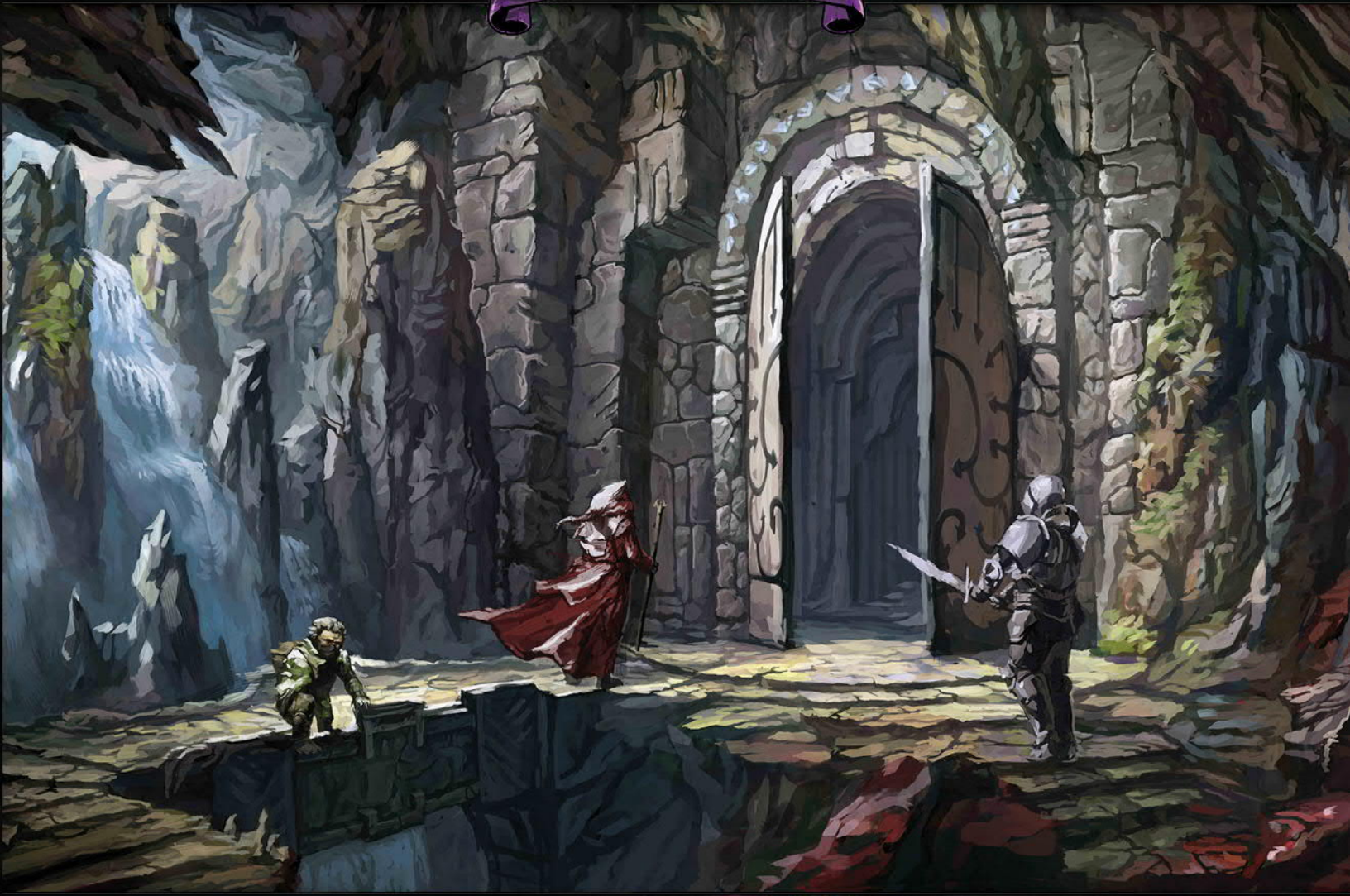


THE
LOST LANDS



THE LOST CITY OF
BARAKUS

W. D. B. Kenower & Bill Webb



NECROMANCER
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FROG GOD
GAMES

THE LOST CITY OF BARAKUS

Design: W.D.B. Kenower

Authors: W. D. B. Kenower and Bill Webb

Developers: Bill Webb, Skeeter Green, Erica Balsley

Producer: Clark Peterson

Copyeditor: Bill Webb, Jeff Harkness

Editors: Scott Greene, Erica Balsley, Kevin Walker, Skeeter Green

Swords & Wizardry Content Editor: James Redmon, Skeeter Green

Art Director: Bill Webb

Layout and Typesetting: Charles A. Wright

Interior Art: Brian LeBlanc, Tyler Walpole, and Veronica Jones

Front Cover Art: Artem Shukayev

Cartography: Ed Bourelle

Playtesters: G. Gorham Palmer, Dan Navilliat, Peter Kang, David Gray, Constantine VonHoffman, K. E. Cooper, Lee Herring, Samuel Loucks, Derek McGrath, G. A. Sylvester-Johnson

Thank you to **Greg and Kara Geilman** for beating the bushes on this!

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director: Swords & Wizardry
Matthew J. Finch

Creative Director: Pathfinder
Greg A. Vaughan

Art Director
Charles A. Wright

He Pities the Fool
Skeeter Green

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Introduction

The Lost City of Barakus is designed to take characters from 2nd to 6th level (or higher). For 1st level characters as a prelude to this adventure, any of the following **Frog God Games** products are recommended: *Grimmsgate*, *MCMLXXV*, or *Hall of Bones*. This particular product is as much of a campaign setting as an adventure. Set in the Lost Lands, and detailed within these pages is the great, bustling metropolis of Endhome, the Penprie Forest and Duskmoon Hills located north of that city, and, finally, the huge dungeon that is the Lost City of Barakus. Within all these areas are many adventures, monsters, NPCs, and locations for the characters to explore, interact with and conquer. How and in what order the characters choose to take on the various challenges before them is entirely the Referee's and the players' choice.

Though given specific location names within the Lost Lands, the adventure herein could probably be modified to fit in any campaign world. As always, change, add, modify, delete and alter as necessary to meet the needs and desires of you and your gaming group.

Adventure Background

Centuries ago, a race of humans built an elaborate underground city beneath the Duskmoon Hills called Barakus. These were a magic-loving people, and for hundreds of years they dwelled peacefully in their subterranean home, delving into the arcane arts. Eventually, however, one of their number, a necromancer named Devron, rose to great power and transformed into a lich. The wizards of Barakus banded together, and after a great struggle, banished him to a prison far below the city. Before his banishment, however, Devron forged the *helm of power*, which he could use to restore him to power at some future point.

Though Devron was locked away in a magical prison, the wizards of Barakus knew that someday he might use his powerful magic to somehow free himself, and so they created a weapon, the *sword of Kell*, which a mighty warrior could use against Devron. Because they wanted control over who got and used the sword, it was forged such that it would be all but useless unless empowered in a specific room in Barakus with the use of three orbs of power that were themselves powered by three "flames" — small geometric shapes scattered throughout the city. The idea was that the three elders of the city must agree on a champion before they offered their flame: without complete agreement, the sword was useless.

However, before a suitable champion could be found to battle Devron, the lich played a risky gambit. At great expense to personal power, he summoned a *stone of madness*, which erupted through the floor near the gates to his prison. This magical stone had the power to drive all sentient creatures mad. This it did, and the good people of Barakus soon destroyed themselves, and the city fell into ruin.

Centuries passed. The power of the *stone of madness* diminished and most of the city was freed from its effects. Eventually, creatures from the Under Realms and the surrounding wilderness began moving into the city and using its many halls and chambers for their lairs.

The lost city of Barakus is now a massive dungeon, filled with hundreds of creatures with their own designs and desires. Many of the inhabitants over the years have altered the layout of the city slightly to fit their needs, and hundreds of years of monstrous habitation has left the city's once-great halls filled with forgotten treasures and deadly traps.

Of course, Devron still dwells deep beneath the earth in his magical prison, and as is the wont with trapped liches, would like nothing more than to escape his prison and find his *helm of power*, which would restore the power he lost during his captivity. While exploring the city, the characters may decide to find the *sword of Kell*, empower it, and go after Devron. The battle between the party and Devron is likely to serve as a climax to this adventure. Along the way, it is possible they will locate the *shield of Kell*, a powerful tool against magic and fire secured in the dungeon by one who sought the sword.

It should be stressed that this module was not designed as a straight march to level five and a battle with Devron. This module is a setting to be explored and developed. The dungeon of Barakus is large and is inhabited by many creatures that have absolutely nothing to do with Devron, his *helm of power* or the *sword of Kell*. What's more, there are numerous adventures and encounter areas in and around Endhome for the party to explore as well. Devron and his desire to return to power merely serves as a thread to pull the story along, not its driving force. The driving force should be the players' curiosity and the Referee's imagination.

The location of the *Three Flames*, the *Sword*, the *Shield* and the *Helm*

The *first flame* is on Level 2, still secured in Area 2-52.

The *second flame* is in the Chamber of Fear, Area 3A-26.

The *third flame* is in the possession of **Thelkor**, a ghoul lord, on level four in Area 4-20. Thelkor, it turns out, also possesses the *helm of power*, although he has no idea what it is — he just likes the look of it.

The *sword of Kell*, meanwhile, remains in place on its own special level, in Area 4A-7.

The *shield of Kell* is well-guarded on Level 4B, at Area 4B-7.

Adventure Hooks

Initially, the Referee's primary objective is to get the party to Endhome and then quickly to Barakus. Below is a list of possible hooks (see the **Adventures in Endhome** chapter for further detail):

1. **Bodyguards:** The characters are hired by a merchant from their village/town/tribe to accompany him to Endhome. This merchant is transporting a cargo (apples, pears, fish, whatever the Referee wishes) that is more valuable the quicker it reaches Endhome. Thus, he — the merchant — would like to risk a trek through Fool's Pass, and thereby cut several weeks off his traveling time. During their journey the characters pass directly past the entrance to the caves above Barakus. The merchant comments that this is rumored to have been the lair of a once-powerful orc tribe. A little information gathering in Endhome confirms this. Most players should need little more than this.

2. **Finding Fenton:** The characters are hired/asked to find the missing magic-user Fenton.

3. **A Map:** The characters find a mysterious map.

4. **Rumors:** The characters are residents of Endhome and have heard rumors over the years about a huge underground city in the Duskmoon Hills. At last they are bold enough to take a look for themselves.

How To Use This Adventure

First of all, familiarize yourself completely with the module, reading it several times before attempting to run it. Much of the action will probably take place in Barakus. This module was designed first and foremost as a big dungeon crawl, and with Barakus there's a lot of dungeon to crawl through. There are, however, a number of interesting NPCs, encounter areas (including small dungeons) in the wilderness and Endhome as well, most of which connect in one-way or another to Barakus. The Referee may simply let the characters stumble on these in their travels, or, if he wishes, entice the characters with various clues, all of which are included in the text of the separate encounter areas.

As is the case with the other mini-campaign settings, this module was designed to give the characters the maximum freedom, so as much as possible, let the players dictate the action. A good way to run *The Lost*

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City of Barakus is to drop clues about certain quests and adventures and then see what most interests the characters. And then, perhaps most important of all, don't be afraid to improvise.

There are a number of areas and NPCs we have purposefully left underdeveloped (the Pulanti family, the Statue of Keld); these can be left undeveloped, or, if the Referee wishes, expanded to create whole new adventures. The module is flexible enough to accommodate a lot of modification by the Referee to suit his campaign style. Likewise, a number of tie-ins with other Lost Lands material is present within this revised tome. Should the Referee wish to exclude them, or perhaps change them to work better with his or her campaign, feel free to do so.

Adventures in Endhome

In addition to the wilderness and the halls and caves and Barakus, there are a few adventures in Endhome itself, or deriving from Endhome, in which the characters might become involved. These could provide an interesting contrast to the dark tunnels of a dungeon, and allow Endhome to function as more than just a place to rest, make scrolls and potions, and sell booty. These adventures range from information gathering forays to spying and fighting. The adventures are as follows:

Finding Fenton is appropriate for any level characters, and provides a link and reason for the players to visit Barakus in search of a lost husband.

The Lost Treasure Map can be inserted as the Referee desires at any point in the adventure, and is appropriate for characters of any level. It leads the players to the Barakus.

The Reward for the Greentree Bandits can likewise be started at any time, though the adventure itself is appropriate (at its climax) for characters of levels 3rd–5th level.

The Wererat Warren is an in-city dungeon crawl for characters of 2nd–3rd level that pits the players against an evil pack of wererats, and provides clues as to the true evils of the Pulanti family.

The Renegade Wizard details the lair of a demented conjurer deep in the city's sewers. This adventure is appropriate for characters of levels 4th–5th level. This crazy man also has information leading to another *Lost Lands* adventure—*The Stoneheart Valley*.

The Pulanti Estate may either start as a follow up adventure to the sewers or as a missing persons case. It is appropriate for characters of 5th–6th level, and involves ridding the city of a family of vampires.

The Slaving Priestess is appropriate for characters of 3rd–4th level, and involves information gathering and stealth, as well as a potentially violent climax.

Frog Gods, why can't you stick to the rules?

Yes, we break the rules (again) in this book. We are assuming (and you know what that does) that you are using the *Swords & Wizardry Complete* ruleset with this product. Now, there are certainly other OSR rules that can be used to enjoy this adventure, but we like to think we have a pretty good set to take care of your needs.

However, with that said, we break the rules as set down in the *Complete* rulebook. In this adventure, you will find half-drow, half-orcs, halfling monks, etc. We are strong proponents that story should trump rules. As long as it makes sense! So, we play a little fast and loose with racial restrictions.

If this causes a problem for the Referee, simply use a similar race to emulate the NPCs found within this adventure. We have included the half-orc write-up from *Razor Coast* in the **Appendix**, for the Referee's ease of use, and because half-orcs are cool.

—Skeeter

Endhome

Being located at the intersection of the great north/south and east/west trade routes and the mouth of the Gaelon River has made Endhome the trading capital of the continent. This independent city-state boasts a well-trained and highly disciplined guard that keeps the streets safe and hospitable for its many wealthy and influential visitors. Because of its steadfast neutrality, central location, and friendly port, Endhome is where the wealthy come from every nation to broker deals and form alliances. Though the riverbed and surrounding countryside provide the citizens of Endhome with ample food and resources, the city's primary source of income is trade: every ship mooring in its harbor and every caravan passing through its gate must pay a small tax for the right to do business in this desirable location. Because it is the only city where merchants can buy or sell to other merchants from so many far off lands, the streets are always crowded with exotic travelers and businessmen looking to make their fortune.

There is no lack of adventure in Endhome either, for where there is wealth there is always intrigue, and some merchants deal in more than just silks and herbs. The taverns are filled with shady characters looking for discreet men to carry out one plan or another. What's more, adventurers returning with rare treasures are always able to find interested buyers in the city's bazaar and trading district.

Layout and Standard Features

Endhome is surrounded by a 20ft high stone wall complete with parapets and walkways. Two patrols walk circuits beginning at the West Gate, one (the southern) heading counter-clockwise, and the other (the northern) heading clockwise; once they reach the mouth of the Gaelon River, the patrols turn around and retrace their steps until they meet again at the front gates. There are over a dozen watchtowers dotting the wall as well. Each tower is manned by 4 archers, a light catapult and 2 engineers. See **Defense of the City** for details on the watchtower guards and patrols.

The buildings of Endhome tend to be made of wood with peaked, thatched roofs, and shuttered windows. Some, however, especially those in the Wizard's Academy, the Government District, and the Noble District, are made of stone. Within the city itself are four walled districts (the Wizard's Academy, the Noble District, the Government District, and the Barracks). These walls are 15ft high and unmanned.

There are two main thoroughfares dividing Endhome, both extensions of the exterior roads to which they are connected. The east/west road, which begins at the west gate, is called the King's Road, as is its exterior parent. The north/south road is called Trader's Way. Both roads are wide and well-kept and are the primary routes employed by merchants when bringing their goods to the Trading District (**Area 2**). There are also many smaller roads connecting the King's Road and Trader's Way with the important districts in the city. Beyond this, there are hundreds of alleys and side streets winding their way between the crowded buildings surrounding the main concourses.

The mighty Gaelon River bisects Endhome. In addition to the excellent port provided by the river's mouth, the Gaelon is also a popular means of transportation, both upstream and down. Many merchants ship their cargo in large vessels to Endhome's port then move them inland on wide barges, and inland merchants often ship their goods to Endhome via the Gaelon as well. The three bridges spanning the Gaelon are all tall enough to accommodate most river-going vessels, and were built with parapets in case an invading force were to attempt to send forces up the Gaelon into the heart of the city.

Endhome also boasts the most modern and efficient sewer system on the continent. However, a number creatures have made the sewers their

home, including a cunning wererat currently in the employ of the Pulanti family. For full details of the sewers, see the **Adventures in Endhome** chapter.

Getting To Know Endhome

At some point the characters are likely to attempt to find out a bit about Endhome, its history, and its residents. Eventually, they may also seek more information about Barakus as well. If as Referee you prefer to handle the fact-finding through roleplay, then by all means do so.

The most popular inn for adventurers is The Kings Road Inn, known locally as "Kings".

This can be learned from just about any bartender or shopkeeper. This is also a great place to pick up rumors about several places in the Lost Lands. Many folks come here from near and wide.

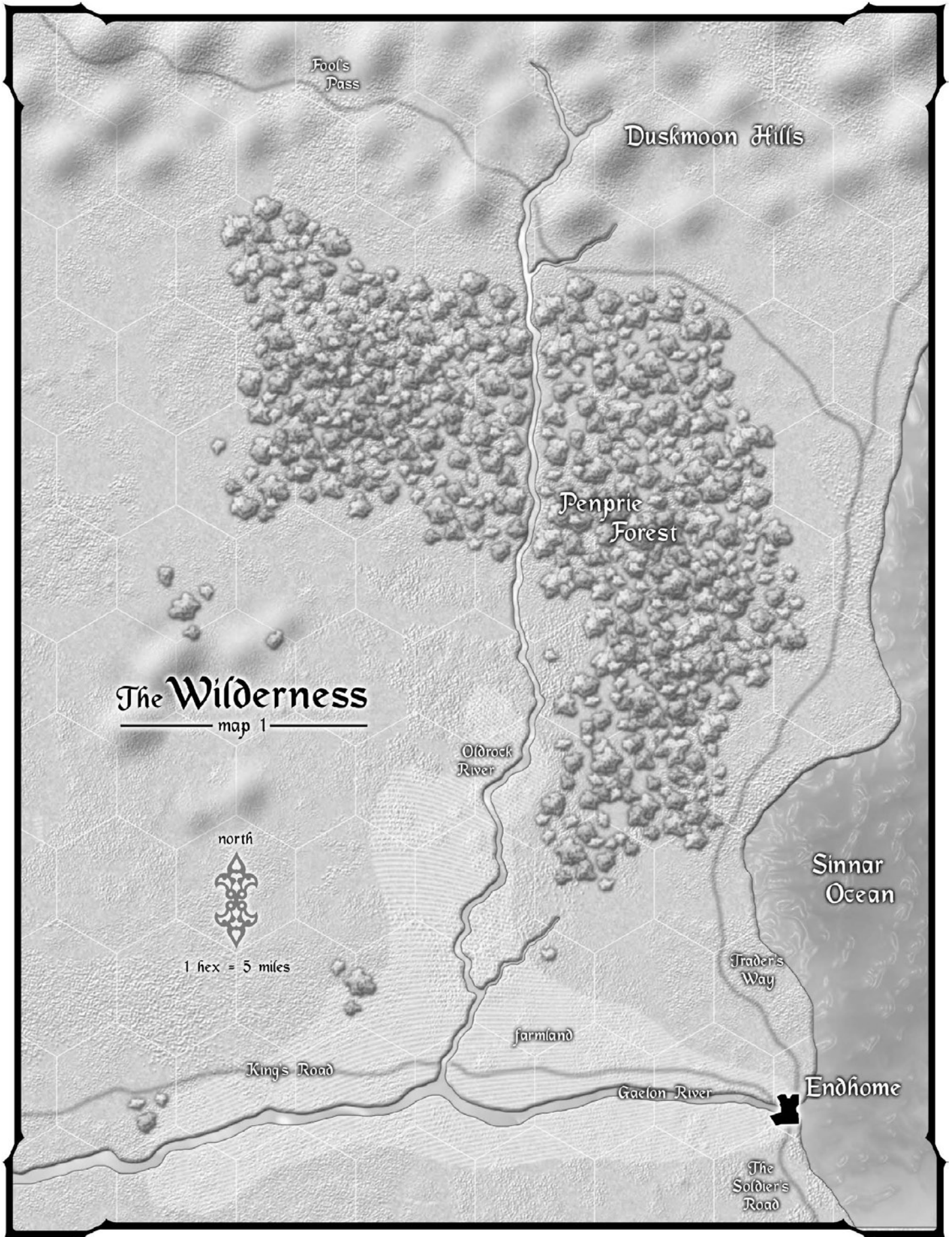
The current headmaster of the Wizard's Academy is named Stylus Kant. Any middle class resident of the city would know this.

Endhome is a Republic whose senators are primarily merchants; the current Governor is Ranlan Pool.

This is common knowledge. The party might even know this before they arrive.



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There are some caves in the hills north of Endhome where adventurers have occasionally gone to seek treasure.

Owners of pawnshops, a bartender or patron of the Kings Road Inn, Bragger Bondhome, or any of the adventuring NPCs would know this.

Some well-organized bandits have been waylaying merchants on the roads outside Endhome recently. A reward is being offered by Bragger Bondhome in the barracks for their capture or demise.

This could be learned at the Bazaar, the Kings Road Inn, or the Roadside Inn.

The Wizard's Academy is actively seeking the most talented young wizards around to join their faculty.

Patrons or employees of the Kings Road Inn would know this, as would patrons or employees of Lion's Side Inn.

The Wizard's Academy boasts the largest magic-user's library known to man.

Any wizard NPC would know this, as would High Priest Thabon. Its also not exactly true. Locations in Bard's Gate and the town of Elise (in *Sword of Air*) have much larger facilities.

The three most powerful families in Endhome are the Quinchinos, the Pulantis, and the Gaspars.

High Priest Thabon would know this, as would Father Beamus; any upper class resident would likely know this as well.

There are a number of gangs operating out of the slums.

Most residents of the slum are all too aware of this; also, patrons and employees of the ramshackle not only know this, but are more than likely members of the gangs themselves.

The caves in the hills were once the home to band of orcs who were driven from their lair by the forces of Endhome.

Bragger Bondhome knows this, as do many of his veteran soldiers; also, adventuring NPCs might know this as well.

There is rumored to be a vast labyrinth of tunnels and chambers beneath the caves.

Owners of pawnshops and patrons or employees of the Kings Road Inn might know this.

There are some bandits in the Penprie forest called The Greentree Bandits.

Bragger Bondhome is becoming familiar with the Greentree Bandits, as are some of the patrons of the local inns.

Some of the Quinchino family's businesses are not on the up and up.

Certain employees of Heaven's Gate would be willing to divulge this; certain members of the Endhome aristocracy, like the Gaspar's, are aware of this as well.

The homeless being taken in by the Temple of Death and Magic disappear suddenly and are never heard from again.

This would only be learned from other homeless people.

Payment for a term of teaching at the Wizard's Academy includes free access to the school's library.

An Academy teacher would know this and perhaps an NPC magic-user.

The remains of an ancient city are buried in the hills north of Endhome.

No listed NPC knows this and only through either *contact other plane* and *legend lore* could the party obtain any knowledge.

The Quinchino Family's patriarch was once a bandit terrorizing local merchants.

Only the Quinchinos themselves and a few members of the Senate know this.

The Pulantis are actually vampires.

No other listed NPCs know this and only through either *contact other plane* or *legend lore* could the party obtain any knowledge.

The homeless being taken in the Temple of Death and Magic are actually being sold as slaves (remember: the party still has to prove it).

Both Elan Kanto and Durgan Procuero obviously know this is true.

The Lost City of Barakus was ruled by powerful wizards.

No listed NPC knows this and only through either *contact other plane* or *legend lore* could the party obtain any knowledge.

Elan Kanto is actually a priestess of the Da-Jin.

No other listed NPCs know this other than Elan Kanto and only through either *contact other plane* or *legend lore* could the party obtain any knowledge.

There is a powerful sword buried in the ruins of Barakus to be used to destroy an ancient enemy of the city.

No listed NPC knows this and only through either *contact other plane* or *legend lore* could the party obtain any knowledge.

Buying and Selling in Endhome

Just about anything non-magical the party might want to buy is readily available in Endhome. With a little asking the characters should be able to locate a merchant selling anything worth up to 1000gp.

At some point, the characters are going to want to sell some of the non-monetary treasure they procure in their adventures. The simplest way to handle this is to send them to the bazaar where they can get anywhere from 45%–55% of its market value depending on the character's charisma. If the Referee wishes, he may invent one or two merchants the characters always deal with. As a rule, the party can easily sell anything with market price of 5000gp or less. Selling something worth 5000gp requires more effort to find the required buyer.

Defense of the City

Critical to Endhome's survival is its rigorous defense. The Senate is keenly aware of the strategic appeal of their city's location, and although many nations benefit from Endhome's neutrality, still others would love nothing more than to capture the city and reap its many treasures. Thus, Endhome maintains a garrison of no less than 3500 soldiers, which includes foot soldiers, archers, engineers, and a small cavalry. In times of war, this number can swell to as many as 6000 with the conscription of farmers, merchants, dock workers, and, yes, even a few adventurers. What's more, it is an unspoken understanding that the considerable fire power of the Wizard's Academy, both of its students and its faculty, would be brought to bear if the city's sovereignty was being threatened.

The city's garrison is kept busy with 24 hour-a-day patrols, consisting of **1 sergeant-at-arms** and **4 foot soldiers**. The towers are manned at all times as well.

Sergeant-at-Arms: HD 3; HP 12; AC 4[15]; **Atk** longsword (1d8); **Move** 12; **Save** 14; **AL** L; **CL/XP** 3/60; **Special:** none.
Equipment: chain mail, shield, longsword.

Foot Soldiers (4): HD 1; AC 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, shield, short sword.

Keyed Locations in Endhome

Listed below are the descriptions of important areas and buildings in and around Endhome, as well important NPCs found therein and links to quests. Both NPCs and quests are detailed in separate sections below.

1. The City Gates

All three city gates, known, simply, as the North, South, and West gates, are more or less identical: Stout, iron bound double doors capable of being closed and barred at a moment's notice, and manned by **2 foot soldiers** (see **Defense of the City**, above). Caravans must pay an entrance tax of 1gp per cart, or 3sp per beast of burden.

2. Trading District

This is where business gets done in Endhome. If a merchant were looking to sell large quantities of goods to another, often foreign, merchant he would do so here. There are a number venues open to traders. The Open Houses — large ware-house like structures with tables and booths where any trader can sell anything — tend to be where the more exotic items are found. Next there are houses dedicated to specific types of items: grains, silks, weapons, wine, liqueurs, clothing, beads, and so on; these houses are the most predominant in the district. Lastly there are a few houses owned by very powerful individuals that deal only that merchant's goods.

In addition to the trading houses, the Trading District is home to Endhome's two finest Inns (see below). No less than **3 patrols** (see **Defense of the City**, above) keep watch over this area at all times.

NPCs: Ranlan Pool and Kilgore Spink, Lurton and Amelia Gaspar, Fernando Quinchino.

3. The Black Sheep Inn

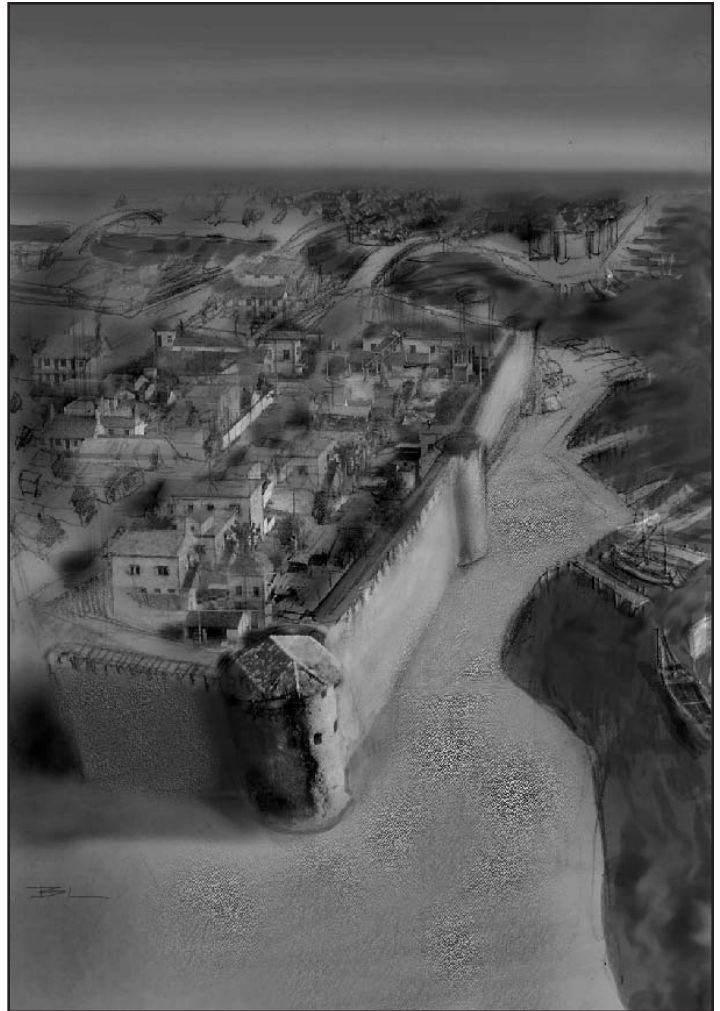
This swank inn is known for its massive wine cellar and popularity among the city's wealthiest locals. The upper dining room serves a six-course meal every night for the cost of 4gp per person, and includes a fish course, a game course, fresh oysters, and two desserts. Less extravagant fair can be had in the "lower dining room" for 1gp per person. This second dining area includes a 40ft long bar from which all drinks are served in silver or crystal. Rooms here begin a 3gp per person and go as high 10gp per person in the King's Suite. The Inn is run by the Gaspar Family (see **Area 13**) and employs approximately 100 men and women.

NPCs: Lurton and Amelia Gaspar, Stylus Kant, Ranlan Pool and Kilgore Spink.

Adventures: The Greentree Bandits (Fell Tarmick is spotted in dining room; see **The Greentree Bandits** in the **Wilderness** chapter).

4: Heaven's Gate

As the grandiosity of this Inn's name suggests, Heaven's Gate provides the most opulent and decadent lodging in the area. The inn of favor for the wealthiest merchants and traders as well visiting royalty, it boasts 40 rooms all complete with four-poster, canopy beds, duck down pillows, and fireplaces. Its dining room serves its meals on the finest plates, and its chef is renowned for his innovation and flair. Heaven's Gate employs its own private security force of **5 foot soldiers** and **2 sergeants** (see **Defense of the City**), though many of its privileged guests travel with one or two bodyguards of their own. Since many of the guests also travel with handmaids, squires, and other servants, there is a Servants House in a separate building. Rooms here start at 8gp per person, and go all the way to 50gp per night for the Emperor's Suite, which includes a maid to draw



a bath, a bodyguard, and a four-course breakfast in bed.

Heaven's Gate is owned by the Quinchino family and employs 150 men and women.

NPCs: Fernando Quinchino, Philippi Quinchino, Stylus Kant, Ranlan Pool and Kilgore Spink.

5: The Bazaar

Just about anything and everything is for sale in Endhome's Bazaar. Crowding the bazaar's center are dozens of small merchants, peddlers, and farmers selling their wares from push carts and collapsible stands. Every day these small-time dealers arrive early in the morning and hawk all day until sunset whereupon they are instructed to fold up shop and move along. Surrounding the open-air portion of the bazaar are tiny shops selling anything from trinkets to topcoats, from lamp-shades to longswords. Pawnshops abound in and around the bazaar; an adventurer wishing to cash in some hard-won baubles would have no trouble doing so here. A strange tablet, written in an ancient language comes up for sale in one of the booths at some point. This tablet is a map to the ruined city of Tsen, located in the Burning Wastes on the north side of the Gulf of Akaidos. The vendor wants 200 gp for this rare "antiquity", but will take much less for the old stone tablet.

Haggling is commonplace in the open-air market center, not so much so in the shops. Assume most merchants start their price about 10–20% over that in the **Swords & Wizardry Complete** rulebook. **One patrol** (see **Defense of the City**, above) is always on duty in the bazaar during and after business hours.

NPCs: Bragger Bondhome, The Evil Adventuring Party, Moorrin, Kytor the Red, Gilda Waynetrop, Elan Kanto, Father Beamus, Penelope Barney.

Adventures: Finding Fenton (the party runs across Penelope who begs

them to help her find Fenton); The Slaving Priestess (the party spots Father Seamus or Elan Kanto helping the needy); The Lost Treasure Map (found in the pommel of a purchased sword), the Greentree Bandits (the party spots a wanted poster directing them to Bragger Bondhome in the Barracks).

6: The Barracks

This enclosed compound houses all of Endhome's soldiers. The cross-shaped central building is home to the garrison's general and captains; the surrounding building house soldiers according to type: thus there is an archer's barracks, four foot soldier's barracks, an engineer's barracks, and a cavalry barracks. Soldiers are rotated into and out of patrols day and night. During the day, many of the soldiers not on patrol can be found drilling in the barrack's courtyard.

NPCs: Bragger Bondhome.

Adventures: The Greentree Bandits (Bragger Bondhome is in charge of the reward).

7: Government District

Technically, Endhome is a Republic. The governmental body is made up of 50 senators and one governor. Every six years the senators vote to either allow the current governor to continue another term, or to replace him, in which case they elect one of their members to the governor's seat. Governors are rarely unseated, however, since the governor gets to decide who fills senatorial seats when they come empty. Over the years, however, governors have been particularly inept or the senate particularly restless, and a "coup" as they are always referred, occurs. The cross-shaped building in the northeast of the district is the senate itself; the smaller buildings surrounding it house the hundreds of bureaucrats who process requests for permits and generally seek to maintain the smooth, money-making operation that is Endhome.

Because of the high concentration of both nobility and wealth (all collected taxes are brought here) an elite guard is permanently stationed in the Government District. This guard consists of **Nearwell the captain**, **20 elite foot soldiers** (treat as sergeant-at-arms), a **6th-level magic-user** (for his magic missiles and fireballs), and a **5th level cleric** (for his healing ability). Nearwell is fiercely loyal to the senate and absolutely incorruptible.

Nearwell, Half-Elf Captain (Ftr6): HP 30; AC 1[18]; Atk +1 longsword (1d8+3); Move 12; Save 9; AL L; CL/XP 6/400; **Special:** half-elf racial traits, multiple attacks (6) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: plate mail, +1 shield, +1 longsword, 2 potions of extra-healing, warhorse.

Elite Foot Soldiers (20): HD 3; HP 12; AC 4[15]; Atk longsword (1d8); Move 12; Save 14; AL L; CL/XP 3/60; **Special:** none.

Equipment: chain mail, shield, longsword.

Guard Wizard (MU6): HP 15; AC 5[14]; Atk dagger (1d4) or darts x3 (1d3); Move 12; Save 9 (with ring); AL L; CL/XP 8/800; **Special:** spells (4/2/2).

Spells: 1st—magic missile (x4); 2nd—mirror image, web; 3rd—fireball (x2), lightning bolt.

Equipment: bracers of defense AC 6[13], dagger, 12 darts, ring of protection +1.

Guard Healer (Clr5): HP 18; AC 3[16]; Atk mace (1d6); Move 12; Save 11; AL L; CL/XP 6/400; **Special:** bonus 1st level spell for high wisdom, spells (2/2).

Spells: 1st—cure light wounds (x3); 2nd—hold person, silence 15ft radius;

Equipment: +1 chain mail, shield, mace.

NPCs: Nearwell, Ranlan Pool and Kilgor Spink, Stylus Kant.

8: The Wizard's Academy

The Wizard's Academy (Officially the Endhome Academy of Wizardry, Alchemy, and Arcane Knowledge) is nearly as old as Endhome itself. At one time, Endhome was little more than a popular trading village. An adventuring wizard took up residence here and, having made his fortune, decided to begin teaching the art of wizardry to a few promising locals. As Endhome grew, so did the Wizard's Academy. It is now considered the continent's preeminent training ground for wizards. Endhome's continued neutrality has as much to do with the Wizard's Academy and their local influence and formidable power as the senate and the city's high walls. In fact, it was the Academy's founder, Basil Strom, who suggested to the local elders that Endhome need not align itself with any nation, that it would in fact be in the city's best interest to remain neutral. Basil wished his Academy to be friendly to wizards from all walks of life, and did not want to see it turn into a tool for one nation's military. Thus, both the faculty and students alike are swift to answer the call should Endhome be threatened by outside forces.

The current Headmaster is **Stylus Kant**, an ambitious and talented young magic-user; at 51 he is, in fact, the youngest Headmaster the Academy has ever had. Stylus would like the school's faculty to focus more on innovative research than it traditionally has, and this new goal has attracted a number of clever and powerful magic-users to the school's staff.

The large triangular building houses the school's faculty as well as a number of research laboratories. A vast labyrinthine sub-level holds the schools thousands of magical tomes — it is even rumored there are a number of chambers and doors that haven't been opened or explored in centuries. The eight smaller rectangular buildings are each dedicated to the teaching of one of the schools of arcane magic. Thus there is an Abjuration House, a Conjunction House, a Divination House, and so on. Finally, the U-shaped building in the northeast serves as the school's dormitory and mess hall.

Traditionally, no more than 100 to 150 magic-users train in the school at one time, and most are young adults. A graduate of the Wizard's Academy is a 1st level magic-user, but some students (approximately 10% of the student body) re-enroll to further their education and expand their studies; these students can be as high as 2nd or even 3rd level. The average faculty member is at least 5th level.

The school's library is open to any outside magic-user who wishes to conduct magical research. There are certain rules, however. First, magic-users must pay a base fee of 25gp per day of research. Second, no demonic research is permitted. Third, the research cannot in any way disturb the working of the school. Finally, the Wizard's Academy reserves the right to refuse any student access to their library and to terminate research without prior notice. Generally speaking, any magic-user spell of 6th level or less may be researched in the Academy's library. Assume it takes 1 week per spell level to successfully research a 1st through 3rd level spell. 4th, 5th, and 6th level spells require an additional week of research per level (thus a 6th level spell would require 9 weeks of research). Unless the Referee wishes otherwise, instructors at the school are not willing to share spells from their spell books.

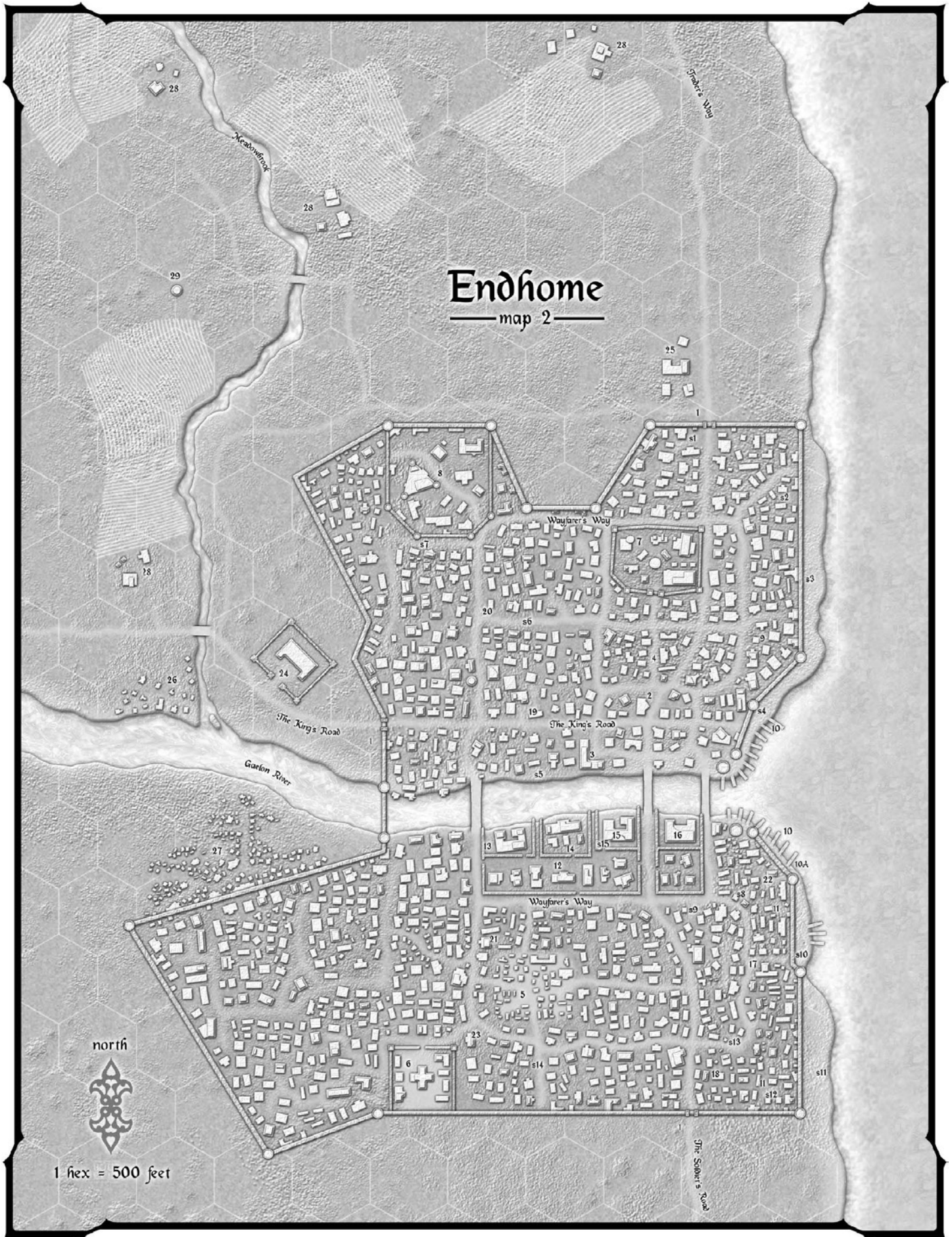
It is possible a character magic-user might be invited to teach for a semester or two at the Academy. The pay for a three-month semester is a meager (by adventuring standards) 250gp, but does include free room and board, and, more importantly, access to the library as well as some valuable contacts.

Several sages inhabit the library nearly full time. Should the party desire to hire one, there is a 25% chance that one is available. Sages can research topics (like a *legend lore* spell) with a 3% cumulative chance per day of success. There is always a 10% chance that they get a false answer. Hiring a sage costs 100gp per day. In lieu of payment, the sage could ask the players to run an errand for him. Perhaps a book retrieved from the vast library in the town of Elise along the Gulf of Akaidos (detailed in the *Sword of Air* adventure) would offset payment.

Books of all kinds are bought by this library. Standard tomes fetch 2d6gp, other magical or particularly rare books can garner much more.

NPCs: Stylus Kant, Ranlan Pool and Kilgore Spink.

THE LOST CITY OF BARAKUS



9: The Northern Warehouses

With all the trade and shipping that goes on in Endhome, warehouses are necessary to store the goods to be sold in the local markets. Some of the warehouses are owned entirely by one merchant, and some are divided between several. All the warehouses are guarded by one or two foot soldiers, and one patrol is always on duty in this district.

NPCs: Father Beamus, Elan Kanto.

Adventures: The Slaving Priestess (the party spots Elan Kanto “helping” the homeless).

