear, Cause Light Wounds, Command, Darkness;

2nd level: Animate Corpse.

HPs:

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Round 8

The horror's growth continues, though more slowly, and its hide grows darker, becoming almost black in some areas, purple blotches spreading across its torso.

(HF 450, EP 14,450, AL CE, AC -4, MV 12", 9"Sw, 6"Fl (D), HD 14, hp 84, SZ H, CW R, #AT 6, D 1d4(x3 - tentacles)/2d8+12(pincer)/1d8+12(claw)/1d6(arm tentacle)/1d4+1 (Snake head), SA Cast Polymorph Other 1/day, can split attacks between up to four opponents, Constriction (if arm tentacle hits, it wraps around target, pinning both arms and crushing target for 1d6+12 points of damage/round), Paralytic tentacles (If tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Cause Fear at will, Venom (snake head inflicts Type C poison – damage for 1d4+1 rounds, 3d4 if save at -2 failed, 1d4 if made), SD Thick hide blocks 2 points of damage/die from all attacks, Immune to disease and poison, MR Immune to Polymorph and related spells, 20%, Hon Avg., ToP n/a, Crit BSL Def AC +12, FF n/a)

Spells (cast as 12 level cleric): *1st level:* Cause Fear, Cause Light Wounds(x2), Command, Darkness;

2nd level: Animate Corpse, Rigor Mortis.

HPs:

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Round 9

The creature's growth pushes past the 20' mark, and its wings now spread as wide as it is tall.

(HF 800, EP 19,150, AL CE, AC -4, MV 12", 9"Sw, 9"Fl (C), HD 15, hp 86, SZ H, CW S, #AT 6, D 1d4(x3 - tentacles)/3d6+12(pincer)/2d4+12(claw)/1d6(arm tentacle)/1d4+1 (Snake head), SA Cast Polymorph Other once/day, can split attacks between up to four opponents, Constriction (if arm tentacle hits, it wraps around target, pinning both arms and crushing target for 1d6+12 points of damage/round), Paralytic tentacles (If leg tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Cause Fear (as 4th level magicuser spell) at will, Venom (snake head inflicts Type E poison; save vs. Poison for 2d20 points of damage or die), SD Thick hide blocks 3 points of damage/die from all attacks, Immune to disease and poison, MR Immune to Polymorph and related spells, 25% otherwise, Hon Avg., ToP n/a, Crit BSL Def AC +13, FF n/a)

Spells (Cast as 13th level cleric) *1st level:* Cause Fear, Cause Light Wounds (x2), Command, Darkness;

2nd level: Animate Corpse, Rigor Mortis (x2);

3rd level: Curse.

HPs:

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Round 10

The creature's entire hide becomes predominantly purple. With a roar, and a final surge of power, the creature grows to a full 30' in height as a dark miasma swirls around it. It bursts forth from the star-like shape that once confined it, roaring its triumphant return to the heavens above, then attacks!

(HF 3,000, EP 36,000, AL CE, AC -4, MV 12", 9"Sw, 9"Fl (C), HD 16 (hp x3), hp 273, SZ G, CW T, #AT 7, D 1d4+1(x3 - leg tentacles)/3d8+14(pincer)/2d6+14(claw)/2d4(arm tentacle)/1d4+2 (Snake head), SA Demi-gawd powers, cast Polymorph Other once/day, can split attacks between up to four opponents, Constriction (if arm tentacle hits, it wraps around target, pinning both arms and crushing target for 2d4+14 points of damage/round), Paralytic tentacles (If tentacles inflict any damage to target, victim must save vs. Paralyzation or be held rigid for 5d4 rounds), Corrupting Touch (see below), Cause Fear (as 4th level magicuser spell) at will, Venom (snake head inflicts Type E poison; save vs. Poison at -4 for 2d20 points of damage or die; – can spit 1/three rounds to 20' but save then is at +2), SD Demi-gawd powers, Thick hide blocks 3 points of damage/die from all attacks, Immune to disease and poison, MR Immune to Polymorph and

INTERCEPTED

If the party contains any PCs of chaotic alignment, they face the following encounter shortly before locating the ruin Bulmius calls home. If no PCs are chaotic, these creatures become a wandering monster.

Chaos Feeder (7)

(HF 11, EP 650, INT 8-10, AL CE, AC 3, MV 18", HD 5, hp 46, 44, 41, 41, 38, 34, 29, SZ L, CW I, #AT 3, D 2d4/2d4/3d6 (claw/claw/bite), SA Venom (bite injects paralysis venom; save vs. Paralyzation or immobile for 1 round and change one AIP/day towards lawful unless both Heal and Neutralize Poison cast on victim), Feeding (bite continuous, each round gives cumulative -2 to save), Skinning (feeder skins paralyzed victims; must make System Shock roll or suffer permanent loss of 1d4 CON), SD only surprised 1 in 10, MR Std., Lang Chaos Feeder, Hon n/a, ML 12, ToP 23, 22, 21, 21, 19, 17, 15, Crit BSL Def AC +3, FF 6, Reference HoB II p21)

- 1) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 7) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Five of these creatures are males, the other two are females that recently mated – and thus can inject larva through the eye of a live victim instead of skinning them. The larvae quickly eat the soft tissue in the victim's head, killing him in 1d6 rounds

If the PCs use any "flashy" magic (Ice Storm, Fireballs, etc.) fighting these creatures, the residents of the villa have a 40% to notice this during the day, and a 75% chance at night. In this case, a band of Nizar'fang arrives to investigate in 1d4+4 rounds, and for the next six hours of game time, none of the creatures in the villa is subject to surprise (unless the Nizar'fang party returns claiming to have slain everything).

Nizar'fang (8)

(HF 2, EP 65, INT 11-14, AL NE, AC 5, MV 12", 9"Sw, 12"FI (D), HD 2+2, hp 33 (x4), 31 (x3), 30, SZ L, CW F, #AT 3 or 3, D 1d4-2/1d4-2/1d6 (claw/claw/bite) or by weapon (javelin 1d6 or spear 1d6)/1d4-2/1d6, SA Grab (up to 300 lbs.) and drop foes, SD Nil, MR Std., Lang Lizardman, Da'Neerian, Hon Avg., ML 11, ToP 17 (x4), 16 (x3), 15, Crit BSL Def AC +0, FF 7; Reference HoBVI p13)

- 1) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 8) **HPs:** □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Treasure: The lair of the Chaos Feeders is a small cave about a quarter mile away (an Easy difficulty Tracking check to find) that holds their combined horde. This includes a tourmaline (100 GPV) and an obsidian (10 GPV), 100 neat stacks of 100 elp each, and a sack of 49 more elp that they keep arguing about what to do with.

the shamen reveal anything except that the PCs have only postponed the inevitable, as "nothing can prevent Ygaruth's return."

A random search of habitable structures takes 1d6+1 days to locate the villa (days full of swamp encounters); a search using information from the pixie fairies or the assassin cuts the search time down to two days.

ENCOUNTERS 7.1 TO 7.15: BULMIUS' VILLA

The descriptions here assume that the PCs have a light source with them – if they do not, adjust the room details accordingly. Unless otherwise noted, the ceiling of each room is 12' high. The walls are dressed stone, with wooden doors.

The action occurs indoors; if the PCs attack the villa during the day, they still must contend with the heat and humidity (as per the swamp in Chapter 5), but the base temperature is 15° lower. After sunset, the temperature indoors falls another 10°.

Once for every five turns the PCs spend exploring this structure, roll a d20, and add 1 to the result for each PC above their Honor Window, then consult *Table 7A: Wandering Monsters*.

GM's Option: due to the frequent experiments performed by Bulmius and Axteol (see **Encounters 7.2, 7.4 and 7.11** for examples), any creatures encountered, aside from the named NPCs, may be Variants or Extreme Variants as detailed in the *Hacklopedia of Beasts Monster Matrix*. If you wish a random roll for this, roll 1d10. On a 1 or 2 the creature is a Variant, on 3 to 9 the creatures is normal, and on a 10 it's an Extreme Variant.

ENCOUNTER 7.1: THE DIEING ROOM

Once this chamber stood as a greeting chamber for visitors to this estate. Now, sadly, neglect and the passage of time obscure its former glory – as does the horrible stench produced by the dozens of Lizardman and humanoid corpses that lie, seemingly randomly scattered, around here.

Any character that does not suffer from Anosmia, and who fails a save vs. Poison, fights and saves at -2 while in this chamber due to the horrible smell. Thirty corpses hide (and ruin) the furnishings here. Eighteen of them animate as zombies, while time has reduced the remaining 12 to mere skeletons.

If combat here lasts more than two rounds, a trio of Shadows arrives at the end of the second round to investigate.

Treasure: Nothing in this room holds any value except possibly to a necromancer.

Shadows (12)

(HF 5, EP 420, INT 6, AL CE, AC 7, MV 12", HD 3+3, hp 45, 42, 42, 41, 40, 39, 36, 35, 33, 32, 31, 30, SZ M, CW H, #AT 1, D 1d4+1, SA Drain Strength (touch drains 1 point of STR, returns in 2d4 turns, humans and demi-humans drained to 0 STR become Shadows), SD 90% undetectable in all but the brightest light, MR Immune to Sleep, Charm, Hold and Cold., Lang Forcuran, Da'Neerian, Hon n/a., ML 20 in darkness, 15 in dusk

If the PCs flee this encounter, any surviving Doppel Mummies assume their forms and hunt them. Otherwise, they follow the last orders of Bulmius to “stay here and not cause any trouble until I get back.” Note they can only use Fear Aura in their true forms.

Mummified Lizard Men, Doppel Variant (Fetid Mummies) (6)

(HF 26, EP 630, INT 6, AL CE, AC 10, MV 9", HD 4, hp 41, 38, 37, 37, 37, 34, SZ M, CW H, #AT 1+ Worm, D 1d8 (claw), SA Fear Aura (all in 30' must save vs. Spells or flee for 4d4 rounds), Leprosy (25% any hit causes this; fatal in 1d6 months, victims lose 2 COM/month until cured, cannot heal through magic and heal naturally at 10% normal rate), Worm (1/round, worm leaps from mummy to infect target; killed with cold steel, holy water or blessed object on first round or kills victim in 1d4 rounds unless Remove Curse or Cure Disease cast on it; Neutralize Poison and Dispel Evil slow the worm by 1d6 turns; victims killed immediately become Fetid Mummies), SD Disguise (assume the form of other creatures; takes 1d4 rounds to shift, 1 to resume normal form), Regenerate 2 hp/round unless damage caused by fire, lightning, holy items/water or acid, MR Std, Lang Slaz'Stecek, Lizardman, Hon Avg., ToP n/a Crit BSL Def AC +2, FF n/a, Reference HoB V p51)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 4) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 5) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 6) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: A thorough search of this chamber (requiring a minimum of one hour, or a Looting: Basic skill check (Difficult), or a Looting: Advanced skill check (Average)) locates the spell components for the spells listed in Bulmius's spell books, as well as 200 GPV of salvageable lab equipment (GM's choice as to specific items). There is only one of each item, unless the description or GM decrees otherwise. Magic-users with the Looting skill decrease the difficulty by one (Difficult to Average, Average to Easy).

1st level Spell Components: Befriend (belt pouch holding a mixture of chalk, soot and vermillion; 2d8 uses), Color Spray (vial with equal mixtures of red, blue and yellow colored sand; 1d6 uses), Minor Sphere of Perturbation (pouch of pepper; 3d8 uses), Phantom Armor (10 GPV plate of mithral), Read Magic (coin-sized clear crystal), Remove Thirst (SSG) (piece of wild camel fur), Resist Cold (SSG) and Resist Fire (SSG) (small vial of mercury; 21 uses), Write (300 GPV bottle of ink; 2 uses);

2nd level Spell Components: Irritation (poison oak leaf), Stinking Cloud (three skunk cabbage leaves);

3rd level Spell Components: Polymorph to Amphibian (small jar with 13 eyes of newt; 13 uses), Scatter Blast Fireball (bat guano and sulfur), Slow (small jar of molasses; 104 uses), Wraithform (a box of six matches and pieces of gauze; 6 uses);

4th level Spell Components: Land Scraper Fireball (bat guano and sulfur), Polymorph Other (caterpillar cocoon), Stoneskin (vial of granite and diamond dust), Wizard Eye (pouch of bat fur);

5th level Spell Components: Avoidance (magnetized needle), Manor's Mindsight (SSG) (small jar with preserved eye of a Blink Dog).

ENCOUNTER 7.3: METAL DEATH

Read or paraphrase the following text:

The absence of any furnishings, save a strange trio of metal statues, makes the original purpose of this room difficult to discern. These statues, however, draw your attention in a sort of fascinated horror – each appears to be made of iron, roughly man-sized, and resembles a decomposing Lizardman, complete with worms crawling along their rotting flesh. The level of detail is amazing, especially given the macabre subject matter!

The southeastern wall is partially collapsed, and there is a door in the northern wall, but otherwise you see nothing of interest in this room.

Another of Bulmius's experiments, these three “statues” are, in fact, undead horrors that remain motionless until a victim gets close enough to attack, then they lash out with a vengeance. Their Fear Aura remains inactive until they move, then all PCs in the room must save vs. Spells or flee for 4d4 rounds (possibly giving the mummies a free round of attacks...).

Mummified Lizard Men, Iron Variant (Fetid Mummies) (3)

(HF 17, EP 420, INT 6, AL CE, AC 4, MV 9", HD 4, hp 42, 38, 36, SZ M, CW H, #AT 1+ Worm, D 1d8+1 (claw), SA Fear Aura (all in 30' must save vs. Spells or flee for 4d4 rounds), Leprosy (25% any hit causes this; fatal in 1d6 months, victims lose 2 COM/month until cured, cannot heal through magic and heal naturally at 10% normal rate), Worm (1/round, worm leaps from mummy to infect target; killed with cold steel, holy water or blessed object on first round or kills victim in 1d4 rounds unless Remove Curse or Cure Disease cast on it; Neutralize Poison and Dispel Evil slow the worm by 1d6 turns; victims killed immediately become Fetid Mummies), SD immune to normal crushing or Piercing weapons, half damage from magical C/P weapons, Slowed by electrical attacks for 1d4 rounds, healed by fire/heat based attacks (1 hp recovered/hp rolled), Regenerate 2 hp/round unless damage caused by lightning, holy items/water or acid, MR Undead, Lang Slaz'Stecek, Lizardman, Hon Avg., ToP n/a, Crit BSL Def AC +2, FF n/a, Reference HoB V p51)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 3) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: None.

ENCOUNTER 7.4: PANTRY

Read or paraphrase the following text:

Once again, a horrible stench greets you as you enter.

Four decomposing corpses hang from hooks set into the ceiling here – three of them relatively fresh and probably human, while the fourth is an unrecognizable mess. There appears to be nothing else of interest in this chamber.

The bodies do not animate this time – Axteol hung them here as a lure for a group of ghouls he knows to lurk in the area. If the PCs spend more than three rounds here, the ghoulish pack – actually a band of 12 Thought Ghouls - arrives to feed while they investigate.