10: The Docks

Endhome maintains a large, clean, well-run dock and shipyard. All ships pay a per-day docking fee. Dozens of rough men work the docks loading and unloading the cargo ships. Given the density of sailors and laborers, courtesans are commonplace in this area. Note that no less than eight guard towers overlook the bay and shipyard. In case of a full-on naval assault, wizards from the Academy could be summoned to the towers to rain down *fireballs* (or worse) on incoming ships. Sailors are good sources of rumors from far away. Loose lips sink ships, and these sailors sink lot of ships. One rumor is popular here as well, and refers to the *District of Sunderland* that lies 300 miles south of Barakus. The Referee should feel free to insert this one as they see fit. This specific rumor refers to the adventure *The Lost Lands: Cults of the Sundered Kingdoms* in that region.

“Word has it that one of the thieves’ guilds down in Penmorgh has taken over the streets. They’ve been talking to some shady characters at ports all along the Sinnar Coast looking for some kind of sword. Don’t know what they want it for.”

NPCs: Elan Kanto.

Adventures: The Slaving Priestess.

11: Southern Warehouses and Slums

Not all of Endhome is affluent and well-healed. With its proximity to the docks and warehouses, this area of Endhome is home to the city’s poor. Though some of the residents here make a living doing menial work, many more beg, borrow, or steal their way through life. At night, the streets become home to thugs and gangs. In general, the city guard does not bother with this district too much as long its residents keep to themselves.

NPCs: Father Beamus, Elan Kanto.

Adventures: The Slaving Priestess, The Lost Treasure Map (Barry Kip attempts to sell the party the map).

Encounters

Beggar: The characters are panhandled by a single beggar.

Dead Body: The party comes upon a man or woman a few hours dead.

Deranged Prophet: Wild-eyed and badly in need of a bath, this lunatic approaches the party and warns them that, “The end is around every corner! Beware the madness within. Beware the shadows on the wall. We are never alone.” And soon. The Referee need not let on that he is just a madman. There is a 10% chance this poor man was left insane after an adventure. If so, roll randomly and allow him to drop some tidbit of information. Potential information that can be gained is as follows:

1d100 Information

01-30 Random lair in *The Lost City of Barakus* dungeon

31-45 Random encounter area within the local wilderness

Random Encounters in the Slums

Endhome is generally a safe enough place that Referee needn’t worry about random encounters. But, at least for a group of low-level adventurers, the slums might prove annoying or dangerous, particularly at night. For every 2 hours the party spends outdoors in the slums roll once on the following chart.

Day

1d100	Result
01-35	No Encounter
36-38	Lost child
39-41	Wounded man
42-43	Deranged prophet
44	Dead body
45	A shout for help
46-50	Drunk
51-56	Beggar
57-60	Harlot
61-64	Lost noble
65-67	Interesting find
68-70	Fight in progress
71-85	1d4+1 young pickpockets posing as beggars.
86-90	1 halfling pickpocket
91-95	1d3+2 thugs.
96-00	1 tough thug

Night

1d100	Result
01-25	No encounter
26-28	Lost child
29-31	Wounded man
32-33	Deranged prophet
34	Dead body
35	A shout for help
36-40	Drunk
41-46	Beggar
47-52	Harlot
53-55	Lost noble
56-57	Interesting find
58-61	Fight in progress
62-70	1 halfling pickpocket
71-78	1d3+2 thugs
79-85	Tough thug
86-90	1d4+1 thieves
91-96	Gang member + 1d4 thugs
97-98	1 wererat
99-00	1 shadow

THE LOST CITY OF BARAKUS

1d100 Information

46-50	Random area on levels 1-5 of <i>Rappan Athuk</i>
51-65	Random encounter area from <i>The Stoneheart Valley</i> mountain dungeon
66-75	Random location from the Northlands (see <i>Northland Saga</i>)
76-90	False information from a random area (reroll)
91-97	Random location from the Gulf of Akaidos region (see <i>Sword of Air</i>)
98	Rumors of the <i>Sword of Air</i> — possibly the location of the <i>Tomb of Aka Bakar</i> (see <i>Sword of Air</i>)
99	Rumors about the <i>Sorcerer's Citadel</i> , a terrible dungeon in the Hazed Canyon (see <i>Sword of Air</i>)
00	Prophecy—the madman is gifted and uses a spell of <i>foresight</i> on the player character (see <i>Appendix</i>)

Drunk: Man or woman, this souse drifts along the street reeking of ale and singing badly. The drunk offers the characters a drink and asks them to join in on the song. If the party refuses, the drunk becomes abusive and spits at them.

Fight in Progress: 1d4+1 normal humans brawling in the streets. The party may join in or break it up if they wish, but there are no villains or victims here, just some hotheads letting off steam.

Gang Member and Thugs: This a straight shake down. The gang member and his accompanying thugs simply approach the party, inform them that they are they unofficial peacekeepers of this part of Endhome and that it has been brought to their understanding that the party has not been entirely peaceful. The “fine” for this transgression is 2gp per character. If the characters are not amenable to this arrangement, the gang member and the thugs do not hesitate to attack. Should the party succeed in killing some or all of these men (the thugs run away once the gang member is slain), the characters may eventually incur the wrath of the rest of the gang.

Gang Member (Thf3): **HP** 10; **AC** 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** +1 dexterity bonus, +2 save bonus vs. traps and magical devices, thieving skills;

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, longsword, thieves tools.

Thugs (1d4): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, short sword.

Harlot: Male characters are approached by a common streetwalker. If the characters accept her offer (1d4gp for the encounter) there is a 10% they contract an unpleasant venereal disease (save to avoid, specifics up to Referee).

Interesting Find: Pick or roll 1d6 to determine what the party stumbles across: **1**-a pouch engraved with the letters “*EF*” containing 3d12sp; **2**-half a letter stuck to a post with a dagger; it reads, “*Dearest Margaret: I fear your life is in danger, please meet me at the—*” and here it is torn; **3**-a pair of bloodstained boots; **4**-a gold key; **5**-a severed thumb; **6**-a bloody dress stuffed into a hole in a wall.

Lost Child: The party encounters a little waif who has strayed too far from home — how far is up to the Referee. He or she asks the characters to help it find its home, the best directions to which it can give are: the house next to the big red house.

Lost Noble: A well-dressed aristocrat is making his way skittishly through the dark streets of the slums. A new arrival to Endhome, he claims to have wandered here accidentally and now would like the party to help him find his way out as quickly as possible.

Halfling Pickpocket: There is a gang of halfling pickpockets that operates out of a basement in the slums. Generally speaking, the rogue scouts

out a target, tails them at a discreet distance, then attempts to lift their purse or pick their pocket. The thief has no interest in fighting, and attempts to flee into a nearby ally if discovered.

Pickpocket, Halfling (Thf1): **HP** 3; **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 15; **AL** C; **CL/XP** 1/15; **Special:** halfling racial traits, +1 dexterity bonus, +2 save bonus vs. traps and magical devices, +4 save bonus vs. magic, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 20%, Hear 3 in 6, Hide 20%, Silent 30%, Locks 20%;

Equipment: leather armor, short sword, thieves tools.

Shadow: This terrible undead creature made its way up from the sewers and lurks in some dark corner ready to spring out and drain yet another victim.

Shadow: **HD** 2+2; **HP** 9; **AC** 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength, +1 or better weapon to hit.

Shout For Help: The party hears a woman’s cry for help. They hear the cry only once, and are unable to locate its source.

Thieves: This band of thieves is not interested in intimidation or turf—they want cash. They give the characters one chance to hand over their valuables before they seek to take them forcefully.

Thieves (Thf1) (1d4+1): **AC** 6[13]; **Atk** short sword (1d6); **Move** 12; **Save** 15; **AL** C; **CL/XP** 1/15; **Special:** +1 dexterity bonus, +2 save bonus vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, short sword, thieves tools.

Thugs: This group of young toughs has decided that a particular corner, alley, or street is their turf and anyone they so choose must pay a fee (usually 1d6sp) to use it. Failure to pay usually means a fight unless the characters can talk/intimidate their way out of it.

Thugs (1d3+2): **HD** 1; **AC** 7[12]; **Atk** short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, short sword.

Tough Thug: A particularly rough customer, this thug has staked out some piece of turf and charges a toll of no less than 5sp to use it. If greatly out-numbered he does not press the issue, but might decide to hunt down and ambush the characters when they have gone their separate ways.

Tough Thug: **HD** 2; **HP** 12; **AC** 5[14]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Equipment: chain mail, longsword.

Wererat: This cunning nocturnal predator is out looking for a victim. He is always found in hybrid form.

Wererat: **HD** 3; **HP** 13; **AC** 6[13]; **Atk** bite (1d3), short sword (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** control rats, hit only by silver or magic weapons, lycanthropy, surprise on 1–4.

Wounded Man: Having been recently mugged, beaten, or just lost a fight, this man staggers along the street, bleeding from his wounds. He is just a normal human with 3 hp (currently 1).

Young Pickpockets: These are non-combatant normal humans. While one attempts to pick a character’s pocket while the others distract. If discovered they run; if caught, they give up what they stole and promise never to do it again. They have a 20% chance of success.

12: The Nobles' District

Endhome's elite merchants, senators, and even the governor himself make their homes in this walled, tightly guarded district. **1 patrol** is always on duty within these walls. The four riverside homes are all themselves enclosed by additional walls. There are three gates (one on the west, the south, and the east) to the larger, eastern portion of this district, and one entrance (on the western wall) to the smaller, western part of the district. **One foot soldier** guards each of these gates. Entrance to the Nobles' district is strictly forbidden to non-residents. The gate guards verifies any claims to visit a resident first before admitting entrance. It's not unusual, for instance, for residents to leave the names of would-be guests with the guards. All the guards carry conch horns that they blow if intruders are spotted. Should the alarm be given, 2 more patrols arrive in 2d4 rounds to reinforce the area.

NPCs: Lurton and Amelia Gaspar, Fernando Quinchino, Philippi Quinchino.

13: Gaspar Family Estate

Owners of the Black sheep Inn as well as a number of shipping and importing ventures, the Gaspar family is one of the oldest in Endhome. Over the centuries two of their heirs have served as Governors. Presently, the oldest son, Liam Gaspar, is a Senator, and his sister, Felicia Gaspar, is a promising student at the Wizard's Academy. Lurton Gaspar, the patriarch of the family, and his wife Amelia are both influential figures in Endhome. **Four foot soldiers** under private employment guard their home.

NPCs: Lurton and Amelia Gaspar.

14: Governor's Mansion

This three story marble building has been home to the city's governors for the last 150 years. Though the residents of Endhome pride themselves on being "monarchy free," their governors' lifestyles have for many years born a suspicious resemblance to that of royalty. Paintings and sculptures by the land's finest artists line the walls and hallways of the mansion, and a legion of cooks, handmaids, butlers, and stable boys see to every need of the acting governor. Entrance to the governor's mansion is strictly by invitation only, and **5 elite guards** (see **Area 7**) keep watch over the mansion at all times.

It is not unusual, however, for the Governor to throw a lavish party from time to time, and though the guest list usually only includes wealthy merchants and visiting royalty, it is not unheard for renowned adventurers to be asked to attend as well. Lately, the governor has been asked for help by his counterpart to the south. This refers to the *District of Sunderland* that lies 300 miles south of Barakus. The Referee should feel free to insert this one as they see fit. This specific rumor refers to the adventure *Cults of the Sundered Kingdoms* in that region.

"There's trouble up the King's Road in some little trade town called Grollek's Grove. Baron Beval of Sunderland is offering good gold to anyone that can get to the bottom of it."

NPCs: Ranlan Pool, Kilgore Spink, Lurton and Amelia Gaspar, Fernando Quinchino, Philippi Quinchino.

15: The Pulanti Family Estate

No family is older and more enigmatic than the mysterious Pulanti Clan. Their estate has sat, in one form or another, on the banks of the Gaelon River as far as any written history of Endhome can trace. Unlike the other local movers-and-shakers who grew to power through vigorous trading and merchandizing, the Pulantis have no discernable source of income. In fact, they rarely venture out of their walled estate, preferring to keep to themselves and shunning visitors. Some say their family suffers from hereditary madness, others believe them to be a clan of vampires,

while still others believe they have demonic ties. Nearly everyone in Endhome is certain the Pulanti fortune was ill-gotten.

The Pulantis are in fact, vampires. Their Manor and all their statistics are detailed in the **Adventures in Endhome** chapter.

16: Quinchino Family Estate

Compared to the Gaspar and Pulanti families, the Quinchino's are relative newcomers to Endhome. Philippi Quinchino, still clinging to life at age 105, was born Angelo Killkar. Angelo was a particularly clever and ruthless bandit who made his living preying on the merchant wagons coming in and out of Endhome. Angelo was also incredibly elusive, and try as the local authorities might, they were unable to find his hideout and put an end to his raids. Finally, Angelo approached the authorities of Endhome and offered to put a halt to the banditry under one condition: they allow him to join the community under the name Philippi Quinchino. In addition to ceasing his thieving ways, he also agreed to build a lavish hotel (Heaven's Gate) with some of his ill-gotten booty. The then acting governor agreed.

Since moving to Endhome, the Quinchinos have not gone entirely straight. They keep close ties with some of the gangs in the slums, and they own several brothels within Endhome. They do, however, run a smashing good hotel, and that business, completely on the level, has provided the family with a steady and healthy stream of gold over the decades.

NPCs: Fernando Quinchino, Philippi Quinchino.

17: The Temple of Jamboor

Located in the heart of the slums, the Temple of Jamboor claims to serve the miserable and less fortunate. Services here are held but once a week, and are sparsely attended. Mostly the high priestess, Elan Kanto, and her three acolytes tend to a ragged band of street urchins kept busy with numerous menial chores about the church. Worshipers are never shunned, but Elan readily points out that she has taken it upon herself to help the tide of panhandlers that ply their trade throughout Endhome.

Elan is actually a priestess of Da-Jin, as are all her acolytes. She uses the temple as a front to draw the street people to her then sell them as slaves. Slavery is strictly outlawed in Endhome, and Elan would be most upset to see her trade disrupted. For more on this see **The Slaving Priestess**, in the **Adventures in Endhome** chapter.

NPCs: Elan Kanto, Durgan Procuo.

Adventures: The Slaving Priestess

18: The Temple of Solanus

This simple stone building houses a small temple to Solanus. The priest here, Father Beamus Cain, has recently arrived to Endhome to take over this struggling parish. Father Beamus sees it his sacred duty to help the poor of Endhome, and works tirelessly on their behalf, tending to the sick, feeding the hungry, and so on. In addition to this he has three services a week, and councils those in need whenever possible.

Father Beamus has become suspicious of Priestess Elan, and has begun asking questions around the slums about her temple. For more on this see **The Slaving Priestess** in the **Adventures of Endhome** chapter.

NPCs: Father Beamus

Adventures: The Slaving Priestess

19: Temple of Freya

By far the largest and most densely attended Temple in Endhome, the temple of Freya boasts seven services every week, and a devoted staff of 10 acolytes led by High Priest Thaban. Lawful characters can purchase healing and potions here, should they be so inclined. If low level adventurers come here, the High Priest mentions that he has not heard from the

Da-Jin, God of Death

Alignment: Chaos
Areas of Influence: Chaos and Death
Symbol: A black obelisk entwined with black roses
Typical Worshiper: assassins, magic-users, morticians
Favored Weapon: dagger

Da-Jin oversees all life passing into death, and although not thoroughly Chaotic, his worshipers have come to stress his more macabre elements. The cult of Da-Jin is one in transition from Neutrality to Chaos. Thus, clerics of Da-Jin can be Neutral, if the Referee allows such.

Jamboor, God of Death, Knowledge, and Magic

Alignment: Neutrality
Areas of Influence: Knowledge and Magic
Symbol: An eclipsed sun
Typical Worshipers: magic-users, sages
Favored Weapons: staff, dart

Jamboor is a god of death, but only in the regard that death is a part of life and should be revered as such. It is not unusual for the clergy of Jamboor to include magic-users. What's more, kings and noblemen consider it a true feather in their cap to have a cleric of Jamboor as an advisor.

Solanus, Goddess of the Sun and Healing

Alignment: Lawful
Areas of Influence: Healing and the Sun
Symbol: A blazing sun inscribed with an open palm
Typical Worshipers: druids, rangers, healers.
Favored Weapons: light mace, staff.

Clerics of Solanus often serve as medics in armies, or as healers in villages and small towns. They are also some of the most typical adventuring clerics, as their skills are always in need in dangerous situations.

priestess, Shandril, in the village of Fairhill (near the Stoneheart Valley) in some time. He needs to send her some supplies and holy items. Anyone willing to undertake the quest is sworn in (and *quest* cast upon them) and offered 500 gp on their return (the items are worthless to a non-priest of Freya)—this is a lead in to the *Stoneheart Valley* region.

NPCs: High Priest Thaban

20: The Lion's Side Inn

A modest but clean inn and pub, the Lion's Side serves three meals a day for 4sp, and rents rooms at a cost of 1gp per night per person, or 6gp a per week. This is a popular destination for both frequent travelers to Endhome, as well as many of the city's middleclass residents. Adventurers are less common here, though it's not unheard of to spot a magic-user or two from the nearby academy.

NPCs: Stylus Kant, Moorrin, Penelope Barmey.

Adventures: Finding Fenton (Penelope approaches the PCs and beseeches them to find her husband Fenton).

Services Available at the Temple of Freya

Spells Available

Spell	Cost
<i>cure light wounds</i>	50gp
<i>cure serious wounds</i>	270gp
<i>cure disease</i>	150gp
<i>remove curse</i>	150gp
<i>neutralize poison</i>	280gp
<i>raise dead</i>	450gp

Potions for Sale

Potion	Cost
<i>healing</i>	75gp
<i>extra-healing</i>	300gp

There are never more than 1d4-1 potions of any one kind available at a given time.

21: The Trading Post

This is another modest inn. The trading post caters to many of the traveling merchants who hawk their wares at the bazaar. Once night falls and the bazaar shuts down, the Trading Post's tables are jammed with merchants eager to relax after a long day of selling. Meals here are 3sp, and a room costs 8sp.

NPCs: Bragger Bondhome.

Adventures: The Lost Treasure Map (The PCs discover the treasure map in a loose floorboard).

22: The Ramshackle

This flophouse is no place for the thin-skinned or genteel. The proprietor, Treebok, sells mutton stew, rum, and hard cider — and nothing else. There is a communal sleeping area upstairs where a traveler or sailor can throw his blanket for a night at the cost of 2sp. Arguments, fights, and all-out brawls are commonplace here, as both the sailors from the docks, as well as the roughnecks from the slums come to the Ramshackle to rid themselves of what few coppers they have pieced together.

NPCs: The Evil Adventuring Party.

Adventures: The Lost Treasure Map (The party discovers the treasure map in a loose floorboard).

23: Albin's Armory

This is the largest and most well-stocked weaponsmith in Endhome. A full service, one-stop shopping armory, all simple and martial weapons, many exotic melee weapons, and numerous suits of armor are available at Albin's. Character can buy leather armor, chain mail, and ring mail "off the rack," but plate mail requires 1d4+1 days to fit. Common weapons such as longswords, short swords, daggers, two-handed swords, battleaxes, and maces are in stock; more exotic weapons such as ones made of silver require one week to prepare.

NPCs: The Evil Adventuring Party

Adventures: The Lost Treasure Map (Found in the pommel of a purchased sword).

24: The King's Road Inn

More commonly referred to simply as “Kings,” this large inn is a popular gathering place for travelers and adventurers. Most nights its tables are filled with transients and treasure hunters looking for work or eager to swap stories, truthful or otherwise, about their exploits. Barnky, the innkeeper and bartender, is always up on the current scuttlebutt and with a little bribe might be able to provide the party with some useful information. There is a 10% chance that adventurers are here, possibly for hire as henchmen. If indicated, from 1-4 NPCs of levels 1-2 are available for hire (price is 100 gp/month plus upkeep and ½ share of treasure).

Rooms at King's are 8sp per night, meals are 3sp. Horses can be stabled at the cost of 2sp per night. This is a fantastic location to pick up rumor and adventure leads. Each night, there is a 40% chance the players learn something interesting. Roll on the following table:

01-50	Use the rumors from the Getting to Know Endhome section above
51-70	Referee should pick a rumor about a specific location in The Lost City of Barakus
71-80	Referee should select a random wilderness location from near Rappan Athuk and tell a story about it.
81-90	Referee should select a random location from Stoneheart Valley and tell a story about it.
91-95	Referee should select a random wilderness location from Northland Saga and tell a story about it (and the characters meet a Viking!).
96-00	Referee should make up a fake story from another location.

NPCs: The Evil Adventuring Party, Moorrin, Kytora the Red, Penelope Barney.

Adventures: Finding Fenton (Penelope approaches the PCs and beseeches them to find her husband Fenton); Green Tree Bandits (Fell Tarmick is spotted trying to slip out of the inn).

25: Roadside Inn

This is more of a merchant's inn than an adventurer's. A little cleaner and less rowdy than King's, the Roadside Inn serves meals for 4sp and rooms are 1gp. Occasionally adventurers will hang out at the Roadside hoping to score some work with a merchant in need of strong arms to guard him on his way home. Should the Referee wish to take his campaign to some far off place, this inn might be the perfect starting place for such a storyline.

NPCs: Moorrin, Penelope Barney.

Adventures: Finding Fenton (Penelope approaches the party and beseeches them to find her husband Fenton); Green Tree Bandits (Fell Tarmick is spotted trying to slip out of the inn). One offsite rumor is popular here as well, and refers to the *District of Sunderland* that lies 300 miles south of Barakus. The Referee should feel free to insert this one as they see fit. This specific rumor refers to **Cults of the Sundered Kingdoms** in that region.

“Silver shipments have been disappearing in the Moon Fog Hills. Mark my words, the Soldier's Road will earn its name again. The kingdom won't stand for those kinds of losses for long before we'll have an army coming through here to set things aright.”

26: Fishing Village

“Village” is a kind title for this little collection of driftwood shacks and mud huts. Most of the fishermen who work the river from this spot catch

just enough to support themselves and their families. Those that do particularly well attempt to sell their surplus in town.

27: Shantytown

The poorest of the regions poor squat in this pathetic assemblage of lean-tos and shacks made from broken boards and other refuse. Death and disease are commonplace here, as are murder and famine. Many of shantytown residents beg along King's Road from the merchants going in and out of Endhome. If their numbers grow too large and obtrusive, however, a patrol is sent out to break up the group. Shantytown has been growing of late, and is a great concern to the current governor.

NPCs: Elan Kanto, Durgan Procuero.

Adventures: The Slaving Priestess (The party spies Elan Kanto and Durgan looking for some lost souls).

28: Farms

These are all small family farms. Each farm tends to a number of staple crops and keeps several herd animals. The farmland extends for miles north, west, and south of Endhome. Most of the farmers working the fertile Gaelon riverbed sell their surplus in Endhome. Because the land is so good, and the profit margins so high in Endhome, this region has attracted hundreds of farmers who keep spreading further west along the river.

NPCs: Gilda Waynetrop.

29: Grain Silo

This silo serves the farmers in the immediate vicinity. There are many such silos dotting the countryside.

The Sewers

Though not a popular method for getting about Endhome, the characters sometimes find themselves in situations where travel by sewer is preferable to travel aboveground. What's more, a few unsavory sorts have made their home in the foul recesses of the sewers, and the Pulantis have also taken to using the sewers on their nocturnal jaunts.

Layout and Design

The sewers are series of 15ft wide tunnels bisected by an 8ft deep channel filled with slow-moving, foul-smelling waste. Narrow walkways line either side of the channel, and narrow grating spans the sewage channel at each intersection (see sample sewer map). The sewers can be reached by aboveground entrances that are square iron plates in the street (Open Doors check to lift) that lead to a narrow shoot on whose wall is secured an iron ladder. The chutes and ladders descend 15ft to the sewers. These entrances to the sewers are marked with an S and a number (S1–S15) on the Endhome map and the map of the sewers.

Upon entering the sewers, all humans and demi-humans must succeed at a save or suffer a mild nausea (-1 penalty to all attack rolls and saves). There is a 10% chance a character actually entering the sewage might contract a disease, 20% chance if they have any unhealed wounds or are wounded while in the sewage at the Referee's discretion.

Adventures: The Wererat Warren and the Renegade Wizard.

Encounters in the Sewers

Beggar: This particularly hardy beggar, has, for reasons of his own, decided to bed down on one of the walkways of the sewer instead of the streets above. Upon spotting the characters, he first begs for mercy, and then, if he determines they have no plans to harm him, asks for spare coppers.

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Random Encounters

Occasionally something of interest floats or wanders by. Roll once each hour on the following chart.

1d100	Result
01-55	No Encounter
56-58	Beggar
59-69	Interesting find
70-75	Strange Noise
76-78	1 rat
79-80	Bridge
81-90	Swarm of 4d6 rats
91-93	1d4+1 giant rats
94-97	1 wererat and 2d6 rats
98-99	1 otyugh
00	1d3 shadows

Bridge: A stiff plank has been laid across the channel. The plank can only support 200 pounds at one time. A save must be made to cross the plank. Failure indicates falling into the muck (see disease rules described above).

Giant Rats: These larger and more deadly rats lurk around corners or in the filth itself before springing out and attacking.

Giant Rats (1d4+1): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 1 rat is diseased.

Interesting Find: Roll 1d10 or choose to determine what the players stumble across. **1:** empty jewelry bag; **2:** a human skeleton; **3:** a toy boat bobbing along in the sewage; **4:** a pair of old boots; **5:** a broken sword (insert the *Lost Treasure Map*) in the pommel if the party has not discovered it already); **6:** a half-eaten sandwich; **7:** some human hair wound in a ball like twine; **8:** a felt hat hanging on a nail in the wall; **9:** a clown suit and fake fangs; **10:** A colony of glowing phosphorescent mold.

Otyugh: Very happy in the waste, the otyugh lashes out with his tentacles as the characters pass by.

Otyugh: HD 7; AC 3[16]; Atk 2 tentacles (1d8), bite (1d4+1 plus disease); Move 6; Save 9; AL N; CL/XP 8/800; Special: bite (90% chance of disease causing death within 3d6 days). (*Monstrosities* 367)

A rat: A single rat dashes between a character's feet.

Rats: A swarm of common sewer rats come streaming along the walkway. Though not particularly dangerous as combatants, they do cause all characters to make a save or fall into the sewage.

Rats (4d6): HD 1hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 2 rats are diseased.

Shadows: The shadows lurk in the darkness and hope to surprise the characters as they wander by.

Shadow (1d3): HD 2+2; AC 7[12]; Atk touch (1d4 plus strength drain); Move 12; Save 16; AL C; CL/XP 4/120; Special: drain 1 point strength, +1 or better weapon to hit.

Strange Noise: Somewhere in the distance the party hears a howl,

moan, shriek, or whatever else the Referee can dream up.

Wererat and rats: An accomplice of Toucise, this wererat (in hybrid form) sends his rat brethren forward to disorient the party while he creeps forward to surprise them.

Wererat: HD 3; HP 16; AC 6[13]; Atk bite (1d3), short sword (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: control rats, hit only by silver or magic weapons, lycanthropy, surprise on 1-4.

Rats (2d6): HD 1hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 1 rat is diseased.

Major NPCs

Below are some of the major NPCs the party is likely to encounter while in or around Endhome. Endhome is a large city, of course, and there is plenty of room for more NPCs from the Referee's imagination. Like the characters themselves, the NPCs are not static, stationary, talking statues, thus they are not given precise locations where they will be encountered. Instead, this chapter includes which NPCs are likely to be encountered in which major locations.

Political Figures

Bragger Bondhome

Bragger is the only demi-human to hold a seat of authority in Endhome. Bondhome has served as captain of the guard for the past 20 years, and given his dwarven longevity will likely continue to allow him to do so for at least another 30.

Bragger Bondhome, Dwarf (Ftr8): HP 45; AC 0[19]; Atk +1 battleaxe (1d8+4); Move 12; Save 7; AL L; CL/XP 8/800; Special: dwarf racial traits, multiple attacks (8) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +3 damage bonus for high strength.

Equipment: +1 plate mail, +1 shield, +1 battleaxe, 2 potions of extra healing.

Personality: Bragger has been the leader of men for so long he's nearly forgotten what life would be like if he didn't have to give orders. He wears his beard neatly trimmed and his armor is always in perfect repair. He commands immediate attention and respect when he enters a room, and his booming baritone demands to be heard when he speaks. Occasionally, after a half-dozen pints or so at The Trading Post, he has been known to wax nostalgic about life in the mountains amongst his fellow dwarves. He tells a sad tale of losing his liege lord Bain, who ruled a small keep in the Bain's Pass in the Stoneheart Mountains. He does not, however, make a special effort to seek other dwarves' company, as he knows his place now is amongst men, and he does not want jeopardize their trust.

Governor Ranlan Pool

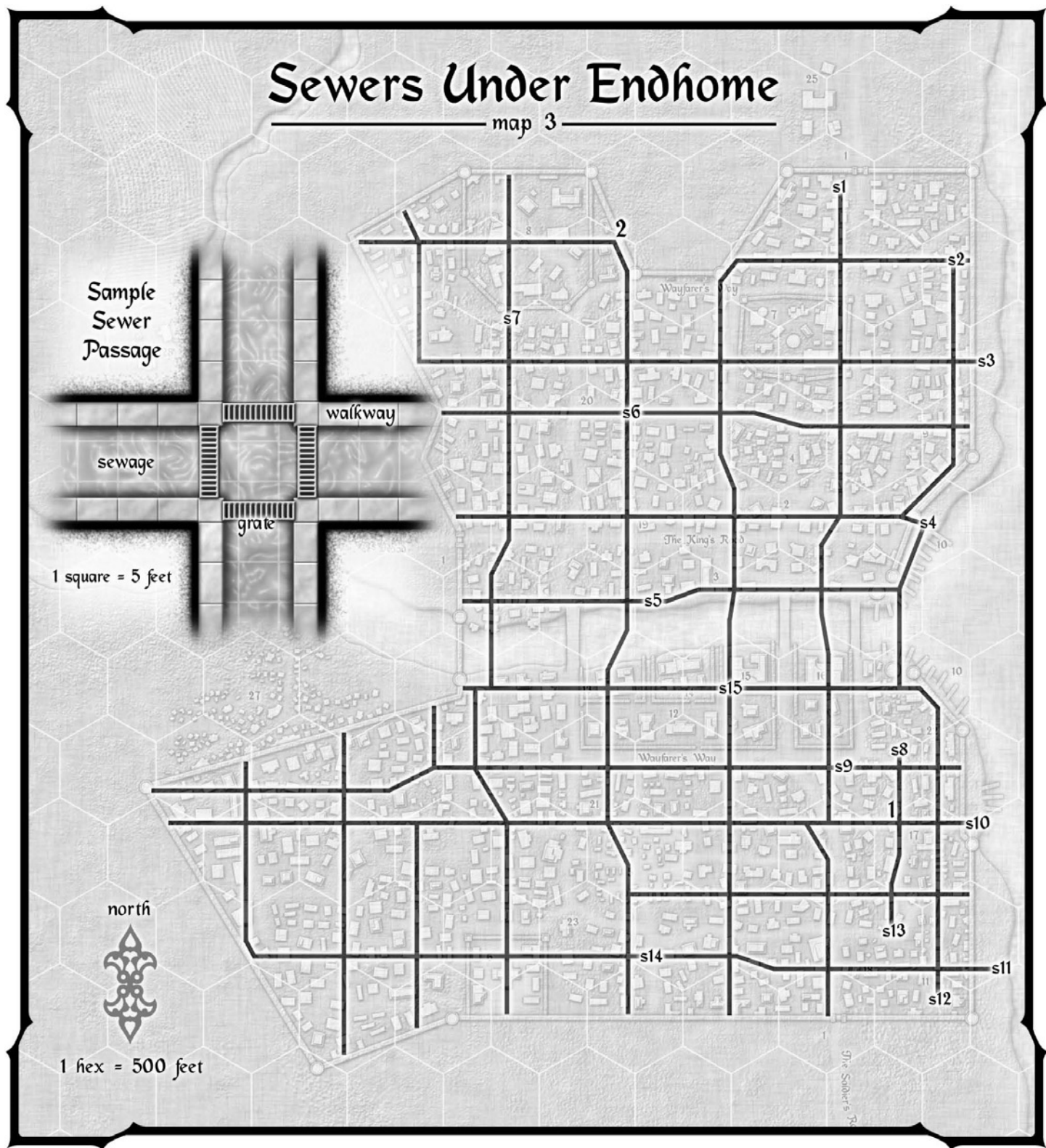
Ranlan, a portly man of fifty or so, has been governor for 10 years. After serving 12 years in the senate (during which time he ran a successful spice trading business), Ranlan was chosen to succeed Spirituous Munda, who himself had been governor for almost a quarter of a century. Ranlan enjoys the life of Governor and throws lavish parties at his estate overlooking the Gaelon River. He is a frequent diner at Heaven's Gate, and enjoys visiting the bazaar from time to time, just to see how the common folk are fairing.

He is a normal human (HP 6; AC 9[10] or -1[20] with ring) who carries a +1 dagger, a *ring of redemption* (see the *Appendix*), and a personal fortune worth approximately 50,000gp.

Personality: Ranlan is the consummate politician. Always quick to

Sewers Under Endhome

map 3



shake a hand (especially of the well-connected and influential), and possessed of a fantastic memory for names, the Governor makes a quick and memorable impression on everyone he meets. Having spent so much time in public life, he has become adroit at disguising his true ambitions, feelings, and ideas, and one must spend much time alone with the governor to discover what lies beneath the layers of polished discourse. At his heart, Ranlan is desperate to maintain his notoriety, and calculates his self-worth from the number of people who know his name and vie for his attention. He has a quick temper with his servants and assistants, and is prone to bouts of disabling depression. Still, when all is said and done, he works hard for Endhome and, under his watch, the city will likely continue to thrive and grow.

Kilgore Spink

Governor Pool never strays far from his estate without his bodyguard, **Kilgore Spink**. Kilgore is a seasoned veteran of both the Endhome guard, where he spent eight years, and of several adventures, which he undertook with a party known, cryptically, as *The Ascension*. He quite enjoys his current well paid and, relatively speaking, danger-free life.

Kilgore Spink (Ftr5): HP 25; AC 7[12] or 3[16]; Atk short sword (1d6+1) or +1 longsword (1d8+2); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD, +1 to hit for high strength, +1 damage bonus for

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Ring of Redemption

This very special gold band was forged specifically for the Governor of Endhome. Designed to give maximum protection in moments of crisis, upon uttering the command words “redeem Endhome” the ring activates and gives a -10[+10] bonus to AC and saving throws for exactly 1 hour. The ring can only be activated once in a 24-hour period. The ring has, thus far, been handed down from one governor to the next, though it is possible some retiring governor might “forget” to hand it over to his successor.

locate object, prayer; 4th—cure serious wounds, neutralize poison; 5th—commune, dispel evil.
Equipment: *staff of striking, numerous scrolls of 1st through 4th level, personal wealth worth approximately 3500gp.*

high strength.

Equipment: *leather armor, +1 chain mail, shield, short sword, +1 longsword.*

Personality: Kilgore is robust and a firm believer in good health and daily exercise. He has tried unsuccessfully for several years to convince his employer to eat more healthily and go out for a brisk walk every day. Kilgore despises sloth and waste, and frequently reprimands shirkers in the Governor’s employ. If encountered off duty, Kilgore might be convinced to recount some stories of his adventuring days with The Ascension.

Tactics: Kilgore normally goes about dressed in leather armor and carrying his short sword. However, if he believes things are going to get rough (if, for example, the city is under attack or threats have been made against the governor) he dons his chain mail and shield and carries his longsword.

Fernando Quinchino

Fernando is the eldest son of Philippi Quinchino, and the heir apparent to the Quinchino fortune. With his father now at death’s doorstep, Fernando has taken over the day-to-day operation of the business. Like all Philippi’s sons, Fernando was trained to fight, and has made use of his martial skills on a few uncooperative business partners. Despite is girth (he weighs in at about 280 pounds), Fernando is surprisingly quick. He likes to wear a huge gold necklace and bracelets, and he has his eyebrows tweezed twice a week.

Fernando Quinchino (Ftr3): **HP** 15; **AC** 5[14]; **Atk** +1 *flail* (1d8+2) or *light crossbow* (1d4+2); **Move** 12; **Save** 12 (10 with ring); **AL** C; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, +1 to hit for high strength, +1 damage bonus for high strength.

Equipment: +1 *leather armor, +1 flail, light crossbow, 20 bolts, ring of protection +1, large gold chain (500gp), 2 gold bracelets (300gp each), personal wealth worth approximately 20,000gp.*

Personality: Fernando’s motto, were he to have one, would likely be, “I’d rather you fear me than love me.” And indeed, when anyone who knows Fernando sees Fernando coming they are likely to duck for cover either to avoid his profanity-laced diatribes, blunt humor, or a smack on the back of the head. This approach to life has had its benefits, for those whom he does trust show him complete loyalty.

High Priest Thaban

The most highly respected clergyman in Endhome, High Priest Thaban oversees the doings at the Temple of Freya and also serves as an advisor of sorts to noblemen, the governor and senators.

Thaban, High Priest of Freya (Clr9): **HP** 34; **AC** 9[10]; **Atk** *staff of striking* (2d6); **Move** 12; **Save** 7; **AL** L; **CL/XP** 12/2000; **Special:** bonus 1st level spell for high wisdom, +2 save bonus vs. paralysis or poison, spells (4/3/3/2/2).

Spells: 1st—*cure light wounds* x3, *protection from good*; 2nd—*bless, hold person* x2; 3rd—*cure disease,*

Personality: High Priest Thaban has come to enjoy his respected position in the Endhome community. He regularly makes the rounds with the well to-do of the city, raising money for his already well-appointed church. When not schmoozing, he occasionally ministers to his flock, but mostly he leaves this to his acolytes.

Lurton and Amelia Gaspar

These two represent the height of Endhome old money. They have known nothing but privilege and comfort their entire life. While Lurton is the eldest of three Lurton brothers, Amelia is the second daughter of a high-ranking duke from a neighboring country. Their place among Endhome’s social elite is not so much secure as it is ineluctable—they are the elite of the elite. Lurton is a normal human (**HP** 4), as is his sister (**HP** 2).

Personality: Lurton is so hopelessly removed from everyday people that he can’t begin to relate to them. If encountered, he smiles benignly, nods politely, and then tries bid a tactful retreat. If, on the other hand, he should seek someone’s council or assistance, he is all business. Frank and uncompromising, people soon learn why Lurton has kept the family fortune not only intact but ever growing.

Amelia is no one’s fool. She keeps a close watch over her husband’s associates to ensure no one is trying to get the better of him. She also runs the house like the captain of a ship. Servants are fired abruptly for impudence or tardiness, and she is ever watchful for sticky-fingered maids. Should she ever have need for adventurers, she tolerates their company for as short a time as possible.

They have personal wealth in excess of 125,000gp and suit of +1 *plate mail* that is a family heirloom.

Stylus Kant

The current headmaster of the Wizard’s Academy, Stylus Kant wears his black hair in a long ponytail, sports a neatly trimmed mustache and goatee, and wears robes from the absolutely finest silks and wools Endhome offers. Stylus spends most of his time at the Academy, but, being an important figure in the community, is from time to time summoned to the Senate or the Governor’s mansion. Stylus is unlikely to want anything to do with a bunch of low-level adventurers, but as the party’s notoriety increases, it’s possible they could gain his attention or even his favor.

Stylus Kant (MU9): **HP** 22; **AC** 2[17]; **Atk** +1 *staff* (1d6+1); **Move** 12; **Save** 7; **AL** N; **CL/XP** 12/2000; **Special:** +2 save bonus vs. magic, spells (4/3/3/2/1).

Spells: 1st—*charm person, detect magic, read languages, sleep*; 2nd—*invisibility, knock, phantasmal force*; 3rd—*clairvoyance, fly, suggestion*; 4th—*dimension door* x2; 5th—*hold monster*.

Equipment: *bracers of defense* AC 2[17], +1 *staff, wand of lightning bolts* (10 charges, 9d6 points of damage), numerous scrolls of 1st to 5th level, spellbook.

Note: The above spell list assume Stylus is going about his normal daily routine; if he should have need of more offensive spells, he certainly has access to most available spells. The Referee should feel free to adjust his spell list for the appropriate conditions.

Personality: Stylus is surprisingly charming. He has a quiet intensity about him that many people initially mistake for aloofness. Once in conversation, however, he is lively and interested and possessed of exquisite manners. He is extremely ambitious as well, however, and does not make close friends easily. Only a select few are permitted into his inner circle: offers to dinner are usually politely declined. Those who do know him well are fiercely loyal, as the combination of his intelligence and charisma make him a prized friend.

The Chaotic Adventuring Party

This small band of adventurers could prove a useful thorn in the party's side. Their stats here are for 3rd level. Should it be necessary to do so, feel free to advance them to 5th or 6th level.

Da-Leek Ahats Du

How did the monks at the monastery go so wrong? When they trained Da-leek in the ways of the tiger, as their order is known, they did not for a moment imagine that this very ugly young man would turn out so terribly mercenary and untrustworthy. He was booted from the order before attaining "harmonic fullness." No matter; he had treasures to find and fame to win.

Da-Leek Ahats Du (Mnk3): HP 10; AC 7[12]; Atk staff (1d6+1) or light crossbow (1d4+2); Move 14; Save 13; AL C; CL/XP 4/120; **Special:** deflect missiles with save, +1 damage with weapons, thieving skills, surprise only on 1.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%;

Equipment: staff, light crossbow, 20 light bolts, thieves tools.

Personality: You'll be lucky if you can find one beneath his ever-scowling visage. Da-Leek has been shunned for so long for his hideous appearance (one eye is larger than the other, copious ear hair, a bent nose, enduring body odor, yellow teeth, and severe acne) that he just assumes everyone he meets is disgusted by him. He prefers to let his fists do the talking.

Dagon Ziss

This half-drow was the bastard son of the courtesan of a noble drow who dwells still in the Under Realms city of Ferdozan. His father had a taste for human women, but the offspring this peccadillo produced was not welcome among the "pure bloods," and so he was forced to flee as soon as he was old enough to do so. Now a burgeoning necromancer, Dagon would love nothing more than to someday return to Ferdozan as a full-fledged lich and rain down suffering and death on all those who belittled him.

Dagon Ziss, Half-Drow (MU3): HP 8; AC 9[10]; Atk +1 dagger (1d4+1) or darts x3 (1d3); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** darkvision 60ft, half-drow racial abilities, magical abilities (1/day—darkness 15ft radius), +2 save bonus vs. magic, spells (3/1).

Equipment: +1 dagger, 9 darts, spellbook.

Personality: Dagon works hard to be as spooky as possible. He dresses in a long black robe, says little, and hisses slightly when displeased. He has little patience for chatty company and has been known to get up and leave the middle of conversation in which he is not interested. He is dedicated to the adventuring party in so far as they serve his need to gather the power necessary to meet his ultimate goal.

Gilgar the Gray

Gilgar's long, black hair went gray as a ghost one summer when he was but a lad of 16; thus his nickname. The color change was due to a frightening vision he had one night in a dream. His dead mother came to him, her face a horrid rotting mess, and told him, cryptically, to "pursue the reaper." Unsure of exactly what she meant, he decided to worship Da-Jin in an attempt to meet what he supposed were his mother's wishes.

Gilgar (Clr3 of Da-Jin): HP 12; AC 5[14]; Atk spiked mace (1d8); Move 12; Save 13; AL C; CL/XP 3/60; **Special:** bonus 1st level spell for high wisdom, +2 save bonus vs. paralysis or poison, spells (3).

Spells: 1st—cause light wounds (x2), protection from

good.

Equipment: chain mail, spiked mace, holy symbol of Da-Jin.

Personality: Gilgar does not consider himself or his god evil. Death is inevitable, he reasons, and so worshipping it is no different than worshipping the moon or the sun, both of which are as unavoidable as The Reaper. Unfortunately, his worship of death has brought about a kind of lazy nihilism that permits him to perform some heinous acts in the name of relativism: These people are going to die sometime, why not now? Of all the party members, he and Dagon have what could most closely be described as a friendship.

Zero Stranglevine

A nasty little halfling if ever there was one. Like Dagon, Zero has ambitions as well: namely to join the ranks of elite assassins. He believes he could make a fantastic living eliminating people's enemies for pay, and can't wait to give up the life of adventuring and take on this second career.

Zero Stranglevine, Halfling (Th3): HP 9; AC 5[14]; Atk +1 short sword (1d6+1) or light crossbow (1d4+1); Move 12; Save 15; AL C; CL/XP 3/60; **Special:** halfling racial traits, +1 dexterity bonus, +2 save bonus vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: +1 leather armor, +1 short sword, light crossbow, 20 bolts, boots of leaping, thieves tools.

Personality: While Dagon hisses, Zero growls. There is nothing he loves more than having some big, clumsy human make a joke at his expense — such remarks garner a quick and well-placed taste of his dagger. He is fond of apple brandy, and has had to learn lately to curb this passion somewhat (once, while intoxicated he had his purse cut; very humiliating). In all, a very capable — if a bit cranky — thief.

Other Characters

The following characters tend to operate alone. Some could be talked into joining the party, others might lend assistance in time of need, while still others might provide information.

Curly Barns

The characters may have a hard time keeping Curly from joining their party. This little annoyance (he is a human man, but barely taller than a halfling, with a prodigious nose and wispy white hair) is in search of a "band of brothers" with which to align himself, and, if the party is Lawful and the slightest bit good-natured, he seeks to have himself adopted by them.

Curly Barns (Th3): HP 11; AC 7[12]; Atk short sword (1d6) or light crossbow (1d4+1); Move 12; Save 15; AL L; CL/XP 3/30; **Special:** +2 save bonus vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%;

Equipment: leather armor, short sword, light crossbow, 10 bolts, *potion of healing*, thieves tools, lute, pennywhistle, 35gp.

Personality: Curly is a charmer when met at a bar or an inn, but he is desperately insecure and at a loss as to how to get along with other people when not entertaining them. Thus, he has a habit of dominating conversation, which, once folks tire of his talk (which can take some time as he is quite a good and interesting talker) becomes increasingly problematic. Should he be allowed to join a band of adventurers, he is a desperately loyal, if tiresome, companion.

Development: As noted above, if the characters are Lawfully aligned

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and good natured then Curly seeks to hook up with them. First he asks when they next plan to “head out into the great, wide, unforgiving wilderness.” He then offers to join their band. If they decline, he seeks to determine where they are staying, and, if they have told him when they are leaving for adventure, he is waiting for them at their inn “ready to go.” If they again decline his company, he might go so far as to follow them at a discreet distance and then stumble into their camp site. The Referee is encouraged to play this NPC for comedy and pathos.

Kytor the Red

Kytor got his nickname, not surprisingly, from a great mane of red hair he used to wear in a long braid down his back. Used to, that is, until the better part of it fell out at the age of 22, at which point he eventually shaved his pate and has kept it thus ever since. A retiree of the city guard, Kytor knows the town well and is often looking for something to do. Four months ago he accompanied two halfling brothers into a crypt about 50 miles northeast of Endhome and came away with a good haul which he has been living off of ever since.

Kytor the Red (Ftr2): HP 10; AC 3[16]; Atk two-handed sword (1d10+2) or longbow x2 (1d6+2); Save 14; AL L; CL/XP 2/60; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: plate mail, two-handed sword, longbow, 20 arrows.

Personality: Kytor is fond of drink, and when drunk is prone to ramble on about his glory days in “The Guard.” One might wonder, given his propensity to wax nostalgic about military life, why he ever left, but that question is irrelevant. Kytor is a hopeless grass-is-always-greener type, and life for him was always braver and better once before or looking brighter sometime soon; in the meanwhile he noisily endures the company of swindlers and layabouts, distrusts religion, and never eats

a meal that couldn’t have been a little tastier if the cook had just taken the time to care.

Development: If the party can bear him, Kytor is happy to join their party, and a good strong arm he is. Otherwise, they are likely to find him drinking and complaining at any one of the local taverns.

Moorrin

Moorrin is a local boy, the son of a middle class merchant family (upholsterers, to be exact), who discovered at an early age he had a gift for magic. Try as he might, he could not play the role of heir to the upholstery business, and so has been casting about ever since for a way to make his living as a magic-user.

Moorrin (MU3): HP 8; AC 9[10]; Atk staff (1d6) or darts x3 (1d3); Move 12; Save 13; AL N; CL/XP 4/120; **Special:** +2 save bonus vs. magic, spells (2/1).

Spells: 1st—*magic missile*, *sleep*; 2nd—*mirror image*.

Equipment: staff, 12 darts.

Personality: Moorrin pursues his career as an adventurer with much guilt. Tirelessly practical, he is always counting his coppers, seeking to stay at the cheapest clean inn, saving crusts of bread for toast the next morning, darning his socks, mending his robe. He clings to the belief that if he does very well as adventurer, and is frugal, he might retire early and open a little shop of some kind and settle down and “live like a grown up.”

Development: Moorrin is hoping there is some way to make a living as a magic-user aside from adventuring, and, if he joins forces with the characters, threatens constantly, if apologetically, to part company, declaring, “I can only do this a bit longer, then I really have to settle down.” Thus, the Referee can have him stay with the party only so long as it is useful to the campaign.

Adventures in Endhome

As mentioned in the **Introduction**, there are a few adventures in Endhome itself in which the party might become involved. These could provide an interesting contrast to the dark tunnels of a dungeon, and allow Endhome to function as more than just a place to rest and sell booty. These adventures range from information gathering forays to spying and fighting.

- **Finding Fenton** is appropriate for any level party, and provides a link and reason for the characters to visit Barakus in search of a lost husband.

- **The Lost Treasure Map** can be inserted as the Referee desires at any point in the adventure, and is appropriate for characters of any level. It leads the characters to the Barakus.

- **The Greentree Bandits** can likewise be started at any time, though the adventure itself is appropriate (at its climax) for characters of levels 3rd–5th level.

- **The Wererat Warren** is an in-city dungeon crawl for characters of 2nd–3rd level that pits the players against a Chaotic pack of wererats, and provides clues as to the true evils of the Pulanti family. The party needs weapons of silver if they choose to attempt to eradicate this menace.

- **The Renegade Wizard** details the lair of a demented conjurer deep in the city's sewers. This adventure is appropriate for characters of 3rd–5th level.

- **The Pulanti Estate** may either start as a follow up adventure to **The Wererat Warren** and/or **The Renegade Wizard** or as a missing persons case. It is appropriate for characters of 4th–6th level, and involves ridding the city of a family of vampires. This is an extremely dangerous adventure for both the brave and the foolhardy. The party will need powerful magic to face down these monsters.

- **The Slaving Priestess** is appropriate for characters of 3rd–4th level, and involves information gathering and stealth, as well as a potentially violent climax.

Finding Fenton

Penelope Barmey's husband, Fenton Barmey (see **Area 2-69A** in Barakus), was an adventuring magic-user who left with three comrades a year ago to explore the caves north of Endhome. Neither he nor his mates ever returned. His widow grieved for many months, dearly missing her charismatic husband whom she had warned against this dangerous undertaking. Penelope, it turns out, is psychic. Quite psychic, in fact: she has twice predicted a flood of the Gaelon River, she foresaw the death of a neighbor by drowning, and is visited occasionally by deceased relatives with whom she carries on long conversations. Six months after her husband disappeared Penelope dreamed that he was still alive but that he was in great distress. A month after that she dreamed again that he was alive and had a "dark companion" as well (the grimlock, **C10x**). Since then she has had a dream at least once a month where she feels his spirit calling out to her for help.

Desperate to rescue her husband and see him returned to her, she has begun frequenting certain unsavory taverns in search of adventurers who might help her. She has very little to offer in the way of payment or directions. Realizing most adventurers are looking for compensation, she has scraped together 50gp to offer as a reward for the safe return of Fenton. She can offer no more advice on his whereabouts other than he "lives at the bottom of a deep cavern with a dark companion."

Contacting the Party

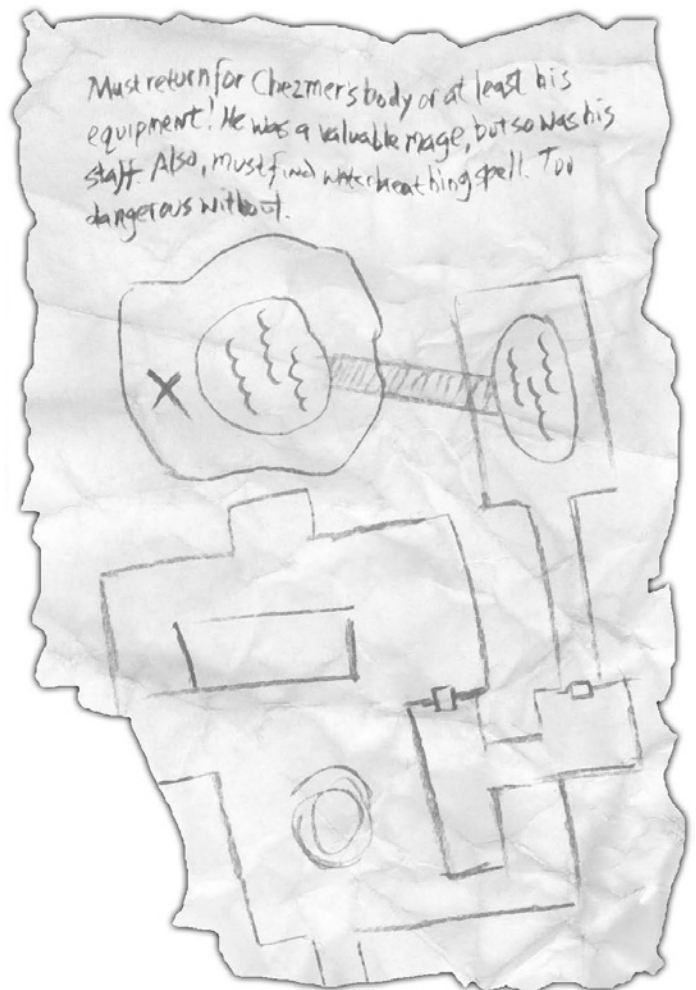
While the party is visiting the King's Road Inn, Penelope, noticing some new and (presumably) brave looking strangers, approaches the

party with her plea. She explains in detail everything she can and offers the characters 50gp if they can find her husband, whom she describes as over 6ft tall with thinning blond hair. If the party shows any interest at all she pleads with them to help, breaking down in tears, and crumbling to her knees. If they do not offer to help, they see her from time to time at the inn with a sad and lost look in her eye.

Note: if the characters kill Fenton, Penelope learns of this in a dream, and knows, in fact, that the characters were responsible. The next time she sees them she screams, "Why? Why did you do it? Why did you kill him?" Or some such.

Saving Fenton

Saving Fenton is not easy. He will have to be either incapacitated or cured of his madness to be brought willingly from his hiding place (see **Area 2-69A** for details). If he is returned to his wife and cured of his illness, his gratefulness to the party knows no bounds. He gives them his *wand of magic missiles* (8 charges) and his offer to help them should they ever need a bed to lay their heads on or a meal to warm their bones. He is, however, done adventuring. If the party declines to accept Penelope's reward money, award the party 200XP for their generosity.



The Lost Treasure Map

The party finds a map to **Areas 2-10 to 2-12** with an enticing note written on it. The map belonged to a group of adventurers who delved into the Lost City of Barakus several years ago, but returned minus their mage. This band had intended to return again, but one thing led to another, and they never did. How the characters come across this map is up to the Referee. Here are a few suggestions: **1. Barry Kip**, a huckster low-life sells it to them. This transaction could occur at the King's Road Inn, The Ramshackle, or on a darkened street corner. Barry wants 100gp for the map, but is willing to go as low as 20. He is unable to vouch for the authenticity of the map, but claims to have obtained it from some powerful adventurers (actually stolen from Dagon Ziss).

2. If they are staying at an inn, they find it stuffed between two floorboards (how it got there is unimportant; create whatever history you'd like, if necessary).

3. They buy a sword. It turns out to be used. The map is hidden in theommel.

4. As Part of a Monster's Treasure. Simply put in any monster's treasure, either in the caves above Barakus (the kobold witch-doctor **Twees** would be a good candidate) or in the one of the locations in the wilderness.

The Green Tree Bandits

Bragger Bondhome (see **NPCs of Endhome**) has offered a reward of 500gp for the head of the leader of the Green Tree Bandits, who have begun to sufficiently annoy the local merchants coming in and out of End-

home to have officially made themselves a public nuisance. The party can learn of this either through investigation (see **Getting to Know Endhome**, in the **Endhome** chapter, above), or by spotting a wanted poster in the Bazaar. There are several such posters nailed to walls and posts around the bazaar, and most merchants there have heard stories about the bandits and their escapades. The posters direct interested bounty hunters to Bragger in the barracks.

See **Area B** in the **Wilderness** chapter for more details on the Green Tree Bandits.

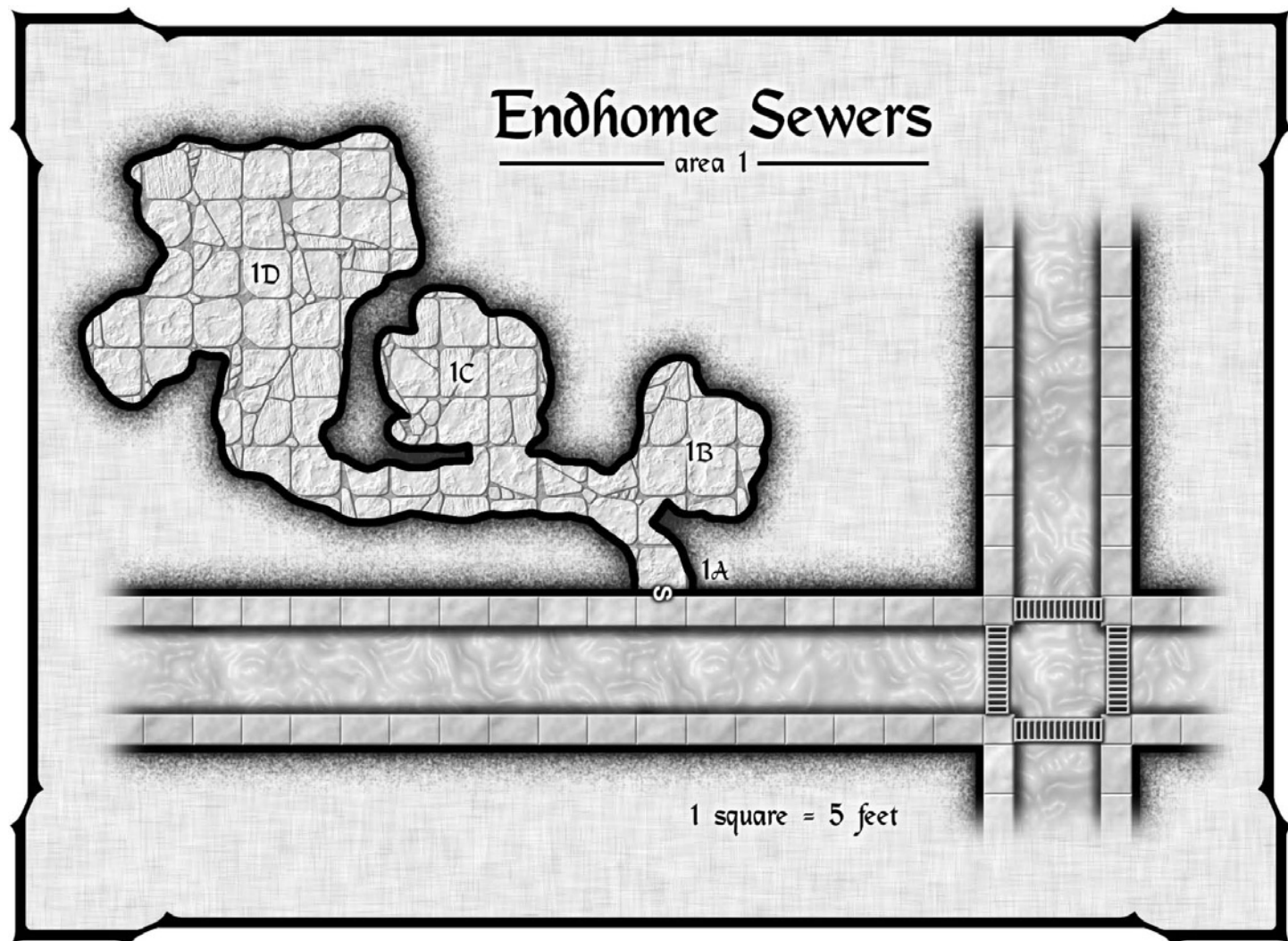
The Wererat Warren

A small warren of wererat thieves has taken up residence in the sewers. They are led by **Toucise**, a cunning rogue who has recently made a deal with the Pulantis to further his power. The caves have been dug out of the earth and are supported by wooden beams. The ceilings are only 8ft high; anyone wielding a two-handed weapon suffers a -2 penalty to all attack and damage rolls.

Area 1A: Trapped Secret Door

Toucise did his level best to disguise the door to his warren, but he knew an average thief could find it without difficulty. Thus he **trapped** the door both with a poison needle (save or fall unconscious for 3d6 turns) and a bell to warn himself and his fellow wererats.

Development: If the bell is sounded the wererats from **Area 1C** arrive in 2 rounds, and Toucise and his fellow rogues arrive in 3 rounds. If the





party flees, the wererats do not bother to pursue, but a wererat is stationed on the other side of this door at all times for the next 3 days.

Area 1B: Rats Nest

Common rats can't help but to be drawn to wererats, and Toucise allows a host of these critters to nest here. A total of **20 rats** swarm about in this cave. Fire of any kind sends them scattering, although the sound of their frightened squeals likely draws the attention of Toucise and his accomplices.

Rats (20): HD 1hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 3 are diseased.

Tactics: Although they won't attack on their own, Toucise commands the rats to swarm around and distract spellcasters in combat.

Area 1C: Common Wererats

This small cave contains three piles of rags that serve as beds, and a rotting wooden box containing the treasure. A lamp burns against the western wall, and the floor is scattered with bones and a few coppers.

This cave is home to **3 wererats**. These are Toucise's foot soldiers, and they attack all intruders immediately.

Wererats (3): HD 3; HP 11, 14, 12; AC 6[13]; Atk bite (1d3), short sword (1d6); Move 12; Save 14; AL C; CL/XP 4/120;

Special: control rats, hit only by silver or magic weapons, lycanthropy, surprise on 1-4.

Treasure: A thorough search of the beds and the wererats uncovers 48sp and 13gp. The rotting box contains a 12-piece set of finely crafted silver-plated flatware (12 knives, 12 forks, 12 spoons) worth a total of 70gp, a silk cape worth 25gp, a pair of gold bracelets shaped like inter-twined snakes worth 40gp each, and a flute.

Area 1D: Thieves' Chambers

A hooded lantern sits on a small wooden table against the northern wall lighting this cave dimly. Four moldy mattresses covered in blankets lay in the southwest corner along with a locked iron chest containing the treasure. There is a table and three chairs in the middle of the cave, upon which is a **map** (see below).

Toucise, a wererat leader, and his **two wererat bodyguards**, call this place home. Here they count their treasure and plan their next heist.

Wererat Bodyguards (2): HD 3; HP 15, 16; AC 6[13]; Atk bite (1d3), short sword (1d6) or light crossbow (1d4+1); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by silver or magic weapons, lycanthropy, surprise on 1-4.

Equipment: short sword, light crossbow, 10 bolts.

Toucise, Wererat Leader (Thf3): HD 3; HP 22; AC 5[14]; Atk bite (1d3), short sword (1d6); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by silver or magic

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weapons, lycanthropy, surprise on 1–4, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, *potion of invisibility*, thieves tools, gold charm bracelet 100gp.

Tactics: Toucise's bodyguard prefers to lead with light crossbow against spellcasters. Once in melee, Toucise attempts a Silent check or Hide check to utilize a backstab. If Toucise hears combat anywhere in the warren, he assumes the worst and gathers all his thieves and goes to investigate. If things look dire, Toucise uses his *potion of invisibility* to mask his retreat.

Treasure: 125gp, a gold plated ink and pen set worth 75gp, six gold signet rings worth 5 gp each, 10 small sapphires worth 10gp each, a breast plate, a handaxe, a silver candelabra worth 45gp, and *potion of healing*.

Development: Although Toucise and his band are independent agents, they have recently come in contact with the Pulanti family and arranged an exchange of services. Being lazy vampires, the Pulantis do not always like to leave their home to round up victims for their bloodlust, and so have hired the wererats to do it for them, providing in return easy access to the noble district. The map on the table in **Area 1D** is a map of the sewers; sewer entrance **S15**, just inside the wall of the Pulanti Estate grounds, is circled in red (or, alternately, if you don't want to give away the connection to the Pulantis quite so easily, the map could be the **Lost Treasure Map** that Toucise has been studying to discern its meaning). Toucise usually kidnaps some poor street urchin from the slums, and so far this tactic has worked, as no one has noticed or cared that these poor unfortunates have gone missing. Unfortunately, their latest victim was not actually a street urchin, and it is because of this mistake that the characters might become involved (see **The Pulanti Estate**).

The Renegade Wizard

Bezlor Orloff was a promising professor of summoning at the Academy. Although not the friendliest staff member, he was a dedicated and serious teacher, and developed quite a following among the school's future conjurers. Unfortunately, Bezlor had an abiding interest in both opium and, eventually and as a result of the opium, demonic forces. He saw no problem with the occasional experimental summoning of small demons. Stylus Kant, the Academy's headmaster, did not see it this way. Now, Bezlor has not only had to endure the shame of being unceremoniously fired, but, and far worse, has been denied access to the coveted Academy library wherein he might further his studies.

Not a man to sit idle, Bezlor, along with his devoted apprentice **Kaiser**, discovered, through his more unsavory contacts, an abandoned opium den in the sewers. He quickly set up residence here and set about attempting to tunnel his way into the library. No small chore this, obviously, but as it happens he managed to summon 2 dretches who, for reasons of their own, decided to remain permanently in his employ (he was a kinder master than the demon they had previously served).

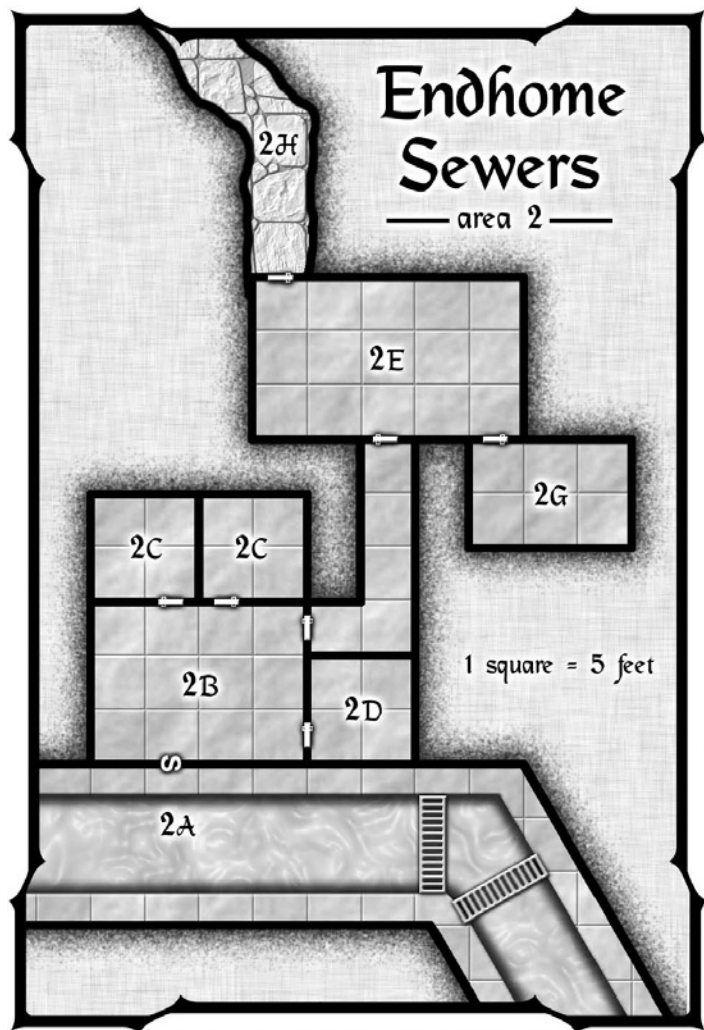
The opium den is located at **Area 2** on the **Sewer Map**, on the northern end of the city.

Standard Features

The walls and floors of these rooms and passages are made of cut and mortared stone, although a dwarf would quickly recognize all of it is of poor workmanship. The ceilings are 10ft high and all areas are lit with torches with a permanent *continual light* in wall sconces.

Area 2A: The Secret Door

The opium addicts that built this little retreat didn't want to be discovered any more than Bezlor, and so constructed a simple secret door to hide



their lair. Bezlor fashioned a lock as well. If the characters find the door, they also find the keyhole. A careful character might notice some fresh dirt scattered on the walkway in front of the door.

Optional Development: Bezlor has the dretches unload the dirt and rocks right into the sewer. At the Referee's discretion the party might happen by while the dretches are dumping the dirt. Or they might be too far off to see this occur but close enough to hear the splash.

Area 2B: Opium Den

There are still a few remnants of what used to go on this area. Some stained and tattered pillows lay piled in the southwest, beside which stands a dilapidated hookah. Dust and mud are everywhere.

In the center of the chamber is a small stone pallet atop which burns a chunk of *incense of clear air* (see below). As a result, the air in this room, as well as the rest of this small complex, is clear and fresh smelling.

Development: If the party makes much noise, they draw the attention of the death dogs in **Area 2D**.

Incense of Fresh Air

When burned, this plain-looking piece of incense eliminates all unpleasant or harmful odors within 40 square feet. The incense burns for 48 hours.

Area 2C: Empty Smoking Chambers

These areas used to serve as small private smoking chambers. Now they are completely empty.

Area 2D: Death Dog Guards

Bezlor found and befriended 2 **death dogs** and uses them as watchdogs. The door to this room is left slightly ajar, and if the death dogs hear any strange noises in **Area 2B** they investigate immediately.

Death Dogs (2): HD 2; HP 10, 12; AC 4[15]; Atk 2 bites (1d6 plus rotting death); Move 15; Save 15; AL C; CL/XP 3/60; **Special:** rotting death (save or lose 1d6 constitution per day until success at a save at -5). (*The Tome of Horrors Complete* 126)

Tactics: The death dogs attempt to bite any intruders giving them the rotting death. Their barking automatically alerts Bezlor, Kaiser, and the dretches.

Area 2E: Bezlor's and Kaiser's Chambers

Two solid wooden beds stand against the north wall, between which is a nightstand. A row of crowded bookshelves stands against the eastern wall, there is a table and two chairs in the middle of the room, and a wheelbarrow by the north door.

Bezlor and Kaiser both rest here, reading and contemplating.

Bezlor (MU6): HP 16; AC 4[15]; Atk staff (1d6) or +1 darts x3 (1d3); Move 12; Save 10; AL C; CL/XP 8/800; **Special:** +1 dexterity missile bonus, +2 save bonus vs. magic, spells (4/2/2).

Spells: 1st—*charm person* (x2), *shield*, *sleep*; 2nd—*darkness* 15ft radius, *mirror image*; 3rd—*lightning bolt*, *slow*.

Equipment: *bracers of defense* AC 6[13], staff, 3 +1 darts, *wand of magic missiles* (10 charges), spellbook (contents per Referee's discretion).

Kaiser (MU1): HP 3; AC 9[10]; Atk staff (1d6) or darts x3 (1d3); Move 12; Save 15; AL C; CL/XP 1/15; **Special:** +2 save bonus vs. magic, spells (1).

Spells: 1st—*sleep*.

Equipment: staff, 12 darts, spellbook (contains: 1st—*charm person*, *light*, *magic missile*, *sleep*).

Tactics: Bezlor took Kaiser under his wing partly because he was a promising conjurer, and partly because he's a big, burly, ex-miner. At the first sign of trouble Bezlor calls for the dretches in **Area 2H**. Bezlor prefers to cast *shield*, *charm person* preferably on a fighter, then *sleep*. Kaiser casts his single offensive spell, then attacks with his darts.

Treasure: Beneath Bezlor's bed is a locked wooden trunk containing the following: a pouch with 120gp and 4 pearls worth 50gp each; a magnifying glass, 6 darts, a *scroll of monster summoning I*, a small gold box (worth 25gp) containing some opium (worth 20gp to an interested buyer), and Bezlor's and Kaiser's spellbooks. A wax sealed letter (seal broken) is tucked into Bezlor's spellbook. The letter is from someone named Koraashag (see Level 4 of the Tomb of Abysthor dungeon in *Stoneheart Valley*). It reads:

"I expect delivery of no less than 20 slaves by the end of the month. Payment will be arranged as usual with our agents at the Drunken Cockatrice in Fairhill."

Fairhill, of course, is a town near the Stoneheart Valley.

Area 2G: Research Area

Two wooden tables, one against the east wall and one against the south, are filled with alchemical equipment of all kinds. A large hookah stands against the north wall.

Bezlor continues his research here with the aid of his hookah and Kaiser.

Treasure: The alchemy equipment is worth 50gp, the hookah is worth 10gp.

Area 2H: The Tunnel

This low narrow, rough-hewn tunnel is supported by wooden beams. It slopes down sharply at the bend and then levels off as it continues north-west.

The 2 **dretches** are hard at work here, tunneling and tunneling towards the library.

Dretches (2): HD 4; HP 16, 20; AC 2[17]; Atk 2 claws (1d4), bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; **Special:** magical abilities (1/day—*darkness* 5ft radius, *stinking cloud*, *teleport*), summon 1d4 giant rats. (*Monstrosities* 92)

Giant Rats (1d4): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** none are diseased.

Tactics: The dretches *summon* giant rats before creating a *stinking cloud* and finally moving in with their claws and bite. Both *teleport* back to their master when either is below 25% of their maximum hit points.

Development: Bezlor's plan is to tunnel all the way to the Academy library. This is mammoth task, really, and not likely to be accomplished anytime soon, especially by a pair of dretches. Nonetheless, if left undisturbed for six months or so, he will eventually succeed in reaching his destination. If this should occur, he breaks in, steals all the books he needs, and flees from Endhome. The Referee may handle this however he likes, although it could be interesting if Bezlor and his dretches break in while one of the characters themselves were there in the library doing some research.

Stinking Cloud

Spell Level: Magic-User, 3rd Level

Range: 30 feet

Duration: 1 round/level

This spell causes a billowing mass of nauseous vapors to come into existence up to 30 feet distant from the caster. Any creature in the cloud must make a saving throw or become helpless, unable to move or attack due to nausea, while within the cloud and for 1d4+1 rounds after leaving the cloud. Even with a successful saving throw, a creature must continue to make saving throws each round if it does not immediately get out of the cloud. A strong wind will dissipate the magical vapors in one round.

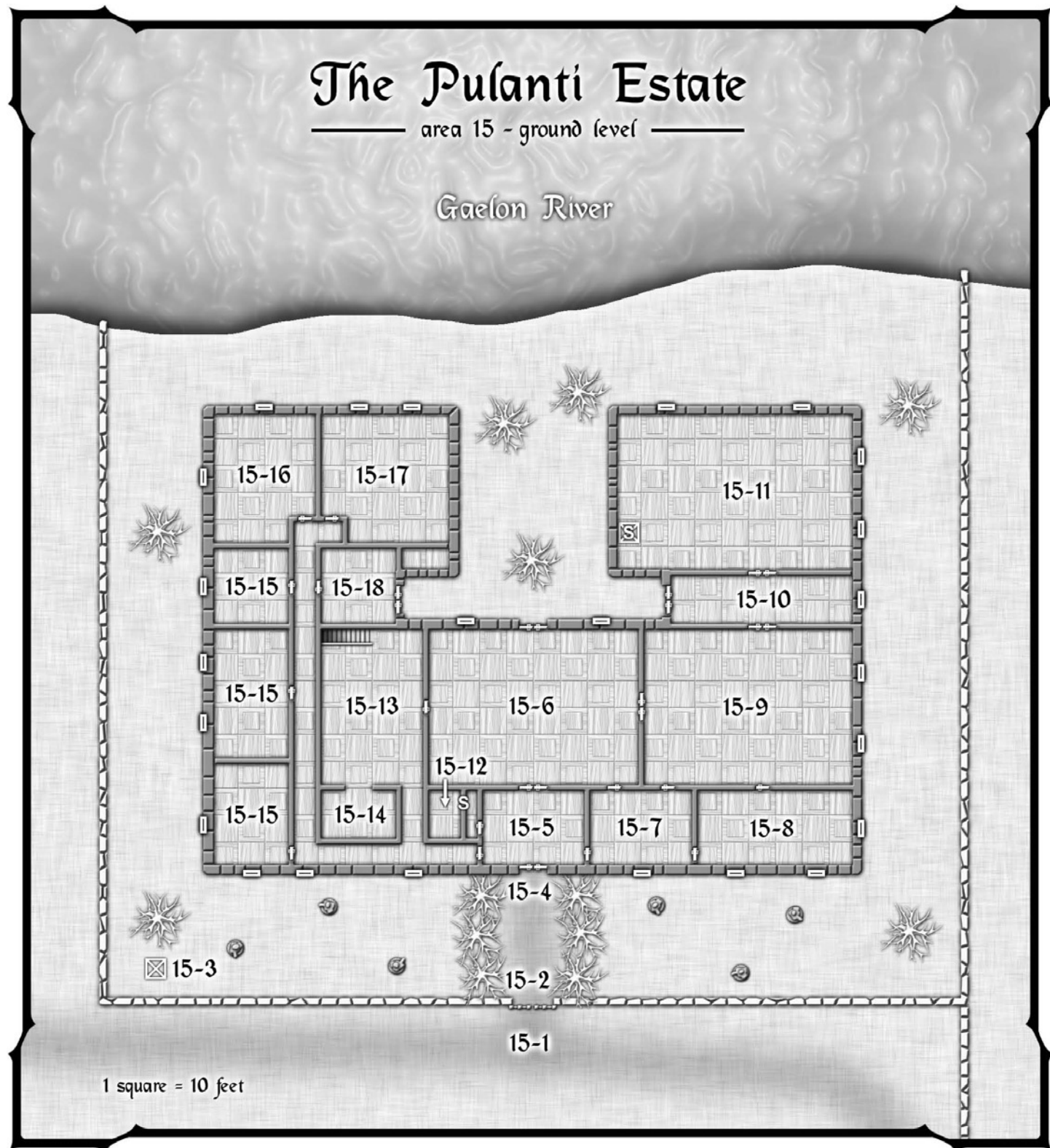
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The Pulanti Estate

Centuries ago, this family of vampires moved to Endhome and purchased a small estate overlooking the Gaelon River. Needing a steady supply of victims for a hungry family of four vampires, the Pulantis chose a growing city so that their victims might go unnoticed. Initially, they were active members of society, throwing large, extravagant and often decadent parties for the city's well-heeled citizens. Eventually, however, a malaise overtook them, and they retreated from the world of the living, and became reclusive and depressed. Over the years, their home has fallen

into greater and greater disrepair.

Unfortunately, their need for blood continues unabated. Occasionally one or more of the Pulantis ventures out to find a new victim, but recently they have relied upon the services of a gang of sewer dwelling wererats thieves to supply them (see **The Wererat Warren**). This particular arrangement is working out fine except that one of the wererats' recent abductees was not the usual homeless vagrant pulled from the slums, but rather none other than **Charlie Kilkarin**. The Kilkarins are an up-and-coming merchant family in Endhome, and Charlie, the youngest of four brothers, was an inveterate drinker, prone to two or three day drunks during which he would stagger blindly through the slums propositioning harlots and buying rounds for the house at seedy dives. What's more, a



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guard on patrol in the Noble District who knew Charlie well was certain he heard his voice crying for help from within the Pulanti Estate several days before he was reported missing.

Adventure Hooks

There are a number of reasons why the party might decide to investigate the Pulanti estate. The Kilkarins have put up missing posters around Endhome, offering a reward of 500gp for information regarding the whereabouts of their youngest son. When the guard (**Nolan Banks**, by name) approached the family with what he believed he had heard, they at first refused to believe him. It's been a few weeks now, however, since they last heard from Charlie, and they are beginning to wonder if perhaps there was some veracity to the guard's story after all. **Albian Kilkarin**, the family's patriarch, tried asking the Pulantis about Charlie, but was rebuffed. If the party wishes to get to the bottom of this mystery they will have to sneak into the estate, as they are flatly refused entrance by the Pulantis.

Further, the Pulantis have recently been in contact with **Klar**, the orc vampire residing on **Level 3A** in Barakus. Klar, an old victim of theirs, has invited them to join him in Barakus "away from the prying eyes of daylight-afflicted society." This invitation is becoming more and more tempting to the Pulantis, especially now that suspicion has begun to form around them regarding Charlie's disappearance. If the characters find the letter from Thelonus Pulanti in **Area 3A-23** they might decide on their own to investigate the Pulanti's estate.

Standard Features

The rooms of the estate feature 12ft high ceilings and an abundance of cobwebs. All the many windows, most 6ft to 8ft high, are blocked by heavy curtains, although a weak light finds its way through the curtains in the daytime. If the characters wish to approach the estate via the Gaelon River, they must first scale the steep cliff side upon which the estate is perched. A fall from this cliff inflicts 4d6 damage as the individual plummets 40ft into the rocky river channel. This also may attract the attention of a **patrol** (see **Defense of the City** in the **Endhome** chapter) that instructs the party to halt and desist or risk corporal punishment.

Area 15-1: Front Gates and Wall

A set of tall iron gates are set into a 10ft high wall that surrounds the Pulanti compound. Climbing the wall is a fairly simple matter, although likely to attract to the attention of the **patrol** in daylight hours. Although the members of the patrol are not fond of the reclusive and creepy Pulanti family, they are nonetheless duty bound to keep strangers from trespassing on their estate, and do their best to carry out these orders.

The gate is solid and locked at all times, although a long rope hangs from the right hand gate that, if pulled, sounds a loud bell. If rung once, nothing happens. If rung repeatedly for a minute or so, **Gaston**, the butler, comes to answer it.

Talking to Gaston: Although a highly intelligent **ghast**, Gaston is still not the greatest conversationalist. He answers all questions as simply as possible although the noticeable stench will be distracting. Typical questions and answers include:

"May we speak with Thelonus Pulanti?"

"No."

"Is he home?"

"Yes."

"May we have a look around your beautiful estate?"

"No."

"What do you do here?"

"I butle."

Simply no one is allowed past the front gates. If the party attempts to

force their way past Gaston, he flees into the house and makes for the basement to warn the vampires. For more information on Gaston see **Area 15-5**.

Gaston, Ghastr Butler: HD 4; HP 18; AC 4[15]; Atk 2 claws (1d3), bite (1d6); **Move** 14; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** charnel stench (10ft radius; save or -2 on attack rolls), immune to *charm* and *sleep*, touch causes paralysis for 3d6 turns (save negates). (**Monstrosities** 189)

Area 15-2: The Grounds

A weed-choked gravel walkway lined with dying trees leads to the front doors of the estate. The grounds surrounding the house are filled with high, over-grown grass, swaying wildflowers, and rats.

There are three statues on either side of the trees lining the pathway. Each statue is 6ft tall and depicts a man in chain armor holding a two-handed sword in both hands. The statues face all different directions and radiate a faint divination magic if detected for. Thelonus can use his special crystal ball to see through the statues' eyes; by this means he can see anything or anyone not hidden or invisible in the southern portion of the grounds.

Area 15-3: Sewer Entrance

Hidden beneath some bushes is a heavy iron trapdoor. The trapdoor leads to a chute as described in the **Sewers** section. This sewer entrance is marked **S16** on the Endhome map and Sewer map.

Area 15-4: Front Door

A short set of stone steps ascend to two large oak doors with brass handles and a gold door-knocker shaped like a perched vulture. If the characters scale the wall or gate and for some reason decide to knock on the door, Gaston answers it immediately and insists they leave the grounds at once or be forced off the grounds. If they do not leave, he attempts to run to **Area 15-9** and fetch **Gilbert** and **Klurk**.

Area 15-5: Foyer

On the walls of this hall are hung portraits of each Pulanti: Thelonus, a balding, beady-eyed, jowly patriarch; Esmerelda, the wispy, gray-haired, frail-looking, sunken-eyed wife of Thelonus; Osmond, the eldest child, depicted as a portly, pony-tailed dandy; and Kurant, as slender and sunken looking as her mother, only less gray. Their names are inscribed on the painting's gold frames.

Gaston (see **Area 15-1**), a ghastr butler, rests on a stool in the northeast. The Pulantis feed him cats, rats, and the flesh of their blood-drained victims, and in return he is supposed to keep the place tidy and occasionally wait on them when they decide to dine upstairs, which the Pulantis rarely do these days, and, since the vampires seem to have lost interest in the upkeep of their mansion, there isn't much for Gaston to do.

Gaston is not your average undead flesh eater. He is fat instead of emaciated, his skin, while sickly and pockmarked, still appears more human than ghoulish, he speaks in the common tongue (and intelligently), and is dressed in a threadbare butler's tuxedo. Gaston's job is to warn and fetch, not fight, so at the first sign of trouble he runs for Gilbert and Klurk and then down to the basement to get "the masters."

Treasure: The frames are worth 25gp each; the paintings are worthless.

The coat closet in the west is empty. There are about two-dozen coat hooks along the north and west walls of this narrow space. One of the hooks on the west wall, however, may be pulled, opening a secret door leading to **Area 15-12**. The Pulantis themselves have all but forgotten this secret room exists.

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Area 15-6: Dining Room

This grand chamber once saw many elegant feasts before the Pulantis retreated from Endhome society. Two 20ft long oak tables lined by a total of 50 sturdy, high-back chairs dominate the center of the room. An enormous hutch stands against the western wall filled with china, silverware and crystal to serve 60. In addition to the place settings there is a gold serving bowl and ladle, two silver tea sets, six crystal decanters, and 10 gold serving platters. A set of tall French doors stand in the middle of the north wall leading to the patio; these doors are obscured by heavy, wool curtain.

Treasure: The contents of the hutch, in their entirety, are worth 600gp. This haul is incredibly bulky, however, weighing 200 pounds and requiring a vessel capable of transporting 4 cubic feet of goods.

Area 15-7: Sitting Room

Dust covered, moldy, high-back stuffed chairs surround a dust covered coffee table. A table on the north wall holds several decanters with very old, but still drinkable, fortified wines, and a half-dozen crystal goblets. This room is particularly thick with cobwebs.

Guests of the Pulantis would sit here and enjoy a glass of cognac, port, or sherry while waiting to be greeted. It has not been used in many years.

Crouched among the cobwebs above the northeast door are **2 giant spiders (1ft diameter)**. They drop down upon anyone using the northeast door.

Giant Spiders (1ft diameter) (2): HD 1+1; HP 5, 6; AC 8[11]; Atk bite (1 plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 save).

Treasure: The crystal decanters and goblets are worth 200gp. Two of the goblets are blood-stained.