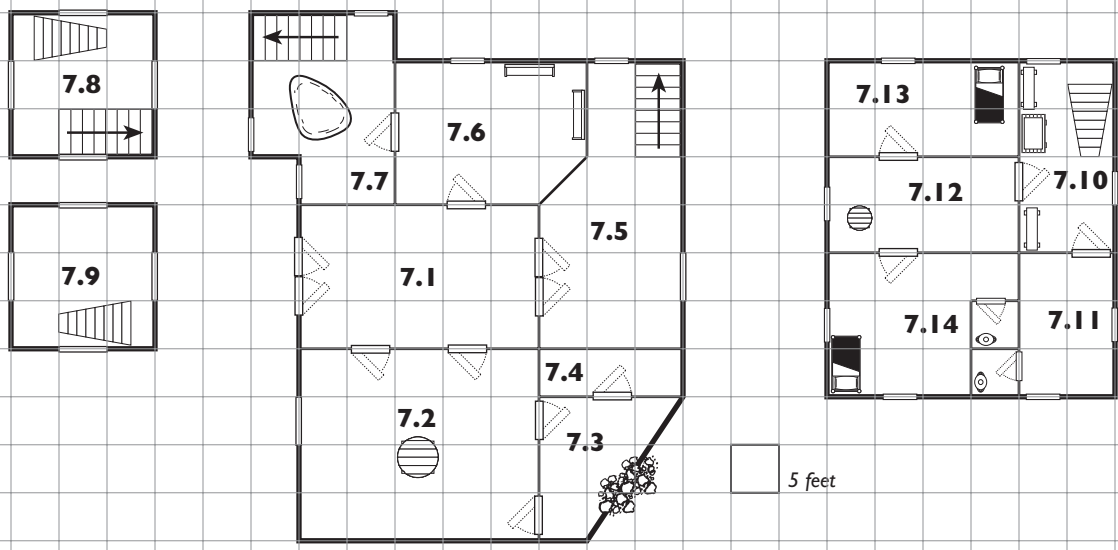
Thought Ghouls (12)

(HF 6, EP 270, INT 7, AL CE, AC 4, MV 12", HD 3, hp 42, 39, 37, 34, 33, 33, 32, 31, 30, 29, 28, 25, SZ M, CW G, #AT 3, D 1d6/1d6/1d4-1 (claw/claw/bite), SA Mental Drain (Victims damaged by claws must save vs. Spells or lose 1 INT and memories for the last 24 hours; victims drained to 0 immediately become Thought Ghouls, INT returns at 1 point/turn; memories and up to 4 points of INT restored by a Bless spell, lawful good creatures save at +4), SD Immune to biological effects, Cannot attack paladins or holy knights, takes 1d6 points of damage/vial

from holy water, LG creatures can fill head with “pure thoughts” forcing Thought Ghoul to save vs. Spells or have its head explode (destroying it), MR Immune to sleep, charm and hold spells., Lang Gnardian, Da'Neerian, Hon Avg., ML 19, ToP n/a, Crit BSL Def AC+1, FF n/a, Reference HoB VII p138)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□
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Treasure: Should PCs track these creatures (an Average difficulty Tracking skill check) back to their lair, they discover a foul-smelling collapsed stable. Strewn about in the wreckage, they find 2,804 cp, 3,742 sp, a human sized suit of **Ring Mail +2**, and a medium **Shield +2**.



ENCOUNTER 7.5: BACK HALL

Read or paraphrase the following text:

It appears that this area sees little use. Cobwebs and dust cover everything, and filthy windows look out onto the dismal surroundings.

This room contains only cobwebs and dust (normally). However, if the party did not face and defeat the Chaos Feeders (see the “**Intercepted**” sidebar on page 101), or as wandering monsters) previously, perceptive PCs (such as those with Acute Alertness or the Observation skill) notice them moving around outside the west window, as the monsters debate the proper method of entering this banquet hall (at least that’s how they perceive it!).

ENCOUNTER 7.6: LOUNGE

The door opens to a well-appointed study. This room appears to see some use, and the décor reflects very eclectic tastes – a seemingly random mix of furniture lines the walls, including empty book-cases. A table holding a partial chess set sits in the center of the room, and the colors of everything conflict in an almost painful mix.

The room feels much colder than the rest of the house, and the air smells vaguely of rotting flesh.

The original builder of this villa, a Slaz’Steczek noble who’s been dead so long he no longer recalls his own name, remains here, bound by his evil to this very room. Aختهol managed to win his support by vowing to find a way to free this creature, but the creature remains for two other reasons.

First, Bulmius knows the only way to free a bound specter is to destroy what it is bound to – in this case, this particular room.

Second, this undead horror carries a deadly disease (the Rotting Death, detailed on p26 of the *GameMaster’s Guide*), which he used to as part of the ritual to create the Chaos Plague. Any living creature spending more than one minute in this chamber has a base 75% chance to catch the Rotting Death (modified by their Resistance to Alcohol or Disease adjustment for CON).

Of course, it tries to kill any living creature – except for Bulmius – violating its space.

Spectre, Bound

(HF 46, EP 4,000, INT 15, AL LE, AC 0, MV 15”, 30”FI (B), HD 8+4, hp 70, SZ M, CW L, #AT 1, D 2d4, SA Energy Drain (touch drains 2 experience levels; drained victims become new Spectres), SD +1 or better to hit, immune to biological attacks (disease, poison), MR Immune to Sleep, Charm and Hold spells, Lang Lizardman, Slaz’Steczek, Hon Avg., ML 19, ToP n/a, Crit BSL Def AC +6, FF n/a, Reference HoB VII p94)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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The Shadows (see **Encounter 7.1**) love to taunt the Bound Spectre, (“We can go in, we can go out...”) and share news with it. As a result, 30% of the time, 1d6 of these horrors lurk in the corners here when the PCs arrive. Further, each round the PCs spend here brings a 1 in 10 chance that 1d4 Shadows drop in to investigate.

Treasure: Over the centuries, the Spectre managed to acquire a large store of valuables, scattered around the room. This list includes 234 cp, 500 sp, 1,395 elp, 3,670 gp, 188 hsp, and 927 pp hidden inside the rotted furniture here along with a small oak box with platinum edging, set with 20 onyx chips (25 GPV each), worth 5,500 GPV intact or 4,500 GPV with the gems removed.

Trap: The box has a primitive but well-designed tumbler lock (-15% to Open Locks), and a trap that hurls 2d3 tiny poisoned darts at anyone opening it who fails to find a hidden trigger mechanism in the back (discovered with a Find Traps roll at -15% or by simple examination 1 out of 10 – or 3 out of 10 for elves and half-elves). These tiny darts bypass armor, and attack as an 8 HD creature (CW K). Each dart that strikes inflicts a cumulative -1 on the victim’s save vs. Poison; the poison inflicts 1d20 points of damage on a successful save, and causes death in 1d3 rounds on a failed one.

More Treasure: Inside the box, PCs find three glass bottles, two nearly identical. The contents of one are slightly thicker than the other – both contain bitter-smelling yellowish milky fluid that tastes chalky; the thicker potion being an **Elixir of Health** while the thinner one is an **Elixir of Madness**. The third, green tinted, bottle holds a clear liquid that smells of rotting meat and tastes very salty – a **Potion of (Fire) Giant Control**. The box also contains a tiny vial of **Sovereign Glue**, a bone wand (a **Wand of Fear** with 70 charges remaining), a small gold and silver anklet (500 GPV), and eight gemstones. These gemstones include a banded agate (10 GPV), a jasper (50 GPV), an onyx (50 GPV), a chrysoberyl (100 GPV), a jet (100 GPV), a piece of jade (100 GPV), a garnet (100 GPV), an aquamarine (500 GPV) and a peridot (500 GPV).

Hanging on the wall, PCs find a large oil painting of the human merchant who tried to renovate this house roughly 80 years ago – this excellent painting brings up to 5,000 GPV if sold to a collector of such work. The painting is 40” tall, 25” wide and with an encumbrance value of 50 pounds, despite only weighing 20.

Further, a jade and coral statue depicting a squat, reptilian creature (a Religion: General check (Difficult) or Religion: Specific (Central American) (Easy) check reveals it to be the gawd Tlaloc) rests in one corner. The workmanship and materials used give it a value of 1,000 GPV. It weighs 30 pounds (real weight and encumbrance value).

ENCOUNTER 7.7: GUEST ROOM

Read or paraphrase the following text:

This chamber smells of the swamp – damp, dank, and decaying. A large stone pool dominates the center of this room, with make-shift poles holding a leather canopy above it. Crude furnishings fill much of the remaining space.

Five reptilian creatures – four of them large Lizardmen, the fifth a slightly smaller, broad-shouldered Kryzaar – lounge in the pool. The Lizardmen cast savage glances your way, while the Kryzaar reaches for a nearby trident and hisses threateningly.

This room belongs to Kliss'Kra - Bulmius's personal bodyguard – as well as his mate and her four attendants. The bodyguard most likely perished in the last chapter (Encounter 6.5, to be precise) and thus should be of little concern for the adventurers. However, his mate (a Marsh Kryzaar named Ess'Klik) and her four attendants (large female Lizardmen) savagely attack any intruders not accompanied by other Lizard-folk. They have no interest in talking until they take casualties first – then they consider negotiating.

If Ess'Klik discovers that the PCs slew Kliss'Kra (for example, seeing his sword in their possession), she flies into a berserk rage, gaining a +2 on To-hits and damage, but losing 1 point of AC (down to 7) until she either dies, fails a morale check, or is the only living creature left in the room.

Ess'Klik (Marsh Kryzaar)

(HF 9, EP 600, INT 16, AL CE, AC 5, MV 9", 6"Sw, HD 7, hp 74, SZ L, CW K, #AT 2, D by weapon (3d10 vs. humans, 1d6+1 otherwise)/1d12, SA +1 To-hit Humans w/weapons, SD Nil, MR Std., Lang Lizardman, Da'neerian, Hon Avg., ML 16, ToP 37, Crit BSL Def AC +5, FF 8, Reference Appendix C).

Possessions: trident, silver ring set with two crescent-shaped opals (8,000 GPV total, ring 5,000 without stones, gems 1,000 GPV each).

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Lizardman Attendants (4)

(HF 1, EP 65, INT 6, AL N, AC 5, MV 6", 12"Sw, HD 2+1, hp 37 (x4), SZ M, CW F, #AT 3, D 1d2/1d2/1d6 (claw/claw/bite), SA Nil, SD Nil, MR Std., Lang Lizardman, Kryzaar, Hon Avg., ML 16, ToP 19 (x4), Crit BSL Def AC, FF 6, Reference HoB IV p91)

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Treasure: A small ceramic sculpture depicting a scene of lizard-man like creatures chasing primitive ape-like humanoids rests at the side of the pool. The age and quality of this item make it worth 1250 GPV (weight 3 pounds, but encumbrance value of 10 if packed to avoid breakage). Other than this statue, Ess'Klik's ring, and a small box holding 1,342 cp, the room holds nothing of value.

ENCOUNTER 7.8: LIBRARY

Read or paraphrase the following text:

A musty smell greets you as the door opens. Stacks of scrolls, loose papers, and books of varying ages lay scattered about, haphazardly. There appears to be no organization whatsoever to the contents of this room.

This room contains the collection of texts and maps Bulmius used in locating the Sunken City and the Pyramid. To a wealthy scholar, historian, or devotee of the Kuchooloo Mythos, this entire collection (roughly 500 pounds of books, maps, scrolls and scribbled notes) has a GPV of at least 100,000. The contents of this room lie scattered about haphazardly with no organization; gathering them together takes 2d6 turns if done quickly (which may damage some items and thus decrease the total value; roll 1d10,000 and multiply by 10 to determine the final value in this case), or 2d6 hours if done carefully and neatly.

Treasure: A careful search (taking 20 minutes without Looting; Basic or Looting; Advanced) reveals that three of items here comprise most of the room's value.

The first is a map of the area painted by Macnirand, a famous local mapmaker and artist who died two decades back. While not overly accurate (it shows the region as it stood 50 years ago), the artistic value and mapmaker's name give it a 10,000 GPV.

A journal containing a more complete translation of the stone tablet found in Encounter 5.2, as well as a detailed history of the region from the first human settlement up until the writer's death 10 years earlier, written in Gnardian, is the second item of value. Reading this journal takes 8+2d4 hours, and gives the reader the History: Local (Da'Neer) skill with two rolls of the Mastery Die (this is an increase if the character already has it or a new skill otherwise). To an historian, this book's value is 500 GPV.

The final valuable item here is an ancient tome bound in a strange rubbery material that looks like leather, but feels damp and cold to the touch. This nameless tome offers details about the Gawds of the Kuchooloo Mythos, including Kuchooloo and Hester themselves (even mentioning Ygaruth in passing). Reading this book – written mostly in Old Ragean – takes 10+2d10 hours. Upon completion, the reader gains insights into the worship of these beings.

If the reader possesses the Religion: General skill at 50% or higher, or already has Religion: Specific (Kuchooloo Mythos), he gains two rolls of the Mastery Die in Religion: Specific

(Kuchooloo Mythos). Otherwise, the book raises Religion: General to 50% for the reader and grants but a single Mastery Die for the specific faith.

This knowledge comes at a price, however – if the reader is neither chaotic nor evil, they earn two Alignment Infraction Points towards chaotic evil (one chaotic, one evil), and must make a System Shock roll or develop a random Quirk. If the reader is either chaotic or evil but NOT chaotic evil, they gain but one AIP (towards chaotic evil) from reading it, and only acquire a Phobia (either rolled randomly or chosen by the GM) on a failed System Shock check. Chaotic evil readers find the book very amusing.

PCs wishing to sell the book find it to be worth 2,000 GP to a buyer aware of its nature. Good-aligned characters who destroy the book earn 1,000 EP instead.

ENCOUNTER 7.9: NIZAR'FANG ROOST

The stench of this room assails you even before you enter. Damp straw lines the floor, and one corner of the ceiling stands open to the elements.

A group of winged reptilian humanoids appears to occupy this chamber. Several of them clutch javelins or spears, and one croaks at you in its harsh language.

A group of 20 Nizar'fang calls this chamber home. When the PCs enter, all of these creatures not previously encountered (either as wandering monsters or due to events in the "Intercepted" sidebar on page 101) await them. One-third (and any fraction thereof) of these creatures perch up on the roof, watching the surrounding area. Another third sleeps in the filthy straw, while the final group amuses itself playing various games of chance, swapping tall tales, and comparing acts of evil committed. The alert Nizar'fang challenge intruders loudly (attempting to waken their companions). Unless the PCs somehow (quickly) convince these winged Lizardmen that they also work for Bulmius, the monsters attack.

Nizar'fang (up to 20)

(HF 2, EP 65, INT 11-14, AL NE, AC 5, MV 12", 9"Sw, 12"Fl (D), HD 2+2, hp 36, 35, 35, 34, 34, 33 (x3), 32, 29, 29, 27 (x9), SZ L, CW F, #AT 3 or 3, D 1d4-2/1d4-2/1d6 (claw/claw/bite) or by weapon (javelin 1d6 or spear 1d6)/1d4-2/1d6, SA Grab (up to 300#) and drop foes, SD Nil, MR Std., Lang Lizardman, Da'Neerian, Hon Avg., ML 11, ToP 18 (x3), 17 (x5), 16, 15, 15, 14, Crit BSL Def AC +0, FF 7, Reference HoB VI p13)

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Treasure: These creatures possess the following valuables: an azurite (10 GPV), a sardonyx (50 GPV), a citrine (50 GPV), an alexandrite (100 GPV), a spinel (100 GPV), three aquamarines (500 GPV), a black opal (1,000 GPV), an emerald (1,000 GPV), a platinum idol of a winged snake (3,000 GPV), a dirty but well-crafted fox fur cape (300 GPV), and an ancient jade idol resembling a bat with a reptilian head (13,000 GPV).

ENCOUNTER 7.10: UPPER HALL

Paths through the thick dust here show that this room sees much activity. Filthy gray-white blankets cover objects that appear to be furnishings.

Assuming the shapes under the blankets are what they seem, a table, two chairs, and a large sofa – all unused – line the walls. Two reptilian corpses lie in the far corner, as if forgotten.

Recently, Axteol recruited a few new creatures into his growing army of the dead. In turn, they managed to recruit a pair of hapless Lizardmen into the fold. These creatures have never met Bulmius, and figure prominently in Axetol's plans to replace the human and regain control of the Church of Ygaruth.

Two of these creatures – the "sheets" covering the table and the sofa – are Sheet Phantoms that attack whenever a living creature comes within 10'. The other two, the corpses in the corner, rise up to defend their "siblings" as Sheet Ghouls as soon as combat begins.