Area 15-8: Library

The walls of this room are lined with bookshelves, all approximately half-filled with dusty tomes. A close examination of the books reveals that many have never been opened. The Pulantis as a family have zero interest in the written word, but wished, for a time, to give off the appearance of being literate and cultured. Thus, they had these shelves built and stocked with books which then went almost entirely unread.

Treasure: One of the books is actually a spellbook (it is newer and so therefore somewhat less dusty than the others containing the following spells: 1st—*magic missile, read languages, shield, sleep*; 2nd—*invisibility, levitate, strength, web, wizard lock*; 3rd—*fireball, haste, lightning bolt*. There are also several *scrolls* stuffed between the pages of the book: 2 *scrolls of magic missiles* (3 missiles each), and 1 scroll each of *shield, haste, and detect invisibility*. The spellbook and scrolls belonged to a traveling mage named Arcruss, one of the Pulanti's recent victims.

Area 15-9: Ballroom

A 150 pound crystal chandelier hangs from the middle of the ceiling of this huge chamber. The floor is made of polished stone, and dozens of fine wooden chairs line the walls. A small stage is set up against the eastern wall.

This was once a grand ballroom, but its occupants have since filled it with trash and waste. Gilbert and Klerk, **2 ghoul brothers** who act as guards for the estate, rest here. Like Gaston, they are fed rats, cats, dogs, and the flesh of the vampire's blood-drained victims.

Gilbert and Klerk, the Brothers Ghoul: HD 2; HP 16, 14; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C;

CL/XP 3/60; Special: immune to sleep and charm, touch causes paralysis for 3d6 turns (save negates).

Tactics: These two undead simpletons obey all commands issued by the vampires or Gaston. Normally, they are used as front line fighters to engage and paralyze the toughest-looking characters. Left to their own devices they charge into combat fearlessly, always hoping to kill some fresh meat.

Area 15-10: Grand Hall

The two large oak doors leading to **Areas 15-10** and **15-11** are both unlocked. The window in the east, though still covered with a heavy curtain, is broken, and its shattered glass lays scattered beneath the windowsill. The French doors in the west are covered in heavy curtains. A close inspection of the walls reveals four large squares where the dust is lighter. Two burglars (actually the wealthy but bored sons of a neighboring nobleman) broke into the house recently and stole four portraits — one of each family member — that used to hang here. Neither the vampires nor their servants have yet to notice the broken window or the missing paintings.

Area 15-11: Master Bedroom

This room is so large and lavishly furnished that it is almost hard to recognize as a bedroom. In addition to the massive, four-poster canopy king-sized bed against the northern wall flanked by two teak nightstands, there is a grand piano, two harps, a harpsichord, and a cello against the western wall; two 7ft high, 4ft wide wardrobes; four dressers; an oak table with four chairs; two eight-foot tall paintings (one of Thelonus, the other of Esmerelda) in gold inlaid frames hanging on facing walls; an end table with a silver tea service; and two suits of plate mail holding halberds standing on either side of the door. Everything is covered in dust and cobwebs, and rat and mice droppings can be seen here and there.

There is a secret trapdoor beneath one of the wardrobes on the western wall. The trapdoor is actually hidden inside the wardrobe, and it is trapped that causes paralyzation upon touch like a ghoul for 3d6 turns. Beneath the trapdoor is a set of stairs leading to **Area 15-25** below.

Treasure: The instruments, including the grand piano, are in good shape, though badly out of tune; the frames for the painting, while heavy (25 pounds each) are worth 35gp apiece; the tea service is worth 20gp; the suits of plate mail are both man-sized and wearable (the halberds are ornamental); a thorough search of the dressers turns up a forgotten gold earring worth 30gp, a pearl necklace worth 45gp, and two gold cufflinks worth 10gp each.

Area 15-12: Forgotten Secret Chamber

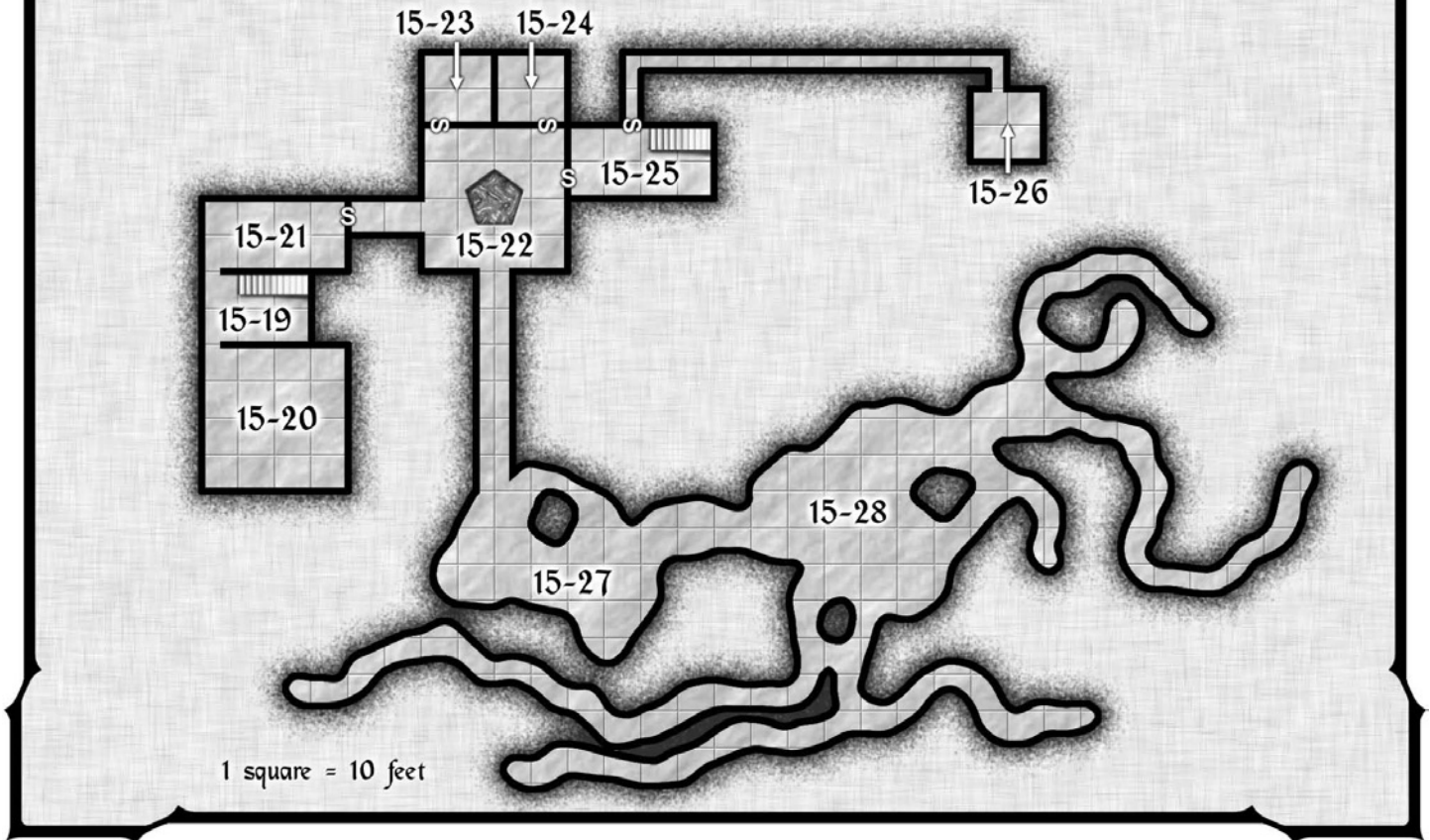
This small secret room used to house some of the Pulanti's most prized valuables. Most were moved down to the catacombs once they were finished, but a few were left behind and forgotten. The room contains two old, empty chests, one of whose lids has come off its hinges, a sack of coal, and, in a secret compartment in the floor a pouch containing 6 uses of *dust of appearance*, another pouch containing 6 uses of *dust of disappearance*, and small box containing a *luckstone*.

Area 15-13: Kitchen

Though large and well-stocked, this kitchen has gone unused for so long that it is covered in dirt, dust, and grease and has begun to fall into disrepair. A set of stairs in the northwest descends to the wine room (**Area 15-20**) below. Anyone needing cutlery, pots, pans, or any other kind of cookware can find it here; otherwise there is nothing of value in this room.

The Pulanti Estate

area 15 - sublevel



Area 15-14: Pantry

All the moldy meats, grains, herbs, cheeses, fruits, legumes, and vegetables that were stored here have gone bad. Rats and bats have eaten whatever may have been edible.

Area 15-15: Guest Rooms

All three of these rooms contains a bed, a dresser, a wardrobe, and a side table. The rooms are dust-covered and, in fact, have never been used.

Area 15-16: Kurant's Room

This bedroom is in total disarray—the bed has been torn apart, the dresser overturned, the mirror is shattered, both windows have been broken, and large piles of bat guano are everywhere. Kurant, the youngest Pulanti sibling, once slept here; she has not seen the room in several years.

Recently, 2 **giant bats** flew in through the broken windows and began roosting here. The heavy curtains keep the room nice and cave-like, and they consider anyone entering it intruders. Until told to do otherwise by the Pulantis, the servants leave the bats alone.

Giant Bats (2): HD 4; HP 18, 20; AC 7[12]; Atk bite (1d10); Move 4 (fly 18); Save 13; AL N; CL/XP 5/240; Special: none.

Treasure: A search of the room's contents unearths three silver guano-covered bracelets worth 20gp each.

Area 15-17: Osmond's Bedroom

This bedroom remains reasonably intact. It contains a large bed complete with pillows and blankets (all a bit moldy now), a dresser, a nightstand, a standing mirror, a life-size portrait of Osmond, and a wardrobe.

A **shadow**, drawn by the evil nature of this mansion, lurks behind the standing mirror, and lunges out at anything living that enters the room.

Shadow: HD 2+2; HP 12; AC 7[12]; Atk touch (1d4 plus strength drain); Move 12; Save 16; AL C; CL/XP 4/120; Special: drain 1 point strength, +1 or better weapon to hit.

Treasure: The nightstand contains a gold pen and ink set worth 50 gp, as well as several sheets of vellum. A secret compartment in the bottom drawer of the dresser contains a *scroll of restoration*.

Area 15-18: Sunroom

This room contains two overturned wicker love seats, a smashed coffee table, and two overturned wooden chairs. The floor is smeared with very old dried blood. A close examination of the blood establishes that the smears lead to the secret door in the northeast.

Two years ago, a couple of adventurers decided to break into the estate. At that time, six giant rats were running free on the property. They came upon the adventurers just as the adventurers were discovering the secret doors. While the rats were slain, the adventurers were badly wounded and retreated to the secret room where they died.

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Treasure: The secret chamber contains the decomposed, skeletal remains of the adventurers. On their persons are: two suits of damaged leather armor, a short sword, a longsword, two light crossbows, 30 bolts, 2 vials of holy water, 50ft of rope, a hooded lantern, and a vial of acid.

The Sub-Level

The Pulantis have sequestered themselves within the dark recesses of this cellar these many years. For reasons of their own, they rarely venture from the dark confines of their coffins except to drink from the pool of blood fed by the many victims provided them by the wererats.

Standard Features

Most of this level is a standard basement, built of mortared stone with low, eight-foot high ceilings. Dust and rat droppings are everywhere. The southern portion of this level contains some natural caves that have lower ceilings (6- to 7-feet high). All the non-cave areas contain wall sconces, though none contain torches.

Area 15-19: Tasting Room

The stairs from the kitchen (Area 15-13) descend to this small room that contains only a wooden table and two chairs. On the table are a decanter and two crystal tasting glasses. Except for copious rat droppings, the room is empty. The decanter is full of human blood.

Area 15-20: Red Wine Cellar

The bigger of the two cellars, this large room could easily hold 2000 bottles. At the moment, there are only about 150. In all there are 20 bottles worth 10gp each, and 2 bottles worth 50gp each (to an interested and knowledgeable buyer, of course, such as, say, the managers of Heaven's Gate or the Black Sheep Inn).

Area 15-21: White Wine Cellar

This smaller cellar is capable of storing 1000 bottles, but currently holds less than 50, none of which is particularly valuable. The party notice humanoid footprints (wererat, to be exact) heading to the secret door in the east.

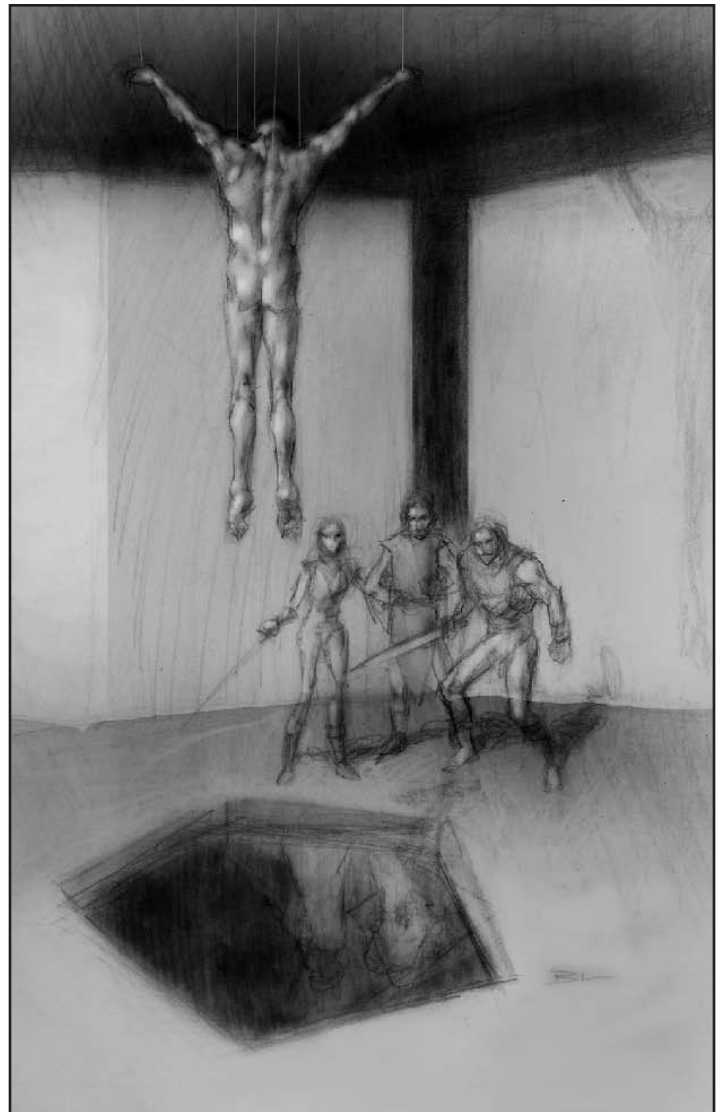
Area 15-22: Chamber of Blood

The party is greeted by a grisly sight upon entering this room. In the center of the chamber is a two-foot deep pentagon-shaped pool filled entirely with human blood. Suspended over the pool by a series of wires is a human carcass, its body still dripping the last of its blood into the pool. The Pulantis have perfected a method whereby they can, with precise incisions, drain all the blood from their victims into the pool. With the volume of street urchins provided them by the wererats, they have been able to fill this pool, allowing them to drink their fill of human blood and then return to their coffins as the need arises.

Scrounging about the chamber are **6 giant rats**, part of the larger giant rat colony in the south. The creatures attack anyone that is not a vampire or ghoul that enters this chamber.

Giant Rats (6): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 1 is diseased.

Development: Combat with the dire rats in this chamber is likely to attract the attention of the vampires in the adjacent rooms. Note, however,



that Thelonus Pulanti does not come to investigate immediately, sending his children and wife first. If combat with the vampire spawn lasts longer than five rounds, than Thelonus arrives to put an end to the fracas.

The body dangling from above the pool is none other than **Charlie Kilkarin**. Given his present state, however, only a *Speak with Dead* spell would allow the party to learn this.

Area 15-23: Osmond's Coffin

This small chamber contains only an elaborate wooden coffin on a raised stone dais. The coffin's lid is open and within it, dressed in 200 year old finery, is Osmond Pulanti.

Osmond Pulanti, Vampire (7HD): HD 7; HP 32; AC 2[17]; Atk bite (1d10 plus level drain); Move 12 (fly 18); Save 9; AL C; CL/XP 10/1400; Special: charm gaze, drain 2 levels with bite, immune to non-magic weapons, gaseous form, only killed in coffin, shapeshift into giant bat, summon giant rats, regenerate (3/round).

Tactics: Osmond attacks anyone who enters his chamber, seeking to charm as many assailants as possible first. If more than one victim is charmed he instructs that character to defend him while he drains the blood of the other charmed characters. If he hears the noise of combat in Area 15-22, he goes immediately to investigate. For more details see Area 15-25, below.

Treasure: His coffin contains a sack with 500gp, and a pearl handled +1 dagger.

Area 15-24: Kurant's Coffin

This chamber is identical to **Area 15-23** above except Kurant rests within the coffin.

Kurant Pulanti, Vampire (7HD): HD 7; HP 28; AC 2[17]; Atk bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 9; **AL** C; **CL/XP** 10/1400; **Special:** *charm gaze*, drain 2 levels with bite, immune to non-magic weapons, gaseous form, only killed in coffin, shapeshift into giant bat, summon giant rats, regenerate (3/round).

Tactics: See Osmond's tactics in **Area 15-23** above.

Treasure: Kurant's coffin contains a diamond necklace worth 1500gp.

Area 15-25: Thelonus and Esmerelda's Coffins

This room is similar in many ways to **Areas 15-23** and **15-24**. Two simple wooden coffins rest on two raised stone platforms. A set of narrow stairs in the east ascends to **Area 15-11**, above. Resting in one coffin is Esmerelda Pulanti; resting in the other is Thelonus Pulanti.

On the southern wall is a small stone pedestal atop which is a glass sphere about nine inches in diameter.

Esmerelda Pulanti, Vampire (8HD): HD 8; HP 36; AC 2[17]; Atk bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** *charm gaze*, drain 2 levels with bite, immune to non-magic weapons, gaseous form, only killed in coffin, shapeshift into giant bat, summon giant rats, regenerate (3/round).

Thelonus Pulanti, Vampire (9HD): HD 9; HP 45; AC 2[17]; Atk bite (1d10 plus level drain); **Move** 12 (fly 18); **Save** 6; **AL** C; **CL/XP** 12/2000; **Special:** *charm gaze*, drain 2 levels with bite, immune to non-magic weapons, gaseous form, only killed in coffin, shapeshift into giant bat, summon giant rats, regenerate (3/round).

Tactics: It is most likely that Thelonus is aware of the party well before they make it to this chamber. If the characters come knocking and are shooed away by Gaston, the butler immediately alerts his master that some adventurers (if the characters indeed look like adventurers) are asking for him, and Thelonus spends the next several hours spying on the grounds through his *crystal ball* (see below). If he spots the party breaking into the grounds, or Gaston warns him that the characters have entered the mansion, he springs into action. He wakes his wife and children and instructs them to hide in **Area 15-21** and, should the characters make it by him (see below), surprise the adventurers *en masse*. Meanwhile, he assumes a bat form and flies into the upper level to investigate. His goal is to *charm* one or more characters and use them to attack the remaining characters. If this doesn't work, or he is badly wounded, he flees as quickly as possible back down to the cellar to join in the ambush. If any of the vampires are reduced to 0hp they immediately assume gaseous form and return to their coffins.

If, on the other hand, the party makes it all the way to **Area 15-22** without Thelonus being alerted first, the elder vampire does not assume that the noise he is hearing in the adjoining chamber is a band of adventurers fighting giant rats. Thus, he lets his wife and children deal with the problem first. If the combat continues for several rounds, however, he fears something more is afoot and goes himself to investigate.

If the party make it all the way to this chamber without alerting any of the vampires, Thelonus instructs his wife to assume gaseous form and attempt to slip out and "wake the children," while he takes on the characters by himself.

The Crystal Ball: The glass orb on the pedestal functions like a special

crystal ball. By uttering a command word, one can see through the eyes of one of the statues in the courtyard; uttering a different command word allows the viewer to switch perspectives to a different statue. Given the statues' different facings, it is possible for Thelonus, by switching rapidly from one statue to another, to keep an eye on the entire front of the house. He used this device often in his more active and paranoid past; now he has grown complacent and it goes mostly unused. The crystal ball does not function outside this chamber.

Area 15-26: Treasure Room

The threshold to this small chamber is guarded by a dangerous **trap**. Any living creature passing over it has 2 levels drained (save negates). This trap can be found and disarmed as usual by a thief (a successful Tasks check means the thief notices tiny runes on the floor and above the archway).

Treasure: This room contains what remains of the Pulanti fortune. Stored in old trunks and chests are 10,000sp, 5500gp, and assorted heirlooms and trinkets worth 5000gp.

Area 15-27: Body Parts

All the uneaten remains of the Pulanti's victims are tossed here. It's a grisly sight indeed. Currently **6 giant rats** are feasting on human arms, legs, and feet. The rats rush forward and attack anyone with the temerity to disturb their meal.

Giant Rats (6): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1 is diseased.

Area 15-28: Rat Warren

A colony of giant rats makes their home in this cave and connecting tunnels. In all there are **30 giant rats** (see **Area 15-27**) scattered throughout this area at the moment, although only 2d6 are in the main cave. At the first sounds of combat, however, the rest of the pack begins swarming out of the tunnels.

Giant Rats (30): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5 are diseased.

The Slaving Priestess

Background

Elan Kanto, a female priestess of Da-Jin, arrived in Endhome several years ago and saw an opportunity. The city was rife with homeless beggars, and she had contacts with a slaver, Dash Montrose, who was always on the lookout for cheap "cattle." She then proceeded to set up a fake temple of Jamboor and began "taking in" these lost souls, feeding them, bathing them, and putting them to work around the temple. Then, after a few weeks of this good care, she carted the men and women to the docks in the middle of the night where a ship from Dash Montrose was waiting. The captain handed her a purse of coins, she handed him the confused rabble, and these lost souls were never heard from again.

The plan has been going along famously for six months, and Elan has taken in a hefty profit. Aware that her undertaking is illegal, she has rounded up two acolytes and several strong arms to protect the temple against the curious. In general, the local authorities appreciate her efforts — anyone willing to remove the beggars from the streets and thereby make their city a more inviting destination for merchants and monarchy is considered a civic asset. Some in the senate have begun to ask questions about what exactly she *does* with the homeless men and women, but they aren't asking too loud

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or too long; truth is, most people in charge just don't want to know.

Two months ago, however, Father Beamus arrived in Endhome to take over the small struggling temple of Solanus. Father Beamus has a huge heart and began immediately to do all he could to help the beggars and street urchins. It wasn't long before he grew suspicious of Elan and her efforts to aid the poor. His conversations with the locals raised some dark suspicions in him, and he found Elan's brusqueness and elusiveness when he asked her a few questions about her plans for the beggars an unusual response from someone supposedly as dedicated as she to the plight of the less fortunate. Father Beamus is preparing to look more deeply into these matters, a possibly fatal decision on his part.

Adventure Hooks

There are a number of ways the party might become involved in this story line. First, and most obvious, is Father Beamus. Recently, a beggar left the temple on his own accord not long before Elan Kanto was preparing to ship him off. Though he did not know her exact plans, he sensed something sinister in her, and did not trust her assurance that they were going "somewhere better; where the grass is green and the air is sweet." This beggar, Narl Gooden, was a hardened cynic and quite certain no such place existed anywhere on the planet. He expressed his concern to Father Beamus when the good priest took him in and fed him some soup. Shortly thereafter, Beamus meets the characters and explains his dilemma and asks if they would be willing to help, since the authorities have shown no interest in the matter. He cannot pay them, but he offers free healing whenever they need it for as long as they stay in Endhome.

Secondly, the characters might stumble upon the beggars as they are being loaded onto the ship. This scene is detailed below in the **On the Docks** section.

Lastly, a conscientious constable, Paddy Kirk, approaches the party for their help. He has seen some "strange goings on" on the docks, and doesn't like the looks of it. His superior, Phillius Quinn, who is in Elan's pay, has told Paddy "to pay no never mind." Fearing reprisals, he turns to the characters and asks them to do some snooping around the temple and see what they can come up with. Paddy explains that one night he saw a group of men and women, whom he believed to be bound with rope, being loaded onto a ship. By the time he reached this ship, the men who had been loading them on had slipped away, and the captain of the ship was pulling up anchor. He thought he heard moans of fear coming from somewhere in the ship's hull.

How to Run This Scenario

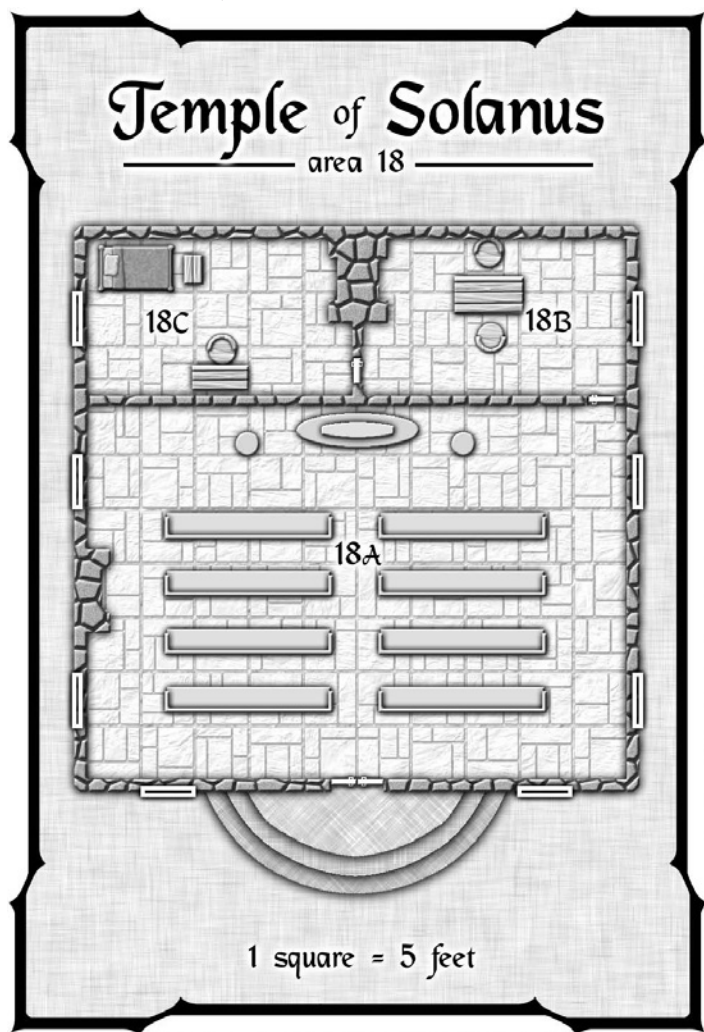
Since there are number of ways the party might become involved in this adventure, there is no set order of events it is likely to follow. However the party gets involved, they are probably going to start by going to the church and asking around, following, and likely, sneaking in and doing more covert investigation. Eventually, they are going to have to do battle with the temple and its forces, whether in the temple itself, or in an ambush. However the adventure goes, we have attempted to provide descriptions of the various locations that details its inhabitants' reactions to neutral and hostile visitors.

Area Locations

There are three main "areas" in this adventure: the temple of Solanus, the docks, and the temple of Jamboor. All are detailed below. Where appropriate we have noted both who is present and how they react depending on the time of day and the character's intention.

Area 18: The Temple of Solanus

This small, simple stone building stood derelict for almost two years before Father Beamus, on orders from his superiors and a general plea from the governing forces of Endhome, arrived two months ago and revived it.



Area 18A: The Chapel

Though a bit crowded with pews, and still dusty from years of neglect, the small chapel is nonetheless brightly lit, and, on a sunny day, a warm and cheerful place. An idol to Solanus, a blazing sun inscribed with an open palm, stands supported by two brass columns against the north wall. Beside the idol are two, 5ft tall candle-holders. During services these are lit while parishioners come forward, kneel, and deliver silent prayers.

Father Beamus can usually be found here most days, giving a sermon, tending to a member of his congregation, or tidying and repairing the chapel.

Father Beamus, Priest of Solanus (Clr3): HP 12; AC 9[10]; Atk club (1d4); Move 12; Save 13; AL L; CL/XP 3/60; **Special:** bonus 1st level spell for high wisdom, +2 save bonus vs. paralyzation or poison, spells (3).

Spells: 1st—*cure light wounds* (x3).

Equipment: club, 2 *potions of healing*.

Development: If it so happens the party decides on their own to visit the chapel, then Father Beamus recognizes them as adventurers, and asks if they would be willing to help him (see **Adventure Hooks**, above).

Area 18B: Office

This chamber contains a plain wooden desk with three drawers (containing ink, three quills, and sheets of blank writing paper), and two chairs. There is little else of interest in the room.

Father Beamus conducts official church business here, of which there has been scant little since his arrival. He prefers the coziness of the rectory, or the holiness of the chapel.

Area 18C: Rectory

Father Beamus' chamber is warm, dry, and tidy. There is a writing table and chair against the south wall, and a bed and small trunk against the north. The trunk contains his club, some traveling clothes, two extra robes, and an unlocked wooden box containing 35gp.

Area 10: The Docks

The prospective slaves are loaded onto a boat and shipped to the slaver Dash Montrose in the middle of the night. Elan rents a warehouse (**Area 10B**) from the Pulanti family who have no knowledge of nor interest in what she does with it as long she pays her rent faithfully, which, with the healthy profits from the slave trade, she does. The slaves are stored in the warehouse while the slavers — Elan's hired men and sometimes Elan herself — wait for the ship's arrival. Dash never wants his ship to linger any longer than necessary, so the exchange of goods, as it were, always happens very quickly: The boat comes and docks, the slaves are hurried onto the ship, the payment is made, and the ship pulls out. The entire affair takes no longer than 3 turns.

The area described in this adventure is a stretch of docks, across from which are numerous warehouses, with single front entrances. This adventure deals with two such warehouses. The Referee should provide a simple map to illustrate the area as they see fit for the encounter.

Area 10A: The Dock

By Day: There is little by day to suggest the sinister goings-on that sometimes transpire here at night. A merchant ship or two might be moored in the slips, but these docks are otherwise indistinguishable from any other dock in Endhome. The only occasional difference is that on days when the slave boat is expected, Elan sends a man to watch the dock and to direct ships to other slips.

By Night: Again, most nights this area is indistinguishable from any other dock in Endhome: drunk sailors and harlots wander the wooden boards of the docks, seagulls perch on piers, the smell of brine and sea wrack fills the air. About once a month, however, the slave boat arrives. On these nights, the slips are cleared of all other boats, and **2 guards** stand watch outside the door to **Area 10b**.

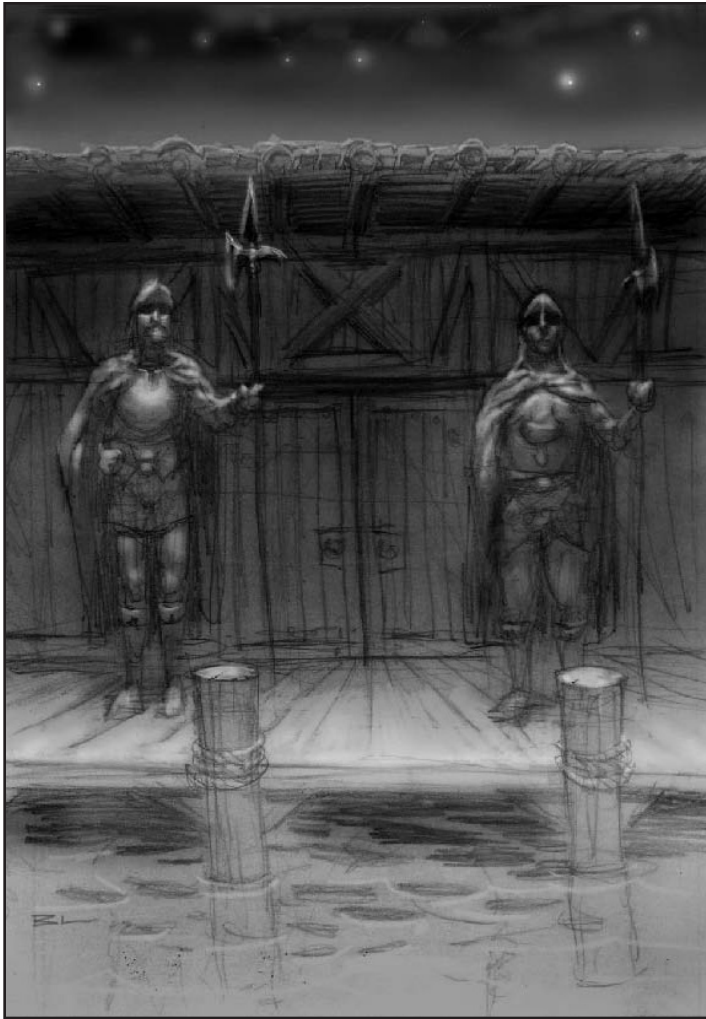
Guards (2): HD 1; HP 4x2; AC 6[13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 17; AL L; CL/XP 1/15; **Special:** none.

Equipment: ring mail, longsword, longbow, 10 arrows, 25sp.

Tactics: These guards are not looking for a fight, and are under strict orders not to draw too much attention to themselves. If the characters happen by here the guards merely watch them casually. If approached, they explain they are guarding some valuable merchandise for a wealthy local merchant. If the party wants more information than this, the guards tell



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Spells: 1st—*cause light wounds*.

Equipment: chain mail, shield, mace, scroll of cure light wounds.

Elan Kanto, Priestess of Da-Jin (Clr5): HP 18; AC 2[17]; Atk +1 staff (1d6+1); Move 12; Save 11; CL/XP 7/600; **Special:** bonus 1st level spell due to high wisdom, +2 save bonus vs. paralyzation and poison, spells (3/2).

Spells: 1st—*cause light wounds* (x2), *protection from good*; 2nd—*hold person*, *silence* 15ft radius.

Equipment: +1 chain mail, +1 staff, cloak of displacement, 2 potions of extra-healing. Elan carries in her pouch a piece of paper signed "Gilean", with a clown face drawn upon it. The paper reads:

"My forge is almost out of fuel. Please make arrangements for more to be sent as soon as possible. The gold I sent should cover transport to Hawkmoon's ports. No one there will miss the fuel."

This is a reference to slaves of course. Gilean is an evil sorcerer in the Hawkmoon region of the Lost Lands. Why he needs slaves will be discovered by those who read *The Lost Lands: Legends of Hawkmoon*. Don't eat before reading it.

Tactics: Intruders are attacked immediately and slain without mercy; no one can be allowed to survive and report what is going on here. Elan sends the guards and Durgan forward to engage the characters. The clerics prefer to use their offensive spells (*hold person*, *inflict wounds*) before engaging in hand-to-hand. Elan is not above casting *invisibility* on herself to escape if the combat turns against her and her men.

Development: If this combat occurs outside the warehouse, it might to attract the attention of the guards. If the melee lasts longer than 5 rounds, **1 patrol** (see **Defense of the City** in the **Endhome** chapter) arrives in 2d6 rounds to investigate.

Area 10C: Empty Warehouse

This derelict building adjacent to the slaver's warehouse, is too rundown to serve as safe or useful storage. It is, however, just perfect as a home for **Betsy Ploom** (normal human; hp 2). Betsy wanders the streets of Endhome surviving off other people's refuse and, occasionally, picking up a little work as a seamstress. She quietly makes her home in one corner of this building, unbeknownst to Elan and her thugs. In the southwest corner, under some old rags, are her belongings: an old coat, two pairs of boots with most of their soles missing, a tin cup, a fork, and a blanket. Betsy can be found here most nights, and, if bribed with some food or a gold piece or two, she divulges the following information:

Some kind of priest lady and big men with swords use the building next door.

Every so often, they bring some people here in chains and hide them in the building. Eventually a ship comes and the people are brought on board. The ship then pulls away.

She has recognized some of the people being taken onto the ship. She says they were all beggars who worked the streets.

Encounter at the Dock

There are several ways to handle this area, depending on when the party investigates, and how the Referee wishes this adventure to climax.

The Random Encounter: The party just happens by as they are exploring Endhome. If they come down to the Docks at night, have it be the night of a delivery. Likely as not, they will become a little suspicious. Perhaps they'll talk to the guards. If they get extra curious and attempt to break into the warehouse, only have one acolyte and the guards present. If the characters manage to see the slaves being loaded onto the ship, either by luck or by patience (spying), consider having them spotted by the guards. If this is the case, Elan hires a group of thugs from a local gang to ambush the party in the streets at night (see below).

them to "buzz off," and "quit being so curious. It's not good for a man's health." If attacked, they immediately call for reinforcements from **Area 10b** while they attempt to hold off the characters.

Area 10B: Warehouse

By Day: The doors are secured with a thick padlock; the windows are boarded at all times. If entered, the warehouse appears empty. A careful search uncovers some human hairs, straps of shoe leather, and a piece of red cloth matching, if the characters are clever enough to figure it out, the robes worn by members of the temple of Jamboor. Elan has her men clean the warehouse after each delivery, but they are not always thorough.

By Night: The warehouse is the same as during the day unless it is the night of a delivery. In this case, the warehouse contains 2d4+2 slaves, **3 guards**, **Durgan Procuo**, **1 Acolyte**, and sometimes **Elan Kanto** herself. Durgan and the guards keep the slaves quiet if there is any sound outside.

Guards (3): HD 1; HP 4, 6, 5; AC 6[13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 17; AL L; CL/XP 1/15; **Special:** none.

Equipment: ring mail, longsword, longbow, 10 arrows, 25sp.

Durgan Procuo (Ftr2): HP 10; AC 5[14]; Atk two-handed sword (1d10+1) or longbow x2 (1d6); Move 12; Save 13; CL/XP 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: chain mail, longbow, 20 arrows, *potion of strength*.

Acolyte (Clr2): HP 7; AC 4[15]; Atk mace (1d6); Move 12; Save 14; CL/XP 2/30; **Special:** +2 save bonus vs. paralyzation and poison, spells (1).

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As A Part Of An Investigation: Unless the characters know specifically when the slaves are being shipped out and head for the docks on that designated night, it should be assumed they investigate this area on an “off day.” This would be a good chance for them to perhaps meet Betsy Ploom or break into the warehouse and become curious about the hair, shoe leather, and red cloth.

As A Culmination Of The Adventure: The docks are a perfectly suitable place for the characters to have their final encounter with Elan and her minions, especially if she is preparing to deliver the slaves to Montrose and his men. If the party comes to the docks by design to foil Elan’s plan, then Elan, her acolytes, and all her men are present. Perhaps the characters arrive just as the delivery is being made. The slavers, it should be noted, want nothing to do with a pitched battle, and as soon as they spot a melee on the docks, they pull up anchor and begin heading out.

Area 17: The Temple of Jamboor

This large temple is made of finely crafted mortared stone. The ceilings in **Areas 17A, B, and C** are all 20ft high, while the rest of temple has 10ft high ceilings. The stain glass windows lining **Areas 17A, B, and C** depict images of death and dying, though in a reverential, not macabre, fashion. During the day, normal parishioners can sometimes be seen coming in and out of temple for services; the temple, of course, is only a front, so Elan keeps her services and priest work down to a minimum so as not to interfere with her slaving business.

Area 17A: Grand Entry Hall

Grand indeed. The floor is decorated with an ornate mosaic of red and black, and four thick pillars caved with images of bones, clouds, and the four elements stand near this chamber’s corners.

By Day: One guard watches the front door, and a beggar washes the floor on his hands and knees in the southwest corner. Strangers are not entirely unusual, so the guard watches the characters as they enter, but does not give them particularly careful scrutiny: it’s possible, after all, that they are devotees of Jamboor come here to worship. If asked why a guard is necessary to watch the front door of the temple, the guard gestures with his head to the beggar, and says, “We keep a bunch of these types around. I just make sure they don’t get out of hand.” If they have any other questions about the temple and its operations he directs them to Elan in **Area 17C**. If the characters attempt to talk to the beggar washing the floor, this poor lout glances nervously at the guard and says he has been given a warm dry home by the generous and beautiful Elan and is thankful every day for it.

Optional Encounter: If the Referee wishes, while the characters are talking to either the guard or the beggar, another beggar enters this area from the doors in the south and attempts to leave through the front doors. An exchange between guard and beggar then ensues, going something like this:

Guard: “Where do you think you’re off to then?”
Beggar: “I’m going home.”

Guard: “Ah, don’t be daft. This is your home, sonny. Now run back and get to work.”
Beggar: “I don’t want to work no more. I want to go home.”

The guard then pulls him close and whispers something in his ear, after which the beggar goes white, turns on his heels, and goes back through the doors into the temple. If questioned about this, the guard simply says, “I’m just doing my job. If you have any question, you need to talk to Mistress Kanto. Through those doors, and then the door on your right.

Tactics: If the party attacks this guard he immediately shouts for help. As soon as this warning cry is given, all the guards and Durgan Porcuro

converge on either this area or **Area 17B** within four rounds, depending on where the characters are. Elan and her acolytes arrive somewhat later, as they must first rush to their rooms to don their armor.

By Night: Two guards stand guard on either side of the doors. These doors are kept locked with a dead bolt after dark and no one is allowed in or out unless they know the password (“dried bones”).

Tactics: If attacked the guards immediately attempt to fall back to **Area 17B** where they can gather reinforcements and shout for help. If prevented from doing so, they fight on here, shouting for help from the guards in **Area 17B**.

Guards (1 or 2): HD 1; AC 6[13]; Atk longsword (1d8) or shortbow x2 (1d6); Move 12; Save 17; AL L; CL/XP 1/15; Special: none.

Equipment: ring mail, longsword, shortbow, 10 arrows, 25sp.

Area 17B: Hallway

A mosaic pattern similar to that in **Area 17A** stretches down the center of this hall, and six carved pillars line the east and west walls. A set of wide double doors stand in the center of the western wall, and two smaller, simple wooden doors are set into the north and south corners of the east wall. Written above the double doors in unusual script are the words, *ASHES GIVE LIFE* (requires a thief’s read languages skill, or a magic-user with *read magic* to decipher). The spiral staircase in the south leads to the temple’s lower levels.

By Day: One guard (see **Area 17A**, above) stands watch by the door to **Area 17C**, while three beggars wash the floor and scrub the pillars. This guard’s job is to watch the beggars and make sure they do their work faithfully and quietly. If asked any questions, the guard directs the party to Elan Kanto.

Tactics: If this guard hears the shouts of combat from **Area 17A** he sticks his head into the northeastern door, and shouts for reinforcements from the occupants of **Areas 17D and 17E**. If he hears combat anywhere else, or the sound of breaking glass, he goes directly to investigate it.

By Night: Two guards (see **Area 17A**, above) are stationed here, one by the southern door and one by the door leading to **Area 17A**. Their main job is to keep the beggars from sneaking out, although they have been briefed on the possibility of intruders attempting to break in. From time to time one guard pokes his head through the southeastern door to make sure everything is fine in that direction. If the characters make it to this area without first sounding the alarm, the guards automatically assume they are hostile intruders and sound the alarm themselves.

Tactics: As stated above, if the guards in **Area 17A** sound the alarm, the occupants of the temple — these guards first and foremost — attempt to make a stand in this hallway. The guards immediately attempt to shout for help through the northeastern door at the first sign of trouble. They do this even before going to investigate the sounds of combat in **Area 17A**.

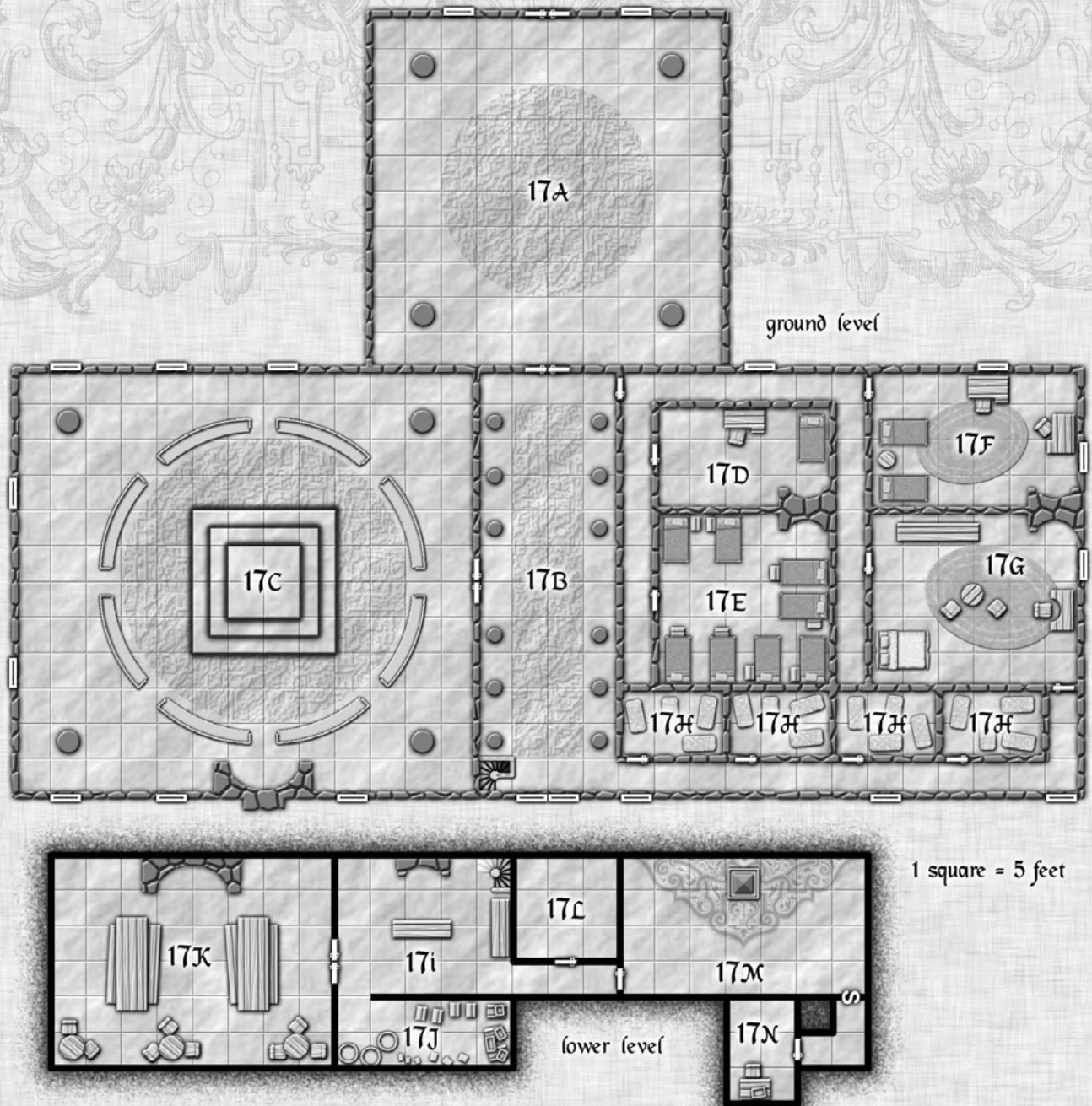
Area 17C: The Temple

Shadows from the haunting images in the stained glass windows darken this large chamber. A circular mosaic fills the center of the temple, atop which is a three-tiered ziggurat crested by a stone statue of an eclipsing sun. Surrounding the mosaic and ziggurat are several curved wooden benches, wherein the faithful sit while worshiping their enigmatic god. During services, Elan stands atop the ziggurat with her parishioners below and all about her and delivers her sermon “in the round” as it were.

By Day: One acolyte oversees 3 beggars (normal humans; hp 2x2, 3) as they scrub the floors and windows. Elan can also be found here during the day, either delivering her weekly sermon, or talking with an acolyte. If the party is investigating the temple and hoping to ask questions of its

Temple of Jamboor

area 17



leader, put Elan here, as it makes for a more dramatic setting for their conversation.

Acolyte (Clr2): HP 6; AC 4[15]; Atk mace (1d6); **Move** 12; **Save** 14; **CL/XP** 2/30; **Special:** +2 save bonus vs. paralyzation and poison, spells (1).

Spells: 1st—cause light wounds.

Equipment: chain mail, shield, mace, scroll of cure light wounds.

Elan Kanto, Priestess of Da-Jin (Clr5): HP 18; AC 2[17]; Atk +1 staff (1d6+1); **Move** 12; **Save** 11; **CL/XP** 7/600; **Special:**

bonus 1st level spell due to high wisdom, +2 save bonus vs. paralyzation and poison, spells (3/2).

Spells: 1st—cause light wounds (x2), protection from good; 2nd—hold person, silence 15ft radius.

Equipment: +1 chain mail, +1 staff, cloak of displacement, 2 potions of extra-healing.

Development: Elan is elusive to say the least. If asked general questions about her temple and her use of beggars, she explains that she pulls these poor creatures from the streets, gives them food, clothes (if necessary), and a warm place to lay their blankets. If prodded further, she says that due to the large number of nobles and wealthy merchants

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that find their way to Endhome she often places her “children” in these wealthy strangers’ employ, quite often as servants. Thus, her use of them as floor-scrubbers, mantle-dusters, and scullery maids: “Training,” she explains. She is not willing to discuss her business beyond this. She is busy, she says, and must get back to important matters.

If the party takes this direct line of questioning, Elan immediately becomes suspicious and hires a group of thugs to intimidate the characters into dropping their investigation (see below).

By Night: If the characters are in the temple at night, they are in all likelihood either breaking in to gather more information, or attempting to free the slaves/slay the slavers. Whichever is the case, **Elan Kanto** is here leading **2 acolytes** and **Durgan Procuo** (see **Area 17D**) in a dark ritual to Da-Jin. Elan and her acolytes are dressed in their armor as a sign of respect to their god. How the occupants of this room react to intruders depends upon where the intruders are spotted. If they break into this chamber, Elan sounds the alarm while the acolytes and Durgan charge the party. If the characters are spotted elsewhere, Elan sends Durgan to investigate, then follows with her acolytes 4 rounds later. For tactics refer to **Areas 17A** and **17B**.

Area 17D: Durgan Procuo’s Chamber

This small room contains a bed, a writing desk, a chair, and a fireplace. Depending on the season, Procuo has his slave **Lank** (see below) keep the fire well stoked. If not attending to business elsewhere, **Durgan Procuo** can be found here resting, reading, or writing.

Durgan Procuo (Ftr2): **HP** 10; **AC** 5[14]; **Atk** two-handed sword (1d10+1) or longbow x2 (1d6); **Move** 12; **Save** 13; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: chain mail, longbow, 20 arrows, *potion of strength*.

Treasure: In addition to a bedpan and an extra pair of boots, hidden beneath the bed is a small, locked wooden chest to which Durgan has the key. Within the chest are 75gp, a pair of manacles and their key, a dagger, and an empty gold picture frame worth 100gp. What’s more, on the desk is a scrap of paper upon which is written the following note: “*Must remind guards to refrain from beatings one week prior to shipment. Bruises are lowering sale value*”.

Development: Durgan has taken on Lank (normal human; **HP** 2) as his personal servant. A scrawny man in his fifties with shoulder-length, thinning gray hair, copious facial moles, and ten missing teeth, Lank is reasonably thankful for this full-time “job.” By night, Lank sleeps with the other workers, but by day he attends to any of Durgan’s needs: drawing and heating him a bath, fetching his meals or cleaning his quarters. Lank has worked for Durgan for two months now and has, in this time, surmised that his fellow workers are shipped off to a destination not of their own choosing, and that once a person comes into the temple to be “saved” from a life on the street, they may not leave should they wish to resume their life on the streets, or anywhere else for that matter. If somehow encountered away from his master, and promised amnesty from reprisals for his passive role in this sordid affair, Lank is willing to divulge the above information, as his conscience is beginning to eat at him.

Area 17E: Warrior’s Quarters

Eight guards are housed in this chamber. The room is sparsely furnished with eight beds and eight footlockers.

By Day: Elan needs more men for night duty than day, so **5 guards** are resting here during the daylight hours. Realizing that a large number of armed guards would appear suspicious, Elan instructs her men to be careful in their comings and goings from the temple during the day. It takes them 10 rounds to rouse themselves and prepare for battle if the alarm is sounded.

By Night: Four of the guards are on duty in the temple proper, while the other **4 guards** rest here. It takes them 10 rounds to rouse themselves and

prepare for battle once the alarm is sounded.

Treasure: A complete search of the trunks uncovers 250cp, 195sp, 15gp, and a gold bracelet worth 80gp.

Guards (4 or 5): **HD** 1; **AC** 6[13]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, longsword, shortbow, 10 arrows, 25sp.

Area 17F: Acolytes’ Chamber

This chamber contains two beds, a nightstand, two desks, two writing tables, and a throw rug. Beneath each bed are small trunks containing assorted personal gear and the **treasure**.

By Day: The acolytes are both on duty during the day, one in **Area 17C**, and one in the kitchen below. If the Referee so wishes, one might be resting here between duties.

By Night: Normally, the **2 acolytes** would retire here to sleep after a long day of chores. However, depending on the timing of the adventure, they might also be in **Area 17C** with Elan Kanto worshipping their god. Their location, therefore, is up to the Referee.

Acolytes (Clr2) (2): **HP** 7, 4; **AC** 4[15]; **Atk** mace (1d6); **Move** 12; **Save** 14; **CL/XP** 2/30; **Special:** +2 save bonus vs. paralyzation and poison, spells (1).

Spells: 1st—*cause light wounds*;

Equipment: chain mail, shield, mace, *scroll of cure light wounds*.

Treasure: The two trunks, which are unlocked, contain a total of 250sp, 85gp, and 2 *potions of healing*.

Area 17G: Elan Kanto’s Chambers

Elan has spared no expense in furnishing her abode. In addition to a king-sized canopy bed, there is a mahogany writing table with matching mahogany chair against the east wall, a 12ft long mahogany serving table resplendent with liqueurs, ports, and sherries in crystal decanters, and, on a silver serving tray, 12 crystal goblets; there is an oak table and two matching oak chairs in the center of the room; there is a five foot-high portrait of the Elan in a gold frame hanging on the southern wall, and a 4ft-by-8ft mural of a windswept graveyard hanging above the serving table.

When not attending to duties elsewhere, Elan rests here. If she has any official business, particularly pertaining to the slave trade, she does it here also.

Treasure: The goblets, serving tray, and decanters are worth a total of 400gp; the portrait of Elan is worthless but its heavy (25 pounds) gold frame is not (150gp); the graveyard mural might fetch 50gp from an art dealer. In addition, a secret compartment in the wall above the fireplace contains a small locked box within which are four black pearls worth 150 gp each. The key to the box is hidden in a loose stone in the fireplace itself. Lastly, there is a third secret compartment in the writing desk containing the keys to **Area 17N** and the strongbox therein.

Development: In the top drawer of Elan’s desk are receipts for the sales of the slaves. She is immensely proud of her thriving business, and keeps scrupulous records of all transaction. They are listed thusly:

May: 9 total, 8 men 1 woman, 350gp for men (43, 7 and 5 average), 56gp for woman (concubine?). Total average per: 45, 10 and 1.

July: 8 total, 4 men, 4 women, 162 for men (40 and 5), 143 for women (35, 7, and 5). Total average per: 38, 1 and 3—must make sure they have all their fingers!

And so on.

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Area 17H: Slaves' Quarters

Each of these small chambers houses up to 4 slaves. The rooms are simple: a bedpan, and four straw mattresses and four blankets. The doors are locked at night.

By Day: The slaves (normal humans; **HP** 1 or 2) are put to work during the day, either cleaning the temple upstairs, or tending to business beneath the temple.

By Night: The slaves are required to return to their chambers by nightfall and are not allowed out until the guard hammers on their door. **One guard** patrols this hallway during the evening hours to make sure none of the slaves attempt to break free and that they generally behave themselves.

Guard: **HD** 1; **HP** 5; **AC** 6[13]; **Atk** longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** L; **CL/XP** 1/15;
Special: none.

Equipment: ring mail, longsword, shortbow, 10 arrows, 25sp.

Area 17I: Kitchen

All the food for the slaves, the guards, and the clerics is prepared here. **Arman Goal** (normal human; **HP** 3) is in charge of preparing the food along with **2 beggars** (normal humans; **HP** 2, 3). There are two long tables for chopping and preparing food, a number of knives and cleavers hung on a rack on the southern wall, and a huge fireplace in which all the meals are cooked (primarily stews).

Development: Arman does not want to make trouble for himself. He's glad to have a job and if questioned says he has no idea what happens to the "poor lost souls" when they leave the church. He does not fight, only cowers and begs for mercy. Only when the temple has been cleared and Elan is dead or driven off does Arman confess that he had always suspected something foul was afoot, but, he counters, "Ain't that so all over the world?"

Area 17J: Pantry

Breads, cheeses, dried meats, flour, beer, water, cornmeal, vegetables, and fruits are all stored here on shelves and in boxes and barrels.

Area 17K: Mess Hall

The guards and clerics eat at two long wooden tables in the center of the room. The slaves eat at several smaller circular tables in the south. By day, **2 beggars** (normal humans; **HP** 2x2) are cleaning up for the next meal; by night, this area is empty.

Area 17L: The Lesson Room

Disobedient slaves are brought here for some lessons. Elan administers these herself, usually with a whip. Except for a few bloodstains, this chamber is empty.

Area 17M: Evil Temple

The heavy oak door leading to this room is kept locked at all times.

Against the north wall is a shrine to the wicked Da-Jin: a simple black obelisk surrounded by a mosaic of intertwined black roses. The shrine is non-magical.

Perched above the secret door in the south on a stone ledge is a **magnesium golem**. This golem has been instructed to attack anyone that enters the temple other than Durgan Procuero, the acolytes, and Elan Kanto.

Magnesium Golem: **HD** 7; **HP** 35; **AC** 5[14]; **Atk** 2 slams (2d6+1); **Move** 6; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:**

healed by fire, immune to most spells, +1 or better weapon to hit, sickness (-2 penalty on attack and saving throws), slowed by water-based spells. (**The Tome of Horrors Complete** 243)

Treasure: If removed, the ruby in the golem's forehead is worth 200gp.

Development: The golem's only instructions are to protect this temple and to prevent *anyone* other than Elan to pass through the secret door in the south. Therefore, it cannot be used in defense of the temple. The golem was a gift from an unnamed evil wizard who worships Da-Jin, or, at the Referee's discretion, another evil NPC in his game world.

Area 17N: Treasure Room

The door to this room is both locked and trapped. Anyone opening the door without first uttering the words "Holy is the night" is blasted by a burst of searing flames. (3d6 fire to all targets within 5ft; save for half damage).

This small room contains only a table, a chair, a locked iron strongbox, and a ledger. The ledger keeps a record of all the temple's income and expenses. Currently, the balance reads *600, 30, and 10*. These are, in fact, the contents of the strongbox.

Treasure: In the strongbox are 600gp, 30sp, and 10cp.

The Hired Thugs

As noted above, Elan may decide to hire some **thugs** from a local gang to intimidate the party into ceasing their investigation. If this occurs, soon after the party visits either the temple or the docks for the first time and begin asking questions, an **unsavory looking fellow** (the thug leader) approaches them and says the following, "You ought to quit asking so many questions. I don't see any good in you poking around a holy lady that's trying to rid the streets of so much filth and vermin. It's entirely likely that some folks might become so upset that you're trying to mess with this business that they might actually wish some harm on you. Do we understand one another?"

This thug is not interested in a long discussion. He does not answer any questions. If followed he is staying at a small shack in the slums (**Area 11**). If the characters continue to show interest in the temple, the thugs ambush the party at night in the streets, preferably in the slums. The thugs are aiming to kill the characters and steal their valuables as added payment for their services.

Thug Leader (Thf3): **HP** 10; **AC** 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** +2 save bonus vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, longsword, 80gp.

Thugs (4): **HD** 1; **HP** 5, 6, 4x2; **AC** 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, short sword, shortbow, 20 arrows, 10gp.

Tactics: The gang prefers to fire on the party from the shadows first-the leader hopes to get a backstab on the characters before the party can act. Once the battle is joined the leader always attempts to backstab first, fight toe-to-toe second. If the leader or three thugs fall, the remaining members of the gang scatter and run.

Wilderness

Around Endhome

Much of the land between Endhome and the buried city of Barakus is cultivated and civilized. The fertile riverbed has drawn many a farmer, and Endhome's disciplined guard keeps goblinoids and their ilk away from the fields and grasslands. The Penprie Forest and the Duskmoon Hills, however, are home to a number of creatures and lairs that might attract or threaten the characters at some point in their adventures to and from Barakus. These areas are detailed below. The Referee should feel free to add any lairs, or even entire dungeons, he so wishes, as both the hills and the forest could certainly accommodate more dangers without in anyway upsetting the flow of the module as written.

Encounter Area Overview

The wilderness area contains a number of significant locations that are detailed in full in this chapter but summarized briefly here:

Area A. The Home of Gilda Waynetrop: Gilda is a half-elf druid who lives on the outskirts of the Penprie Forest with her wolf companions Rinn and Rann. Gilda may aid the party.

Area B. The Green Tree Bandits: A band of highway robbers.

Area C. Aranea Lair: A small clearing with thick strands of cobwebs dangle from the branches like wisps of hair is home to several araneas.

Area D. Gribbons: A small creek, eddies into a shallow pool near the lair of several gribbons.

Area E. Mysterious Crypt: Hidden beneath twisting vines and fallen branches is a small and ancient crypt to a forgotten god.

Area F. The Haunted Hovel: A rundown shack in a small clearing houses the ghost Girda.

Area G. The Buried Treasure: Hidden beneath some dense undergrowth in this corner of the forest is a small, stone bulkhead-like structure that contains several vegepygmies and contains a strange notebook of interest to the characters.

Area H. Entrance to the Caves: This spot marks the location of the caves above the city of Barakus. The caves are detailed in their own chapters.

Area I. Cave of the Dead: A shrine built by the evil cleric Asgaroth. Haunted by undead and the location of the *heart of darkness*.

Area J. Krink and Flink: The hovel of the half-orcs Krink and Flink.

Area K. Grimlock Caves: A small but industrious tribe of grimlocks lair deep beneath the hills in a series of caves bisected by an underground river. The grimlocks are in the process of attempting to unearth an ancient and very evil statue—the statue of Keld.

Area L. The Crumbling Cave: The cavernous lair of a fire Drake and a natural trap.

Area M. The Big, Stupid Giant: The cave home of a particularly stupid and lazy hill giant named Branbolton, and a few of his friends, located in the northeast of the Duskmoon Hills. Also the home of the goblin witch-doctor Phazut.

Area N. The Dragonspire: A red dragon named Bezzalt lives in a conical shaped peak in the Duskmoon Hills known as the Dragonspire.

Area O. The Penprie Inn and the Farmer's Rest: Two nearly identical inns both owned by Rosko Talk.

Area P. Logging Camp: This dismal area is nothing more than a collection of tents surrounding a low wooden building.

Area Q. The Painted Cave: Hidden behind a small copse of trees is a small cave entrance leading to a small dungeon complex. This complex is only guarded by physical hazards and a curse, yet contains a powerful

weapon against the undead.

Area R. The House of Bricks: A small stone home in the Penprie Forest surrounded by a rusted iron gate. The home contains a mothmere and several other surprises.

Area S. The Wizard's Library: Nestled at the base of the Duskmoon Hills is 50ft tall, spire-shaped stone tower built by the magic-user Rajick. This enigmatic structure has no apparent means of entry, but contains a magical ring.

Area T. The Black Unicorn: In a beautiful glade in the Penprie Forest stands an enchanted fountain made of purest white stone, guarded by an evil unicorn.

Area U. The Water Caves: A series of tidal caves that are currently home to a sea hag and a scrag, as well as a few minor creatures. If the characters are clever they might be able to uncover a valuable map that could lead to further adventure.

Area V. Quarrian's Tower: A ruined tower of a magic-user currently infested with goblins. The inner sanctum is still guarded by the magic-user's dragolem!

Area W. Fungus Amungus: A small, wet patch of forest 3 miles north of King's Road just west of the Oldrock River. The ground surrounding the wood is damp and squishy, yet the whole is not really a marsh.

Area X. Don't Go in the Tall Grass II: The plains west of the Penprie Forest are composed of very tall grass. The grass reaches heights of six or seven feet in places, creating a maze-like feeling.

Area Y. The Abandoned Temple: An abandoned temple lies at the edge of the Penprie Forest, along the east bank of the Oldrock River. The temple is half-buried, sinking into the shoreline of the river as it changes its course over the decades. It is obvious that nothing has lived here in a long, long time.

Area Z. Jimmy Dean's Tower: Jimmy Dean is a reclusive, yet friendly, alchemist. If approached properly, he could become an ally to adventurers in the area.

Farmlands, Grasslands, and Riverbed

This area is populated and by and large not particularly dangerous. Characters don't have to look far to find a farmer, merchant, or sojourner, as the roads are well traveled, the fields all well-tended. The areas outside the farmlands are generally a little less hospitable than those within the farmland: the ground here is a bit rockier and less flat and there are fewer homes.

Burned Out Hovel: The smoldering remains of a small, one-room house. Little can be found to indicate what once lived here, or why the shelter was burned.

Campsite: The party comes upon a 1 day-old campsite.

Dead Monster: Roll 1d20 to determine the race: 1–5 **orc**; 6–8 **goblin**; 7–10 **hobgoblin**; 11–13 **gnoll**; 14–18 **ogre**; 19 **bugbear**; 20 **troll** (may only be *mostly* dead, at Referee's discretion).

Ghouls: Having wandered down from the Duskmoon Hills where they were spawned, these vile creatures scavenge the countryside in search of food.

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

THE LOST CITY OF BARAKUS

Farmland and Grassland Random Encounters

Encounters should be rolled for once every six hours. If the characters are on either the King's Road or Merchants Way assume they pass at least one caravan heading to or from Endhome each day in addition to those encounters listed below. When rolling for encounters, add or subtract the following depending on the time of day and where the characters are traveling.

Day: -5
Night: +5
Farmland: -10
On King's Road or Trader's Way: -5

(Thus, traveling on the King's Road, through farmland, during the day would net -20).

1d100	Encounter
01-35	No Encounter
36-38	Minstrels
39-42	Lost child
43-44	NPC
45-48	Campsite
49-50	Dead monster
51-52	Burned out hovel
53-54	Hanged man
55-56	Riderless horse
57-58	2d8 gypsies
59-60	Peddler
61-65	1d4 wild dogs
66-70	1d2 wolves
71-75	1d3 giant bees
76-80	1d4 giant rats
81-85	1d4 orcs
86-90	1 giant bat
91-95	1d4+1 hobgoblins
96-99	1d3 ghouls
00	Red Dragon

and *charm*, touch causes paralysis for 3d6 turns on failed save.

Giant Bat: This large and fearsome predator swoops down out of the night sky.

Giant Bat: HD 4; HP 17; AC 7[12]; Atk bite (1d10); Move 4 (fly 18); Save 13; AL N; CL/XP 5/240; Special: none.

Giant Bees: The party has come too close to their nest, and these warriors come zooming out of the sky to drive them off.

Giant Bees (1d3): HD 3; AC 6[13]; Atk sting (1d3 plus poison); Move 3 (fly 24); Save 14; AL N; CL/XP 5/240; Special: lethal poison sting (save or die). (*Monstrosities* 39)

Giant Rat: The ubiquitous giant rat is always hungry, always looking for prey.

Giant Rats (1d4): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 1 is diseased.

Gypsies: A band of 2d12 gypsies trundle by with carts and donkeys. They invite the party to sit and sup with them. There is a 25% chance, however, that one of the characters has their pocket picked. The gypsies are normal humans (HD 1d6 hp; Special: they each have a 25% chance to pick a pocket).

Hanged Man: Swinging eerily from a tree, no more than a few days dead. A *speak with dead* spell reveals he was lynched by an angry mob for an atrocity which, it turns out, he did not in fact commit.

Hobgoblins: Being crafty strategists, and always on the lookout for some quick plunder, the hobgoblins use their bows and cover for as long as possible for closing with melee. The hobgoblins should not simply charge the party in the open, but should have set up some kind of ambush.

Hobgoblins (1d4+1): HD 1+1; AC 5[14]; Atk longsword (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

Equipment: ring mail, shield, longsword, belt pouch, 25sp.

Lost Child: A waif of no more than eight, it's face streaming with tears, implores the party to help him find his home. He is 1d3 miles from his home.

Minstrels: A troupe of 5 minstrels offers to perform a ballad or short play for 1gp per character. If the characters agree to hear it they may chat with the minstrels afterward and ask them questions about the local area.

NPC: The Referee may either choose a listed NPC or insert one of his own.

Orcs: A small band of orcs just out looking for trouble. If the party doesn't look too formidable they attack, hurling javelins before closing with their battleaxes.

Orcs (1d4): HD 1; AC 6[13]; Atk battleaxe (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

Equipment: leather armor, shield, battleaxe, javelin, 1d10sp.

Peddler: Selling his simple wares. Mostly pots, pans, and other non-adventuring gear.

Red Dragon: Bezzalt, an adult red dragon (see **Area N**) goes soaring high overhead. The characters should be given plenty of time to hide. This is *not* intended as a combat encounter — the party would simply be incinerated — rather it's placed here to keep the *players* on their toes.

Riderless Horse: A riding horse, complete with saddle and an empty saddle bag comes running by the characters. If the party can *speak with animals* they learn his rider was shot by some orcs a ways back. The Referee is free to adlib this however he wishes.

Wild Dogs: These hungry curs roam the countryside in search of food. If they think the party has any they attempt to take it.

Wild Dogs (1d4): HD 1; AC 7[12]; Atk bite (1d3); Move 15; Save 17; CL/XP 1/15; Special: none. (*Monstrosities* 127)

Wolves: If possible, the wolves stalk the party from a distance before pouncing.

Wolves (1d2): HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: none.

(save or paralyzed for 3d4 turns). (**Monstrosities** 62)

Penprie Forest

This forest once covered most of the land between Gaelon River and the Duskmorn Hills, but years of timber harvesting have shrunk it somewhat of late. The perimeter of the forest is fairly safe, but deeper in the woods there are a number of creatures and lairs. These are all described in detail below.

Penprie Forest Random Encounters

Roll once every six hours while the characters are within the forest, adding +10 to the die roll at night.

1d100	Encounter
01-35	No Encounter
36-37	Sprung Trap
38-42	Obstruction
43	Centipede Swarm
44-45	Rotting carcass
46-47	Totem
48-49	Campsite
50-53	Poisonous plant
54	Hollowed out tree
55-56	Sylvan runes
57-58	Howling wolves
59-60	Strange sensation
61-65	Special
66-70	1d4 giant spiders (1ft diameter)
71-75	1 giant spider (6ft diameter)
76-80	1d3 gnolls
81-85	1 ogre
86-90	1d6+1 goblins
91-95	1d4 gribbons
96-97	1 assassin vine
98-99	1 owlbear
00	2 trolls

Assassin Vine: The characters stumble upon a hungry assassin vine lying camouflaged in the underbrush.

Assassin Vine: HD 7; HP 33; AC 5[14]; Atk grab (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; **Special:** animate plants in 30ft radius (save or be immobilized), constrict (1d6+1, open door check to break hold). (**Monstrosities** 23)

Campsite: A two or three day-old campsite.

Centipede Swarm: One character is set upon by a swarm of nasty biting centipedes.

Centipede Swarm: HD 3; HP 18; AC 7[12]; Atk bites (1 plus poison); Move 3; Save 14; AL N; CL/XP 4/120; **Special:** immune to all weapon damage but blunt, non-lethal poison

Giant Spiders (1ft diameter): The party stumbles upon a nest of these pesky arachnids that drop down from their web-coated trees as the characters pass by.

Giant Spiders (1ft diameter) (1d4): HD 1+1; AC 8[11]; Atk bite (1 plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 save).

Giant Spider (6ft diameter): Either lurking in the underbrush in the trees above. The spider prefers to lead with its web before closing to bite.

Giant Spider (6ft diameter): HD 4+2; HP 30; AC 4[15]; Atk bite (2d4 plus poison); Move 3 (web 12); Save 13; AL C; CL/XP 7/600; **Special:** lethal poison, webs (save to avoid becoming stuck).

Gnolls: A small scouting party of a large tribe that is planning to relocate.

Gnolls (1d3): HD 2; AC 5[14] or 6[13]; Atk battleax (1d8) or shortbow x2 (1d6); Move 9; Save 16; AL C; CL/XP 2/30; **Special:** none.

Equipment: ring mail, shield, battleax, shortbow, 10 arrows, 2d4gp.

Goblins: The goblins prefer to pepper the characters with arrows from a distance rather than engage in straight-up combat. In fact, if their arrows are ineffectual, they might just scatter and run.

Goblins (1d6+1): HD 1d6hp; AC 6[13]; Atk short sword (1d6) or short bow x2 (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, shield, short sword, short bow, 20 arrows, 3d6sp.

Gribbons: The gribbons drop down out of the trees as the characters pass by. If they encounter significant resistance, they attempt to fly away.

Gribbons (1d4): HD 1; AC 4[15]; Atk 2 claws (1d4) or short sword (1d6) or dart x3 (1d3); Move 12 (fly 12); Save 17; AL C; CL/XP 2/30; **Special:** coordinated attack (+1 melee attack bonus per gibbon up to max of +3), grab (if both claws hit, save avoids). (**The Tome of Horrors** 4 115)

Equipment: short sword, 6 darts.

Hollowed Out Tree: A huge tree with a hollowed out base where creatures have lived at one time or another. Currently it is empty.

Howling Wolves: Far off in the distance. If the party wishes to investigate they may, at the Referee's discretion, be set upon by a pack of 2d8 wolves.

Obstruction: Dense overgrowth and several fallen tree blocks the party's path; the characters travel one less mile this day.

Ogre: Fearless and dumb, the ogre heads straight for the party as soon as he spots them, figuring he's going to get dinner and treasure all in one swing of his club.

Ogre: HD 4+1; HP 22; AC 5[14]; Atk huge club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; **Special:** none.

Equipment: hides, huge club, belt pouch, 3d10gp.

Owlbear: A fearsome opponent to be sure, the owlbear comes crashing out of the trees with no thought of retreat.

Owlbear: HD 5+1; HP 32; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug for

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additional 2d8 if attack roll is 18+.

Poisonous Plant: The party passes through some vicious, rash-inducing bushes. Each character must succeed at a save or come down with an incredibly irritating skin rash (1 day incubation period, lasts 1d6 days). Those effected suffer a -1 penalty to attack and damage rolls due to the distraction, and spellcasters must succeed at a save to cast. A druid would allow the party to avoid the plant altogether. *Cure disease* cures the afflicted.

Rotting Carcass: The chewed, maggot infested, stinking carcass of an orc. *Requiescat in Pace*.

Special: Either **Gilda Waynetrop**, or the **aranaea**. Both seek to parlay with the party.

Sprung Trap: A 10ft deep pit trap with sharpened wooden spikes. If a character isn't attentive, it is possible to step into the trap and suffers 1d6 falling and 2d6 piercing damage.

Strange Sensation: The party feels as if they're being followed or watched. This is only their imagination.

Sylvan Runes: Inscribed on a tree describing a nearby temple (see **Area E**).

Totem: This totem is goblinoid.

Trolls: Brothers, in fact. The party should be given ample opportunity to hide or run from these two fierce creatures. Again, this is meant to scare the players and keep them on their toes. Then again, if they want to fight, they may go ahead and do so.

Trolls (2): **HD** 6+3; **HP** 38, 41; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Duskmoon Hills

These high, jagged hills are lightly forested and veined with small creeks that flow down into the Penprie Forest, the Oldrock River, and the Sinnar Ocean. The hills extend for nearly 50 miles west of the map's edge, and pose a considerable impediment to travelers from the northeast. A narrow road, called Fool's Pass, winds its way through the hills and, after exiting near the Oldrock River, eventually meets up with Trader's Way. Occasionally, merchants wishing to shorten their traveling time use Fool's Pass to cut as much as two weeks off their journey to Endhome. But, as the pass' name suggests, this is not always the wisest choice. In addition to Barakus, there are a number of small lairs described in full below.

Abandoned Wagon: Missing two wheels, and much of the siding stolen for firewood.

Battle Scene: The party comes across the remains of a battle. The bodies of 2 humans and 3 orcs sprawled in various death poses. Their bodies have been stripped.

Campsite: A two or three day-old campsite on the hillside.

Cave: A small cave, just big enough for a party of four or five to squeeze into for the night (mark on map for future reference).

Empty Hovel: A little, empty shack in the hills: though leaky and filthy, not a bad place to rest.

Ghast: Like the ghouls, the ghast originates from **Area I** and is roaming the hillside in search of food.

Ghouls (1d3): These creatures have wandered from **Area I** in search of food.

Giant Bats (1d3): See **Farmland, Grassland, and Riverbed Random Encounters**.

Gnolls (1d4): See **Penprie Forest Random Encounters**.

Goblins (2d4): See **Penprie Forest Random Encounters**.

Gravesite: A small, simple wooden cross or stone stuck into the ground with an inscription giving the deceased's name and maybe occupation.

Grimlocks: These warriors from the small tribe of grimlocks in **Area K** sniff out the characters and attack. **Note:** if the grimlocks are slain, do not deduct their numbers from those listed in **Area K**.

Grimlocks (1d6+1): **HD** 2; **AC** 4[15]; **Atk** stone axe (1d8); **Move** 12; **Save** 16; **CL/XP** 30; **Special:** immune to gaze

Duskmoon Hills Random Encounters

Roll once every hour on the following chart, adding +5 if it is after nightfall, and subtracting -5 if it the characters are on Fool's Pass.

1d100	Encounter
01-30	No Encounter
31-33	Travelers
34-36	Totem
37-39	Cave
40-41	Campsite
42-44	Obstruction
45-46	Rock Slide
47-49	Gravesite
50-52	Abandoned wagon
53-54	Empty hovel
55-56	Skeleton
57-58	Battle scene
59-60	Lair, inhabited
61-63	Krink and Flink
64-67	2d4 goblins
68-71	1d6+1 orcs
72-75	1d6+1 hobgoblins
76-77	1d3 worgs
78-79	1d3 giant bats
80-81	1d4 gnolls
82-84	1d2 ogres
85-90	1d6+1 grimlocks
91-93	1 xorn
94-96	1d3 ghouls (night only)
97-98	1 ghast (night only)
99	1 hill giant
00	Red Dragon

attacks, illusions, and visual effects. (**The Tome of Horrors 4** 116)

Equipment: tattered hides, stone axe.

Hill Giant: Branbolton (see **Area M**) is out for a stroll. He is not particularly alert, so the party can easily avoid if they wish. If they don't, Branbolton is happy to squash them.

Hobgoblins (1d6+1): See **Farmland, Grassland, and Riverbed Random Encounters**.

Krink and Flink: The half-orc brothers are out hunting. If they spot the party first, they attempt to avoid contact all together. If this is not possible, the approach the party with great caution (see **Area J**).

Lair, inhabited: The characters come across a small cave that is inhabited, although its occupants are currently out and about. Roll to determine what lairs here. 1-3 **2d8 orcs**; 4-5 **1d3 ogres**; 5-6 **2d6 hobgoblins**; 7-8 **2d4 bugbears**; 9 **1 troll**; 10 **1 manticore**. The Referee may have the occupants return whenever it is convenient.

WILDERNESS AROUND ENDDHOME

Obstruction: Fallen rocks, cliff side, dead trees, etc...The characters most go out of their way and lose one hour of travel.

Ogres (1d2): See **Penprie Forest Random Encounters**.

Orcs (1d6+1): See **Farmland, Grassland, and Riverbed Random Encounters**.

Red Dragon: Bezzalt, an adult red dragon (see **Area N**) goes soaring high overhead. The party should be given plenty of time to hide. This is *not* intended as a combat encounter — the characters would simply be incinerated — rather it's placed here to keep the *players* on their toes.

Rock Slide: A flurry of rocks come tumbling down the hillside. Characters must succeed at a save or suffer 3d6 crushing damage from the fall.

Skeleton: Roll to determine the race. 1–2 **human**; 3 **halfling**; 4–5 **dwarf**; 6 **elf**; 7–8 **orc**; 9 **goblin**; 10 **ogre**.

Totems: Ancient orcish or goblinoid totems.

Travelers: A group of travelers, either heading to Endhome (on Fool's Pass) or lost (off Fools Pass). The group is comprised of 2d4 normal humans.

Worgs: The worgs stalk the party for several hours before pouncing. If possible they wait until nighttime to attack.

Worgs (1d3): **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **CL/XP** 4/120; **Special:** none. (**Monstrosities** 515)

Xorn: Somehow this creature has found his way to the prime material and is burrowing through the hillside. He smells out precious metals on the party and attacks.

Xorn: **HD** 7; **AC** -2[21]; **Atk** 3 claws (1d3), bite (4d6); **Move** 9; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** immune to fire and cold, resistant to electricity (50%), travel through stone. (**Monstrosities** 521)

Wilderness Locations

Listed below are the various spots marked alphabetically on the wilderness map. Endhome and Barakus have their own maps and keys detailed separately.

Area A: The Home of Gilda Wayentree

Gilda is a half-elf druid who lives on the outskirts of the Penprie Forest with her wolf companions **Rinn** and **Rann**. Her parents were both farmers, and she had grown up assuming she would marry a farm boy and settle into the life of farm wifedom. Then one night she heard a wolf howling, and, dream-like, followed that sound into the woods. She never found the wolf, but, exhausted from her travels, she fell asleep in a cluster of tall oaks. When she awoke, she knew that her life lay amid the woodland creatures.

Gilda Wayentree, Half-Elf Female (Drd2): HP 12; AC 6[13]; Atk sickle-shaped sword (1d6) or sling (1d4); Move 12; Save 14; CL/XP 3/60; **Special:** first mysteries, +2 save bonus vs. fire.

Spells: 1st—*detect magic*, *faerie fire*; 2nd—*cure light wounds*.

Equipment: leather armor, wooden shield, sickle-shaped sword, sling, 5 stones.

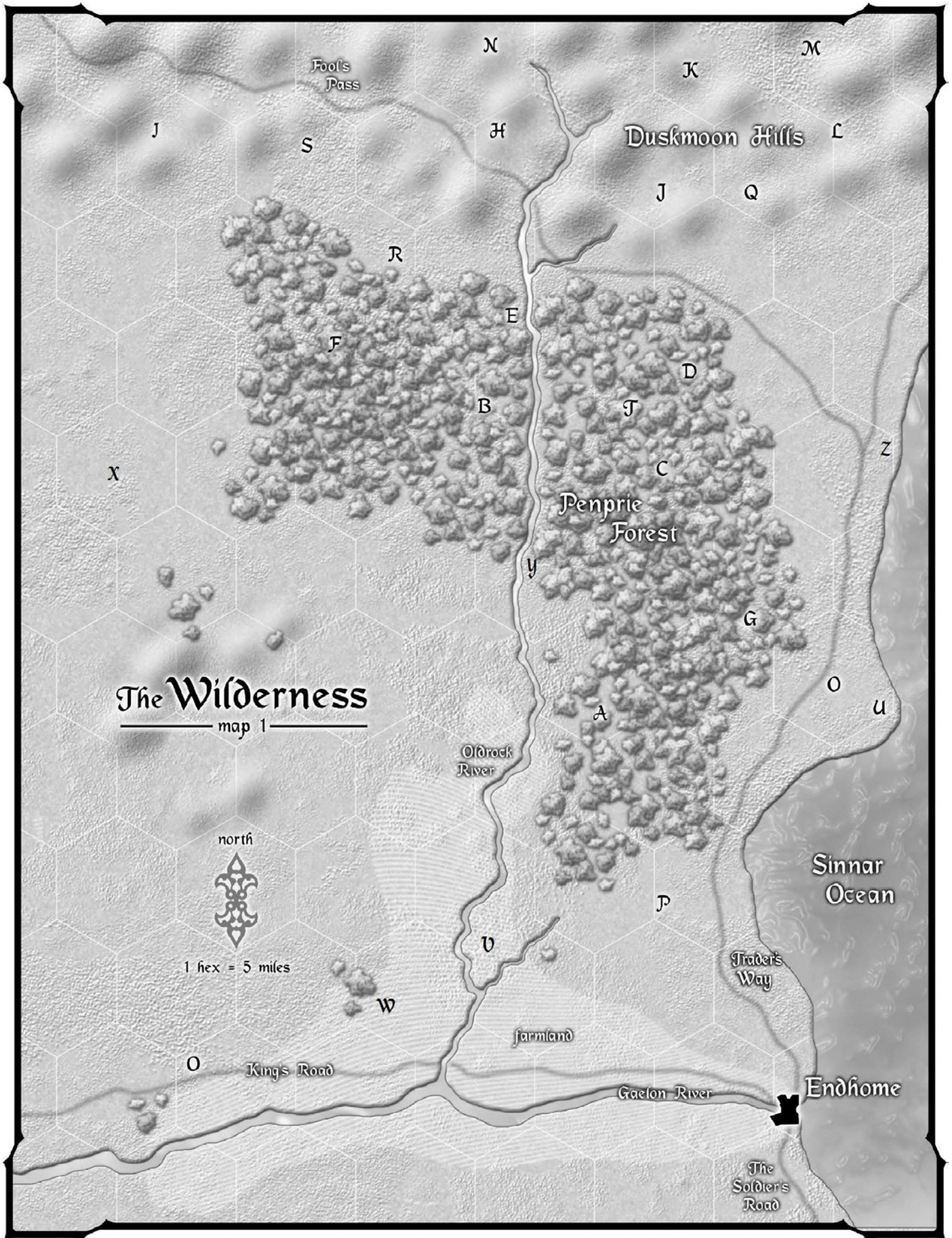
Personality: Gilda's father was elven, her mother human. She inherited her father's enduring patience, but also her mother's fierce temper. Thus, it takes quite a bit to anger her, but once set off, woe betide the fool who so pushed her too far.