Sheet Phantom (2)

(HF 6, EP 275, INT 9, AL CE, AC 3, MV 6", HD 3, hp 36, 33, SZ M, CW G, #AT 1, D 1d4, SA Suffocate (d4/round, victims take damage from attacks as Sheet Phantom), victims rise as Sheet Ghouls the next night, SD Camouflage, Turned as a Wraith, MR Immune to Sleep, Charm and Hold Spells, Lang Da'Neerian, Hon n/a., ML 19, ToP n/a, Crit BSL Def AC +1, FF n/a, Reference HoB VII p54)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Sheet Ghouls (Former Lizardmen) (2)

(HF 7, EP 420, INT 8, AL CE, AC 2, MV 9", HD 4+2, hp 47, 40, SZ M, CW H, #AT 3, D (1d4)-1/(1d4)-1/1d6 (claw/claw/bite), SA Acid jet (may strike at range 1/round for 1d6+1 points of damage to single target in 10', also squirts automatically if any melee attacks hit for 1d6+1 additional damage), SD n/a, MR Immune to Sleep, Charm and Hold Spells, Lang Da'Neerian, Lizardman, Hon n/a., ML 19, ToP n/a, Crit BSL Def AC +12, FF n/a, Reference HoB VII p54)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: Time and misuse make the furnishings here valueless, except as kindling.

ENCOUNTER 7.11: AXTEOL'S ROOM

Read or paraphrase the following text:

An eerie, cold green light originates from an odd structure in the southwest corner of this chamber. This structure appears constructed of bones; an odd, seven-pointed star appears on the front and top of this object. A mummified Lizardman hand with eyes painted on the fingertips protrudes from the center of the upper star. A desiccated snake corpse protrudes from the center of the palm, and then is wrapped around the base of the hand.

The room itself appears to be a bedroom of some sort, but what manner of creature could sleep in such a gruesome chamber you shudder to consider. Body parts of various creatures – including humans – line the walls, all in various states of dissection. Additional rotting corpses cover the battered and stained furnishings, as if a fight occurred here recently.

The stench of decay, coupled with an assortment of chemical odors, is nearly overpowering.

If Axetol managed to either avoid or survive earlier encounters with the PCs, he waits for them in this room, along with his per-

sonal bodyguard – four “Bog Mummies” granted the ability to blink (as the spell) by one of Bulmius's experiments (if the PCs met and destroyed any of these bodyguards previously, remove them from the roster here).

The structure in the corner is a specially consecrated shrine to The Abomination; while within 30' of it, Axteol (or any cleric or chosen one of Ygaruth) regenerates 1 hp/round. The altar saves as soft metal at +2, and takes 25 points of damage (or a Ceremony of Desecration or equivalent) to neutralize.

On any given round, instead of attacking, Axteol may send out a summons for aid. On the following round, 2d6 undead monsters (roll 1d8 for type: 1-2 Skeletons; 3 Zombies, 4 Fetid Mummies, 5 Ghouls, 6 any other undead creatures in the complex not already destroyed) arrive to defend their master.

Axteol, Rath Lord

(HF 55, EP 8800, INT 14, AL CE, AC 1, MV 12", HD 9+4, hp 69, SZ M, CW N, #AT 1, D 1d8 (or by weapon, **Knife +3** (1d6-2)+3, SA Spell casting (as C11), Control Undead (as C14), Counter-turn against good clerics (must beat Turning roll on d20), Controlled Undead can only be turned by clerics of 6th level or higher, SD Damage done by melee attacks (1d8) heals its lost hit points, Grants +2 to allied undead to resist spells targeting them directly, Suffers double damage from Holy Items or magic items designed to hurt the undead, MR Immune to spells targeting Undead and Mind-affecting spells, Lang Chaos Feeder, Hon n/a, ML 12, ToP n/a, Crit BSL Def AC +8, FF n/a, Reference HoB VI p117)

Possessions: Clerical Scroll (Mend Tendon, Cure Disease, Lower Water, Neutralize Poison, Raise Dead), **Knife +3**.

Spells (as 11th level cleric): *1st level:* Cause Fear (x2), Cause Light Wounds (x3), Command (x2), Curse, Darkness;

2nd level: Cause Moderate Wounds (x2), Resist Fire/Resist Cold, Rigor Mortis, Silence, 15'r (x2);

3rd level: Animate Dead, Dispel Magic, Extinguish, Hold Persons;

4th level: Free Action, Stones to Spiders, Touch of Death;

5th level: Insect Plague, Rigor Mortis 10'r.

- HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Axteol led the Cult of Ygaruth during the height of the Slaz'Stecek Empire. When the rocks fell from the heavens, Axteol ended up trapped inside a lesser pyramid, unable to escape. His rage and bitterness enabled him to pass from life to unlife as a Rath Lord – though for many centuries his unlife remained impotent, due to the imprisonment and then “death” of his Gawd. When Bulmius brought the Hand of Ygaruth into the sunken city, Axteol felt power welling up in his decaying, reptilian form. His powers restored, the Rath Lord escaped his imprisonment and forged a hasty alliance with the chosen one of his Gawd.

Until they bring Ygaruth back into the wurld, Axteol protects the house and notes of Bulmius, and provides him with undead minions. Upon Ygaruth's return, Axteol serves as the right-hand

... thing ... to the evil transmuter. At least this is what they both claim; in truth, Axteol spends his time building up an undead army and plotting to kill Bulmius once the ritual is complete, because no warm-blooded creature could truly understand or serve The Abomination as an undead reptile can!

Mummified Lizard Men, Blink Variant (Fetid Mummies) (4)

(HF 19, EP 470, INT 6, AL CE, AC 10, MV 9", HD 4, hp 44, 40, 37, 36, SZ M, CW H, #AT 1+ Worm, D 1d8, SA Blink (as per 3rd level magic-user spell, blink in segment 1 each round after the first round of combat), Fear Aura (all in 30' must save vs. Spells or flee for 4d4 rounds), Leprosy (25% any hit causes this; fatal in 1d6 months, victims lose 2 COM/month until cured, cannot heal through magic and heal naturally at 10% normal rate), Worm (1/round, worm leaps from mummy to infect target; killed with cold steel, holy water or blessed object on first round or kills victim in 1d4 rounds unless Remove Curse or Cure Disease cast on it; Neutralize Poison and Dispel Evil slow the worm by 1d6 turns; victims killed immediately become Fetid Mummies), SD Regenerate 2 hp/round unless damage caused by fire, lightning, holy items/water or acid, MR Std., Lang Slaz'Stecek, Lizardman, Hon Avg., ToP n/a Crit BSL Def AC +2, FF n/a, Reference HoB V p51)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Treasure: Axteol and his minions keep the following treasures here: 299 cp, 329 sp, 254 elp, 72 gp, 200 hsp, 183 pp, a human-sized suit of Plate Mail (actually **Armor of Command**) and a **Magic-user's Scroll** holding Alarm, Protection from Sunburn (SSG) and Sepia Snake Sigil.

ENCOUNTER 7.12: LOUNGE

Read or paraphrase the following text:

Pillows, mostly new and mostly pink, cover this area. Some of the pillows cover chairs and even a small table.

It sounds like at least one creature is moving around somewhere in this sea of pink, but it's difficult to tell...

Lounging somewhere in this chamber is Amelia, the current lover of Bulmius, and her two dawgs. Amelia appears as an attractive human female with slightly blue-tinted skin, emerald green eyes and turquoise hair – she explains her appearance away as having an Aquatic Elf great-grandmother.

In fact, Amelia is a Doppelganger Master. (Bulmius knows what she is and likes it.) Her pets are, in fact, Animal Mimics who take the form of long bodied hound dawgs. If she senses that the PCs killed Bulmius (she should, unless they all have some sort of active Mind Shielding ability), she describes the "hideous monster" that keeps her trapped here (Bulmius), and thanks the PCs profusely for ridding the wurld of that horror.

If Bulmius escaped a previous encounter with the PCs and made it here, she knows he's in the master bedroom (**Encounter 7.14**), and she makes as much noise as possible to alert him to the arrival of the party, so he can either prepare for combat or flee, as his condition merits. She even invites PCs into her bedchamber as a delaying tactic (she only attacks lone characters if she has a good chance of escape – though she cheerfully betrays the party to any enemy except Axteol if the chance presents itself). Though both Amelia and Bulmius enjoy their odd relationship, neither has any real concept of the term "love," willingly selling the other out to gain an advantage if need be.

Amelia dislikes Axteol – a dislike the Rath Lord thinks means she suspects his planned treachery. The truth is that Bulmius suspect the betrayal (it's what he'd do...), and Amelia just dislikes the undead monster intensely.

Amelia, Doppelganger Master

(HF 8, EP 1400, INT 15, AL N, AC 5, MV 9", HD 6, hp 48, SZ M, CW J, #AT 1, D 1d12, SA Surprise 8 in 10, Forget (targets save at -4, 5x/day), Enlarge/Reduce (self only, at will), Mimic Weaponry (for 2 hp may form working size S weapon from body or for 6 hp may form a size M weapon; weapons crumble to dust 1d6 days after being taken from Doppelganger Master and detect as magical), SD Detection spells "prove" she is who she claims to be (while conscious), Copy any creature from pixie fairy to Hill Giant size with 99% accuracy, Read Minds of sentient creatures in 50', sense Psionics in 100', ESP, Know Alignment, Detect Magic at will, Legend Lore (6x/day), Regenerate (1/day), Mind Blank (2x/week), MR Std., Lang Da'Neerian, Forcuran, Doppelganger, Hon Avg., ML 14, ToP 24, Crit BSL Def AC +4, FF 6, Reference HoB II p65)

Possessions: Mirror of Mental Prowess, Footman's Mace +3

- HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Dottie and Mitzi (Animal Mimics) (2)

(HF 18, EP 270, INT 9, AL N, AC 6, MV 12", HD 6, hp 48, 43, SZ M, CW J, #AT 1, D 2d6, SA Glue (victim stuck fast until 5 rounds after mimic dies, 3 rounds after alcohol applied, or Bend Bars/Lift Gates roll made), -4 to Surprise, SD Camouflage, Lang Dawg, Da'Neerian, Hon Avg., ML 11, ToP n/a, Crit BSL Def AC +4, FF n/a, Reference HoB V p17)

- D) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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- M) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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ENCOUNTER 7.13: WOMAN'S BEDCHAMBER

Read or paraphrase the following text:

The décor of this room consists of pink and pale greens everywhere. The walls, the furniture, every thing. The oversized, canopied bed appears empty.

Treasure: Amelia uses this as a sleeping chamber, and stores her treasures in various hiding-places throughout the room. Finding all of the valuables (unless the PCs have the means to pack up the entire room indiscriminately) requires five turns if the party includes a skilled looter (Basic or Advanced Looting), or 10 turns otherwise, due to excessive disorganization.

These treasures include the bulky furnishings (Encumbrance value roughly 5,000 pounds total, GPV 15,000 for the lot), as well as 401 elp, 2,736 gp, 470 pp and an onyx (50 GPV).

ENCOUNTER 7.14: MASTER BEDROOM

Read or paraphrase the following text:

The door opens to reveal a very messy bedchamber. Books and scrolls lie strewn about haphazardly, as do empty inkpots and broken quills – the badly worn bed being the only surface not covered with reading or writing implements.

You believe there may be a chair and desk some where in this mess, but can't be certain without a detailed search.

If Bulmius survived **Encounter 6.5**, he fled here. If enough time passes between that encounter and the PC's arrival here, he re-memorizes his spells (his chosen one spells need to be re-rolled randomly, as per the class description; he may swap out any of his magic-user spells for ones listed in his spell books, below) and uses his stash of healing items to regain full strength and confront the PCs directly – otherwise he simply flees any confrontation, to await another opportunity to serve his dark Gawd.

If Bulmius is dead, and the PCs search this room, a wandering monster (roll randomly) arrives to investigate after 1d4 rounds. If Amelia travels with them, she takes this opportunity to turn on her "benefactors"...

Treasure: Unless Bulmius uses them, a search of the room turns up two **Potions of Extra Healing**, a **Clerical scroll** holding four spells (Cure Serious Wounds, Cause Serious Wounds, Remove Curse, Spiritual Brigade), and seven books.

Five of these books hold **Bulmius's spell collection**, with the descriptions and protections detailed below. The sixth book, written in Forcuran and titled "With a Forked Tongue," contains an analysis of the various languages spoken by the Kryzaar, the Slaz'Stecek and various Lizardmen. Reading this book grants the reader a +20% chance to learn any related language, should the



reader so desire, and adds a roll of the Mastery (and Honor, if applicable) Die to any of these languages that the reader already knows.

The final book, written in Da'Neerian by Bulmius himself, contains a scholarly analysis of his efforts to find the sunken city. If one ignores the frequent rants about the greatness of his Gawd and a rambling section in which he does nothing but stroke his own ego, the skillfully written prose in this book contains a wealth of information on the Cult of Ygaruth and his speculations regarding the history of the region. Note that if the PCs somehow find the villa before they deal with the pyramid in Chapter 6, the notes in this book allow them to reach that area with but an hour's travel. This book also includes notes on an odd theory Bulmius developed regarding a link between his Gawd and an object that fell out of the sky near the mountains, a few decades back, including a comment that he plans to investigate further once he finishes his work here.

Each of these books takes 8+6d8 hours to read, and each has a value of 100 GPV to an interested buyer.

Spell book 1: Battered Leather Cover, Vellum Pages, 16" x 12" x 12", 8 lbs, x4 Encumbrance, 112 pages, no special features, holds *1st level:* Befriend, Burning Hands, Change Self, Color Spray, Minor Sphere of Perturbation, Phantom Armor, Read Magic, Remove Thirst (SSG), Resist Cold (SSG), Resist Fire (SSG), Shocking Grasp and Write.

Spell book 2: Leather Cover, Vellum Pages, 18" x 12" x 7", 9 lbs, x4 Encumbrance, 80 pages, Fire resistant cover, binding and pages, metal lock with poison needle trap (Type E; Death or 2d20 points of damage; key inside spell book 3), containing *2nd level:* Continual Light, Fire Telekinesis, Irritation, Knock, Sidewinder Magic Missile (SSG), Stinking Cloud and White Hot Metal.

Spell book 3: Metal Reinforced Sturm Wolf Hide Cover, Vellum Pages, 12" x 12" x 8", 10 lbs, x2 Encumbrance, 96 pages, Metal Reinforced Binding. The cover has a hidden pocket inside (found as Concealed Door) protected with Runes of Eyeball Implosion that contains the keys to spell books 2 and 5. Book holds *2nd level:* Wizard Lock, *3rd level:* Blink, Polymorph to Amphibian, Runes of Eyeball Implosion, Scatter Blast Fireball, Slow, Spectral Force and Wraithform.

Spell book 4: Water Resistant Leather Cover, Water Resistant Vellum Pages, 16" x 12" x 8", 8.5 lbs, x4 Encumbrance, 88 pages, Water Resistant Ink, Water Resistant Binding, Metal Clasp. Contains *4th level:* Dimension Door, Land Scraper Fireball, Polymorph Other, Stoneskin and Wizard Eye.

Spell book 5: Acid Repellant Wyvern Hide Cover, Acid Repellant Human Skin Pages, 15" x 12" x 8", 7.5 lbs, x3 Encumbrance, 88 pages, Acid repellant binding, Monogrammed (gold) spine, metal lock, protected by an Avoidance spell and Runes of Eyeball Implosion on the fifth page. Book contains *5th level:* Avoidance, Manor's Mindsight, Shadow Door, Teleport.

In addition, this room contains a small amount of loot "liberated" from the sunken city while Bulmius searched for the entrance to the pyramid: 8,691 elp, 8,744 hsp, two emeralds (5,000 GPV) and two diamonds (5,000 GPV).