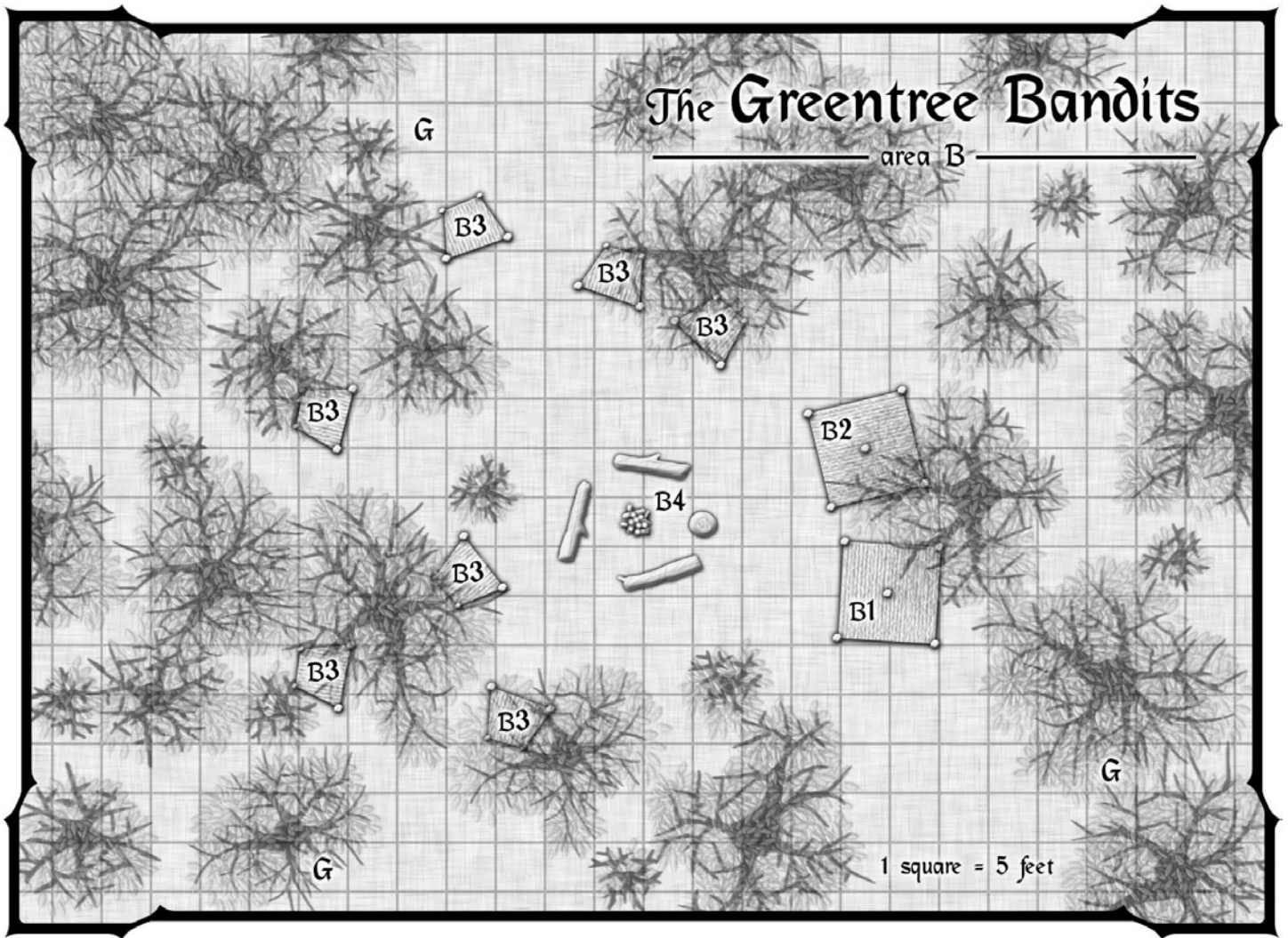
Rinn and Rann, Wolves: HD 2+2; HP 10, 12; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; CL/XP 2/30; **Special:** none.

Development: For whatever reason, this particular region is noticeably short of druids. Thus, when Gilda decided to pursue the "way of the woods" she traveled to a large neighboring forest (Referee's choice) and consulted with Drimm, a druid who served as her mentor for several years. Eventually he sent her back to Endhome to look after the Penprie Forest. She has been doing this to the best of her ability ever since. She is willing to give a helpful party some information about the woods. She has met the aranea in **Area C**. She is aware that there is a tribe of gibbons in the west. She is also aware of the Green Tree Bandits, but unsure of their exact hideout. She is willing to accompany the party if they are seeking to rid the forest of any of these evil neighbors. She is not interested in exploring dank caverns or underground cities however, nor in general any adventure



WILDERNESS LOCATIONS





that would take her from her beloved forest. However, if the characters find themselves in a tight spot in or very near the Penprie Forest, Gilda could show up at an opportune time to assist either with healing or even combat.

Gilda's Hut: Her cabin is sparsely furnished with a wooden table for eating, two chairs, a rug, and a large fireplace. The room's four windows all have heavy curtains to keep out the cold in the winter. Gilda has a simple bed piled high with blankets once the fall comes. Under her bed she keeps a trunk with spare clothing and her treasure.

Treasure: 100gp, scroll of *cure light wounds*, scroll of *predict weather*. Gilda also has a reading room where she goes for further study of druidic knowledge. The walls are lined with bookshelves filled with tomes on nature, both flora and fauna. Pressed into one large book is a scroll of *detect snares and pits*.

Area B: The Greentree Bandits

This band of jolly thieves started out with good intentions, hoping to redistribute some of Endhome's wealth to its less fortunate residents. They quickly devolved into an ugly band of highway robbers led by a particularly clever and resourceful bandit named **Fell Tarmick**. In the last six months the Green Tree Bandits have successfully robbed 12 different merchant trains heading in and out of Endhome, and are at the moment feeling rather flush.

Fell keeps their camp purposefully sparse and simple, all the better

for movement. It is little more than some lean-tos, tarps stung between tree trunks, and two small tents — one for Fell, and one for his two second-in-commands, **Grump Berger** and **Garland Franks**.

Fell Tarmick moves the camp every few weeks or so, but always locates it within the Penprie Forest not far from the Trader's Way. That way, the bandits can strike out at the caravans and quickly return to their camp with their ill-gotten booty. This frequent relocation has thus far kept the bandits' camp from being discovered. Currently the camp is located a few miles northwest of the Penprie Inn (at **Area B** on the **Wilderness Overview Map**).

Area B1: Fell Tarmick's Tent

This small tent is equipped with a simple cot, some blankets, several rugs made of thick animal hides, and a small wooden table and two chairs. There is also a small flat stone upon which stand carvings of forest animals (deer, woodchucks, squirrels, and so on). When not out with his men in the camp, Fell spends his time in here whittling.

Fell Tarmick (Thf3): HP 9; AC 6 [13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%;

Equipment: leather armor, longsword, longbow, 20 arrows, *potion of healing*, thieves tools.

Tactics: Fell has absolutely no intention of taking on several intruders alone. If the characters somehow manage to surprise him in his tent,

WILDERNESS LOCATIONS

the bandits' leader does everything possible to escape, including cutting a hole in the tent. If completely cornered, he fights to the death.

Treasure: Buried beneath the rugs is a small locked chest containing what remains of the bandits' plunder, currently 330sp, and 16 pieces of jewelry worth a total of 160gp. The rugs themselves are worth 40gp if cleaned up, and a lyre lies forgotten in the corner. Four kegs of fine ale (50 gallons each) lifted from a local merchant, and 2 cases of fine wine (worth 60gp per case) are stacked in the corner.

Area B2:

Grump and Garland's Tent

Fell's two right hand men sleep here. There's not much of value in the tent, just two bedrolls, a flagon of ale, and a tree stump being used as a surface for playing cards. Both Grump and Garland spend little time here.

Garland Franks (Thf2): HP 6; AC 6[13]; Atk short sword (1d6) or shortbow x2 (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%;

Equipment: leather armor, short sword, shortbow, 20 arrows, thieves tools.

Grump Berger, Dwarf (Ftr2): HP 10; AC 4[15]; Atk battleaxe (1d8+2); Move 12; Save 13; AL C; CL/XP 3/60; **Special:** dwarf racial traits, multiple attacks (2) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: chain mail, shield, battleaxe.

Area B3: Lean-tos and Tarps

The remainder of the **bandits**, 10 in all, sleep beneath lean-tos, tarps, or pieces of wood. Within this cover are bedrolls and the occasional spare sword or broken arrow but little else of value. At any given time 1d4+1 bandits are resting, unarmored, within some of these areas (Referee's choice).

Bandits (10): HD 1; AC 7[12]; Atk short sword (1d6) or shortbow x2 (1d6); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: leather armor, short sword, shortbow, 15 arrows.

Area B4: Camp

This is where most of the bandits can be found — grousing, gambling, spitting, drinking, and arguing. Meals are prepared over an open fire, often some wild game hunted down by Fell or occasionally something good plundered from a merchant's caravan. The ground around the campfire is strewn with broken cutlery, bones, dried fat, and even a copper or two.

Tactics: Fell keeps three guards, one at each "G" on the map, on lookout at all times. At the first sign of trouble the guards give a call and the rest of the camp springs into action. Fell has made it abundantly clear to his men that they are now famous highway robbers (still a bit of an exaggeration, but it keeps morale high), and as such they should expect reprisals eventually from the locals. If the alarm is sounded, every bandit grabs his bow or crossbow and positions himself by one of the trees on the perimeter of the camp, with Fell, Garland, and Grump by the campfire to give commands. The bandits use missile weapons for as long as possible, and so prefer to fire then move, fire then move, and so on. Fell uses his bow first against spellcasters, then his backstab in melee. If possible,

Garland uses his bow to supplement Fell's attacks, otherwise he looks for a lightly-armored foe to target. Grump prefers hand-to-hand combat, and once melee is joined, he charges into combat fearlessly.

Talking to the Bandits: It's possible the characters might encounter the bandits and not wish to fight. Fell does not want to lose a bunch of his men in a tussle with adventurers, so he is willing to parlay for bit, explaining that they are mercenaries on their way to Endhome to get themselves hired by a rich merchant. If the characters don't buy this, he says tough luck, that's his story and he's sticking to it. If the party is Chaotic, they might be invited to stay for a meal and even, at the Referee's discretion, join the gang, though rivalry between the party members and Fell would likely soon arise.

How to Handle the Bandits

There are a number of ways to deal with the Green Tree Bandits. The first and simplest is to treat it as an encounter area in the woods for the party to stumble upon in their journeys. In this case, the characters might hear about merchants on Trader's Way being ambushed by a band of well-organized and well-armed highway robbers, perhaps from one of the very merchants the bandits robbed. Another option is to have the bandits waylay the adventurers themselves. Perhaps Fell spotted them in town (see below), heard of their interest in monsters and treasures, and decided a windfall was at hand. Maybe the bandits are waiting for the party near where Fool's Path leaves the Duskmoon Hills.

Lastly, the following encounter in town might occur: The characters are resting at an inn in Endhome. A merchant comes and sits at a nearby table and orders a bottle of wine for himself. At this point, the characters notice a man in a dark cloak get up from a table in the rear and begin making his way toward the door. Someone bumps the man in the cloak, his hood falls off, and the merchant stands up, points, and shouts, "That's him! That's the highway robber that stole my wares!" The man in the cloak is Fell Tarmick, in town to pawn some of his stolen goods and spend some money on wine and women. In the confusion he gets away (probably, unless the characters are really quick, but as Referee you should rig things so this won't happen). The party might then have a discussion with the merchant who explains how he was robbed. A little asking around and it is discovered that a number of merchants have been robbed lately and that a 500gp reward has been issued for the head of the Green Tree Bandits leader's head (see the **Adventures in Endhome** chapter).

Area C: Aranea Lair

This small clearing is home to 2 araneas, **Silvat** and **Thuss**. Their webs adorn many of the trees, and thick strands of cobwebs dangle from the branches like wisps of hair. Silvat and Thuss prefer to stay to the higher branches of the trees where they can spy on intruders.

Silvat & Thuss, Araneas: HD 4; HP 20, 18; AC 6[13]; Atk bite (1d6 plus poison); Move 18 (web 12); Save 13; AL N; CL/XP 7/600; **Special:** lethal poison (save avoids), spells (2/1), web. (**Monstrosities** 19)

Spells: 1st—*charm person, sleep*; 2nd—*mirror image*.

Tactics: Silvat and Thuss are not looking for a fight, but if attacked, Silvat casts *sleep* the first round, and Thuss casts her web at any creatures not affected by the sleep. Both aranea then attempt to *charm* a fighter (preferably) whom they then use to either A) convince the rest of the party to leave them be, or B) defend them from aggressors, if the charmed characters can be convinced to do so. The aranea use their bite attack last.

Development: Silvat and Thuss' primary objective is to be left alone. If the party is friendly, they are willing to divulge some of what they know about the Penprie forest (see below). They are wary to reveal their true nature, however, as most humans or demi-humans are distrustful of spider-like nature. They know the following:

1. A druid lives in the southeast of the forest. She seems quite trust-

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worthy.

2. Some bandits are camped west of the Oldrock River
3. There are some caves a few miles west of the Oldrock River in the Duskmoon Hills that are home to a number of creatures and were once home to a band of orcs.

The aranea actually know more about the caves and Barakus than this, however. **Zeerfon**, a Chaotic aranea who had become allied with some drow in the Under Realms, lured their cousin, **Risstor**, away several months ago. At the moment, Risstor serves as a guard in **Area 2-45**, and Zeerfon can be found with the drow in **Area 4-17**. Zeerfon had tried to convince Silvat and Thuss to come along as well, but they wanted nothing to do with drow. They do report, however, that Zeerfon had promised that these drow were going to gain “great power and rule over this land someday with an iron fist,” and that, “they (Silvat and Thuss) were missing a great opportunity by not joining ranks with these powerful Under Realms creatures while they could.” Silvat and Thuss know the drow are somewhere beneath the caves in the Duskmoon Hills. If the party reveals that they are headed there, and if they are Lawful or Neutral, then the aranea reveal their true nature and tell what they know. They are not interested in accompanying the party into the caves.

Treasure: Hidden high in the branches of one of the trees is the aranea’s nest and their treasure, which consists of +1 *chain mail*, a small gold box inlaid with tiny diamonds worth 150gp, and a *scroll of charm person*.

Area D: Gribbons

A small creek, which winds through the forest and eventually empties out into the Oldrock River, eddies into a shallow pool here. High above, in the forest’s tall trees, a vicious band of **8 gribbons** lurks in hiding, waiting to swoop down on unsuspecting passersby.

Gribbons (8): HD 1; HP 5x2, 7, 6x2, 3x2, 2; AC 4[15]; Atk 2 claws (1d4) or short sword (1d6) or dart x3 (1d3); **Move** 12 (fly 12); **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** coordinated attack (+1 melee attack bonus per gibbon up to max of +3), grab (if both claws hit, save avoids). (*The Tome of Horrors* 4 115)

Equipment: short sword, 6 darts.

Tactics: The gribbons survey the party while hidden above in the trees. They begin their attack with a rain of darts. Next, they drop down and attempt to grab the weakest looking characters, ganging up 3 or 4 to an opponent. If their ranks are reduced to 4 or fewer they fly off through the forest, perhaps to return later with more of their numbers.

Treasure: Hidden 15ft up in a small hollow in the tree marked X is a small sack with four acorns made of gold worth 50gp each.

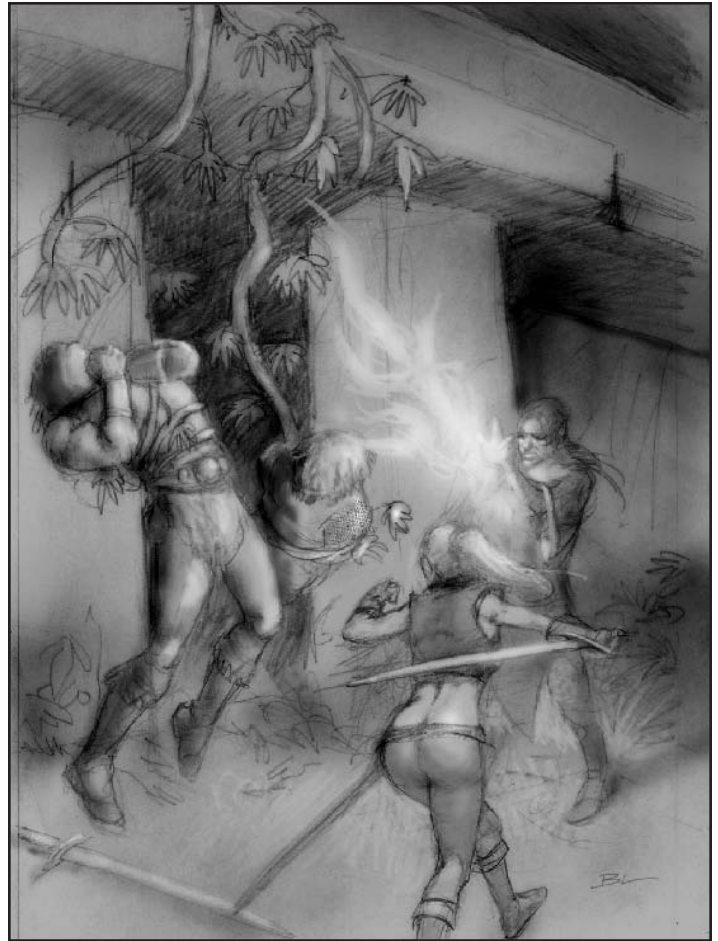
Area E: Mysterious Crypt

Within the dense undergrowth, hidden beneath twisting vines and fall-en branches, is a small and ancient crypt. Its walls and roof are made of mortared stone, but its door, now ajar, is made of rotting wood. Written in Sylvan above the doorway is a paean to a strange god; it is some primitive hybrid of the druidic god. The door, as noted above, is ajar; in fact, it is jammed open both by rot and the forest’s verdant floor that has begun to overtake the now buried threshold. Thick vines hang from the doorway.

The thick vines are, in fact, an **assassin vine**, that attacks anyone or anything that comes within 20ft of the doorway.

Assassin Vine: HD 7; HP 32; AC 5[14]; Atk grab (1d6+1); **Move** 1; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** animate plants in 30ft radius (save or be immobilized), constrict (1d6+1, open door check to break hold). (*Monstrosities* 23)

Hidden in a cluster of trees to the northeast of the crypt is a 2ft diameter rat hole. The rat hole leads to a narrow passage (3ft wide by 3ft high) that



slopes down to **Area E2**. Small creatures may crawl easily through this passage but man-sized creatures must make a save to avoid getting stuck for 1d4 rounds. Once within this narrow tunnel, the characters immediately smell the ripe odor of decaying flesh ahead.

Note: If the party makes a lot of noise clamoring down this tunnel, they are likely to attract the attention of the giant rats in **Area E3**.

E1: The Crypt

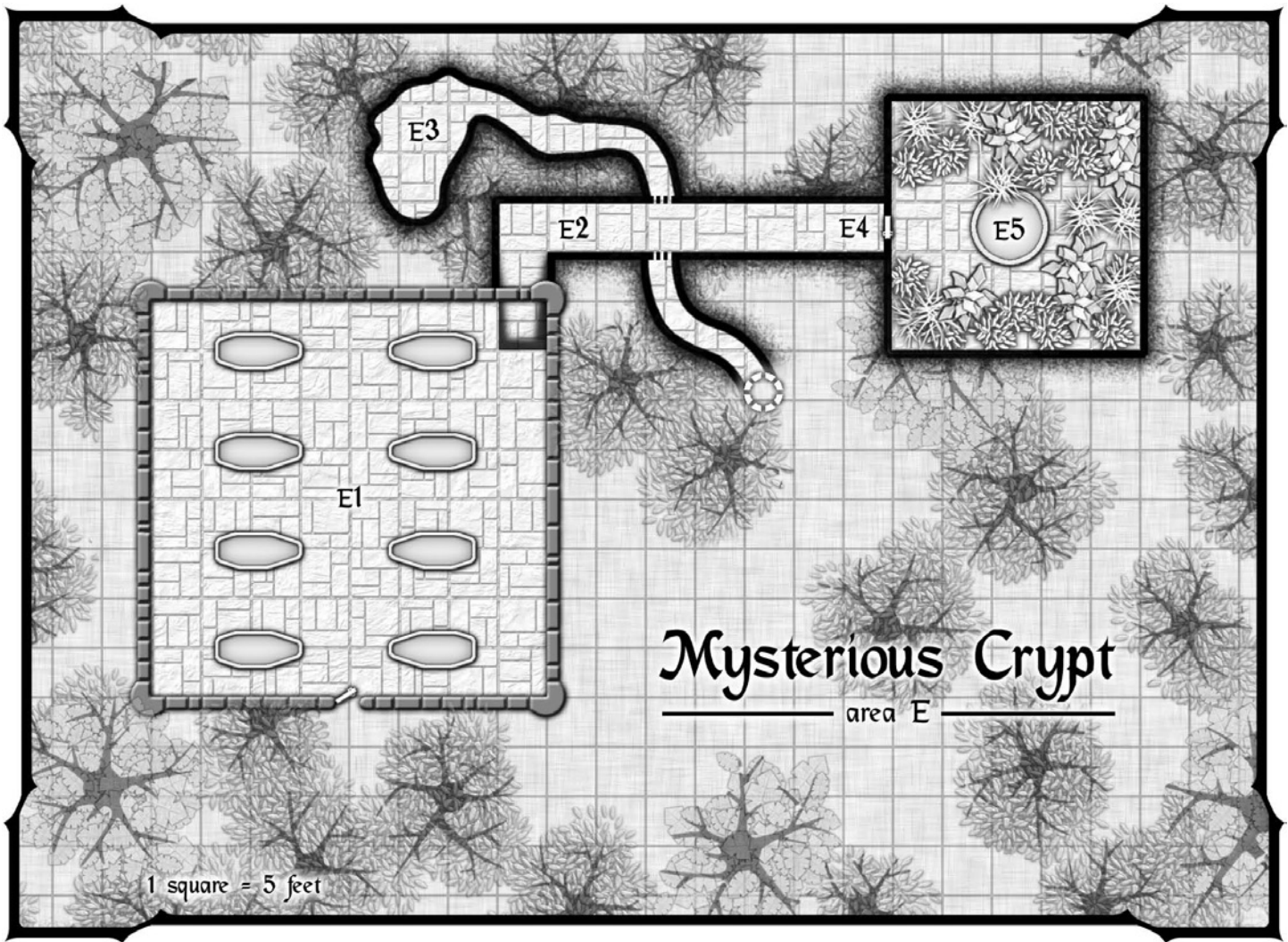
Within this chamber are eight stone sarcophagi, each of whose lids have been pushed to the floor. The sarcophagi are all empty except for some bones and, in a few cases, the remains of an old rodent nest. The floor of the crypt is strewn with dirt, twigs, dried leaves, animal droppings, and a few arrowheads. Beneath all this is a mosaic of leaves and intertwined tree branches. There is an open trap door in the floor in the northeast leading to a 5ft wide chute that descends 15ft to **Area E2**. Handholds have been carved into the wall of the chute for easy travel up and down. The smell of decaying flesh wafts up from the chute.

There is no treasure in this crypt. However, there is a secret compartment at the rear base of the four “corner” sarcophagi. Within each compartment is a small silver plaque inscribed with a single word written in a flowing script (an ancient dialect of Elven; thieves have a –20% chance to read the language, unless they are Elves; a magic-user with read languages is unaffected) - Northeast: *Baleriff* (sunset); Southeast: *Caoan* (sunrise); Southwest: *Gelb* (half-moon); Northwest: *Glindarin* (crescent moon).

E2: Narrow Tunnel

This 5 foot wide passage is a mere 6ft high; anyone using a two-handed weapon within it suffers –4 penalty to their to-hit and damage rolls. The walls and ceiling are made of packed earth, and old wooden beams support the passage’s roof. Although dust and pebbles trickle into the characters’ eyes as they make their way along this tunnel, the ceiling is quite stable.

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An intersection of sorts occurs midway down this tunnel: two 3ft wide tunnels, one heading north then immediately west, the other sloping up to the southeast, appear to have been clawed out of the earth. Lying on the floor at this intersection are the decaying remains of 2 giant rats, and the half-eaten bodies of 2 goblins.

Treasure: A search of the goblins' bodies (an unpleasant task, to be sure) yields 14sp, two short swords, and a flask of stale goblin ale.

Note: If the party makes much noise in this area they are likely to attract the attention of the giant rats in **Area E3**.

E3: Rat Warren

This room is a crowded mess of rat hair, rat dung, bones, and mud. Packed in here are **10 giant rats**, quite literally one on top of the other.

Giant Rats (10): HD 1d4hp; HP 1x4, 2x3, 4x3; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 2 are diseased.

Tactics: Although the smell of the decaying bodies likely prevents the rats' ability to detect the party's approach, any noise in **Area E2** draws their immediate attention. The rats fight fearlessly in their home. If the characters block the passage to **Area E2**, the rats swarm right past in the hopes of surrounding their foes.

E4: Strange Door

The tunnel terminates in a thick steel door. This door is both locked and

fire-trapped (1d4+10 fire; save for half). The lock mechanism is internal to the door and magic resistant; therefore, neither a thief or *knock* spell can bypass the lock. Inscribed on the door are the images of a rising sun, a setting sun, a half moon, and a crescent moon.

Note: This special *firetrap* resets itself after 24 hours.

The lock and the *firetrap* may both be bypassed if all four images on the door are touched while their corresponding word is spoken (i.e. *Baleriff* the sunset; *Caoan* the sunrise, and so on). The images do not need to be touched in any particular order.

Area E5: Underground Garden

Upon opening the door in **Area E4**, the characters are met with an amazing sight: growing in this underground chamber is a lush garden surrounding a running fountain. A small pear tree grows in the northeast corner, a permanent *continual light* spell lights the area, and the smell of roses, lilacs, and dewy grass abounds. Within the fountain is a statue of a man dressed in a long robe with shoulder length hair and a long, thick beard. The fountain's water spills out of the statue's cupped hands.

This little Eden was created centuries ago by the worshipers of the god described in **Area E1**. The garden remains in stasis, neither growing nor dying, and will continue to do so into eternity. Time spent in this chamber can be very helpful depending on what is done.

Drinking the water of the fountain: Any Lawful or Neutral character is immediately healed 2d8+6 points; Chaotic characters take 2d8+6 points of damage (save for half). **Note:** water removed from this chamber loses its healing ability. Also, this power only functions once ev-

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ery 24 hours on an individual (although Chaotic characters *always* take damage).

Resting for four or more hours: Lawful or Neutral characters are considered fully rested, whether they slept or not; Chaotic characters suffer 1d6 points of damage per hour of rest, although they do not realize this until they have left the chamber.

Eating from the pear tree: Lawful or Neutral characters have their constitutions raised by 1 point for 48 hours; Chaotic characters suffer 1d4 points of constitution damage (no save). This may only be repeated once every seven days, though Chaotic characters continue to suffer constitution loss. At a constitution score of 0, the character dies, and may not be raised from the dead. All eaten fruit regrows in 24 hours.

Development: Gilda Wayentree does not know about this crypt or this underground sanctuary. If the party either tells Gilda about the crypt or, better yet, leads her to it, she is forever indebted to them.

Repopulating the crypt: It is possible that once the characters have discovered the sanctuary they will continue to return to this spot for its benefits. If this is the case, it is probably a good idea to have some new forest denizens move into either **Area E1** or the trees surrounding the crypt. A band of **2d6 gribbons** might decide these high trees make a good nesting place, or perhaps an **ankheg** has begun to burrow its way around the crypt. Likewise, several **giant spiders** might decide to make the crypt their home, as might a couple **ogres** or even a **troll**.

Area F: The Haunted Hovel

Standing in a small clearing in the forest is a rundown shack. Its walls are made of rough cut lumber and its roof of moss and tree branches. Its door has long been ripped from its hinges, and the panes of its two windows shattered, leaving only tattered curtains stirred by the occasional forest breeze. A smell of rot and mold permeates the place.

The hovel is haunted by the ghost, **Girda**, the deceased half-orc wife of **Klar**, the orc vampire who now resides in **Area 3A-23** in Barakus. When Klar was transformed into a vampire, instead of draining Girda's blood so she could join in his hellish undeath, he chose to kill her in her sleep with his bare hands and then banished himself to Barakus. Girda, tormented by her terrible end, haunts this shack where she and Klar once lived. She has no wish to harm anyone.

Girda wishes to see Klar slain once and for all and thereby end his existence as a vampire. She already sent **Trom**, Klar's half-brother, to do just that, but that quest ended poorly (see **Area 3A-21**). If the party decides to investigate the hovel, she appears as a homely woman in a flowing white gown, and beseeches the characters to help her. She tells them her sad tale and promises to lead them to a buried treasure on the other side of the forest if they can help her (see **Area G**). If the party agrees, she tells them that Klar resides in a place called Barakus, and that Klar's lair in particular can only be reached by men of "great courage," and that he exists beyond something called "The Gates of Fear." This is all she knows. If they succeed in killing Klar, she is true to her word and leads them to **Area G**.

Area G: The Buried Treasure

Hidden beneath some dense undergrowth in this corner of the forest is a small, stone bulkhead-like structure. Though fully 10ft wide and 15ft long, it is only 2ft high. A narrow seam runs down its center, on either side of which are small depressions usable as handholds to open it.

This area is also the home to a very small collection of **vegepygmies**. In all there are **6 vegepygmies**, **1 bodyguard**, and **1 leader**.

Though not aggressive, this fierce band considers this spot in the woods their home, and does not want big folk stamping about in it.

Vegepygmies (6): HD 1; HP 8, 7x2, 3, 5x2; AC 4[15]; Atk spear (1d6); Move 12; Save 17; AL N; CL/XP 2/30; **Special:** immunity to electricity, resistance to piercing weapons (50%). (*The Tome of Horrors Complete* 584)

Bodyguard Vegepygmy: HD 3; HP 15; AC 4[15]; Atk spear

(1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** immunity to electricity, resistance to piercing weapons (50%). (*The Tome of Horrors Complete* 584)

Leader Vegepygmy: HD 5; AC 4[15]; Atk spear (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** immunity to electricity, resistance to piercing weapons (50%). (*The Tome of Horrors Complete* 584)

Tactics: The vegepygmies are not looking for fight, but they defend their home if they feel it is being threatened. If they see or hear the party approaching, they hide in the dense undergrowth and wait to see if the characters pass by or through their lair. If the party attempts to pass through the area, they rise up from the foliage, their spears clasped firmly in hand. The vegepygmies brandish their spears menacingly and indicate as best they can that the party should go away. Failure to do so results in an immediate attack.

If the party is merely traipsing through the woods and happen upon the vegepygmies, it is unlikely they notice the bulkhead doors. If Girda leads the party here, (see **Area F**) a simple search of the area uncovers the bulkhead. The vegepygmies, however, are unwilling to let the characters pass through their home to access the bulkhead. If any characters can communicate with them, they may convince the leader that the party means no harm and only wish to explore the strange stone structure (the vegepygmies have not explored it and have to interest in it).

The Bulkhead: The stone doors of the bulkhead require a mighty open doors check to open (+1 penalty) as they are both heavy and stuck shut from years of mold and moss. Beneath the doors is a set of stone steps descending into the darkness. The stairs terminate in a dank chamber some 30ft by 40ft wide, containing three stone sarcophagi, all of which are empty. Behind the middle sarcophagus, however, is a rotting, wooden chest containing the **Treasure** and a small notebook.

Treasure: Four lengths of fine silk worth 50gp each (though weighing 15 pounds apiece); 16 beaded necklaces worth 20gp each; a light crossbow, a +1 *shield*, and a *wand of magic missiles* (10 charges).

The Notebook: Dated approximately 100 years prior, it details the journeys of a band of adventurers based in Endhome. The first dozen or so pages contain nothing but gripes about fellow party members, beer prices, and rough maps of the forests and nearby hills. Eventually the author describes a trip into some nearby caves, and of discovering an entrance to "some strange, ancient, underground complex." The author goes on to describe combats with ogres and orcs and of the discovery of :

"a curious room. It appears, unlike all the other chambers in this sprawl, to be meant for some kind of powerful ritual. Something, it would seem, involving a sword."

The final entry, on the last page of the book, reads as follows:

"We shall store our heavier and less valuable items here in this convenient vault and retrieve them at some later date (with Camus now dead we have no use for his fine wand). Will go back to this place and attempt to discern the meaning of that room and of those pillars and orbs. Most curious. Most curious indeed. Would love to find the sword that matches that indentation in the floor."

Area H: The Caves

This spot marks the location of the caves above the city of Barakus. Fool's Pass winds directly past the old orcish gates leading to the caves. These areas are described in full in their own chapter.

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Area I: Cave of the Dead

Many years ago, a wicked cleric named Asgaroth came to this area to build a shrine to himself and his god. He gathered about him a cluster of undead and began the construction of his temple. Unfortunately, while searching for a powerful evil relic, he was slain by a paladin named Van-Doren, and thus his shrine remained incomplete.

The undead, however, remained. Asgaroth had succeeded in infusing so much evil into the place that the undead he placed here to guard it remained, ever vigilant. Over the years, other undead, primarily ghouls and ghouls, have been attracted to this place for its evil aura. What's more, all creatures slain anywhere in these caves eventually rise as an undead creatures themselves. Over the years, many a goblinoid, brigand, or way-farer has met their end here only to add them- selves to the undead ranks. None of the undead in these caves attacks a character carrying the *heart of darkness* (see **Area 15**) unless it has been *blessed*.

Area II: The Front Door

The skeletal remains of four humans, and the decomposing bodies of two ogres lie sprawled in this large cave. Set back in northeastern wall is a set of ironbound wooden doors, both ajar. The humans and the ogre died, on separate occasions, while battling with the undead beyond the doors. They managed to stagger out to this cave and thereby save themselves the unholy torment of unending undead afterlife.

Area I2: The Totem Cavern

This enormous cave is dotted with no less than 17 ominous totems: 6ft

tall wooden spikes adorned with five or six shrunken heads tethered to the posts by their hair. The cave floor is strewn with the discarded belongings of defeated explorers who arose as zombies or ghouls themselves.

The Darkness: A preternatural darkness infects this area: light sources give off only half their light, and the range of darkvision is cut in half also. Only undead can see normally in this chamber. This darkness effect is a result of the totems, which radiate a dull necromantic magic. Removing and/or destroying all 17 totems dispels the darkness effect. The totems have 25hp; a successful open doors check is necessary to yank the totems from the ground.

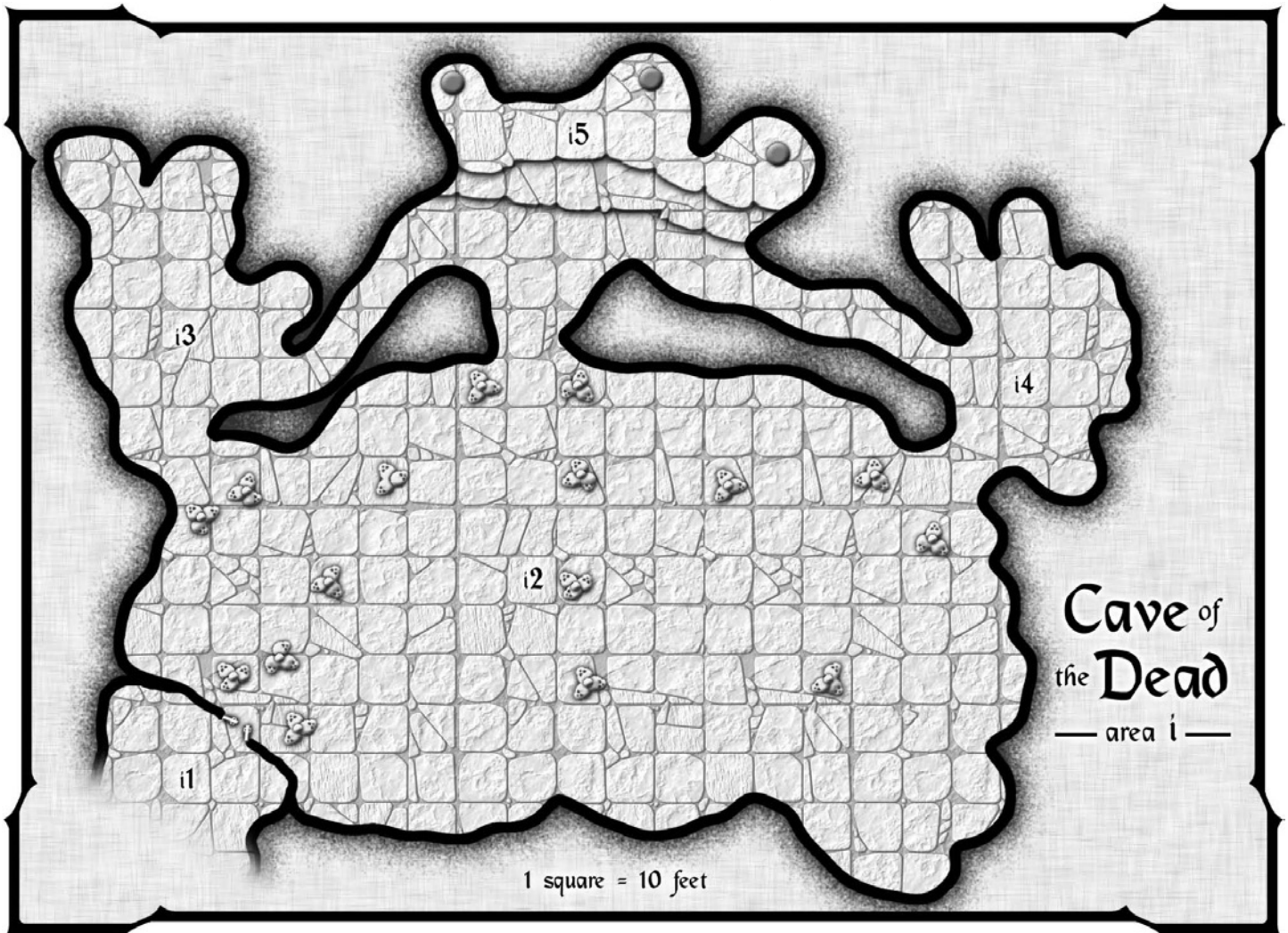
Twenty-five zombies guard this cave. The zombies are drawn to the evil in the unfinished shrine, and so huddle near the north edge of cave. They immediately become aware of the anything living that enters the cave, and stagger forward to attack.

Zombies (25): HD 2; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to *sleep*, *charm*, and *hold*.

Tactics: The zombies attack relentlessly as long as anything living remains within the chamber. The zombies generally do not follow anyone much beyond the doors leading to **Area II**; they certainly do not pursue beyond **Area II**.

Development: Combat in this area draws the attention of the ghouls and ghouls in **Areas 13** and **14**, who arrive in 2d4 rounds to investigate.

Treasure: A successful search of the cave floor uncovers 15cp, 32sp, 25gp, a severed hand wearing a sapphire ring worth 120gp, a severed ear with a gold earring worth 25gp, and a silver-plated dagger worth 20gp. What's more, one of the zombies still wears an emerald necklace worth



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125gp, and one zombie's ear (a dead young woman) is pierced with a diamond stud worth 100gp. A suit of plate mail lies rusting on the floor. It could be repaired for 1/10th the cost of a new suit.

Area I3: Ghoul Cave

The roof of this cave slopes down precipitously towards the northern end, tapering to a mere 3ft in height by the time it reaches the northern wall. The floor is strewn with gnawed bones and human and animal hair.

Currently, **10 ghouls** haunt this cave.

Ghouls (10): HD 2; HP 13x4, 15, 6, 11x2, 7x2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to *sleep* and *charm*, touch causes paralysis for 3d6 turns upon failed save.

Tactics: The ghouls hungrily pounce on anything living that enters this cave. It is more likely, however, that they hear the party fighting the zombies in **Area I2**, in which case they proceed as a pack to investigate.

Treasure: One ghoul wears a fine gold chain (30gp) with a magnifying glass attached to it.

Area I4: Ghost Cave

This cave has the telltale reek of death about it, due, of course, to the **3 ghouls** lurking here. Like **Area I3**, this cave is strewn with bones and hair and bits of flesh.

Ghosts (3): HD 4; HP 20, 24, 18; AC 4[15]; Atk 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** immune to *sleep* and *charm*, stench (save or -2 on attack rolls), touch causes paralysis for 3d6 turns on failed save. (**Monstrosities** 189)

Tactics: If the ghosts do not hear and respond to combat in **Area I2**, but they do hear someone approaching their cave, they hide in the shadows and spring out at the trespassers.

Treasure: Hidden beneath a pile of bones in the northeastern alcove is a *scroll of call lightning* in a gold scroll case (75gp).

Development: The ghouls and ghosts need to eat. Since not much living makes its way into these caves, they must go out in search of food. There is a 20% chance that 1 ghost, or 1d3 ghouls are encountered within 2 miles of this cave on any given night. If slain, the Referee should deduct their numbers from those listed here. However, the Referee is advised to not let the ghouls and ghosts be whittled down in this fashion.

Area I5: The Heart of Darkness

The northern half of this cave is 4ft higher than the southern half and reached by two wide, broad steps that stretch the entire diameter of the temple. There are three 10ft wide niches in the north. Within each niche is a small black pedestal, within which are different items:

The Eastern Niche contains a gold, half-lidded eye, about 6in diameter.

The Middle Niche is empty, but there is a heart-shaped depression in the pedestal measuring about 10in from top to bottom.

The Western Niche contains a gold, clawed hand, laying palm up.

Removing the hand or eye: Whoever does so is instantly *cursed* and begins losing one point of wisdom every week until the curse is removed or the hand or eye returned. If the character's wisdom score reaches 0, they die.

Destroying the hand or eye: Each item has a 20hp but requires a magical weapon to damage. If destroyed, whoever delivered the final blow is *cursed* (see **Removing the hand or eye**), but the evil of the temple is

utterly dispelled. All slain undead remain slain, and the darkness in **Area I2** is dispelled.

Returning the Heart of Darkness: If the *heart of darkness* (see **Area 2-18**, in Barakus) is returned to the middle pedestal unblest (see below) this cave becomes a kind of Chaotic focal point. All Lawful characters present must immediately succeed at a save or become Chaotic. What's more, if a character's alignment remains intact, all clerical spells are automatically wiped from the character's memory as if they had been cast, though, once the cave is left, they may be prayed for normally the following day. Further, all undead in this or any adjoining cave are turned at the next higher level and receive a +1 to hit and damage bonus, while all Lawful characters receive a -2 penalty to all saves while in the caves. Finally, Chaotic clerics who pray for spells in this chamber receive an additional 1 spell per level for that day.

The Heart is returned blessed: If the characters return the *heart of darkness* having *blessed* it, all the chaotic effects of the cave are neutralized and the party shares a 500 XP bonus.

Blessing the Heart of Darkness: If the Heart is taken to a Lawful temple, a *bless* spell is cast on it, and the *heart* then prayed over for 24 hours by no less than three clerics with a total of 10 levels, the *heart* becomes a *heart of light*, and may be used to nullify the evil effects of this cave (see above).

Area J: Krink and Flink

Years ago, before the orcs were driven from the caves to the west, their chieftain mated with a human slave who bore him two twins: **Krink** and **Flink**. A good deal smarter than most of the other orcs, these two half-orcs managed to escape when the humans attacked. Unfortunately, their association with the orcs made it impossible to get along with the residents of Endhome, and they were forced to dwell together in the hills, a pair of unhappy outcasts.

Krink, Half-Orc (Ftr3): HP 15; AC 5[14]; Atk longsword (1d8+1) or longbow x2 (1d6+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, +1 to hit for high strength, +1 damage bonus for high strength.

Equipment: chain mail, longsword, longbow, 20 arrows.

Flink, Half-Orc (Drd3): HP 12; AC 7[12]; Atk staff (1d6) or sling (1d4); **Move** 12; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** first mysteries, +2 save bonus vs. fire.

Spells: 1st—*detect magic*, *detect snares & pits*, *faerie fire*; 2nd—*cure light wounds*;

Equipment: leather armor, staff, sling, 10 stones.

To say the brothers live modestly would be an understatement. Their small square home is made of stones and mud, with a sloped roof made of mud and sticks that does a poor job of keeping the rain out in the winter. The home contains two beds, a table with two chairs, and two shelves on which are stored various mundane foodstuffs and supplies.

Tactics: If pressed into a fight (see below) Flink casts *faerie fire* while Krink uses his bow from a distance for as long as possible.

Development: The brothers are not Chaotic. They are, however, deeply wounded and bitter, and highly reclusive and distrustful of strangers. If approached, they assume an aggressive posture, warning away the characters with brandished weapons. They do not, however, want to fight: they have just learned that fighting is a natural consequence of meeting strangers.