Appendix A: NPCs

Blind Seer (17th level Seer)

AL: True Neutral

Social Class: Lower Middle Class

Height: 6'5"

Weight: 191 lbs

Age: 63

Race/Sex: Human Male

Handedness: Right

STR: 10/19

DEX: 13/48

CON: 13/98

INT: 15/74

WIS: 19/30

CHA: 13/69

COM: 11/17

Great Honor

Memorized Spells: *1st level:* Divining Rod (SSG), Detect Disease (SSG) (x2), Detect Undead, Fog Vision, Identify, Jack Punch (SSG), Premonition, Ralph's Placid Arrow (SSG), Read (Dimple Rune) Magic;

2nd level: Death Recall (SSG) (x2), Detect Life (SSG) (x2), Find Traps (SSG; also memorized at 3rd level), Premonition (x4);

3rd level: Detect Charm (SSG), Clairaudience, Divination Enhancement (SSG), Find Traps (SSG) (x2), Find Treasure (SSG), Pain Touch;

4th level: Detect Lie (SSG), Detect Scrying, Divination Enhancement (SSG), Magic Mirror, Omen (SSG) (x2), Fireball Volley, Minor Creation;

5th level: Contact Other Plane (x2), False Vision, Manor's Mindsight (SSG), Segwick's Seeking (SSG), Touch of Death, Wizard's Oracle (x2);

6th level: Discern, Detect Ulterior Motives (SSG), Gauntlet of Teeth (SSG), Legend Lore (x2), Revelation (SSG);

7th level: Anticipation (x2) (SSG), Forcecage, Manor's Mind Vision (SSG), Vision (x2);

8th level: Diviner's Insight (SSG), Jonid's Jewel (SSG), Seek Teleporter (SSG), Screen, Greater Divination Enhancement (SSG).

Quirks/Flaws: Blind, Values Privacy.

STPs: Arcane Lore 54%, Dimple Runes (Braille) 37%, History: Ancient (Da'Neer) 42%, History: Local (Da'Neer) 20%, Leadership: Basic 32%, Mapless Travel 31%, Spellcraft 47%; Blind Casting (SSG), Prophecy.

Languages: Common, Elvish, Orc, Gnardian (Gnomish).

Armor Class (Bracers): 2

HPs:

Notable Possessions: Quarterstaff +2, Dagger +1, Boots of Striding and Springing, Wand of Metal and Mineral Detection [95 charges], Bracers of Defense (AC 2).

Special Abilities/Powers: +4 save vs. (mind-affecting) Spells or other magic, 5 Karma Points (each is a +1 to a single die roll between d2 and d20 or +5% to a d% or higher roll)

Background: Born Tormin Bask, the man known as the blind seer always had a talent for knowing things. Before training in the magical arts, he feared he was going insane (even to the point of plucking out his own eyes in the hopes of stopping the visions). Mastering his talent included learning the arts of a magic-user, and moving away from large groups of people (the fewer people, the less often the unwanted visions came). He survives in a cavern complex somewhere near Pandal, with food and other supplies frequently provided by those desiring his talents; his only living friend is a fellow student of magic (they studied together and often do favors for one another), the enchanter Velglennoris.

Description: Being both blind and a hermit, the seer doesn't put much effort into his personal appearance. His long gray hair is stringy and matted, he dresses in tattered but comfortable robes (that conceal the leather arm bands he wears), and sports a long, unkempt beard. His white quarterstaff serves multiple functions – both as a weapon and a walking stick. His spells are engraved on the cave walls in Dimple Runes (he had a lot of time on his hands), which would make a change of address difficult.

Dzorg (8th level Bounty Hunter) (before plague)

AL: CG

Height: 7'9"

Weight: 348 lbs

Age: 27

Race/Sex: Half-Ogre Male

Handedness: Ambidextrous

STR: 21/96

DEX: 15/92

CON: 19/08

INT: 13/69

WIS: 14/2

CHA: 10/83

COM: 4/53

Average Honor

Memorized Spells: Taunt, Light (cast at 2nd level)

Quirks/Flaws: Absent Minded, Corrosive Sweat, Enmity toward Giant Slugs, Facial Scar, Weapon Phobia: Bastard Sword.

Thief Skills: FT 25%, RT 25%, MS 40%, HS 25%.

STPs: Armor Maintenance 100%, Establish Ambush Zone 35%, Looting: Basic 18%, Muster Resolve 27%, Rope Use 23%, Slip Away into Shadows 50%, Stealthy Movement 23%, Swimming 39%, Swimming: Dog Paddle 51%, Tracking 34%, Weapon Maintenance 100%; Ambidextrous, Dense Skin, Tough Hide, Hardy Traveler (CG).

Languages: Forcuran, Da'Neerian.

Notable Possessions: **Rod of Flailing** [11 Charges], 54 cp, 32 sp, 264 gp.

Armor Class (Tough Hide, DEX): 6

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Special: +2 on save vs. Poison and save vs. Magic, otherwise same as Stallie.

Background: Born to minor noble family holding lands on the edge of the Grevan Steppes, Dzorg knows combat well. He left home to find his fortune at an early age, and quickly found turning in bounties to be the easiest source of income he could find. He arrived in Pandal four years ago, searching for a renegade magic-user (Bulmuis). He managed to somehow form a bond with the local Lizardmen, and has made this area his home ever since. He contracts the Chaos Plague early on, and progresses to the final stage at about the same time the PCs acquire the gnomish artifact. His stats as a Plague Victim (are presented in the encounter where the PCs fight him) are as follows:

Dzorg (8th level Bounty Hunter, as Stage III Plague Victim)

(HF 21, EP 6500, AL CE, AC 1 (base 3, DEX 15/92), MV 13", 8"(D), hp 106, SZ L, CW J, #AT 4 or 6, D 1d4+6/2d4+8 (antlers/bite) and either 1d6+11 (claw) or by weapon (**Rod of Flailing** 1d6+11)x3, SA +4 To-hit melee (+8 with flail), antlers (on natural 20, toss size M or smaller foes 3d8', for 1d6/10' thrown instead of normal crit.), can split flail attacks between two adjacent foes, +3 To-hit w/Missiles, SD 1/2 damage from crushing weapons, Expend 1 charge on rod for +4 AC and +4 to saves, +1 to save vs. Poison, 30' Infravision, MR Std, Hon Avg., STR 21/96, DEX 15/92, CON 19/8, INT 12/69, WIS 14/2, CHA 6/83, COM 0/53, ToP 54, Crit BSL Def AC +4 (+8 melee, +12 w/Rod, +6 ranged), FF 9).

Quirks/Flaws: Absent Minded, Corrosive Sweat, Enmity toward Giant Slugs, Facial Scar, Weapon Phobia: Bastard Sword.

Thief Skills: FT 25%, RT 25%, MS 40%, HS 25%.

STPs: Armor Maintenance 100%, Establish Ambush Zone 35%, Looting: Basic 18%, Muster Resolve 27%, Rope Use 23%, Slip Away into Shadows 50%, Stealthy Movement 23%, Swimming 39%, Swimming: Dog Paddle 51%, Tracking 34%, Weapon Maintenance 100%; Ambidextrous, Dense Skin, Tough Hide, Hardy Traveler (CG).

Languages: Common (Forcuran), Da'Neerian.

Possessions: **Rod of Flailing** [11 Charges], 54 cp, 32 sp, 264 gp

Spells: Light, Taunt (cast at 2nd level).

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Description: Before his transformation, Dzorg is a charismatic half-ogre who shows signs of elvish (actually grel, but he doesn't admit it) blood from his mostly human father's side. He dresses

plainly, in functional clothing chosen first for comfort, then protective value – and never for appearance. He carries a mancatcher, flail (his **Rod of Flailing**) and a battle axe at his side whenever feasible (though he lost the axe while under Stage II).

Joreg Oremor (9th level Zealot of the Feeble Gawd)

AL: Lawful Neutral

Social Class: Lower Upper Class

Height: 5'8"

Weight: 171 lbs

Age: 31

Race/Sex: Human Male

Handedness: Right

STR: 16/6 (+2 to hit, +4 to damage)

DEX: 11/41

CON: 14/18

INT: 11/94

WIS: 18/40

CHA: 8/97

COM: 9/90

Great Honor

Memorized Spells: *1st level:* Bless, Ceremony, Detect Magic, Detect Poison, Diagnose Injury (x3), Precipitation;

2nd level: Aid (x2), Barkskin, Enthrall, Rigor Mortis, Silence 15'r;

3rd level: Cure Blindness/Deafness, Emotion Control, Negative Plane Protection, Remove Paralysis;

4th level: Free Action, Imbue with Spell Ability, Minor Raise Dead;

5th level: Dispel Evil.

Quirks/Flaws: Enmity Versus Draper, Misguided, Near Sighted, Rapid Aging, Shriveled leg (max MV 6" with cane, 3" without).

STPs: Calligraphy 20% (SSG), Divine Lore 35%, Idle Gossip 17%, Leadership: Basic 24%, History: Local (Pandal) 27%, Read/Write: Common 29%, Religion: General 51%, Religion: Specific (Aldazar) 33%, Religion: Specific (The Feeble Gawd) 41%, Swimming: Dog Paddle 32%, Weather Sense 22%; Perfect Grooming (GG), Divination, Prophecy, Quick Casting; Net, Punching Specialization, Quarterstaff.

Languages: Common.

Notable Possessions: 47 gp, quarterstaff (also used as walking stick), **Potion of Animal Control**, **Clerical Scroll** (Minor Raise Dead (x2), Cure Critical Wounds (x2), Cure Disease (x2), Restoration (x2))

Armor Class (Robes): 9

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Special: +4 Magical Save Adjustment. May use any one Power Word spell of levels 1-3 once/week.

Background: Joreg was born and raised in Pandal, and has dedicated his life to finding the truth in all things. This quest for

truth and honesty led him to follow the teachings of The Feeble Gawd, and he has recently established a small shrine to his Gawd. This morning he asked his Gawd how they would survive the Plague; he received a message to give to the PCs.

He's not very happy about this, having little respect for professional adventurers in general. If the PCs are polite to him, Joreg freely shares his spells, both from the scroll and from his memory (though he accepts donations). If they are rude or disrespectful, he charges full price as per p155 of the *GameMaster's Guide*.

Description: Joreg appears to be an elderly human with a withered left hand. He walks with a decided limp, leaning on his quarterstaff for support, and tends to dress in shades of gray.

Ohn (6th level Illusionist/6th level Thief)

AL: Neutral

Social Class: Middle Middle Class

Height: 3'3"

Weight: 90 lbs

Age: 80

Race/Sex: Gnome Male

Handedness: Right

STR: 12/91 (+1 to damage)

DEX: 17/55 (+4 to hit w/missiles)

CON: 10/76

INT: 14/82

WIS: 10/59

CHA: 10/40

COM: 16/9

Great Honor

Memorized Spells: *1st level:* Change Self, Detect Illusion (SSG), Metal Bug (SSG), Phantasmal Force (x2), Shift Blame (x2);

2nd level: Deepen Shadows (SSG), Glitterdust, Mirror Image;

3rd level: Clairvoyance, Paralyzation, Spectral Force.

Quirks/Flaws: Alcoholic, Clingy (to Stallie), Multiple Personality Disorder: Young boy, Security Blanket (old, battered hat)

Thief Skills: PP 30%, OL 55%, FT 45%, RT 45%, MS 50%, HS 50%, DN 50%, CW 65%, RL 30%.

STPs: Appraising 26%, Arcane Speak 21% (SSG), Astrology 25%, Cooking 30%, Culinary Arts 58%, Diplomacy 21%, Disarm 25% (CG), Joke Telling 82%, Reading Lips: Common 17%, Read/Write: Common 25%, Tumbling 27% (GG); Arcane Swindler (SSG), Cower (GG), Magic Trap Sense (GG), Opportunist.

Languages: Common, Gnardian.

Notable Possessions: **Potion of Levitation**, **Tie Tac of Ward Off Charm**, four small belt pouches, backpack, five daggers, short sword, short bow, 12 arrows, battered hat, 95 gp, monsterhide spell book (*1st level:* Audible Glamer, Change Self, Detect Illusion (SSG), Imaginary Friend (SSG), Metal Bug (SSG), Phantasmal Force, Read Magic, Shift Blame, Throw Voice, Write; *2nd level:* Blindness, Deepen Shadows (SSG), Glitterdust, Knock, Mirror Image; *3rd level:* Clairvoyance, Paralyzation, Spectral Force).

Armor Class 7 (DEX)

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Special: +2 on save vs. Poison and save vs. Magic, otherwise same as Stallie.

Background: Ohn and Stallie met in a prison in the Gnome Protectorate about 200 years ago. They promptly conned their way out, and proceeded to swindle, cone or outright steal their way across Garweeze Wurld ever since, usually posing as respectable merchants. This came to a crashing end when they managed to pull a con on an old gnome who proved to be the Gawd Bearevan Wildwander in disguise. Wildwander slew them for their affront (he was having a very bad day), then had a thought. He approached the other Gnomish Gawds with his proposal, and it they agreed – he then restored the pair to life with no memory of their encounter. Whenever the Gnomish Gawds need something done, they arrange for information and needed items to fall into the hands of this pair, maneuver them into position near the heroes they expect to carry out the true mission, and let the rest fall as it may. Usually this system works well...

This pair carries one unusual item that the Gawds hope the PCs eventually acquire – an old wooden **Ring of Sustenance** covered in mysterious runes, and detailed in **Encounters 5.6 and 6.2**). If the PCs encounter the gnomes before the optional swamp encounter (**Encounter 5.6**), this pair offers the item for 200 gp (its true value as an antique); skilled Hagglers may get this as low as 150 gp, and the gnomes halve this price (100 gp starting, 75 gp “low end”) if the PCs free them from the Slaadi (**Encounter 4.4**) and again if the PCs help free their cart in the swamps.

Description: Short (even by Gnome standards) and round, Ohn has a pleasant, simple face that hides (often far too well) a cunning (though somewhat off-kilter) mind. He generally serves as a straight-man to Stallie's overly energetic schemes.

Stallie (8th level Thief; with Con Man package)

AL: True Neutral

Social Class: Lower Middle Class

Height: 3"6"

Weight: 81 lbs

Age: 83

Race/Sex: Gnome Male

Handedness: Right

STR: 12/77 (+1 damage)

DEX: 12/76

CON: 13/76

INT: 14/86

WIS: 7/20

CHA: 13/92

COM: 11/61

Great Honor

Quirks/Flaws: Chronic Liar, Color Blind, Misguided.

Thief Skills: PP 75%, OL 30%, FT 20%, RT 20%, MS 65%, HS 65%, DN 65%, CW 75%, RL 45%.

STPs: Acting 17% (GG), Appraising 33%, Ballroom Dancing 14%, Berate 52%, Distraction 31%, Fast-Talking 37% (GG), Feint 29%, Joke Telling 74%, Liar, Skilled 39%, Looting: Basic 15%, Observation 17% (GG), Poker Face 20%, Read/Write: Common 19%, Tumbling 21% (GG), Ulterior Motive 15%; Expert Cheater (GG), Magic Trap Sense (GG), Opportunist; Dagger, Short Sword, Short Bow.

Languages: Common, Gnardian.

Armor Class: 10

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Notable Possessions: **Dagger +1** (1d6+3/1d6+2/1d6+1/1d6/1d6-1/1d6-2), thieves' tools, short bow, 12 arrows, backpack, five small belt pouches.

Special: +3 (+2 vs. mental effects) vs. Magic, +3 vs. Poison, +1 to hit kobolds and goblins, Gnolls, Bugbears, Ogres, Trolls, Ogre Magi, giants, and Titans hit at -4, Detect Grade or Slope in passage 5 in 6, Detect unsafe walls, ceilings and floors 7 in 10, Determine approximate depth underground 4 in 6, Determine approximate direction underground 3 in 6, 20% for non-thief magic-items (except armor, weapons) to fail, 60' Infravision. Can Charm crowds, Detect Fakery and Swindle (*Griftmaster's Guide* p38)

Background: See Ohn.

Description: Tall and thin for a gnome, Stallie has a narrow face sporting an exaggerated expression of his current emotions.