If the brothers are indifferent: They are willing to share a bit about what they know of the local terrain: that there is a strange tower about 15 miles to the west which seems to have no entrance. Another 5 miles beyond it is cave of undead, and there is a grimlock tribe about 10 miles to the north. Finally, they reveal that the large cave complex to the west used to house a tribe of orcs. They are not interested in

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talking beyond this.

If the brothers are friendly: They invite the party in for a meal and share all they know, which includes all of the above plus more details about the caves and Barakus, which they investigated briefly during their curious childhood. They believe, correctly, that descendants of the tribe still reside beneath the caves (see **Areas 2-54 to 2-57** in Barakus). They believe Barakus is vast and magical in nature. From time to time they travel by the old caves just to have a look, and believe that a dragon may have moved in to one of the caves. What's more, their home is always open to the party as a place to rest and recuperate (Flink might even be willing to cast a healing spell or two).

The brothers and Gilda: It just so happens that Gilda Wayentree would make an excellent companion for the brothers, and visa-versa. With Flink being a fellow druid, and Gilda a half-elf and therefore a *bit* of an outcast, and also just a generally good-hearted person, this threesome, were they ever to meet, would form a fast bond. Thus far, this has not happened. If, however, the characters think to connect to two, a life-long friendship is formed between these three, and the brothers eventually move down out of their hillside cabin and build one near Gilda. If the party is instrumental in this, the party should be awarded a 150 XP bonus.

Area K: Grimlock Caves

A small but industrious tribe of grimlocks lair deep beneath the hills in a series of caves bisected by an underground river. The grimlocks make occasional forays above ground for food and valuables, and are in the process of attempting to unearth an ancient and very chaotic statue.

Area K1: Entrance Cave

Tucked along the hillside is a small, low cave. Its roof is only 4ft high near the entrance and tapers quickly to the north where it is only 1ft high. A narrow opening in the northwest is partially blocked by a 2ft high boulder. A ranger will find, in the cave or on the rocky ground outside, several pairs of barefoot humanoids have been here within the last week.

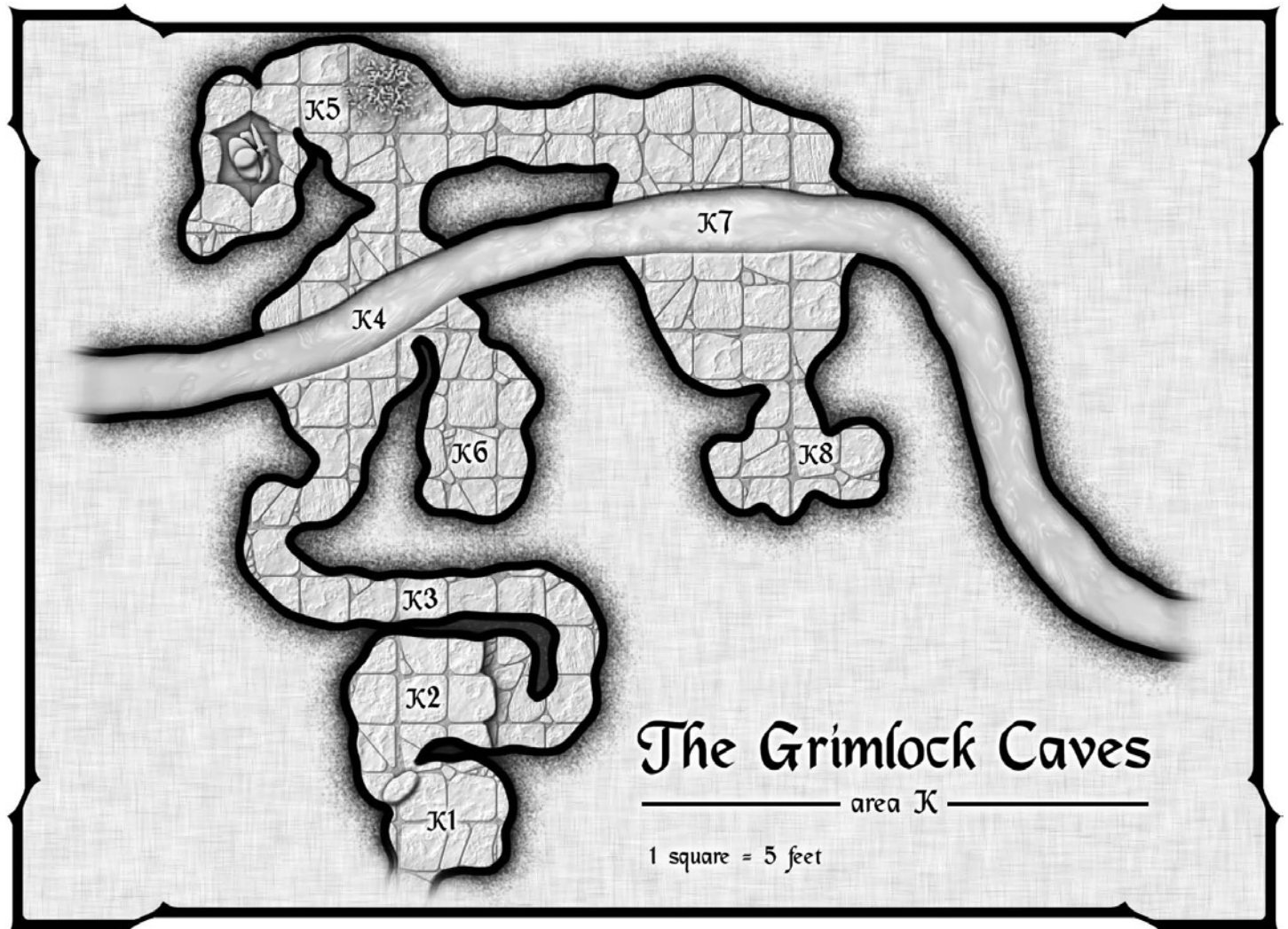
Area K2: The Ledge Cave

The narrow passage from **Area K1** quickly widens and opens into a more spacious cave (7ft high ceiling). There is little of interest here except a few bones and animal droppings, although with a thorough search will locate a broken axe head partially buried in the northeast portion of the cave.

There is a 20ft deep crevasse against the eastern wall of the cave. Close examination of the crevasse wall reveals subtle hand-holds descending along the southern edge of the western wall of the crevasse. Climbing down the crevasse via the handholds is automatic for a thief and requires a save for other classes, as the rest of the wall is quite smooth; of course, a rope is easier still. The grimlocks, naturally, know to use the handholds. A 5ft wide tunnel connects with the base of the crevasse and winds down to the north.

Area K3: Steeply Sloping Passage

This natural tunnel slopes down at a steady and steep angle from the point at which it connects to the crevasse in **Area K2** until it terminates



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in **Area K4**. In all, the tunnel descends 50ft from its southern end to its northern end. Travel down the passage is increased by one per round and travel up the passage is decreased by one per round.

There is a 20% chance that **1d3 grimlocks** are wandering to or from **Area K4** (deduct from **Area K7** if slain). If they sense the party before the characters spot them, they run to warn their comrades in **Area K5**.

Grimlock (1d3): HD 2; AC 4[15]; Atk stone axe (1d8); Move 12; Save 16; CL/XP 3/60; **Special:** immune to gaze attacks, illusions, and visual effects. (*The Tome of Horrors 4* 116)

Equipment: tattered hides, stone axe.

K4: River Cave

A 7ft wide, 12ft deep subterranean river enters the cave complex via this area. The openings through which it enters and exits the cave are only a few inches taller than the current water level, and the submerged channels between caves have no headroom whatsoever. Swimming downstream is much easier than swimming upstream. The grimlocks jump or swim the stream when they need to cross it.

Several species of sightless, subterranean fish travel this stream, and the grimlocks come here frequently to fish for their supper, eating their catch raw on the spot. Currently, **2 grimlocks** (see **Area K3**) are perched on the northern bank of the stream looking for a meal. As soon as they become aware of intruders they race to **Area K5** to warn the grimlocks there.

Grimlock (2): HD 2; HP 10, 12; AC 4[15]; Atk stone axe (1d8); Move 12; Save 16; CL/XP 3/60; **Special:** immune to gaze attacks, illusions, and visual effects. (*The Tome of Horrors 4* 116)

Equipment: tattered hides, stone axe.

K5: The Excavators

This large cave is divided into two parts: the eastern half contains piles of dirt and rocks as well as numerous broken picks, shovels, and spades. The western half, separated from the eastern by two, 5ft long walls, is dominated by a 10ft wide, 20ft deep pit, in the center of which is what appears to be the top of a very large statue.

Several months, **Agok**, the grimlock leader, sensed that something of great power and evil lay nearby. Just as a diviner searches for water, Agok traveled the walls of the caves until he fell upon what was once the wall dividing the two portions of this cave. He announced that the grimlocks should tunnel through this spot, which they did, and found a small cave lay beyond it. He then commanded his troops to begin digging in the center of the cave. After a week of intermittent digging they have finally uncovered the top of the **Statue of Keld** (see below for details).

Presently **3 grimlocks** are hard at work excavating the statue, overseen by **Cloft**, Agok's lieutenant.

Grimlock (3): HD 2; HP 10, 12, 11; AC 4[15]; Atk stone axe (1d8); Move 12; Save 16; CL/XP 3/60; **Special:** immune to gaze attacks, illusions, and visual effects. (*The Tome of Horrors 4* 116)

Equipment: tattered hides, stone axe.

Cloft, Grimlock Lieutenant: HD 3; HP 15; AC 4[15]; Atk stone axe (1d8); Move 12; Save 14; CL/XP 4/120; **Special:** immune to gaze attacks, illusions, and visual effects. (*The Tome of Horrors 4* 116)

Equipment: tattered hides, stone axe, gold necklace worth 250gp.

Tactics: If the grimlocks here are warned of intruders ahead of time, Cloft sends one to **Area K7** to gather reinforcements while he remains behind with the others to make a stand, preferably in the bottleneck between **Areas K4** and **K5** where he and his troops cannot be easily surrounded. If surprised, the grimlocks gather up their battleaxes and defend themselves, calling loudly for assistance as they do so.



Area K6: The Low Cave

This area is little more than a crawl space: the cave roof is only 2ft high. The grimlocks spend very little time here as a result. If any characters are willing to scrounge around on their bellies searching this cave, they might discover a skeletal hand in the southeast corner partially buried in the rocks. There are two rings on the hand, one gold, and one platinum. The gold ring is a *ring of poison resistance*; the platinum ring is a *cursed ring of confusion* (wearer is *confused*, as the spell, for as long as they wear the ring).

Area K7: Living Area

This large cave, bisected by the stream, is cluttered with the remnants of meals, axe heads, hair, and fish bones. There are a dozen or so piles of animal furs on both sides of the stream that serve as bedding for the grimlocks. The remainder of the tribe, currently **7 grimlocks**, huddles on the northern bank of the stream.

Grimlock (7): HD 2; HP 10, 4x2, 14, 8x2, 6; AC 4[15]; Atk stone axe (1d8); Move 12; Save 16; CL/XP 3/60; **Special:** immune to gaze attacks, illusions, and visual effects. (*The Tome of Horrors 4* 116)

Equipment: tattered hides, stone axe.

Tactics: If the grimlocks are warned of intruders in **Area K5**, they shout to Agok in **Area K8**, and rush to assist in combat. If surprised here, they shout for Agok while attempting to hold the enemy in the mouth of the passage.

Area K8: Agok's Cave

This small cave is strung with all kind of odd paraphernalia: beads, shrunken animal heads, pieces of string, bones, dried intestines. A pile of

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furs in the west serves as a bed. **Agok** rests in them, waiting for further inspiration to come to him in his dreams.

Agok, a grimlock shaman, is a bit of a savant. Possessed of extraordinary wisdom (for a grimlock, that is), he has led this tiny band to these caves because of a series of dreams that told him great power could be found here. The dreams persisted until he had the vision that the great power lay “beyond the walls and beneath the ground.” Thus the current excavation in **Area K5**.

Agok, Grimlock Shaman: HD 3; HP 15; AC 4[15]; Atk stone axe (1d8); Move 12; Save 14; CL/XP 4/120; **Special:** immune to gaze attacks, illusions, and visual effects, spells (2/1). (*The Tome of Horrors* 4 116)

Spells: 1st—*darkness*, *cure light wounds*; 2nd—*hold person*.

Equipment: tattered hides, stone axe, animal fetishes.

Tactics: In combat, Agok is quick to use *darkness*, since he and his fellow grimlocks are in no way affected by this spell. He saves *hold person* for the largest fighter type.

Treasure: In a secret compartment in the wall are a small wooden music box (now broken) worth 40gp if repaired, and two bars of silver worth 300sp each. Two of the furs in the bedding are mink (worth 20gp each), and what appears to be a musty saddle blanket is really a fine tapestry (worth 200gp if cleaned up) used as a pillow.

The Statue of Keld: Keld was an ancient and evil god worshipped by a foul race of subterranean humanoids centuries ago that has been all but forgotten. The statue the grimlocks are in the process of unearthing stands a total of 20ft tall and depicts a man with a huge beard and evil-looking eyes and a flaming two-handed sword clasped in both hands. If the grim-

locks succeed in fully unearthing the statue, Keld speaks to Agok in his dreams and tells him to begin gathering forces about him to help return Keld to his rightful place in the pantheon. How the Referee wishes to handle this is entirely his choice. Perhaps other evil creatures from the Cyclopean Deeps or other parts of the world travel to see the great statue and receive its dark blessing, or perhaps the drow from Barakus learn of it and come to investigate. Given the potential power of this statue, this is a quest better handled by higher-level characters, and thus a good hook into a new and continuing quest.

Area L: The Crumbling Cave

The following caves are lair to a **fire drake** as well as a natural trap. The Referee should check the character’s total weight before this area is explored.

Area L1: Entrance

The narrow opening to the entry passage is only a 4ft by 4ft hole in the hillside. If the party is, for some reason, specifically looking for cave openings in this area, then they find it automatically.

Beyond the cave mouth is a low, narrow passage, large enough for a man-sized character to crawl through (1/4 movement); small creatures may pass through the tunnel normally.

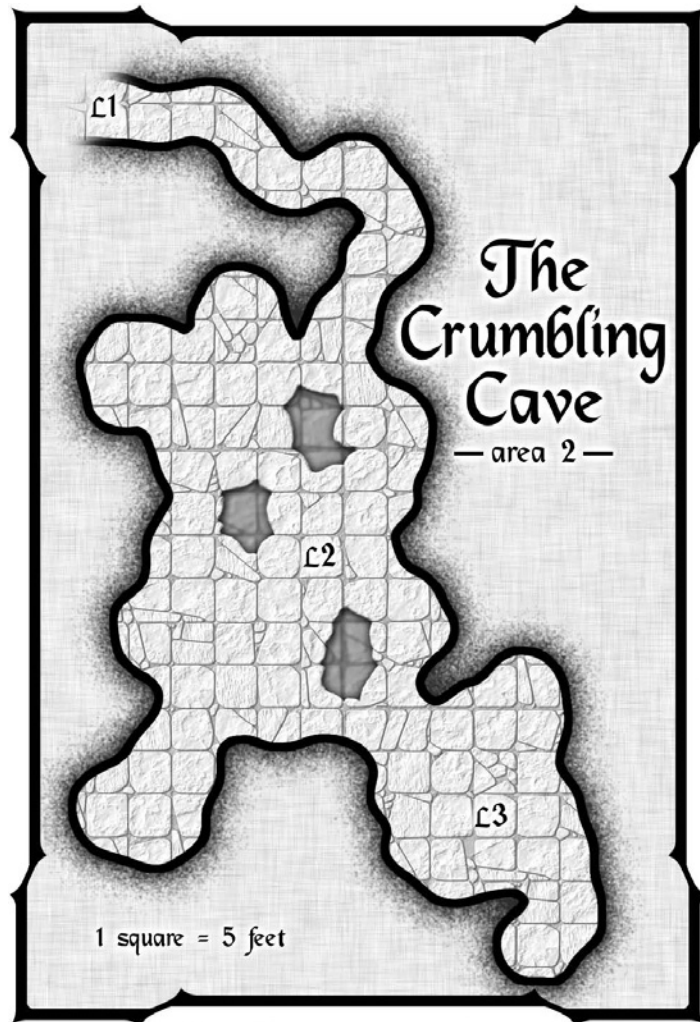
Crumbling Floor

Checks are made each round that the characters move in the cave. If the floor crumbles, characters are allowed a save to see if they can grab hold of the floor before they fall through. Those characters that do fall drop 15ft and suffer 2d6 hp falling damage.

Total Weight	Movement	% Chance of Crumbling
0-100 pounds	up to half	5%
0-100 pounds	half to full	20%
0-100 pounds	run	30%
101-130 pounds	up to half	15%
101-130 pounds	half to full	30%
101-130 pounds	run	40%
131-200 pounds	up to half	25%
131-200 pounds	half to full	40%
131-200 pounds	run	50%
Over 200 pounds	up to half	35%
Over 200 pounds	half to full	50%
Over 200 pounds	run	60%

Area L2: Cave of the Crumbling Floor

The entrance passage gives way to a wide cave. Dust and pebbles trickle from the ceiling, and the cave floor groans beneath the party’s feet as they cross it. There are also a number of holes in the floor that requires darkvision to notice (assuming, of course, they have an adequate light source).



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This cave is a natural trap. The floor is quite thin, and forms a kind of natural (if unstable) bridge over another cave directly beneath it. The floor is so thin, in fact, that just walking on it might result in a creature dropping through the floor to the cave below. Refer to the following chart to determine the chance of the floor crumbling beneath a character's feet.

The cave beneath this area is roughly the same dimensions, though with a higher ceiling (15ft). It contains the bodies of an ogre and two orcs, on whom can be found the **treasure**. Dwarves may use their stone sensing ability to sense the fragility of the floor; thieves, likewise, notice the floor is unstable with a successful Tasks check.

Treasure: On the bodies of the ogre and orcs can be found 45sp, a diamond nose stud (45gp), and a +1 shield.

Area L3: Fire Drake Lair

A single **fire drake** resides in this cave. He attacks anyone that enters, but prefers to surprise intruders in Area L2 (see **Tactics**, below). The cave contains bones and a pile of dirt the drake uses as a bed.

Fire Drake: HD 4; HP 20; AC 4[15]; Atk bite (1d6); Move 6 (fly 18); Save 13; AL N; CL/XP 6/400; **Special:** breath weapon (5/day, 40ft range, 2d8 points of damage), pyrophoric blood (1d3 points of damage from splashing blood drawn with edged or pointed weapon; save avoids), resistance to magical fire (50%). (*The Tome of Horrors Complete* 213)

Tactics: The drake prefers to attack in Area L2, hovering above the floor while the characters risk dropping through it. He uses his breath

weapon at every opportunity.

Treasure: Amidst the bones is a *scroll of lightning bolt*.

Area M: The Big, Stupid Giant

For the past several years a particularly stupid and lazy hill giant named **Branbolton** has lived in relative peace in a huge cave in the northeast of the Duskmoon Hills. Recently, a goblin witch-doctor named **Phazut** has arrived to live with the giant and his **orc lackeys**. Phazut has some plans for his powerful master, plans that might eventually involve the party.

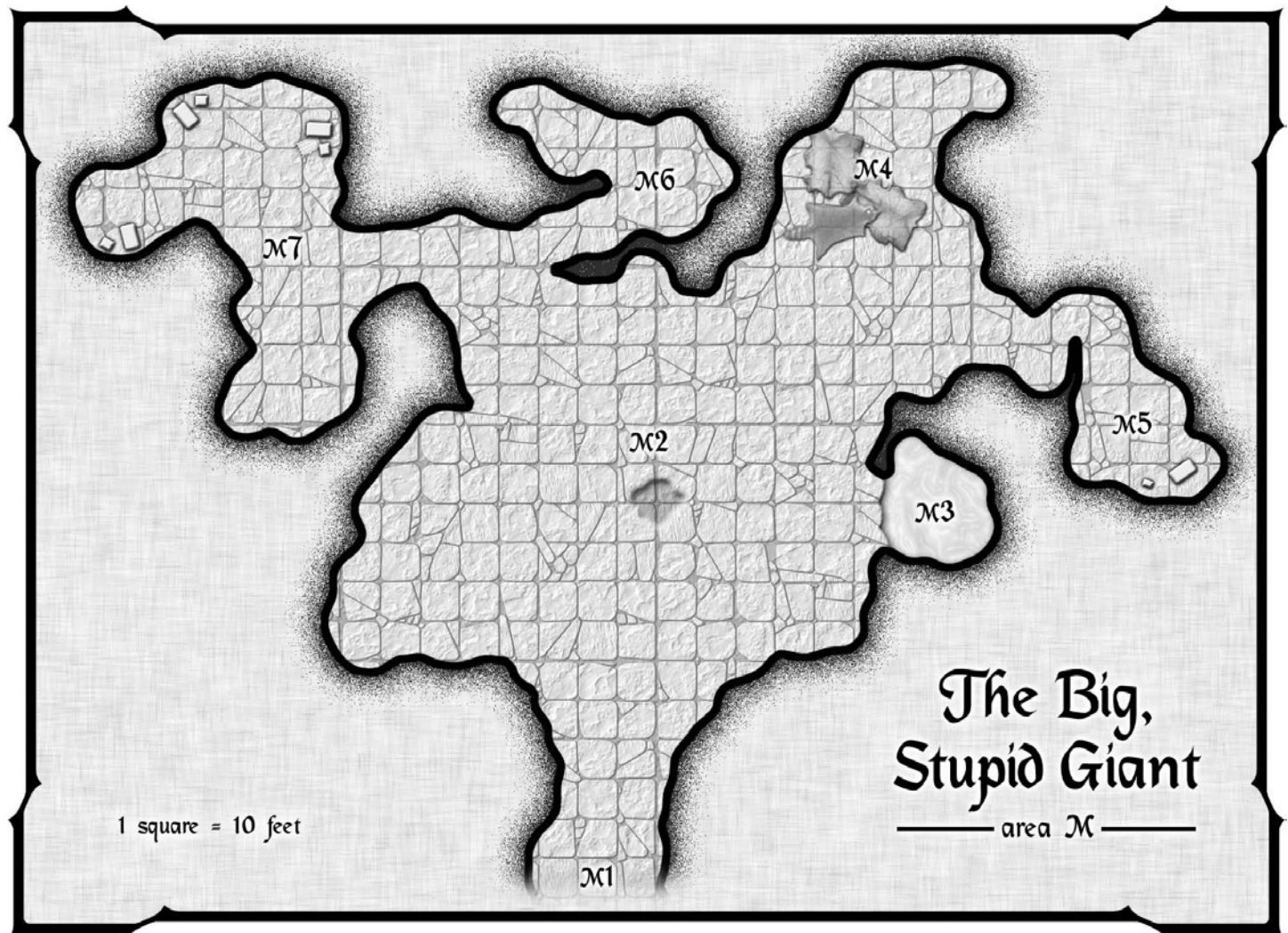
Area M1: Cave Entry

The entrance to Branbolton's cave is pretty hard to miss, being a gaping 30ft wide, 15ft high opening in the hillside. Branbolton fashioned this opening himself, widening one that had already existed back when this was an ogre's lair.

A single **orc** stands guard outside the cave day and night. Phazut has given him strict instructions *not* to fight, but to run and get Branbolton at the first sign of trouble.

Orc: HD 1; HP 4; AC 6[13]; Atk spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none;

Equipment: leather armor, shield, spear, 1d10sp.



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Area M2: Main Cave

The ceiling of this massive cave stretches 30ft above the cave floor, which itself is strewn with bones, dirt, offal, and assorted broken and useless junk. A large fire pit, currently unused, dominates the center of cave.

Branbolton spends most of his time here. He lounges against the western wall, chewing on a calf leg, while **2 orcs** (see **Area M1**) play a game of dice in the southeastern corner.

Orcs (2): HD 1; HP 4, 6; AC 6[13]; Atk spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: leather armor, shield, spear, 1d6sp.

Branbolton, Hill Giant: HD 8; HP 42; AC 4[15]; Atk club (2d8) or boulder (2d8); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** hurl boulders.

Tactics: Neither Branbolton nor the orcs are particularly clever. At the first sign of intruders, either by warning from the guard in **Area M1**, or their arrival in this cave, the orcs and Branbolton grab their weapons and charge into combat. If possible, Branbolton lobs a few rocks first. Otherwise, he simply wades in with his club. The orcs fight as long as Branbolton remains standing.

Area M3: Water Cave

This cave contains a large, 4ft deep pool of water formed by an underground spring. The water is potable.

Area M4: Branbolton's Chamber

A huge pile of furs is heaped in the northern corner of this cave, beside which is a massive, locked oak trunk containing Branbolton's treasure.

Treasure: A sack with 1500gp; three matching ivory statuettes of dolphins worth 60gp each; a small-sized fur coat in good condition (75gp); a handaxe, and a gold flute worth 125gp.

Phazut's Cave

Unlike the other caves in the complex, this one is relatively tidy. A small, moth-eaten mattress sits in the southern corner beside a wooden box topped by two candleholders. Piled beside the mattress are several books.

Phazut, a **goblin witch-doctor** has staked out this cave as his own. A recent arrival to Branbolton's crew, Phazut has plans for his stupid master. Phazut enjoys reading as well, and the books are works of evil and low quality fiction.

Phazut, Goblin Witch-Doctor (MU3): HP 10; AC 9[10]; Atk dagger (1d4) or darts x3 (1d3); Move 9; Save 13; AL C; CL/XP 4/120; **Special:** -1 attack penalty in sunlight, +2 save bonus vs. magic, spells (3/1).

Spells: 1st—*charm person*, *magic missile* (x2); 2nd—*invisibility*.

Equipment: dagger, 9 darts, *scroll of shield*, *broom of flying*.

Tactics: Phazut never begins a combat without first casting *shield* on himself by scroll. Once in combat he uses *charm person* on fighters and clerics, and then burns through all his *magic missiles* before using his darts. If there are no effective archers in the party, he casts spells while riding his *broom of flying* (similar to a *carpet of flying*). If near death, he casts *invisibility* to escape.

Development: Branbolton is as lazy as he is stupid. He has zero ambition, and is quite happy to lounge about his cave while his orcs bring him food and generally look after him. Since his arrival, Phazut has been trying to convince the hill giant that with his might, and the goblin's brains, they could accumulate an impressive horde if they were to rob the occasional merchant or adventurer. Thus far, Branbolton is unconvinced, though it is only matter of time before the crafty goblin has his way. See **The Robber Giant**, below, for more details

Treasure: Beneath the wooden box is a locked strongbox containing 125gp and a *potion of frozen concoction*.

Area M6: Garbage Cave

When the orcs do get around to cleaning up **Area M2** (which is infrequent enough) they throw the trash in this cave. The floor is filled with bones, animal skins, and other debris.

Area M7: Orc Cave

This large cave contains three cots, three small trunks, and a large rug (see **Treasure**). This is the orcs' cave. The cave is cluttered with garbage, but generally unremarkable. The trunks are all unlocked.

Treasure: The trunks contain odd, orcish personal belongings, and a total of 75cp, 12sp, and 11gp. The rug, however, unbeknownst to the orcs or Branbolton or Phazut, is actually a *rug of levitation*. The only clue to its value is the fact that it's in unusually good shape, and a small inscription on the underside reading "*Parp*" (up). A meticulous search of the rug is necessary to locate the command word.

Rug of Levitation

This rug is similar to a 3ft by 5ft *carpet of flying* except it mimics the 2nd level magic-user spell *levitate*. A command word is required to operate with the user either standing or sitting upon the rug.

The Robber Giant

At some point, assuming the party does not find and kill him first, Phazut convinces Branbolton that a fortune is to be won by robbing merchants and adventurers. Riding his *broom of flying*, Phazut circles the nearby countryside in search of appropriate victims. His first victims, naturally, are the characters. At some point during their trips into Barakus, he spots them entering the caves and decides they would make a good mark. He rounds up Branbolton and the orcs, and returns to the cave mouth. When the party emerges laden with treasure, Phazut, flanked by the giant and the orcs, commands them to hand over their loot or have their skulls crushed by Branbolton. Although the Referee could choose to have this encounter occur when the characters are 4th or 5th level, it is advised that the Referee insert this more early on in the campaign when the characters are less likely to attempt to attack the hill giant. This creates a nice nemesis for the party that, as they get more powerful, they will likely want to seek out for revenge.

How much or how often Branbolton robs merchants is up to the Referee. If you would like to further incorporate Branbolton into your campaign, have Bragger Bondhome offer a reward of 1000gp for the Giant's head. If the Referee is particularly cruel, he might decide to have Branbolton rob the characters multiple times while they are low level, although this could seriously hamper their ability to equip themselves.

Area N: The Dragonspire

For hundreds of years a red dragon named **Bezzalt** has lived in a conical shaped peak in the Duskmoon Hills known as the Dragonspire. Although Bezzalt would love to plunder the riches of Endhome, he fears the magic of the Wizard's Academy. Therefore, when he does leave his lair to hunt, he flies north to the plains beyond the Duskmoon Hills, or east across the Sinner Ocean. Mostly, however, he just rests in his cave, happy on his accumulated horde.

At the moment, there is only one way into the Dragonspire, and that is through a 30ft wide "flue" that extends from the top of the dragon's huge cave. There is a natural, angled "lid" on top of the flue that prevents the cave from filling with rain and snow. Climbing the walls of the flue requires a thief's successful Climb check. On the east side of the hill surrounding the cave, however, there is a narrow passage that extends to within 20ft or so of the Bezzalt's cave. This was an aborted effort by some dwarf miner/thieves 75 years ago. After 40ft of digging they got into such an argument over how the dragon's gold might be spent that a terrible fight broke out and those dwarves that weren't killed were so badly injured that they decided to abandon the project. Some industrious characters might be able to finish this tunnel and sneak into the cave, though this would be very, very risky indeed. The cave itself contains Bezzalt and his treasure, both of which are detailed below.

Bezzalt, Adult Red Dragon: HD 11; HP 44; AC 2 [17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 4; AL C; CL/XP 14/2600; **Special:** breathes fire (3 times/day), spells (4/2/1).

Spells: 1st—*charm person, magic missile (x2), protection from good*; 2nd—*locate object, mirror image*; 3rd—*haste*.

Treasure: Piled about the cave are: 15,000sp; 8000gp; 25 trinkets and works of art worth between 50gp and 100gp each; a suit of +1 *plate mail*; a +1 *two-handed sword*; a *scroll of raise dead*; and a *wand of cold* (14 charges), treasure map to the giant bee lair in wilderness Area 13 of *Rappan Athuk*. This is quite a find, as that entrance is both well hidden and quite useful to avoid some very dangerous areas above it. The map fails to mention the bees.

This area is not described in much detail as it is assumed the characters will be unlikely to enter it once they learn what lurks within. Bezzalt is here mostly to scare the characters (and players) from time to time and, perhaps, serve as an objective for some future adventure. Perhaps there is an additional magic item in the dragon's horde for which the party must quest, or perhaps, once the characters have reached 9th level or so, the dragon gets restless and starts scorching the countryside. In any event, should the party be brave enough and lucky enough to sneak in and steal some of his treasure, Bezzalt does not hesitate to use his *locate object* spell to find and punish them.

Area O: Rosko's Inns

Positioned about a day's ride north (the Penprie Forest Inn) of and west (the Farmer's Rest Inn) of Endhome, these two inns are nearly identical and are both owned by the same Endhome entrepreneur (**Rosko Talk**). The inns serve as a resting place for merchants and travelers heading in or out of the city. Both are large and pleasant and have many rooms (1gp per person per night) and plenty of stable space (5sp per mount, 8sp per wagon), and serve 3 meals a day (4sp per person, per meal).

Adventures: Finding Fenton (Penelope approaches the party and beseeches them to find her husband Fenton); The Green Tree Bandits (Fell Tarmick is spotted trying to slip out of the inn).

Area P: Logging Camp

This dismal area is nothing more than a collection of tents surrounding a low wooden building. The loggers sleep on cots in the tents,

and their two bosses, **Elwood Grange** and **Teil Fulworth** (normal humans; HP 4, 3), sleep in the cabin. Every day, the loggers head north into the woods, cut a few trees, and haul them back to the camp in mule-drawn wagons and then on to Endhome where the wood is milled.

Area Q: The Painted Cave

Hidden behind a small copse of trees is a 4ft diameter cave entrance leading to a small dungeon complex. This complex is only guarded by physical hazards and a curse, yet contains a powerful weapon against the undead. The cave itself once served as a shelter for a primitive people, and was used as a burial ground and sacred ritual spot. Once entered, torchlight reveals intricate stone etchings and highly detailed cave paintings depicting warfare, hunting, and even marriage rituals. No one has entered this cave for hundreds of years, as a localized landslide exposed the tunnel entrance to the outside only recently. The entrance opens into a 30ft long, 15ft wide cave passage, ending in a sinkhole. The sinkhole drops deep into the bowels of the earth. Warm air can be felt blowing up the hole from below. The ground inside the cave makes crunching noises when walked upon. Examination of the floor reveals that hundreds of bone fragments are mixed with the sand and gravel that make up the floor detritus.

Area Q1: The Sinkhole

The sinkhole drops down over 200ft to a small geothermal pool (**Area Q-2**). Climbing down the sinkhole requires a rope unless a thief. Strange molds and lichens of bright colors grow along the edges of the sinkhole. One patch about 50ft down is a bright foam-textured **red mold**. The mold can be easily avoided by anyone on a rope. Anyone free climbing must pass through the colony to progress down. The pool is sulfur rich and gives off noxious gasses. A save is required for each round spent in the sinkhole to avoid nausea. Anyone that is nauseated while climbing in the sinkhole must make a save or fall into the pool below (taking 1d6-1 damage per 10ft fallen, and heat damage as described below from the boiling water). There is a 10% chance per hour that a particularly toxic batch of gas is extruded (treat as a *cloudkill* spell), affecting anyone inside the sinkhole.

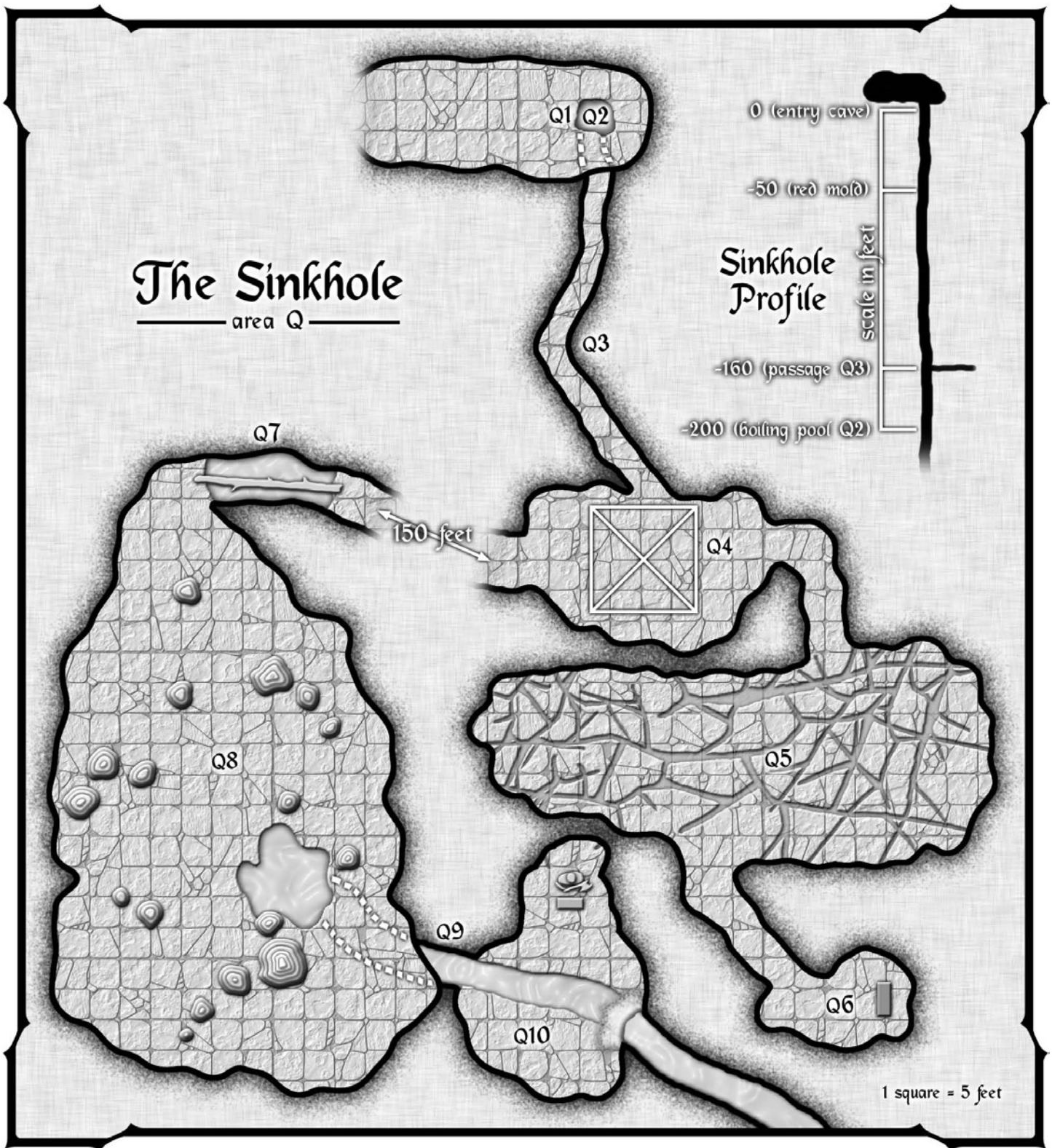
Hidden along the wall 40ft above the pool (160ft down) is a 3ft diameter tunnel entrance. Due to the noxious fumes and steam, a secret doors check must be made by someone within 20ft of the entrance to notice it. This tunnel leads to **Area Q-3**.

Red Mold (Hazard): Red mold to the eye appears as soft red carpeting on whatever surface it covers. However, it is coarse to the touch and emits a slight cinnamon odor. Touching red mold stains a creature's hand red as if by permanent ink for a period of 1d2 weeks. In addition, red mold deals 1 point of constitution damage each day thereafter unless a save is made. The constitution damage caused by red mold does not heal normally and must be healed using *cure disease*. If a creature reaches 0 constitution due to this poisoning, it dies and sprouts red mold spores 2d4 days after death.

Area Q2: The Boiling Pool

The pool fills the entirety of the bottom of the sinkhole. Light projected down the hole gives off scintillating colors of all spectrums, generating a brilliant display as it reflects and refracts off the myriad of crystalline forms present on the walls near the pool. The water in the pool is boiling, and any contact with it causes 2d4 damage per round. Immersion causes twice that amount. Mineral encrustations along the bottom 20ft of the hole are worth a great deal to an alchemist or magic-user. For every hour spent scraping and accumulating min-

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erals, 2d6x10gp of rare minerals can be harvested, some in beautiful crystalline form. Up to 3000gp in rare minerals can be obtained before the material is depleted.

Area Q3: The Tiny Tunnel

Once this tunnel is located, it becomes very obvious that someone took great care to decorate it. The smooth stone walls of the passage lead back 60ft, and every inch of them are detailed with strange runes, glyphs and pictograms. At the 40ft mark is a small depression in the floor of the tunnel. Inside the depression is a flat piece of obsidian glass (worth 20gp),

carved razor-sharp along its edges.

Area Q4: The Burial Cave

The tunnel opens into a small cave (40ft in diameter), with exits to the left and right. This cave is literally filled 2ft deep in dried bones. Humanoid bones, ursine bones, canine bones and those of unidentifiable large animals are all intermixed. Careful examination reveals that all of the skulls are missing. In the center of the room (marked X) is a covered 10ft square pit (1d6 points of damage from falling; save avoids). The bone density on the floor of the cave makes the pit very difficult to detect. The primitive

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trap mechanism opens if more than 50 pounds are applied to it. The pit is only 10ft deep, but contains a dozen **coral snakes** that attack anyone who falls in. Each round spent in the pit draws attacks from 1d4+1 snakes.

Coral Snake (12): HD 1; AC 5[14]; **Atk** bite (1 plus poison); **Move** 16; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison.

Area Q5: The Chamber of Skulls

The left tunnel leads to another large cavern (80ft diameter). There is an exit on the far wall, leading to **Area Q-6**. This cavern is filled with steam from a hydrothermal vent that blows up from the center of the cave through a series of cracks and fissures. The floor is very slick. Visibility is limited to 5ft, and the steam smells foul, though the steam consists of sulfur and water, and is in no way toxic. Anyone moving around in the cave without extreme caution (basically looking at their feet) has a 10% chance per round of movement of stepping in a crack or fissure. Anyone so doing must make a save or fall 1d4–2x10ft. Anyone falling 0ft is considered to have twisted an ankle and tripped in a small crack, taking 1d2 damage. Anyone falling 10–20ft has fallen into a larger crack, gotten wedged in, and takes 1d6 damage per 10ft fallen plus 1d4 damage per round from the heat and steam. A character will need assistance to escape the fissure.

Close examination of the walls reveals a series of over 50 cut-out recesses, each containing a skull of a human or an animal. Most of the skulls are small to medium in size, though one is from saber-tooth tiger and another is from a mastodon. On the wall above the mastodon skull is some ancient writing. The writing detects as magic. *Read languages* or the thief ability allows an individual to understand that the skulls are protected by a curse. Nothing of value can be found in the skulls; however, anyone removing a skull from this room or destroying a skull is must make a save or be subjected to a terrible *curse*.

Curse of Animal Hostility

The subject of this curse is automatically treated as an enemy by all natural animals. Animals either shun or attack the individual as if they were natural enemies. The cursed subject cannot ride a horse or come within 10ft of any domesticated animal without incurring hostility. A *remove curse* spell restores the individual.

Area Q6: The Shaman's Grave

This small cave contains a 2ft x 2ft x 7ft slab of pure obsidian glass (worth 5000gp if removed, but it weighs over 4000 pounds!). On the slab are the inanimate remains of an ancient shaman. On the body are the rotted remains of the man's clothing, a stone battleaxe (see **Area Q-10**, below), a few dry and brittle feathers of various large birds, and a necklace of red coral, its center section carved in the shape of a cat, worth 400gp. The axe radiates enchantment and necromantic magic if detected, but seems to have no real effect unless taken to the altar in **Area Q10**.

Area Q7: The Pit of Slime

This tunnel runs about 50yds in a straight line. The last 20ft of the tunnel contains a 5ft deep pit, filled to the brim with **green slime**. An ancient log, its gnarled branches hacked off in stubs, spans the pit, resting a mere 2 inches above the slime. Despite its appearance, the dry, brittle old log can support any weight up to 250 pounds. Crossing the pit requires a save. Failure, well, is too terrible to comprehend...

Area Q8: The Crystal Cavern

Past the slime pit is a huge cavern (100ft in diameter) full of stalactites

and stalagmites of pure quartz crystals. Some of these crystals are 4ft to 5ft long, perfectly shaped and quite valuable (up to 100gp per ton). Light sources brought into the cave are amplified ten times as brightly due to the effect of the crystals and reflective walls. In the center of the cavern is a pool of water. A faint crashing sound like that of a waterfall can be heard in the distance.

The pool's sides are lined with sharp crystals. Entrance or exit from the pool requires great caution, else the individual doing so suffers minor cuts and abrasions from the volcanic glass and quartz shards that line the pool (save each round to avoid 1d4 damage).

The pool itself is clear and cold (40-degrees). This area is not connected to the geothermal hotspots that generate the ever-present steam in other portions of this complex. It is 30ft deep, and a successful secret doors check reveals a subsurface passage leading out of it (**Area Q-9**). Living in the pool are numerous blind cavefish and crustaceans.