Velglennoris (19th level Enchanter)

AL: NG

Height: 6'1"

Weight: 184 lbs

Age: 32

Race/Sex: Human Male

Handedness: Right

STR: 18/56

DEX: 13/64

CON: 13/55

INT: 21/45

WIS: 10/82

CHA: 19/87

COM: 16/05

Average Honor

Memorized Spells: *1st level:* Aura of Innocence, Befriend, Charm Person (x2), Phantasmal Force, Remove Thirst (SSG), Shift Blame, Sleep, Taunt;

2nd level: Deep pockets, Forget, Improved Phantasmal Force, Murgain's Muster Strength, Proadus' Uncontrollable Hideous Laughter, Ray of Enfeeblement, Scare;

3rd level: Bone Club (SSG), Empathic Link (SSG), Hold Person, No Fear, Spectral Force, Suggestion, Yargroves Eidolon;

4th level: Charm Monster (x2), Confusion, Enchant Weapon, Fumble, Polymorph Other, Stirring Oration;

5th level: Domination, Fabricate, Feeblemind, Hold Monster, Magic Staff (SSG);

6th level: Demi-Shadow Magic (x3), Geas, Mass Suggestion;

7th level: Charm Plants (x2), Major Domination, Steal Enchantment (SSG), Zarba's Sphere of Insanity;

8th level: Antipathy-Sympathy, Maze, Permanency, Polymorph Any Object;

9th level: Hyptor's Disjunction (x2), Mass Domination (SSG)

Quirks/Flaws: Narcolepsy, Obsession/Compulsion: obsessed with fuzzy rodents, Self Absorbed.

STPs: Acting 20% (GG), Agriculture 13%, Alchemy 41%, Anatomy: Basic 25%, Animal Handling 51%, Animal Lore 55%, Animal Noise 20% (GG), Animal Training: Giant Hamster 43%, Appraising 31%, Arcane Lore 51%, Arcane Speak 31% (SSG), Art Appraisal: Sculpture 37%, Art Appreciation: Sculpture 58%, Artistic Ability: Sculpture 35%, Astrology 26%, Bargain Sense 27%, Bartering 29%, Berate 34%, Botany 24%, Carpenter Skill Suite 20%, Carpentry 20%, Carpentry Tools 20%, Engineering 24%, Forestry 20%, Geology 27%, Glean Information 26% (GG), Haggle 26%, History: Local (Da'Neer) 22%, Mountaineering 25%, Poetry 19%, Poker Face 14%, Reading/Writing: Common (21%), Reading/Writing: Da'Neerian (20%), Reading/Writing: Gnomish (23%), Shield Repair: Wood 20%, Spellcraft 48%, Stonemasonry 32%, Survival Skill Suite 36%, Ulterior Motive 31%; Elemental Resistance: Fire, Magically Efficient (SSG), Photographic Memory.

Languages: Forcuran, Gnardian, Da'Neerian.

Possessions: **Potion of Human (Half-Ogre) Control, Dagger +1, Waterskin of Daze and Confusion, Libram of Legalese, Ring of Fall Softly, Magic-user Scroll** (Forcecage), 2 sp, 1 elp, 4 gp.

Armor Class (Robes, DEX): 8

HPs: ██████ ██████ ██████ ██████ ██████ ██████
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Special: +1 to save vs. (Enchantment/Charm) Spells, others save vs. his Spells at -1.

Background: Velglennoris, or, as most men call him, "Glenn," has maintained an aura of mystery since his childhood. Enchantments of all sorts fascinated him, to the point where he avoided human contact to study them. His only friend was an older student, a sightless specialist in divination magic (the blind seer). When he felt he had mastered his craft, Velglennoris constructed a tower in the mountains between Gnardor and Da'Neer. A few neophyte magic-users seek him out to study, providing him with what little human contact he feels a need of.

Description: Velglennoris dresses in red and black robes, and an odd hat designed to give the impression of a vast horned helmet. He has long dark hair and an unkempt black beard; his features are long and angular, and he makes broad movements with his hands to punctuate his speech. His speech is erratic, shifting from calmly menacing to overly excited seemingly at random.

Appendix B: The Chaos Plague

The catalyst for this adventure is a disease known as the Chaos Plague. It is a magical disease similar to Mummy Rot (i.e., paladins and such are not immune to it, but can cure it with Cure Disease powers). It is an airborne virus, and highly contagious.

PCs must save vs. Breath Weapon after each encounter with any Chaos Plague victims (including the first encounter!) and once again for every six hours spent in Pandal or the neighboring swamps, to avoid catching it. A failed saving throw results in the victim entering the first stage after a 1d3 hour incubation period.

Stage I: The victim sweats profusely, occasionally shakes, has a fever and suffers from infrequent dizzy spells. The character now fumbles on 1-2 (instead of just 1), though characters with Missing Fingers or similar flaws may fumble even more often). The character also suffers a 5% penalty to any skill requiring concentration or fine detail work (GM's discretion), and his chance of Spell Mishap increases by 5%. VIRULENCE FACTOR: 10.

After every three hours, a Stage I victim rolls a d%, adding 5% for every three hours spent in Stage I, applies his Immunity to Disease/Alcohol modifier, and consults *Table B1*.

A Cure Disease spell counters Stage I effects of the plague.

Stage II: The victim continues to suffer from the effects gained in Stage I. VIRULENCE FACTOR: 10 (14 when unconscious). Only a Divine Miracle, Wish or similar magic can cure the disease at this stage and beyond.

Stage III: After 4d12 hours, a Stage II victim progresses to a Stage III victim (see also Appendix C). Nothing short of a Wish, Divine Miracle or similar magic can save the poor soul after this point.

After another 1d4 days, a Stage III victim dies, collapsing into a hideous, unrecognizable mass of organic matter.



Table B1: Chaos Plague Stage I

Actual Roll	Modified roll	Result
01-05	01-05	Throws off plague, may catch later
06-9	11-80	Remains in Stage I
96+	81+	Passes out for 1d6 rds, then enters Stage II

Table B2: Additional Mutations

Die Roll	Mutation	Game Effect
1	Venomous Attack	One Attack (GM choice) Envenomed - if the attack does damage to the target, the victim must save vs. Poison if save failed, victim paralyzed for 2d6 rounds; if made, victim slowed for 1d4 rounds, onset time 1 round
2	Antlers	Monster grows antlers from either the head or (rarely) shoulders. This grants an additional attack for 1d4+1 points of damage. On a Natural 20 against a foe of smaller Size than the monster (superseding the normal critical hit result in this case only), the victim is lifted into the air and tossed 3d8' in a random direction (use Grenade Like Weapons table in the GMG to determine), suffering 1d6 points of damage for every 10' thrown.
3	Cilia	The monster appears covered with tiny black hairs; these hairs grant the ability to Spider Climb on any surface at will
4	Chameleon Skin	Monster has an 80% chance to hide while stationary; this raises to 95% if the monster had the Hide In Shadows ability or was a Gnomeling before catching the Chaos Plague, and adds 25% to any Slip Away Into Shadows skill possessed.
5	Lamprey Limb	The monster has an additional tentacle ending in a sucker-like mouth lined with hundreds of tiny, needle-sharp teeth. This additional attack inflicts 2d4 points of damage; if this penetrates the target's armor, the tentacle attaches to the victim and continues to drain 2d4 points of blood/round.
6	Jagged Bone Spurs	Jagged spurs of bone cover the creature's body. The creature gains +2 to hit.
7	Extra Tiny Head	A small head sprouts from a random portion of the creature's anatomy. This head may issue a transforming curse 1/turn. Victims must save vs. Spells or suffer the effects of either (roll 1d8 on <i>Subtable B2-1: Extra Tiny Head</i>).
8	Aura of Decay	A dark aura surrounds the monster. This creature becomes a Rot Variant as detailed in the <i>Monster Matrix</i> p27-28.

Subtable B2-1: Extra Tiny Head

Roll (d8)	Spell Cast
1-2	Polymorph to Insect (SSG)
3-5	Polymorph to Amphibian
6-8	Polymorph to Primate

Appendix C: Monsters

CHAOS PLAGUE VICTIMS

DESCRIPTION: The victims of the Chaos Plague are mutated members of their natural race. They all exhibit some similar characteristics, but not in any consistent manner. All tend to have bipedal outlines, but each sports one or more tentacles, a mix of flesh, fur and scales covering their bodies, and one cat-like eye (sometimes replacing one of the normal eyes, sometimes as a third eye). All have an extra mouth in an unusual location, usually the palm of one hand.

Chaos Plague Victims

	STAGE I	STAGE II
AKA:	Chaos Freak	Mutant Horrors
HACKFACTOR:	4	6+
EP VALUE:	410	1185
CLIMATE/TERRAIN:	Any humid	Any Humid
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Pack	Pack or Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Any (2-17)
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	2-24	1-8
SIZE:	Usually M	Usually M
MOVEMENT:	9"	12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Immune to psionics	Immune to psionics
MORALE:	Fearless (20)	Confident (11-12)
ARMOR CLASS:	8	6 or better
NUMBER OF ATTACKS:	3	3+
DAMAGE/ATTACK:	1d6-1 claw/1d4+1 bite	1d6+3 claw/2d4 bite
SPECIAL ATTACK:	See text	See text
SPECIAL DEFENSE:	See text	See text
MAGIC RESISTANCE:	30% vs Alteration magic	
HIT DICE:	4 hp	6+
TOP:	n/a	Yes
FF:	n/a	6
Combat Wheel:	H	J or better

Stage III Victim: The Stage III victim is more of a Variant Creature than a New Monster. Apply the following modifiers to the original creature:

1. Base unarmored AC becomes 6, or improves by 1 if already better than 6.
2. Alignment becomes neutral evil
3. Intelligence reduced by 1
4. If the creature had CHA and COM stats, reduce each by 4 points.
5. Creature gains at least two tentacles (regardless the number of extra tentacles possessed, they may only make one tentacle grab attack/round).
6. Hit Dice increase to 6, or if HD originally greater than or equal to 6. hit points increase by 1/die.
7. Gains a bite attack for 2d4 points of damage, or adds +1d4 points of damage to an existing bite attack.

8. Gains one oversized claw attack for 1d6+3 points of damage, or adds +3 points of damage to an existing claw attack. This claw retains any ability to wield weapons possessed by the original creature.

9. EPV and HF +50% (or EPV = 1185, HF = 6, whichever is greater)

10. The creature gains one additional Mutation from *Table B2: Additional Mutations*.

11. There is a 10% that any Stage III victim is a Winged Variant as per the *Monster Matrix* (p22-23).

COMBAT/TACTICS: No living creature can surprise a Chaos Plague Victim; they sense life nearby and seek to infect, ingest or exterminate it. All Chaos Plague Victims past Stage I are immune to natural diseases (but remain subject to lycanthropy, Mummy Rot and similar magical afflictions), gain a 30% resistance to Alteration magic, and gain a +4 to resist any type of poison. The madness within these creatures further grants them immunity to mental attacks and powers such as ESP, the Seeking/Grasping Hands talent, psionics and most Charm-type spells (but not to Illusion magic).

All creatures mutated by the Chaos Plague attack with a tentacle/bite/claw routine. The Tentacles inflict no damage on a hit, but hold the target stationary if they successfully hit against a base AC 10 (modified only Dexterity and magical adjustments). A target held in a tentacle is unable to cast any spells with Somatic components (unless it has the Still Casting talent (SSG)), loses all Dexterity, Acrobatic and other mobility based modifiers to AC, and can only attack with single-handed weapons (and then at -3 to hit) until either the Plague Victim releases him (automatic when one or the other dies) or the target makes a successful Bend Bars/Lift Gates roll. Plague Victims make additional attacks on held victims at +4. Stage III Plague Victims are able to attack a second target while holding one in their tentacles.

Plague victims may make use their claw and bite attacks against an adjacent foe while holding another (though they may not otherwise split their attacks).

Stage III Plague Victims may use any special attacks the "host" body possessed, though they lose any abilities tied to alignment or granted by non-chaotic evil Gawds (i.e. clerical spells above 3rd level).

HABITAT/SOCIETY: As the disease twists their bodies and minds, these creatures become increasingly antisocial. Stage III victims occasionally lead packs of Stage II victims, but do not really care about any type of society. They can exist in any humid area populated by human, humanoid, demihuman or near-human creatures.

ECOLOGY: These creatures are humans and humanoids that fell victim to the Chaos Plague spawned by the possible return of Ygaruth. Though they are not Undead (and thus not subject to turning), they become progressively more like them as time goes on, thus having less and less of a truly ecological nature.

YIELD:

MEDICINAL: Nil. Eating one of these monsters automatically causes a Stage I Chaos Plague infection.

SPELL COMPONENTS: Adding the flesh from one of these creatures to the components of any spell of the Alteration school causes the spell to have a 5% greater chance of mishap, but reduces saves against it by -2. Adding it to any Wild Magic spell guarantees a Surge.

HIDE/TROPHY ITEMS: Stage II: Incidental; Stage III: 50% for any Individual types (I-Q).

TREASURE: Nil.

KRYZAAR

DESCRIPTION: When one first gazes upon the monstrous visage of a Kryzaar Lizardman, he cannot help but feel a chill of horror. These creatures stand some eight feet tall, just as their cousins the King Lizardmen. However, Kryzaar have a stockier build, massive musculature and glistening black skin. Their smoldering red eyes make the blackness of their hearts plain for all to see.

Marsh Kryzaar: Slightly smaller than their marginally more common brethren, few know about the existence of these creatures outside of Da'Neer. The only visible difference between the species is their size.

Kryzaar Shamen: These spell-wielders tend to be smaller than Hill Kryzaar, but larger than Marsh Kryzaar. Until they start casting spells, only the collection of shrunken human skulls they wear on their clothing distinguishes these Kryzaar from their brethren.

Kryzaar Leader: These are largest of the Kryzaar. Scars and tribal tattoos cover their dark hides.

COMBAT/TACTICS: Kryzaari, also known as Black Lizardmen, are natural-born tacticians. They are intelligent,

patient and seemingly born with the Establish Ambush Zone skill. They often lead greedy adventurers to their deaths with shiny piles of treasure.

These creatures possess a near insatiable love of human flesh, and teach their young the finer details of human anatomy virtually from birth; as a result, Kryzaar always gain a +1 To-hit and damage on all attacks vs. humans. Further, when employing their special Kryzaari tridents, they inflict 3d10 points of damage on a hit against full-blooded humans (other targets suffer normal trident damage).

One of their favorite things to do after skewering a human is to roast the victim (dead or living) over an open fire. The entire tribe gathers together to join in the feast on such occasions. On rare occasions, Kryzaar keep human prey alive for a short time, as instructional aids for young Kryzaari studying anatomy and tactics. Kryzaar occasionally capture other humanoids for study and eventual consumption, as no species is safe from their clutches.

Kryzaar Shaman: These creatures study the lore of nature and various savage Gawds, gaining spell casting abilities in addition to their awesome physical abilities. Each shaman has the full spell-casting abilities of a shaman of 2nd to 5th level. Regardless of their level (and actual Hit Dice), all Kryzaar Shamen fight as 10 HD monsters, and save as 9th level clerics. Due to the influence of Semuanya (a true neutral deity), only 30% of all Kryzaar Shamen are chaotic evil. Most (40%) are chaotic neutral, 20% neutral evil and the other 10% are true neutral.

Kryzaar Chieftain: Chosen by a council of Shamen to lead individual tribes, Chieftains are the largest, fastest and strongest (occasionally the most intelligent as well, but the Shamen try to keep that distinction for themselves) members of their tribe. These powerful beasts strike twice/round with weapons, with an addi-

Kryzaar

	Hill (Standard)	Marsh	Shaman	Chieftain
AKA:	Black Lizardmen	Wet Black Lizardman	Black Magic Lizardman	Black Lizard Leader
HACKFACTOR:	10	9	9+2/level	15
EP VALUE:	1,000	600	450/Level	3500
CLIMATE/TERRAIN:	Subterranean	Tropical or Subtropical Swamp	Swamp or Subterranean	Swamp or Subterranean
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Night	Any	Night	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	High to Genius (13-18)	High to Genius (13-18)	Exceptional to Supra (15-20)	Genius (17-18)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	See Below	Chaotic Evil
NO. APPEARING:		2-20	2-20	1-4
SIZE:	L (8' tall)	L (7' tall)	L (7' tall)	L (9' tall)
MOVEMENT:	12"	9" 6" Sw	9", 6" Sw, 3" Burrow	12", 9" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Foolhardy (16)	Foolhardy (16)	Foolhardy (16)
ARMOR CLASS:	2	2	2	1
NUMBER OF ATTACKS:	2	2	2	3
DAMAGE/ATTACK:	1d12 tail/by weapon or 1d4 claw	1d12 tail/by weapon or 1d4 claw	1d12 tail/by weapon or 1d4 claw	1d12 tail/by weapon or 1d4+2/1d4+2 claw
SPECIAL ATTACK:	Skewer/Tail Bash	Skewer/Tail Bash	Skewer/Tail Bash, Spell use	Skewer/Tail Bash
SPECIAL DEFENSE:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	9	7	9-12	11
TOP:	Yes	Yes	Yes	Yes
FF:	8	8	8	9
Combat Wheel:	M	K	N	O

tional +1 To-hit and damage against all targets (i.e. they have a total +2 bonus To-hit and damage vs. humans).

HABITAT/SOCIETY: Hill Kryzaar thrive in damp places. They often claim ownership of dungeons, diverting natural and magical spring to ensure their habitat is dank enough. These lairs often drip with moisture and have puddles of stagnant water along the floors – though they only flood the egg chambers.

Marsh Kryzaar generally reside in huts or caves in tropical areas, often living among more common Lizardmen as leaders, heroes, or – rarely – living gawds. These tribes have specific, partially flooded huts designated as hatcheries.

Both types of Kryzaar like to bathe their eggs in fresh human blood to provide proper nutrition.

All Kryzaar live in highly organized tribes, led by a Chieftain and a ruling council. In tribes with Shamen, they comprise the entire council; otherwise, the council consists of the oldest tribe-members, often former Chieftains. To become a Chieftain, a Kryzaar must pass several rigorous physical and mental tests and trials before earning the ceremonial reigns of leadership. Once selected, a Chieftain possesses absolute authority over the tribe until he dies or resigns to serve on the council. A swift and certain death rewards any disobedience to this leader.

Kryzaar lairs usually (75%) include 2-20 children, each having 2d4 Hit Dice; those under 6 HD lack an effective tail attack and only inflict 2d10 points of damage against humans with their special tridents. Older Kryzaar have full combat abilities. Kryzaar young grow at the rate of 1 HD every six months until they reach maturity. One third of all Kryzaar encountered are females – they have identical stats to males.

Swamp and Hill Kryzaar each feel the other species is inferior, and spare no efforts to taunt and ridicule the “primitive throw-backs.”

Many Kryzaar are skilled Miners and Sappers; 20% possess the Mining Sense talent.

ECOLOGY: Once a season, Kryzaari females lay a clutch of 1d6 eggs; in a Kryzaar community, the hatching area often includes 10-60 eggs or more. Kryzaar often guard their hatching areas more heavily than their treasure hoards. Eggs hatch roughly 30 days after being placed in the hatchery; the largest hatchlings tend to kill and eat 1d10 of their smaller brethren, ensuring that only the strongest Kryzaar grow to populate the tribe.

N'TAAK

DESCRIPTION: N'Taak appears as a gigantic segmented worm, predominantly a sickly violet in color but with patches off blue and black scattered around its 50' body. It has insect-like composite eyes, and a circular mouth ringed with six long black tentacles. Its mouth is large enough to swallow an Ogre whole.

COMBAT/TACTICS: As with Purple Worms, N'Taak senses vibrations and generally attacks from below to swallow prey whole. Unlike Purple Worms, N'Taak has some intelligence.

If N'Taak attacks with his tail, it only gains one strike, for 2d4 points of damage – but if the target suffers any hit-point loss from this attack, they must also save vs. Poison or die instantly. When

N'Taak attacks with its mouth, the bite attack inflicts 2d12 points of damage and swallows a Size L target whole on an attack roll 6 or more above the number needed to hit (it can swallow two size M or smaller targets in one round).

Swallowed creatures die in six rounds unless rescued (or N'Taak is slain) before then. Victims inside N'Taak attack against an AC 9, but inflict -1 cumulative points of damage each round due to the smell and corrosive effects of its digestive juices. When N'Taak attempts to bite, it also strikes with its six facial tentacles – provided targets are close enough (within 5' of the mouth), this monster can split these attacks between multiple targets (maximum of three) – any creature taking damage from a tentacle hit must save vs. Paralyzation or be paralyzed for 2d10 rounds.

N'Taak

AKA: Feeder of Ygaruth
HACKFACTOR: 23
EP VALUE: 15,000
CLIMATE/TERRAIN: Subterranean, near water
FREQUENCY: Very Rare (Unique)
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Any organic matter
INTELLIGENCE: Low (6)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: G (50' long)
MOVEMENT: 9", 9"Swim, 9"Burrow
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Immune to psionics
MORALE: Brave (14)
ARMOR CLASS: 6
NUMBER OF ATTACKS: 5+1
DAMAGE/ATTACK: 1d3(x4)/2d12, and 2d6
SPECIAL ATTACK: Paralysis tentacles, swallow whole, poison tail
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 15 (99 hp)
TOP: n/a
FF: n/a
Combat Wheel: S



HABITAT/SOCIETY: N'Taak is, essentially, a solitary creature – it reproduces by divine will alone, and only keeps company with the most devout of Ygaruth's servants.

ECOLOGY: At all times, exactly one N'Taak exists to threaten the universe. This monster serves as an extension of Ygaruth. When Pangrus defeated Ygaruth during the Gawdswar, N'Taak entered a state of hibernation, only recently awakening when Bulmius first entered the pyramid in the Sunken City.

Though able to digest virtually anything, N'Taak hates the taste of lizard-flesh or those suffering from Stage II or III infection by the Chaos Plague. Magic-users with the Blessing of Ygaruth gain the ability to communicate with this horror, and thus often avoid becoming meals for it.

On the rare occasion that a N'Taak dies, the power of Ygaruth enters the nearest Purple or Mottled Worm; over the next 2d4 days, the Worm evolves into a new N'Taak.

YIELD:

MEDICINAL: Up to 1d4 vials of poison can be extracted from N'Taak's tail (-1 for each successful poisoning he performed that day). This venom is worth 600-1200 gp/vial.

SPELL COMPONENTS: Nil.

HIDE/TROPHY ITEMS: Intact, N'Taak's eyes can fetch 200-800 gp as a set, depending on the time of year (see Worm, Purple; HoB VIII p100).

TREASURE: B, X (in lair), Q (x5; inside worm).

Appendix D: Ygaruth Unleashed!

YGARUTH (DEMI-GAWD)

AKA: The Abomination

TURF: Prime Material Plane, Pandemonium

ARMOR CLASS: -4

MOVE: 12", Swim 9", Fly 9"(C)

HIT POINTS: 273 (x5 if regains Intermediate Status)

NO. OF ATTACKS: 7

DAMAGE/ATTACK: 1d4+1 (x3) leg tentacles, 3d8+14 pincer, 2d6+14 claw, 2d4 arm tentacle, 1d4+2 snake head

SPECIAL ATTACKS: See Avatar (round 10)

SPECIAL DEFENSES: See Avatar (round 10)

MAGIC RESISTANCE: 30% and See Below

SIZE: G (40' tall)

ALIGNMENT: Chaotic Evil

SPHERES OF CONTROL: Chaos, Cross-breeding, Devastation, Mutation/Change

SYMBOL: The Hand of Ygaruth

CLERIC: See Below

FIGHTER: 20+ HD Monster

MAGIC-USER: See Below

THIEF: Nil

S: 24(29) **D:** 21(47) **C:** 29(12) **I:** 18(99) **W:** 8(88) **CH:** 3(17)
COM: -18(27)

ON TELLENE

THE ABOMINATION, BREEDER OF HORRORS, SPAWN OF MADNESS

NAMES (HUMAN): Vroguld (Brandobian), Ygaroth (Dejy), Horagg (Fhokki), Vagara (Kalamaran), Xaakaeroo (Reanaarese), Zhazorsha (Svimohzish)

NAMES (HUMANOID): Thangkur (Dwarven), Yibbaress (Elven), Yugra (Gnomish), Gaorem (Halfling), Vraggur-Koth (Hobgoblin), Vigrish (Orcish)

SPHERES OF INFLUENCE: Mutation, Chaos, Insanity, Horror, Cross-breeding.

ALIGNMENT: Chaotic Evil

SYMBOL: A mummified humanoid hand with eyes on the fingertips and a mouth in the center of the palm. An octopus-like tentacle protrudes from the mouth in place of a tongue.

DIVINE FOCUS: Mummified hand, with precious metal or gem eyes set into the finger-tips and a mouth carved in the palm.

UNHOLY DAYS: The first day of Winter.

PLACE OF WORSHIP: Concealed alters (usually underground) in cities or towns

COLORS: Bile green and blood red.

ANIMAL: Hellhound.

APPEARANCE: The Abomination appears to be a 40-foot-tall monstrosity with a mass of tentacles for legs, a serpent growing out of his navel, arms that split into two sets of arms at the elbow from each side of his scale-covered humanoid torso, and 10 eye stalks where its head should be.

CHURCH: No formal church

CLERGY: No formal clergy, but they are often referred to as the 'Spawn'.

RAINMENT: Bile green robes, inscribed with vile runes in blood-red colors. Those who do not also practice arcane spellcasting don thin silver caps during services. The Spawn often bear radically different limbs – both in number and form – from what they possessed at birth.

SACRIFICE & FREQUENCY: On holy days, clergy abduct an innocent person unconnected to the cult. They slowly drive this victim insane through various sadistic methods. Once the victim loses all semblance of sanity, the cultists toss him or her into a body of water (preferably underground). If The Abomination finds the sacrifice pleasing, he sends his feeder, N'Taak, to claim the victim before it dies. If Ygaruth dislikes the offering, N'Taak may arrive anyway and devour a few cultists instead.

ADVANCEMENT: Clerics advance by producing new life-forms, either through cross-breeding or magical alteration (ancient texts imply the cult to be responsible for the existence of Owlbears and Carrion Crawlers, among others).

CLERICS: The Abomination's clergy dedicate themselves to restoring The Abomination to its full power through any means necessary. Most of Ygaruth's worshippers either draw their power through ancient artifacts of the Gawd, or are undead creatures who served it when it "lived."

FRIENDS/ALLIES: Occasionally the Fellowship of Terror or the House of Vice.

FOES/ENEMIES: Almost everyone, most notably the Way of the Berserk.

SAYINGS: Change is inevitable. – Symmetry makes an uneven life. – Love the chaos!

HISTORY: At the dawn of time, Ygaruth invaded the Terraverse with his “cousins” from the Kachooloo mythos; his antics during this war led to his imprisonment within a world called Pyrroth. The accidental destruction of this planet during the Gawdswar led to his release. The gnomish war-gawd Pangrus led a coalition of Gawds to destroy The Abomination. Though they managed to kill its body, casting its corpse out into the Astral Plane to float forever, the essence of Ygaruth still lived.

If some force awakens Ygaruth, the reduced abilities above apply. At his peak he was an Intermediate Gawd, a 20th level specialist in Alteration magic, and an 18th level cleric. As a Demi-gawd he can only cast as a 12th level caster in either class, until he can restore his cult to full power.

His worshipers consist mainly of deranged students of Alteration magic, evil wild mages (probably insane by definition), anyone interested in creating unusual hybrid monsters (with or without the use of magic) some of the stranger denizens of Garweeze World (creatures like Typhons, Gummy Fiends, and the like), the rare chaotic Orcs (Ygaruth is believed to be a great fan of their cross-breeding experiments) and a few scattered groups of Yuan-Ti.

The Abomination appears to be a 40' tall monstrosity with a mass of tentacles for legs, a serpent growing out of his navel, arms that split into two sets of arms at the elbow from each side of his scale-covered humanoid torso, and 10 eye stalks where his head should be.

Ygaruth interacts with the world through an intermediary, his “Feeder Worm” N'Taak. N'Taak is a monster combining traits of Purple Worms, Mottled Worms and Carrion Crawlers, and there is always exactly one N'Taak in existence at any given time. If one is slain, a purple worm nearby begins mutating into a new one – a process taking 3d4 months. Though Ygaruth cannot always control this beast, it is aware of anything N'Taak perceives, and can use it as a means of accepting sacrifices and communicating with his few remaining priests in the world.

Legends maintain that Ygaruth once lost a hand – though the stories vary as to whether this hand was lost in battle or a very poorly thought-out wager. Regardless, if this hand exists, it is likely a potent artifact of evil.

Appendix E: New Items

POISON

Hallucinogenic Poison

Brewed from a mixture of mushrooms and berries native to Da'Neer, scholars believe this strange concoction to be the creation of Ape Shamen. Those under the effects of this toxin experience colors as sounds, feel like solid surfaces melt at their touch, and lose all ability to judge distance or time. Rumor has it that many primitive tribes use an ingested, dilute version of this poison during religious ceremonies, but the normal form of it is an injected poison.

On a failed save, the target is subject to vivid hallucinations for 1d6 hours, during which time the character's reactions are slow

and clumsy - the net effect being a reduction of 50% to DEX and all skills involving it. Further, any time the hallucinating target suffers damage while under this effect, he must make a Save vs. HackFrenzy or act as if under a Confusion spell for 2d4 rounds. Ape Shamen with actual shaman levels enjoy a total immunity to its effects, while the fighter-types save against it at +2, and only suffer half (-1/-5%) of the penalties on a successful save.

On a successful save, this toxin causes the target to become violently ill for 1d4 rounds, suffering a -2/-10% to all die rolls and taking 1d6 points of damage/round.

Cost/Dose: 75 gp

MAGIC ITEMS

Hydra Sword

This unusual broad sword has a guard carved to resemble an open flower blossom – except with vaguely horse-like heads replacing the actual petals of the flower. It appears to be a **Broad Sword +1** with no other properties (it does not even shed light) - until it connects in combat, when its true magic becomes apparent. On a successful blow, duplicates of the sword blade lash out repeatedly at the target!

The initial hit inflicts standard broad sword damage, with the sword's +1 bonus and any modifiers the wielder has for skill, talents or Strength. This strike is immediately followed by a second strike (made against the wielder's normal "To-hit" table with only the sword's +1 modifier to hit); if this strike hits, it does normal broad sword damage +1 (no other modifiers apply) **and** may make an immediate third strike (assuming the intended target remains). The sword's duplicate blades continue to strike at the target until either one swing misses or the blade scores five consecutive hits in one swing. Any time the sword successfully hits on all five swings, in one attack, it exhausts all of its powers for one full turn, rendering it effectively a “+0” weapon for the duration.

EP Value = 3,000 **GP Value** = 20,000

Nose Ring of the Arbalest

This little number has quite an interesting appearance – a simple, thin ring of electrum intended to hang from the wearer's nose. Twenty tiny crossbow quarrels, each the size of a small sewing needle, dangle from it. The magic of this ring allows the wearer to hurl crossbow bolts and quarrels by hand, as if throwing a knife, at a rate of 1/round. The missiles strike exactly as if fired from a heavy crossbow, in terms of range and damage. The wearer of the **Nose Ring of the Arbalest** need not be a fighter – nor even proficient with crossbows, and attacks at his actual class and level. The **Nose Ring** confers no magical properties upon the bolts, merely allowing the wearer to throw them. Note that if the wearer tries to throw the quarrels overhand, like a javelin or spear, they immediately clatter to the ground, making the wearer look like enough of a sissy to cause a loss of 1 point of Temporal Honor.

EP Value = 1,000 **GP Value** = 11,500

Item originally presented in *White Doom Mountain* p36.

ARTIFACTS

Hand of Ygaruth

Supposedly the actual hand of the “Dead Gawd” Ygaruth (though many sages say it was probably just one of his earliest avatars), severed by the Gnomish War Gawd Pangrus during the War of the Tablet of Ages. This hideous artifact serves as a conduit to The Abomination, appearing as the mummified hand of a large-sized humanoid, but one with eyes on each fingertip, and a mouth in the center of the palm. An octopus-like tentacle protrudes from the mouth in place of a tongue – the tentacle occasionally appears to move, but never when watched closely.

Any creature in possession of this artifact for over a week gains the “Blessing of Ygaruth.” Further, if chaotic evil, the bearer becomes a worshipper of the Gawd. According to certain obscure legends, the artifact confers even greater power when placed on hidden alters in certain temples in the Arsvék-Da'Neer swamp.

SUGGESTED POWERS

Minor Benevolent: Tongues when held forward; One point added to owner's lowest prime requisite attribute (or attribute with the highest level-up die type if they lack prime requisites). Malevolent: User loses 1 point of Comeliness permanently.

GM: Note that Bulmius has access to whatever powers you assign as long as he retains possession of the Artifact.

Its other known powers and effects are: 2xI (each use of a minor power bestows 1 AIP towards Chaos and 1 towards Evil) and 1xIII.

EP Value: - GP Value: 50,000

Vial of Purity

This item is a vial made of blue crystal with a cap of solid gold mounted on a fine gold chain (and of roughly 5,000 GPV for craftsmanship and materials alone). The vial contains some sort of thick fluid, reputed to be the purified blood of the dead Gawd Ygaruth mixed with the blood of Pangrus.

Benefits

- If brought into direct contact with the **Hand of Ygaruth**, both artifacts are immediately and irrevocably destroyed.

- Except as noted above, it is very resilient, failing saving throws against any form of damage only on a “1” – and able to re-roll one failed save/day due to quality construction.

- The **Vial of Purity** is usable as a Holy Symbol by any worshipper of Pangrus.

- If placed in any liquid (even acids, poisons or a magical potion) for at least one hour, up to one gallon of that liquid transforms into pure, drinkable water.

- The **Vial of Purity** constantly sheds a soft, golden radiance. In addition to providing illumination equal to a standard candle, this radiance also has the following properties on those within it: Normal aging does not touch them, and they are incapable of catching any kind of illness, whether magical or mundane (this does not cure diseases, only protects against catching them the first place).

- Once/day, the **Vial of Purity** may be used to Neutralize Poison or Cure Disease as an 18th level cleric.

The Downside

- If the bearer of the **Vial of Purity** is not a worshipper of Pangrus, they gain the HackFrenzy quirk (or HackLust if they already have HackFrenzy). Characters with both quirks – and worshippers of Pangrus – ignore this side effect).

- The character emits an odor that natural animals find extremely unpleasant. Unless well trained, such creatures refuse to come within 10' of the bearer. If forced into that radius, there is a 50% chance that the animal enters into berserk rage (+2 To-hit and damage, 2 point penalty to AC until the animal or the bearer is dead or the two are separated by a distance 10 feet or more) against the bearer.

EP Value = 2,000 GP Value = 10,000

Appendix F: Player Aids

The texts of the various Player Aids are reprinted here for GM convenience, on the occasions when the players are examining the actual handout itself. Note that you can also download these handouts (along with the battlesheets) from the HackMaster GameMaster Downloads web page at www.kenzerc.com.

PLAYER AID - TRIALS OF PANGRUS MAP

See GameMaster's Aid reference on page 89.

PLAYER AID - ANDREX'S LETTER

My Dearest Brother Andrex,

I have found a way to raise my Gawd to the status He deserves! Wately will be so jealous...

But first, I need your assistance – a vision granted me revealed the existence of an item that could disrupt the planned ceremonies. Though I wish I could deal with this myself, I find my time occupied in readying the ritual for my Lord's return. I would greatly appreciate it if you could follow the maps I have sent along with these disgusting but useful creatures to the home of a blind seer residing somewhere near Pandal. According to my vision, this seer knows the location of this cursed artifact – get this knowledge from him at any price and I – and my Gawd – will see you richly rewarded. Killing him after you get the information is a good idea, and may provide some pleasure.

Once this is done, use the map to join me and witness my greatest moment of triumph – the resurrection of my dread Gawd!

Yours, Bulmius.

P.S. Get one of the others – Kassara if she's still around – to answer the riddles. You're terrible with them, brother!

PLAYER AID: ANDREX'S WILDERNESS MAP

Locations are labeled as follows:

1. Town of Pandal somewhere in this area.
2. The blind seer's caves should be in this area. Remember – don't kill him until you have the information you need!!!!
3. The vial should be around here, in an underground temple to some silly little gawd.
4. Find standing stones with odd glyphs – should be flagstone path between them. Follow path to sunken pyramid. Use the potion my minions brought you and swim to entrance towards the northern edge of west face. Swim up to the platform then go down and across the Shadow Chasm. If you have a sacrifice, toss it over the edge but he doesn't like lizards.

Wately should understand the lock.

PLAYER AID: ANDREX'S CAVE MAP

Locations are labeled as follows (without numbers):

- 2.6: Beggar's refuge
- 2.6a: (unlabeled)
- 2.7: (unlabeled)
- 2.8: Riddling golem - iron?
- 2.9: Blind seer
- 2.10: Water source here?
- 2.11: (not shown on this map)
- 2.12: Unknown (only the tunnel to this area shown on map)
- 2.13: Unknown (only the tunnel to this area shown on map)
- 2.13a: (not shown on this map)
- 2.14: Path to the nether regions of the deep - avoid this one for now, brother
- 2.15: Path through the mountain

PLAYER AID: LETTER RE: STONE TABLET

Professor Grannon:

It appears your theory is correct; the script on the Gnomish tapestry does match that of the stone tablet (which I send to you along with this missive)!

Using this, I managed a partial translation, though a few words elude me and the tablet appears incomplete:

“And so, in the twenty-third year of the reign of <This appears to be a name – probably requires magic to translate>, I alone survived to bear witness to <missing section>

The Cult of the Abomination constructed a secret shrine below the temple of <Not completely sure but it looks like 'Tlaloc' – a barbarian Gawd if I recall my religion studies correctly>, and its discovery kindled a conflict that threatened <Missing section>.

By the hand of Luck <This may be a proper name – reference to a Gawd of Luck perhaps?>, I was hunting in the mountains when the anger of the Gawds became apparent.

I bore witness to the arrival of a Rock from the Heavens, nearly as wide as our Great City, as it struck the Grand Palace <Can't

make out this section – another name, perhaps?>. It took three days for the dust to settle. Water pours in, and only a few pyramids remain to mark where we once ruled. Tomorrow I head down to see if others survived.”

I find the similarities between this script and that employed by those few Lizardmen capable of writing significant – perhaps these primitive brutes once held a great society?

Yours in Academia,
Josric Tar'Melkon

PLAYER AID: STONE TABLET

Accurate translated text reads as follows:

and so in the twentythird year of the reign of Ixatli i alone survived to bear witness to

...

the cult of The Abomination constructed a secret shrine below the temple of Tlaloc and its discovery kindled a conflict that threatened

...

by the hand of Camaxtli i was hunting in the mountains when the anger of the Gawds became apparent

...

i bore witness to the arrival of a rock from the heavens, nearly as wide as our great city as it struck the grand palace of Talcituitl it took three days for the dust to settle

...

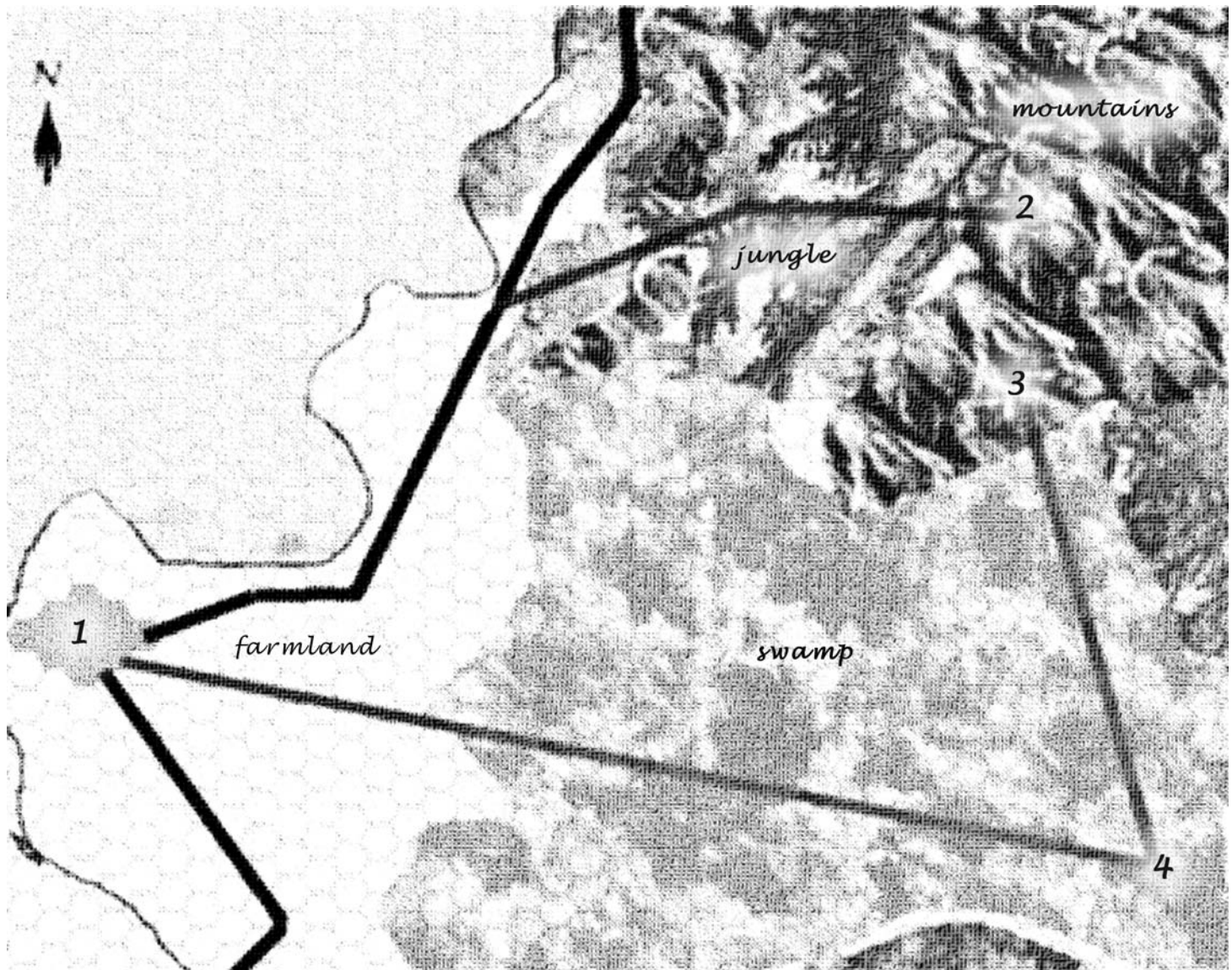
water pours in and only a few pyramids remain to mark where we once ruled tomorrow i head down to see if others survived

PLAYER AID: HATCH WITH TILED GRID

See GameMaster's Aid on page 89 for the solution.

PLAYER AID: STONE TILES

See GameMaster's Aid reference on page 89.



1. Town of Pandal somewhere in this area.
2. The blind seer's cave should be in this area. Remember - don't kill him until you have the information you need!!!!
3. The vial should be around here, in an underground temple to some silly little Gawd.
4. Find standing stones with odd glyphs - should be flagstone path between them. Follow path to sunken city. Use the potion my minions brought you and swim to pyramid entrance towards the northern edge of west face. Swim up to the platform then go down and across the Shadow Chasm. If you have a sacrifice, toss it over the edge but he doesn't like lizards.
Wately should understand the lock.

Andrex,

**From my visions and information
from our associates, these are the
caves where the blind seer lives.**

**blind
seer
path through
the mountain**

unknown

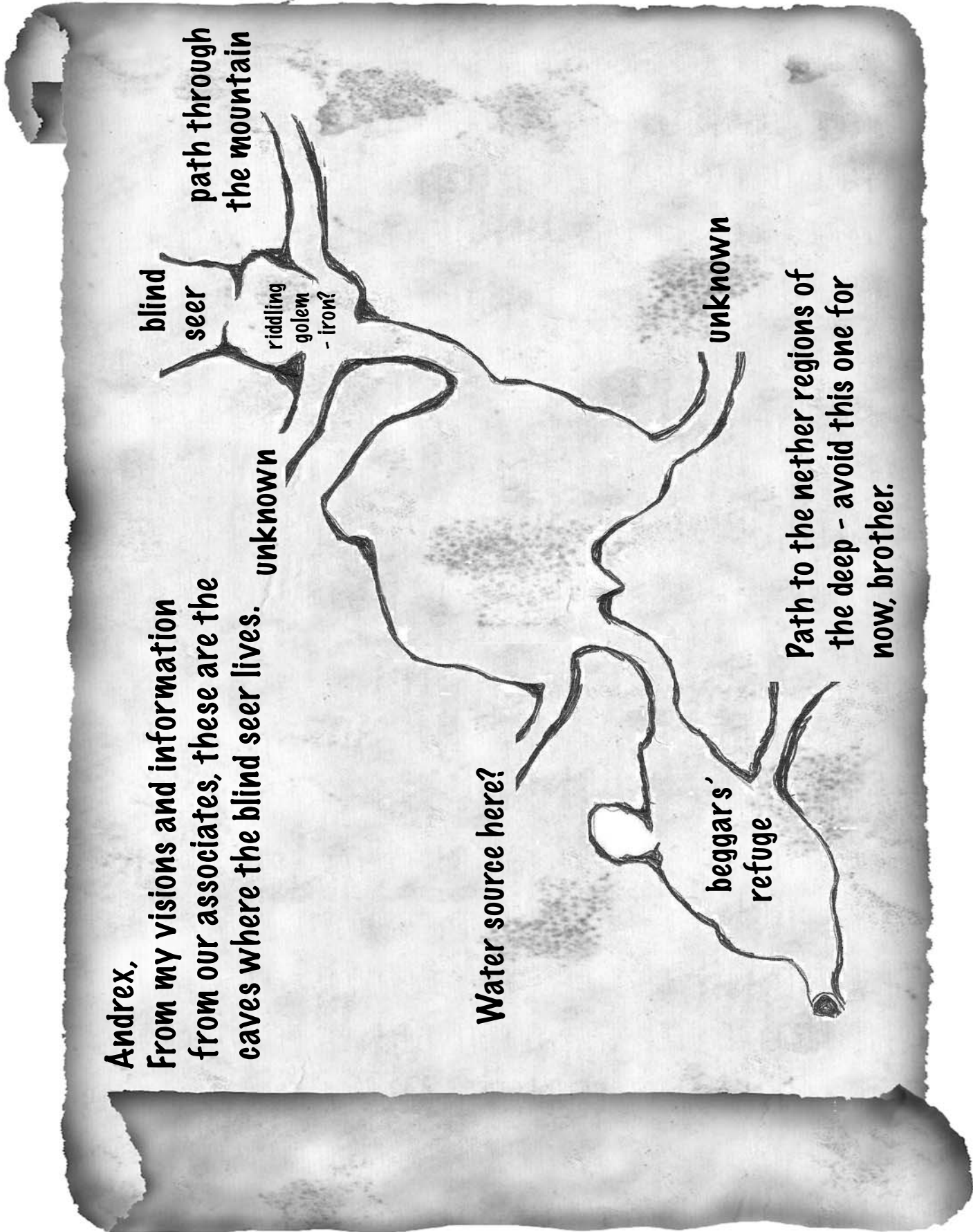
**riddling
golem
- iron?**

unknown

Water source here?

**beggars'
refuge**

**Path to the nether regions of
the deep - avoid this one for
now, brother.**



My dearest brother Andrex,

I have found a way to raise my Gawd to the status He deserves! Wately will be so jealous... But first, I need your assistance - a vision granted me revealed the existence of an item that could disrupt the planned ceremonies. Though I wish I could deal with this myself, I find my time occupied in readying the ritual for my Gawd's return.

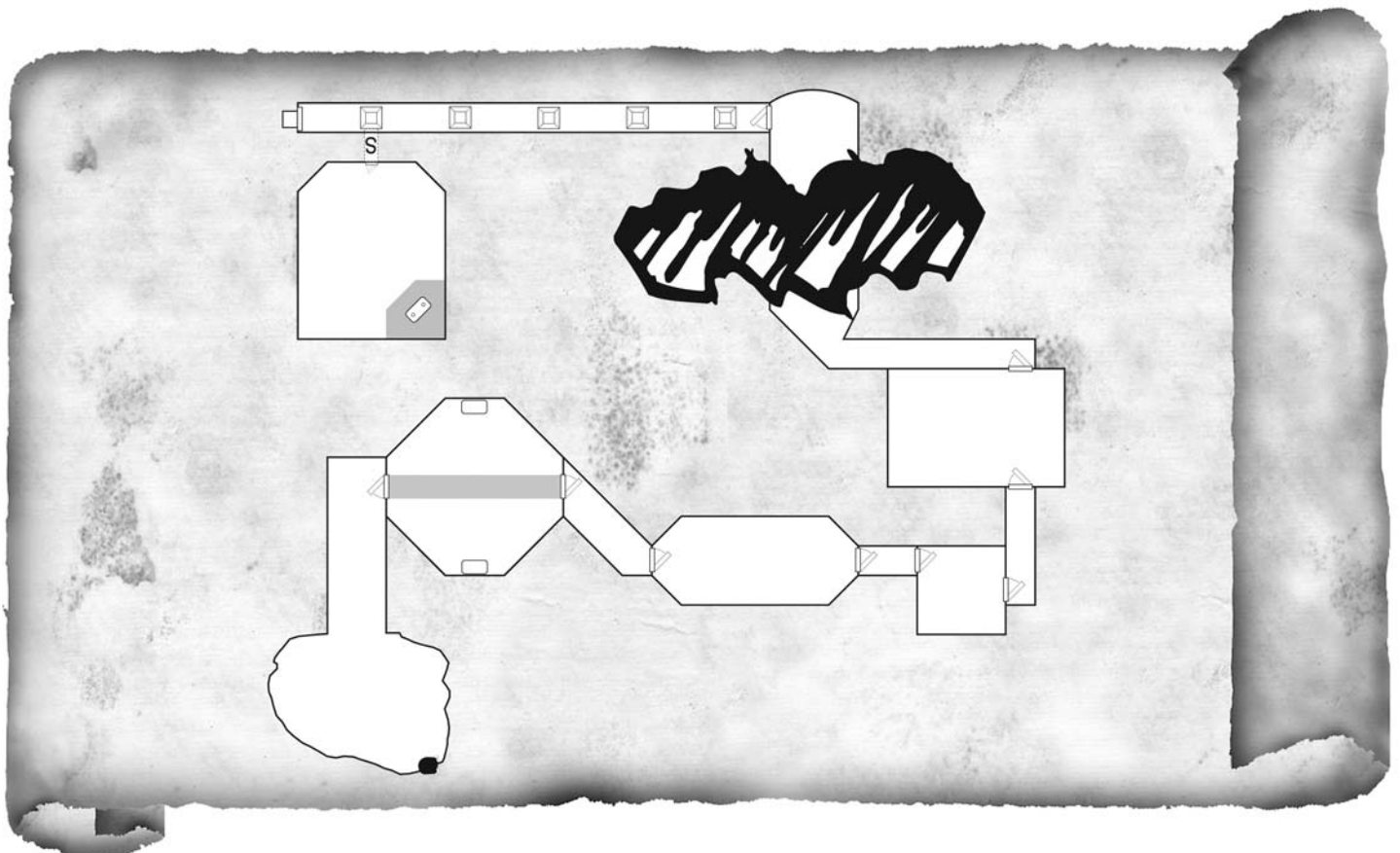
I would greatly appreciate it if you could follow the maps I have sent along with these disgusting but useful creatures to the home of a blind seer residing somewhere near Pandal. According to my vision, this seer knows the location of this cursed artifact. Get this knowledge from him at any price and I - and my Gawd - will see you richly rewarded. Killing him after you get the information is a good idea, and may provide some pleasure.

Once this is done, use the map to join me and witness my greatest moment of triumph - the resurrection of my dread Gawd!

Yours, Bulmius

P.S. Get one of the others - Kassara if she's still around - to answer the riddles. You're terrible with them, brother!

Map from Slots of Fun encounter



Professor Grannon,

It appears your theory is correct, the script on the Gnomish tapestry does match that of the stone tablet (which I send to you along with this missive)! Using this, I managed a partial translation, though a few words elude me and the tablet appears incomplete.

"And so, in the twenty-third year of the reign of [This appears to be a name - probably requires magic to translate], I alone survived to bear witness to [missing section]

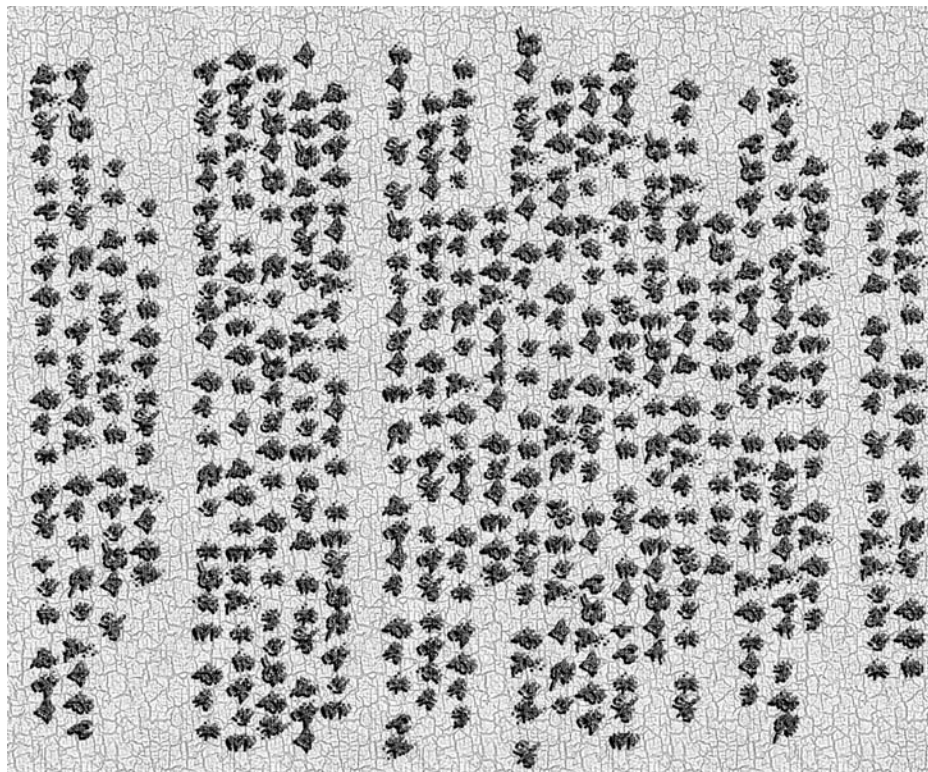
The Cult of the Abomination constructed a secret shrine below the temple of [Not completely sure but it looks like 'Tlaloc' - a barbarian Gawd if I recall my religion studies correctly], and its discovery kindled a conflict that threatened [Missing section].

By the hand of Luck [This may be a proper name - reference to a Gawd of Luck perhaps?], I was hunting in the mountains when the anger of the Gawds became apparent.

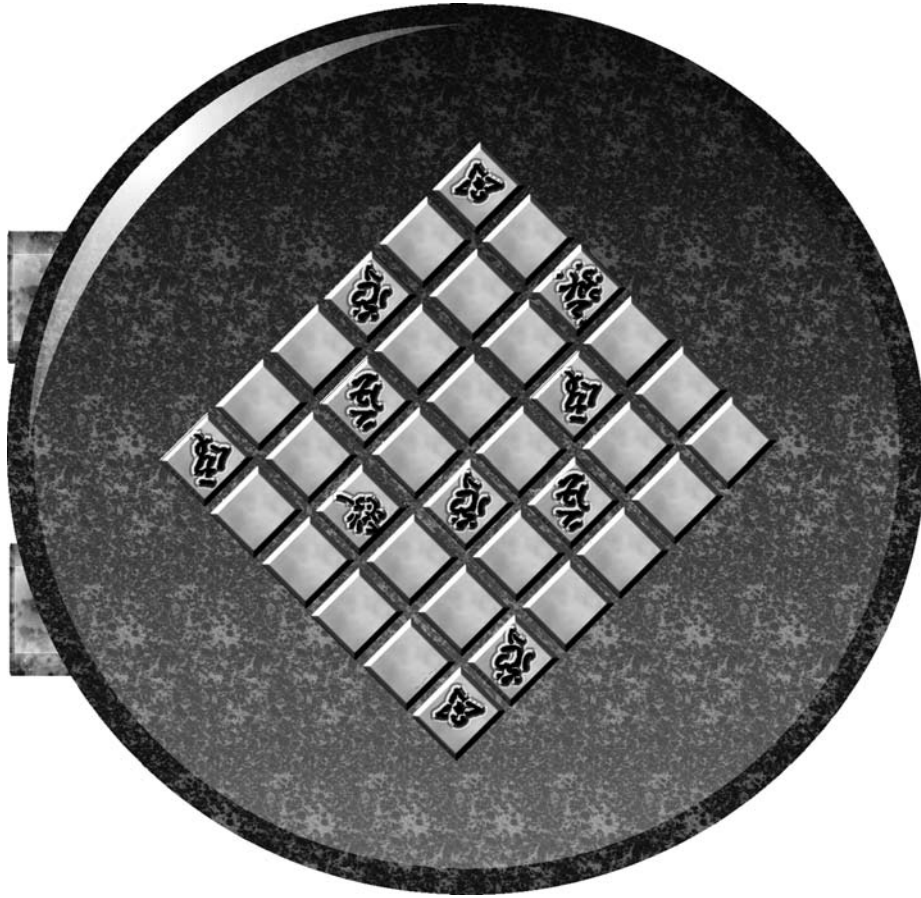
I bore witness to the arrival of a Rock from the Heavens, nearly as wide as our Great City, as it struck the Grand Palace [Can't make out this section - another name, perhaps?]. It took three days for the dust to settle. Water pours in, and only a few pyramids remain to mark where we once ruled. Tomorrow I head down to see if others survived."

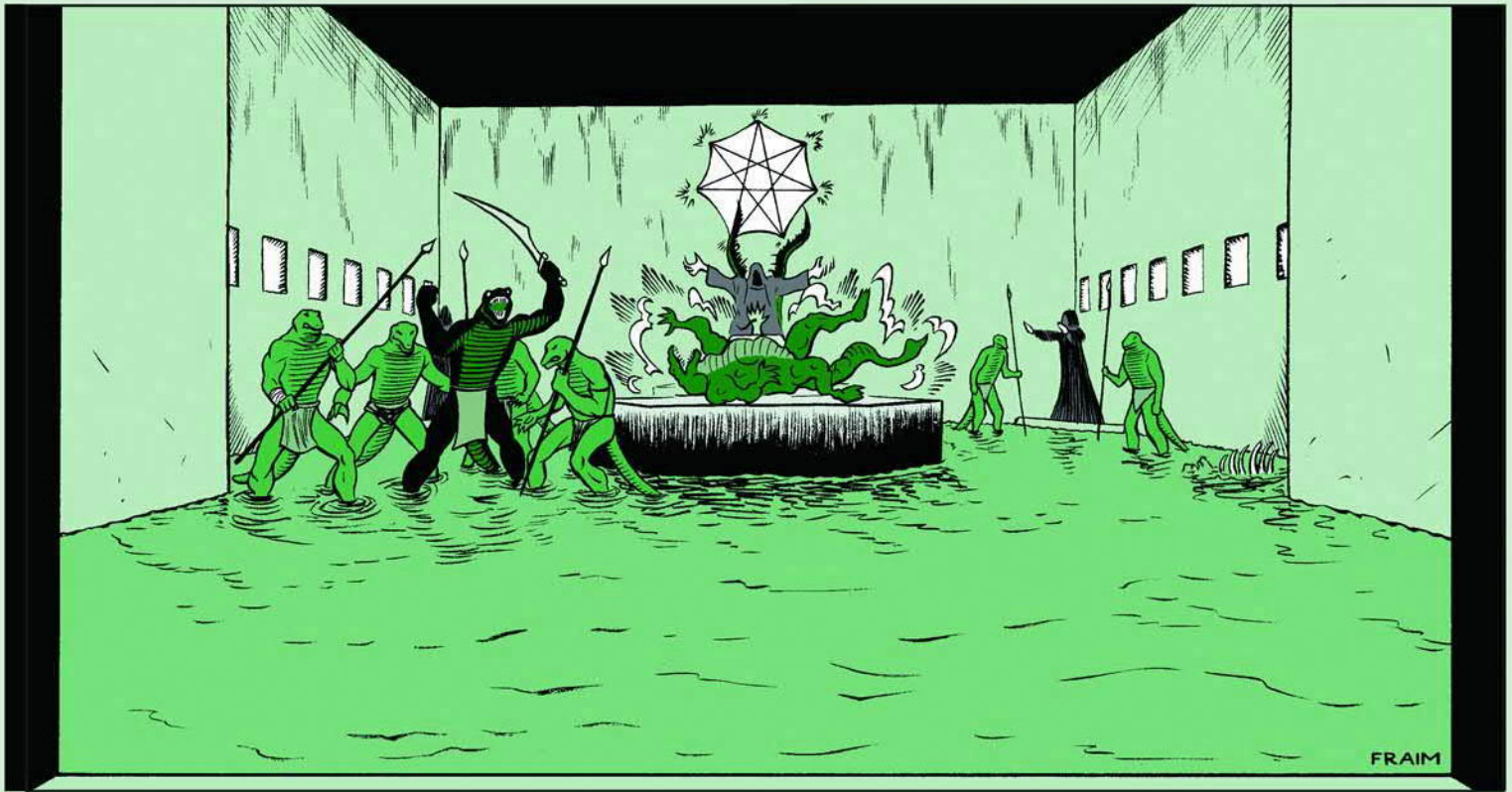
I find the similarities between this script and that employed by those few Lizardmen capable of writing significant - perhaps these primitive brutes once held a great society?

Yours in Academia,
Josric Tar'Melkon



(bottom)

Hatch with tiled grid*Initial arrangement of potential stone tiles*



This item is only one of the many popular playing aids for HackMaster® produced by Kenzer and Company. Other HackMaster® items currently available include:

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 GameMaster's Guide (K&C2101, 368 pg. core rulebook)
 GameMaster's Campaign Record (K&C 2106)
 Spellslinger's Guide to World Domination (K&C 2104 144 pg. guidebook)
 Combatant's Guide to Slaughtering Foes (K&C 2105, 144 pg. guidebook)
 Zealot's Guide to World Conversion (K&C 2108, 144 pg. guidebook)
 Player Character Mat (K&C 2110, easy access to referenced charts, key game statistics, etc.)
 Gawds & Demi-Gawds (K&C 2111)
 Griffmaster's Guide to Life's Wildest Dreams (K&C 2113, 144 pg. guidebook)
 Character Record Book Revised (K&C 2117, 16 pg. Comprehensive record book)
 Garweeze World Campaign Setting (K&C 2120b)
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 Lord Flataroy's Guide to Fortifications (K&C2124)
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Hacklopedia of Beasts

Vol 1: Aarakians to Cats, Great (K&C2001)
 Vol 3: Elemental to Hippopotamus (K&C2003)
 Vol 5: Meenlock to Nefarian: Other, Soul Larva (K&C2005)
 Vol 7: Ribsplitter to Tiger Fly (K&C2007)
 Vol 9: Monster Matrix (Monster Variant Guide) (K&C2009)
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