No signs of habitation are present in this cave, save for the few bats and cave insects that call this area home. In the bottom of the pool can be found several broken stone tools; an adze, a knife, a few needle-like implements, and an axe. A single rune is carved above the subsurface exit to this pool. *Read languages* indicates only a single word: "Father".

Area Q9: Water Passage

Besides the cold water, anyone attempting to take this passage must fight the current (the water flows into, not out of the pool here). The current is strong (10ft per round subtracted from movement upstream, 10ft added downstream) and requires a save to move each round. Failure indicates that the individual moves downstream 10ft. Anyone trying to swim up the passage must be able to hold their breath for a minimum of 6 rounds, and thus must have a constitution of 12+ to avoid drowning (save or take 1d6 damage per round), assuming all saves are successful. The passage is 30ft long (underwater). Once one individual is through, a rope or similar device held on the upstream side allow a save bonus of +4.

Area Q10: The Ancient Shrine

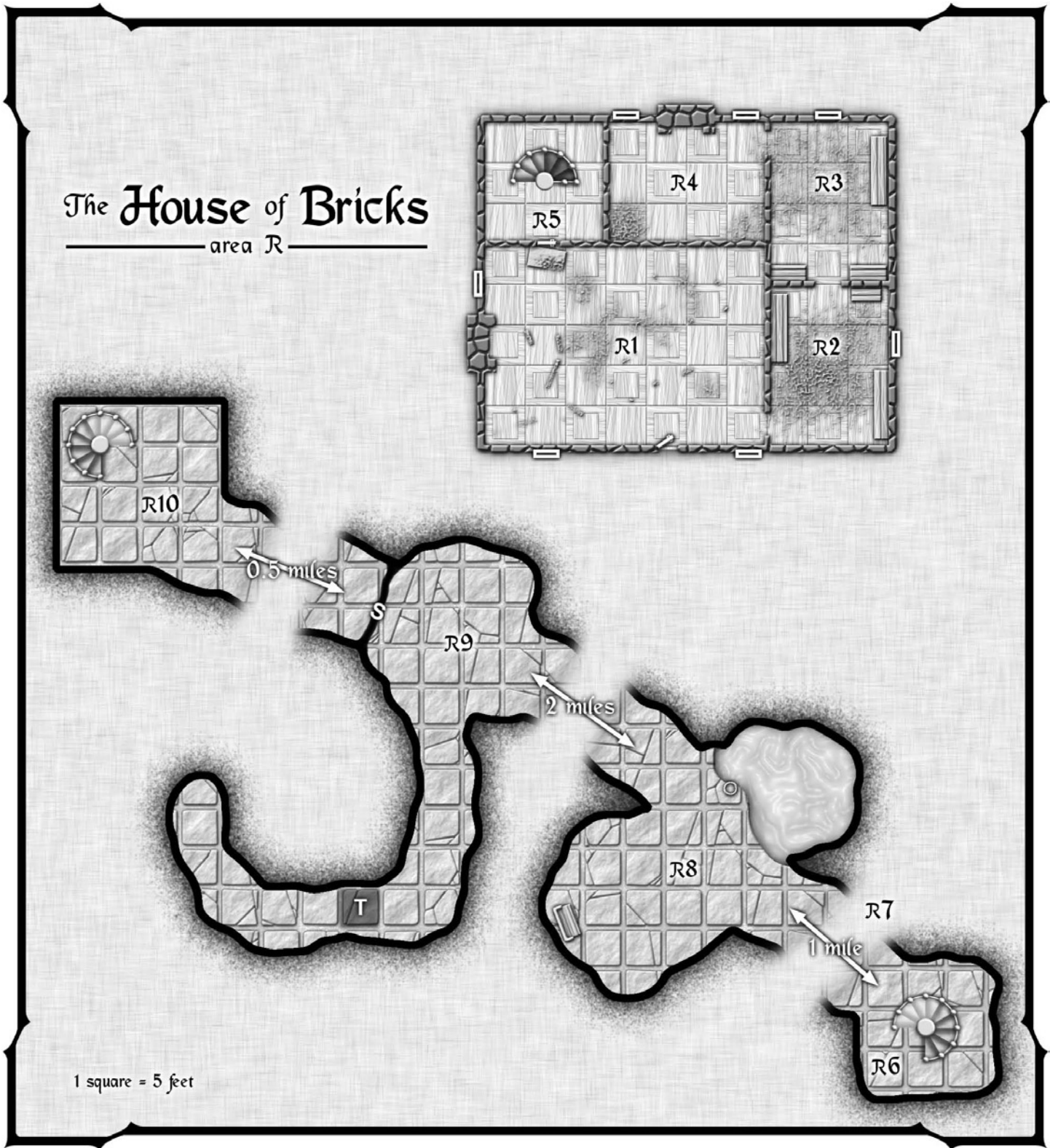
This small cave (30ft diameter) contains a primitively carved statue of a huge barbaric looking man holding a battleaxe. A stone altar sits in front of the statue. If detected for, neither good nor evil can be found. A faint magical aura can be detected on the altar and statue. The stream described in **Area Q9** flows from a huge waterfall out of a hole on the far wall, creating a misty, wet atmosphere throughout the cave. Runes inscribed on the base of the statue require thieving ability of read normal languages or magical *read languages* to translate. If they can be read, they are found to be an intonation to a long lost god, known simply as "the Father". The prayers beg the Father for prowess in battle, and for aid in defeating the spirits of the dead.

If the axe from **Area Q6** is placed upon the altar and the prayer recited, the altar glows brightly and the person intoning the prayer is permanently drained of 1d4 hp (if the hp loss is restored, the axe loses all powers). The axe, however, is imbued with the power taken from the individual and becomes a +1 *battleaxe*, +2 *vs. undead*. Though made of stone, it functions normally as a weapon, though it only functions for the person who created it.

Area R: The House of Bricks

Just north of the Penprie Forest is a small stone home surrounded by a rusted iron gate. Though this structure is quite old, it is nonetheless in good shape: the walls and roof are completely intact. The front door, however, has been rusted ajar, and the windows are all broken. In addition, all the doors inside the structure, except that leading to **Area R5**, have long since been removed from the their hinges.

Getting In: If the characters do not wish to enter via the front door,



The House of Bricks

area R

they may attempt to climb down the chimney, though man-sized characters must succeed at a save or become stuck.

Area R1: Living Area

A few remnants of the original occupant still remain in this area: a broken table pushed against the northern door, a shattered bookcase in the northeast, and some fragments of broken potion bottles here and there. Otherwise, the place is filled with twigs, leaves, dust, and mud. Over the years denizens of the forest have wandered in here and called this old structure home. The door in the northwest is secured with a *wizard lock*.

The house is currently the lair of a **mothmere**. Though his statistics and tactics are listed here, this crafty predator hides in the adjacent room as the characters enter.

Mothmere: HD 8; HP 38; AC 3[16]; Atk 2 foot-talons (1d6); Move 6 (fly 24); Save 8; AL C; CL/XP 11/1700; **Special:** cause fear (30ft; glowing eyes, less than 4 HD, save or flee for 3d12 rounds), ethereal travel, ESP, magic resistance (30%), mimicry, +1 or better weapon to hit, *pyrotechnics*. (**Monstrosities** 339)

Tactics: The mothmere is not about to engage in head-to-head melee.

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He lurks in an adjacent room and then causes a noisy disturbance. He goes ethereal as the party investigates the adjacent room. The mothmere uses *ESP* to probe the party. He will use mimicry to great effect later. He moves outside the house and hovers above the front door making a scraping noise on the outside lintel. He hopes to drop down on a lone character should he decide to wander out to investigate. Barring this he attempts to surprise a magic-user either outside or in. Any fire light sources will be used against the party using *pyrotechnics*. If the characters breach the door in the north before tangling with the mothmere, he follows them in ethereal form, attacking them when most advantageous.

Treasure: A thorough search of the refuse in the chamber uncovers a red-brown spinel worth 250gp.

Area R2: Library

The west, east, and south walls of this chamber are still lined with sturdy wooden bookshelves secured to the walls with thick steel screws. The bookshelves are, however, empty except for dirt and small animal droppings. The floor, on the other hand, is strewn with the tattered remains of hundreds of books. Most of the pages have been so badly sodden with rain and moisture that the words written thereupon are entirely illegible. A careful search may uncover a page or two of still legible writing dealing with magic in some way or other.

Treasure: If a very careful search of the rotted books is made the party uncovers a scrap of paper on which is written the following:

"...moning traps seem to work well. Am most confounded by this ring. I know there is a way to incorporate teleportation into it, but I cannot figure out how yet. Will have to see if the kindly wizards of Endhome will let me into that library of theirs. Oh, if they only knew what a library old Rajick has. Must be sure the tower is secure before I leave. I think I can rig up this or that along the way to it as well. We shall see."

Area R3: Potion Room

Like the library, the west and east walls of this chamber are lined with sturdy wooden shelves secured to the wall with thick screws. These shelves, however, are divided into small cubicles, perhaps three hundred in all. Most of the cubicles are empty, but a few still hold small, empty bottles. The floor of the room is littered with broken glass

Area R4: Bedchamber

This area contains a pile of blankets in the southwest and a heap of bones in the southeast. The fireplace is filled with garbage. Otherwise, this room is empty.

The mothmere is currently using this area as his bedchamber. The blankets serve as a bed; the bones are the remains of his meals.

Treasure: A search of the trash in the fireplace uncovers a small pouch containing six small diamonds worth 100gp each.

Area R5: The Trapped Stairs

This small chamber contains only a set of spiral stairs heading down through the floor into the darkness. The stairs are trapped. Anyone stepping on the first, third, or sixth stair is struck with a violent electrical shock (1d8+1 points of damage; save for half).

The stairs descend 50ft and terminate in a small subterranean chamber (Area R6).

Area R6: Subterranean Chamber

The spiral stairs descend to a small, roughly square chamber. The walls here appear to have been worked some, and the ceiling is supported with arched, wooden beams. There is a barrel in the northwest containing two unused torches.

Area R7: The Long Passage

This passage runs in a more-or-less straight line northwest for 3.5 miles, interspersed along the way with a few of caves. Like Area R6, the tunnel (and all the chambers through which it runs) appears to have been worked, though not finished. The ceiling of the tunnel is supported with rough wooden beams and the floor is flat and fairly smooth. Travel through the tunnel is at the standard overland movement rate with sufficient light, half without.

Area R8: Resting Spot

There is a pool of water in the eastern half of this cave, beside which is a bucket and ladle. The bucket is a quarter filled with dirt and mud, the ladle rusted. A small wooden bench sits against the western wall.

The water is a trap. It is thoroughly poisonous, but tastes sweet and, upon the first sip, the imbiber feels a bit refreshed. If a cup or more of the stuff is consumed, however, the imbiber must succeed at a save or die.

Area R9: The Misleading Passage

This cave is empty. There is, however, a well-hidden secret door in the northwest. It is securely locked, and there is no apparent keyhole. An additional successful search of the secret door reveals a 1/2in wide 3in deep circular slot. This is the keyhole, but due its unusual dimensions, it is nearly impossible to pick.

There is a single, narrow passage stretching to the south, halfway along which is a trap. Anyone stepping on the shaded square is dropped 10ft into a pit filled with poison-coated spikes (1d6 points of damage from the fall; 2d6 points of damage from the spikes; poison causing 1d6 points of damage every hour until death or cure).

The trapped passage eventually dead ends. There is a secret compartment in the north wall of the dead end containing a rounded 1/2in wide, 4in long steel tool. This is the key to the secret door in the adjoining chamber.

Area R10: Tower Entrance

This square finished room contains only a small spiral staircase in the northwest. Inscribed on the floor encircling the stairs, however, are some odd runes. The runes are, in fact, a trap. Anyone crossing over them without first uttering the name Rajick summons a **salamander** at the spot marked "X" on the map.

Salamander: HD 7; HP 35; AC 5[14] (torso), 3[16] (serpent); Atk constrict (2d8 plus 1d6 heat), spear (1d6 plus 1d6 heat); Move 9; Save 9; AL C; CL/XP 8/800; Special: constrict (damage each round until dead), heat.

Area S: The Wizard's Library

Nestled at the base of the Duskmoon Hills is 50ft tall, spire-shaped stone tower. This enigmatic structure has no apparent means of entry: no



Rumors and Legends

The party might decide to ask around about the tower in End-home. Refer to the following chart to determine the degree of their success. Roll 1d20 to determine the cumulative information gathered by the party. The Referee may modify the roll if extenuating circumstances are met (gold is spent to find out more information).

10 or less: The tower has stood at its present location for well over 100 years. No one has ever been known to go in or come out.

11 to 15: A powerful magic-user built the tower some time ago. No one has seen or heard from him in many years.

16 to 19: The magic-user who built the tower was named Rajick, a conjurer and a collector of books and arcane lore. In his day he was said to be one of the most powerful conjurers in the land. He was asked several times to join the Wizard's Academy but refused.

20: Rajick had three estranged daughters named Jillian, Rose, and Alder.

With a search of the library's many books the characters notice two tomes that have been bookmarked with yellowing strips of parchment. The first book, a history, is called *Great Persons of the First Age*. The marked page describes briefly the lives of three magic-users: Liefing, a half-elf who is rumored to have battled three dragons by himself; Delf, a human magic-user who led a band of powerful adventurers into the Under Realms; and Korbus, a wildly creative and reclusive conjurer. The second book, another history, is entitled *Wizards Who Shaped Our Time*, and the chapter marked in it is called *Korbus: The Last Great Conjurer*. Most of the chapter is dedicated to the story of his life and the author's theories of why Korbus chose to focus on conjuration magic. At the end of the chapter, however, is a passage that reads as follows:

"By the end of his career, Korbus became consumed with research on what he called simply, "The greatest summoning spell." What this was exactly is unknown, but it appears he was successful. A colleague, Wentroft the Vain, an important magic-user at the time, visited the aging conjurer in his waning years. Korbus declared he had indeed mastered this highly complex spell but that he found its discovery ultimately unsatisfying. The spell was so complex, in fact, that it took an entire book unto itself. Korbus died shortly thereafter. The book has never been found."

doors, windows, or chimney. In fact, the only means of entry, aside from very powerful magic, is via **Area R10**, the end of a long subterranean passage that begins beneath the house of bricks (**Area R**). Attempts to breach the walls via magic are likely to fail. A crafty ward has been placed on the tower's walls making teleportation spells such as *pass-wall*, *teleport*, and *dimension door* misfire. Furthermore, a narrow, 5ft wide *anti-magic shell* encircles the tower wherein no magic or magic items can function. Only a *wish* spell can penetrate the tower's powerful defenses.

The tower was built 150 years ago by the magic-user Rajick, a conjurer of significant power who worked day and night studying the magical arts to increase his wizardly knowledge. Eventually, his studies took him to a far off continent from whence he has never returned. At the time of his departure, however, he had every intention of returning to his beloved tower and library to continue his studies. Therefore, he set up a series of summoning traps to defend the tower from intruders, should they find their way to it from its secret entrance. Finally, he laid a crafty trap: He "hid" a useful magic ring on the top floor of the tower. Anyone donning the ring would be impelled by a *geas* spell to seek a book called the *book of Korbus* and return it to the tower. Rajick had intended to look for the book himself upon returning, and so thought he could make use of any interlopers in his absence.

Area S1: Ground Floor

The walls of this level are covered floor-to-ceiling with bookshelves packed with books. An enormous U-shaped table upon which are set three candelabras holding candles with a permanent *continual light* dominates the center of the chamber. There is an 8ft high ladder on wheels against the southern wall, and several standing torch holders containing torches with a permanent *continual light* set throughout the chamber. A set of stairs in the north sweeps upwards to the next level, and a tighter, smaller spiral staircase in the south descends to **Area R10**.

The books on this level cover a wide variety of topics, both magical and mundane. Rajick divided the titles by subject (aberrations, arithmetic, cartography, demons, devils, dragons, etc...), and then again by title.

Area S2: Second Floor

The spiral stairs from the ground floor end in a solidly locked oak door. This door is trapped. If it is opened without the word "Rose" being uttered first, a **carnivorous ape** appears in the middle of the chamber and attacks anyone who enters. The trap may be searched for as usual, and a successful check allows the thief to notice a small "R" engraved above the door handle. Rajick put this here as a reminder to himself.

Carnivorous Ape: HD 4; HP 25; AC 6[13]; Atk 2 hands (1d3), bite (1d6); Move 12; Save 13; CL/XP 4/120; AL C; **Special:** hug and rend (+1d6 when both hands hit). (**Monstrosities** 17)

This level is quite similar to the ground floor: bookshelves filled with books, a large table with a candelabra, standing torch holders, and a ladder on wheels. The books here, however, are dedicated exclusively to magic. As it turns out, these particular books are, by and large, outdated and not of particular value. With an extensive search of the book the characters find an unfinished letter tucked into the pages of a large tome entitled *The Thought of Thought*. It reads as follows, ending abruptly and with the last line marked through:

THE LOST CITY OF BARAKUS

Horrors Complete 140)

Dear Rose, Jillian, and Alder:
I hope this letter finds you well. I trust life with your mother is pleasant. My work continues apace, and though it is hard and frustrating at times, I believe in my heart it shall bear such fruits in the end.

But enough of my work, for it is that which has kept me so long from you. Know that in all the world there is nothing I love more than you, my three prized jewels. I am deeply sorry that my studies have prevented me from spending more with you than I have and to be a proper father, but such is the life of a great wizard. I only hope you can accept my apologies and know that as soon as time permits I will hasten to your side and always

Area S3: Third Floor

The spiral stairs from the second floor ends in a solidly locked oak door. This door is trapped. If it is opened without the word “Alder” being uttered first, a **sabre-tooth tiger** appears in the middle of the chamber and attacks anyone who enters. The trap may be searched for as usual, and a successful check allows the thief to notice a small “A” engraved above the door handle. Rajick put this here as a reminder to himself.

Sabre-Tooth Tiger: HD 7; HP 35; AC 6[13]; Atk 2 claws (1d4+1), bite (2d6); Move 12 (swim 6); Save 10; AL N; CL/XP 8/800; **Special:** rear claws (2 more claw attacks if both claws hit). (*Monstrosities* 473)

This area is similar in all ways to the floor below it except that the books contained herein are dedicated exclusively to conjuration and summoning magic.

Area S4: Fourth Floor

The spiral stairs from the third floor end in a solidly locked oak door. This door is trapped. If it is opened without the word “Jillian” being uttered first, a **corruptor slime demon (geruzou)** appears in the middle of the chamber and attacks anyone who enters. The trap may be searched for as usual, and a successful check allows the thief to notice a small “J” engraved above the door handle. Rajick put this here as a reminder to himself.

The Ring of Rajick

This plain platinum band appears to be a standard *ring of wizardry*, and indeed it functions as such. It has, however, two additional features, both of which become known to the wearer once it is donned. The wearer may *teleport* back to the top floor of the **Wizard’s Library (Area S4)**. Furthermore, and most importantly, the wearer is affected by a *geas spell* to seek out the *book of Korbus* and return it to the tower. Since Rajick knew the basic location of the book, he imbued the ring with this information, which is then made known telepathically to the wearer. Until the book is returned the ring is considered *cursed* and cannot be removed except by the normal magical means. Once the book is returned the *geas* is lifted and the *teleport* power is lost, though the ring continues to function as a *ring of wizardry*.

Corruptor Slime Demon (Geruzou): HD 5; HP 30; AC 0[19]; Atk 2 claws (1d4), bite (1d6); Move 12 (fly 18); Save 12; **Special:** immunity to electricity and poison, magic resistance 15%, magic weapons required to hit, magical abilities (at will—*darkness 15ft radius, ESP, fear, invisibility, mirror image*), spit slime, telepathy 100ft, whisper of madness. (*The Tome of*

This level is different than the three below it. The roof, it turns out, is actually made of glass, albeit incredibly thick and durable. An illusion has been cast on the outside to make it appear to be made of bricks. Anyone touching the roof immediately knows that it is glass and not brick, although they can still not see through the illusion and into the top floor of the tower. During daylight hours, the glass roof lights this room; by night torches with a permanent *continual light* in wall sconces keep the room aglow.

This room contains only one half-filled bookshelf along the southern wall, and a table and two comfortable chairs in the middle of the chamber. The books were all penned by none other than Rajick himself, and are, it turns out, maudlin tragedies, bombastic adventures, and sentimental poetry. One book, however, entitled *Korbus the Great*, is a fake. The pages are all blank and have been cut out to hold a single, platinum ring. This is the *ring of Rajick*.

What and Where is the Book of Korbus?

The *Book of Korbus* is nothing more than a spellbook detailing a single, very complicated spell. Called the *spell of all summoning* this conjuration spell allows the caster to cast all his *summon monster* spells currently memorized simultaneously. The *spell of all summoning* does not have a fixed level; instead it is memorized at the same level as the highest level *monster summoning* spell known to the caster. Magic-users can learn this spell. It is, however, extremely difficult to learn, requiring one month of continuous study before the intelligence check to learn a new spell.

The book’s location is ultimately up to the Referee. It may be placed somewhere in your world, in a dungeon you have already designed, or in another *Frog God Games* product. It could, for instance, be buried somewhere deep within *Rappan Athuk*. If the characters have not fully explored Barakus, the book could also be hidden somewhere in that huge dungeon, perhaps even in the hands of Devron himself.

Area T: The Black Unicorn

In a beautiful glade in the Penprie Forest stands an enchanted fountain made of purest white stone. For hundreds of years, a unicorn guarded the fountain. A few years ago, a witch cast a spell on the fountain, tainting its waters with a curse causing anyone or anything drinking from it to turn to chaos. The unicorn was caught unawares, and consumed the water, turning thoroughly chaotic. It now haunts the area, attacking any who enter its territory.

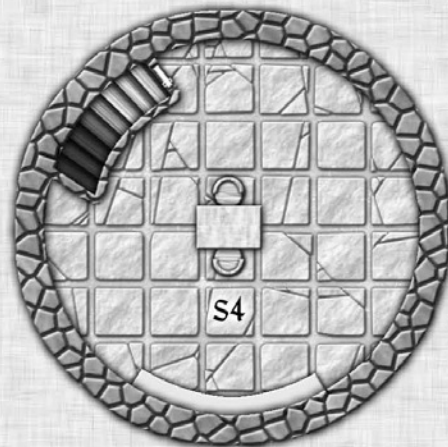
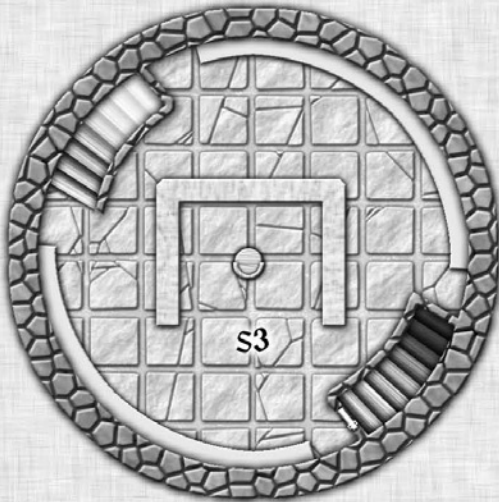
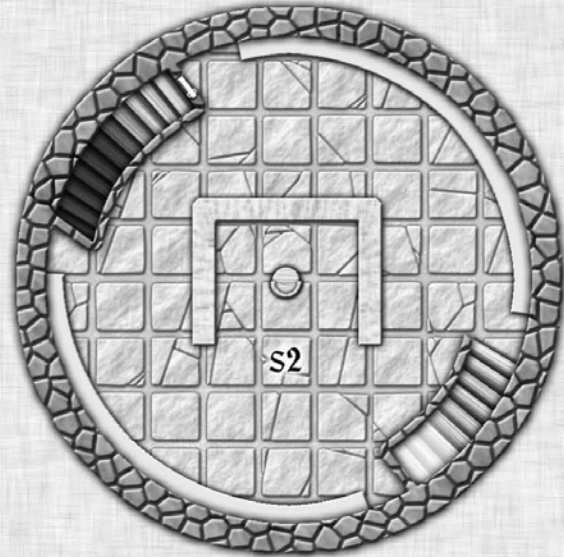
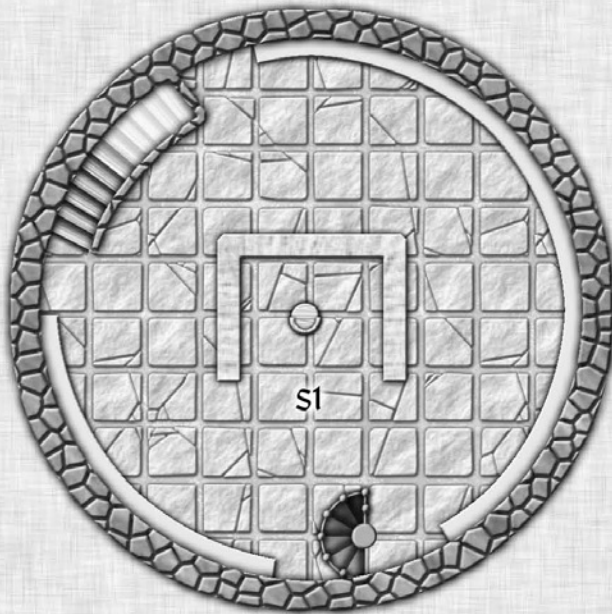
The Fountain

Even from a distance, it is obvious that something is not right about this structure. The beautiful carvings of woodland scenes and beautiful maidens are marred by the presence of the skeletal remains and blood-stained grass surrounding it. The fountain is fed by a natural spring, and water slowly gurgles up and seeps back into the ground, overflowing the 3ft raised pool that makes up its basin. The centerpiece of the fountain is a carving of a dryad poking her head out of a tree, the water flowing from her outstretched arms.

Insects buzz and breed in the murky waters of the fountain, and the bloated body of a once-beautiful elven maid floats in the desecrated water. Examination of her body indicates that she was impaled through her chest, though the “spear” seems quite thick for a normal weapon. The maiden dressed in silk has been dead for about 4 days. Nothing of value is on the

The Wizard's Library

area S



1 square = 5 feet

body, the finery ruined by the blood and stench of decaying flesh.

The fountain itself radiates magic, as well as evil. This seems contrary to the carvings and writings inscribed upon its lily-white stone. The fountain appears to be consecrated to Freya, a Lawful aligned deity; a strange thing for a Chaotic and evil fountain. *Read languages* or thieving ability used to examine the writings indicates a series of fertility prayers to the goddess Freya are present along the paving stones lining the fountain's edge.

The fountain's waters carry a terrible curse. Any that drink from the fountain must make a save or change alignment to darkest, psychotic Chaos. The best way to provide warning of what is afoot is to have a squirrel hop down and consume some water in the party's presence. The squirrel is

assumed to have 1 hp, and an AC of 7[12]. It leaps at a random character in a frenzy immediately after drinking some of the water, attacking (for no real damage) until slain. The players notice that immediately upon drinking from the fountain, the squirrel's eyes begin to glow a dull red color. After this warning, anyone who consumes water from a chaotic, swampy, rotting body-containing fountain gets what they deserve.

The fountain can only be restored by cleaning it out of all the residual filth and casting *bles* upon it. Once this is done, the evil curse is removed, and the fountain is purified once again. The taint of Chaos magic is removed, and immersion in the waters acts as a *remove curse* spell. The effects of the water have no potency if removed from the fountain.

The Guardian

Unfortunately, unless the adventurers act swiftly, their efforts to restore the fountain may be punished by the fountain's evil guardian. It is suggested that when they arrive, the **black unicorn** (note that it is not really black; it is just evil, and looks just like a normal unicorn) is not present. It arrives 1d6 hours after the fountain is first discovered, and 1d2 hours after the fountain is visited again in the future. The black unicorn fights with a crazed purpose, trying to slay any that it can reach, attacking female characters in preference to males. Its dull red eyes give a clue that it is not a normal unicorn, but is cursed just as the squirrel was.

The unicorn can be saved by splashing its face and eyes with a significant quantity of water from the restored fountain. If this is done, the black unicorn must make a save or be restored to its original Lawful alignment.

The objective of this side adventure is to restore the fountain and return the unicorn to its goodly ways. Alternatively, the evil unicorn can be slain and the danger removed. Any nature-oriented adventurers should be penalized for slaying a unicorn (they know better), and restoring the fountain should net twice the experience points as slaying the unicorn in any case.

Black Unicorn: HD 4; AC 2[17]; Atk 2 hooves (1d8), horn (1d8); Move 24; Save 13; AL C; CL/XP 5/240; **Special:** double damage for charge, magic resistance (25%), teleport.

Area U: The Water Caves

Described below are a series of tidal caves. During high tide, about half the caves fill up with 12ft of salt water. Those caves depicted on the map as water-filled are the caves affected by the tide. During low tide, except for a number of puddles and the pool in **Area U2**, the caves empty of water. For simplicity sake, the caves are considered wet 12 hours of the day, and dry the other 12.

The caves are currently home to a **sea hag** and a **scrag**, as well as a few minor creatures. What's more, if the characters are clever they might be able to uncover a valuable map that could lead to further adventure.

The Tide: Due to the lay of the land where the caves are located, the tide comes in quite quickly. Once the first trickles of water appear, it is merely a matter of 3 turns before the entire cave is filled with water. Thus, while it is impossible for the characters to drown simply by standing too long in a chamber as the tide comes in, it is possible for them find themselves cut off while they explore otherwise dry areas. The Referee may handle the tide either randomly (1-3 low tide; 4-6 high tide) or as best suits the situation.

Entrances: There are two ways into the caves. The first is via **Area U10**, the inlet. This 30yd long tunnel opens out of a small hillside that looks out on the ocean. During low tide there is a narrow, rocky beach between the hill and the surf, but at high tide the hill is entirely engulfed in water. There are also three sinkholes in the ceiling of **Area U1**. These can be climbed down via a rope or, during high tide, dived into by a brave character.

Wandering Monsters. There are no wandering monsters per se, but, during high tide, it is possible that, in addition to usual harmless sea life carried in by the tide, a few more dangerous denizens of the deep might decide to explore the caves. This is left up the Referee's discretion. A list of possible aquatic encounters is provided below.

Area U1: The Sinkhole Cave

The largest cave in the complex, this area sports ceilings 10ft above sea level. When the tide is in two narrow ledges, one on the north and one on the south and both about six inches above water level, are the only dry ground in this cave. There are a number of rock formations of varying heights that have been carved out of the cave from the rapid coming and

Wandering Monsters

1d10 Encounter

1-2 1d4 medium sharks

3-4 1d3 large sharks

5-6 1d6 barracuda

8 1 sea cat

9 1d3 sahuagin

10 1 giant crab

Barracuda: HD 1; AC 6[13]; Atk bite (1d8); Move 0 (swim 24); Save 17; AL N; CL/XP 1/15; **Special:** none. (**Monstrosities** 31)

Giant Crab: HD 3; HP 20; AC 3[16]; Atk 2 pincers (1d6+2); Move 9; Save 14; AL N; CL/XP 3/60; **Special:** none. (**Monstrosities** 74)

Large Shark: HD 7; AC 6[13]; Atk bite (1d8+4); Move 0 (swim 24); Save 9; AL N; CL/XP 7/600; **Special:** feeding frenzy. (**Monstrosities** 420)

Medium Shark: HD 5; AC 6[13]; Atk bite (1d6+2); Move 0 (swim 24); Save 12; AL N; CL/XP 6/400; **Special:** feeding frenzy. (**Monstrosities** 420)

Sahuagin: HD 2+1; AC 5[14]; Atk trident (1d8); Move 12 (swim 18); AL C; CL/XP 2/30; **Special:** none. (**Monstrosities** 407)

Sea Cat: HD 5; HP 33; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 3 (swim 18); Save 12; AL N; CL/XP 5/240; **Special:** none. (**Monstrosities** 412)

going of the tide. As indicated on the map, the cave floor is a total of 12ft below the ledge. The floor itself is so uneven, however, that any character attempting to move faster than half their normal movement must succeed at save or fall; if the save is missed by more than 5 the character has sprained an ankle and has their movement cut in half for 1d3 days (or until healed with a *cure light wounds* or greater).

There are three sinkholes in the roof of the cave. Anyone falling through the sinkholes when the water is out suffers 1d6 to 2d6 points of damage from the fall (depending on whether they hit one of the higher rock formations). Falling into the water inflicts no damage.

Much splashing about in this cave is likely to gain the attention of either the scrag from **Area U2** or the sea hag from **Area U3**.

Area U2: Scrag Lair

This large cave is filled with a number of tall (3ft to 4ft high) stalagmites. The roof of the cave is 4ft above sea level. There is also a 12ft deep depression in the center of cave that remains water-filled after the tide goes out.

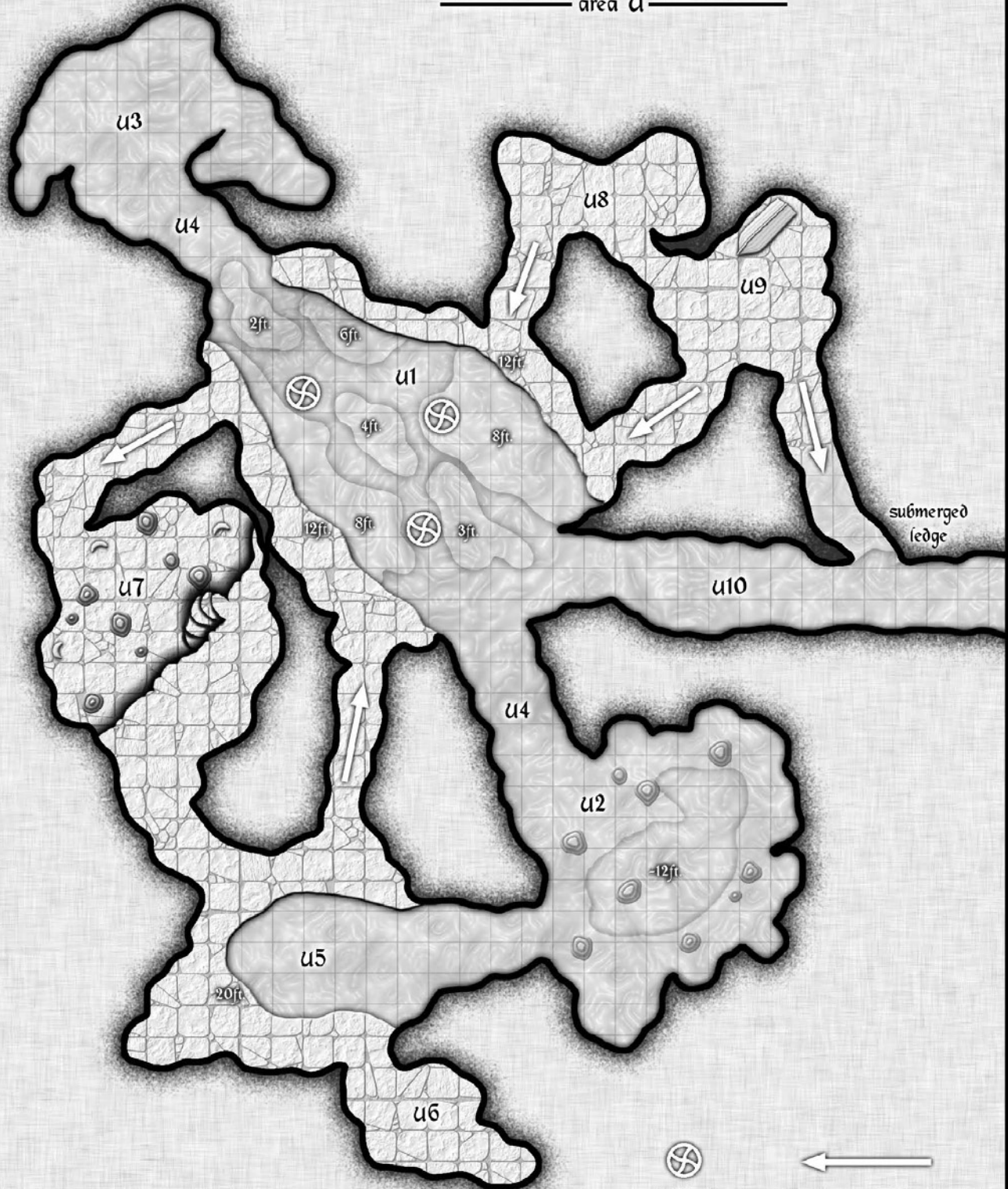
A **scrag** dwells here. During low tide, the scrag lurks in the pool; when the tide comes in, he swims out and searches the cave or ocean for food.

Scrag (Aquatic Troll): HD 6+3; HP 32; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12 (swim 15); Save 11; AL C; CL/XP 8/800; **Special:** regenerate 3hp/round only in water.

Tactics: The scrag prefers to attack within or from the water. His favorite tactic is to swim into **Area U1** and snag a floundering character by the foot, drag him to the cave floor and holding him there until his victim

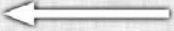
The Water Caves

area U



1 square = 5 feet


sinkhole
from above


arrows indicate
downward slope

THE LOST CITY OF BARAKUS

drowns. He also enjoys springing up on the ledge and dragging a help- less magic-user or heavily armored character into the water and drowning him. At low tide, the scrag is not interested in exploring sounds in nearby caves. If the characters decide to explore his cave during low tide, he lurks at the bottom of the pool until some fool decides to take a swim, and then, as described above, attempts to drown them. If this tactic doesn't work, and if the characters have some means to attack him from land *through* the water, he is not afraid to leap out of the water and attack from land.

Treasure: Hidden at the bottom of the pool in a small crevice are 5 pearls worth 100gp each.

Area U3: Sea Hag Lair

Like the passage leading into it, the ceiling of this large cave is only 6in to 12in above sea level. There is an enclosed cave in the southeastern portion of this area, with a narrow opening and an 8ft high roof.

A **sea hag** has taken up residence here. She and the scrag in **Area U2** have an understanding and leave one another alone. She is bitter, evil, and horrible, however, and attacks most any other living thing that violates her domain or enters the cave complex in general.

Sea Hag: HD 3; HP 15; AC 6[13]; Atk bite (1d4); Move 6 (swim 18); Save 14; AL C; CL/XP 5/240; **Special:** evil eye (3/day; save or die), horrific appearance (save or strength reduced by half for 1d6 turns). (**Monstrosities** 239)

Tactics: This sea hag is clever enough not to engage the characters in head-to-head melee. She prefers to attack at high tide, popping out of the water to deliver an evil eye causing death and permit a number of characters to succumb to weakness from her horrific appearance. If none of her enemy is affected by her special attacks she dives immediately below the surface. If, on the other hand, the party is weakened by these attacks, she engages in melee with those remaining. If possible, she grabs characters weakened by her horrific appearance and drags them to the bottom of the water in hopes drowning them. During low tide, the sea hag prefers to hide in her cave. If the party explores **Area U3** during low tide she springs out and surprises them from her small cave, again, hoping to gain an advantage from her special attacks.

Treasure: Stored in one corner of the enclosed cave is a small golden statue of a mermaid with tiny sapphires for its eyes (250gp).

Area U4: Water Passages

All these areas have relatively low ceilings, and during high tide there is only 6-to-12in of headspace above the water. Therefore, travel through these areas during high tide must be accomplished underwater.

Area U5: The High Ledge Cave

The ceiling of this cave is quite high, fully 25ft above the cave floor. The cave, however, is essentially divided into an upper and lower half. The lower half fills with 12ft of water during high tide, and the upper half, a wide ledge that forms a bowl around the pooling water, rises 8ft over the water level, leaving only 5ft — less, even, in some places — between the ceiling and the floor of the ledge. Characters wielding two-handed weapons suffer a -4 penalty on to hit rolls, and a -2 penalty and damage rolls when fighting on the ledge. Anyone falling off the ledge at low tide suffers 2d6 crushing damage from the fall. Scaling the ledge requires a thief's successful Climb check. The northernmost passage slopes downward at a noticeable incline before joining up with **Area U1**.

Area U6: Low Cave

This cave's ceiling is only 4ft high, making travel in it difficult for medium sized creatures (crouching only, movement rate 1/2) and very

difficult for larger than man-sized creatures (crawling, movement rate 1/4). Smaller than man-sized creatures, or man-sized quadrupeds suffer no movement penalties here. Characters wielding two-handed weapons in this cave suffer a -4 penalty on all to-hit and damage rolls; characters wielding one-handed weapons suffer a -2 penalty on to-hit and damage rolls. What's more, man-sized creatures suffer a -2 penalty on to-hit and damage rolls while fighting in this cave. These penalties are cumulative. Thus, a man-sized character wielding a two-handed sword would attack at -6.

A **rock reptile** hides in the rear of this cave. During low tide he creeps out and scavenges the countryside for food then returns to his cave before the tide comes in. He takes full advantage of his ambush attack.

Rock Reptile: HD 5; HP 25; AC 2[17]; Atk bite (1d6); Move 9; Save 12; AL N; CL/XP 5/240; **Special:** ambush (1-3 on surprise, +2 bonus on first attack roll). (**The Tome of Horrors Complete** 464)

Tactics: The rock reptile knows that it is strategically in his best interest to fight in this cave. Therefore, he does not pursue anyone into **Area U5**. What's more, there are lots of large stones in the rear of the cave behind which he can gain cover behind should the characters decide to retreat and use missile weapons.

Area U7: The Sparking Cave

This large, two-level cave is a sight to behold. Strange mineral deposits on the walls, floor, and ceiling cause light to bounce and refract with hypnotic brilliance. Wherever light is directed it's as if hundreds of fireflies are flickering on the walls. While lovely and distracting, this effect is non-magical and not in the least bit harmful. There is a wide ledge along the eastern half of the chamber that looks down on the stalagmite ridden lower half 15ft below. The ceiling is 6ft to 8ft above the ledge, 21ft to 23ft above the floor. There is also a kind of natural stone spiral staircase in the middle of the ledge: a tall, conical stalagmite encircled by gradually rising steps. Dwarves realize the steps were, in fact, man-made, albeit crudely.

In the west, north, and northeastern corners of the lower level are set identical bowl-like rocks, about one foot in diameter, stood on end so that the interior of the "bowl" faces the wall of the ledge. The bowl's interior is heavily lined with the same mineral deposits as can be found on the cave walls. If detected for, the bowls all radiate faint magic. Before each bowl is a small flat stone. If a lit candle is placed on each stone, the wall of the ledge is illuminated with a brilliant light show and, after a moment, the image of a map can be seen. This map should be a link to future adventures.

Area U8: First Thieves' Cave

The passage from **Area U1** slopes up as it runs toward this cave. The cave itself has 8ft high ceilings, and a fairly level floor.

A band of thieves once made their home here many, many years ago. A few remnants of their habitation still remain: several broken bottles, a dozen coppers spread here and there, a rusted dagger, a bit of tattered leather armor, several rotted broken boxes, an old boot. There is a small pit in the center of the chamber that was used for campfires.

Area U9: Second Thieves' Cave

This area is very similar to **Area U8**: The passage from **Area U1** slopes upward toward this chamber, and the cave ceiling is a little higher (9ft). There is another passage that slopes downward toward **Area U10** and eventually submerges when the tide is high. When the tide is low, there is a ledge at the end of the passage that looks 12ft down to the floor of **Area U10**.

In addition to the same sort of rubbish found in **Area U8**, there is also a large over-turned wooden rowboat against the northern wall. This rowboat is still in fairly good shape and could hold 10 men comfortably. There are four rotting, but still functional, oars beside it. The rowboat, however, is lying atop

WILDERNESS LOCATIONS

a small depression in the floor that has allowed a **giant wasp** to creep underneath it. The wasp flies out and attacks anyone who disturbs him.

Giant Wasp: HD 4; HP 22; AC 4[15]; Atk sting (1d4 plus poison), bite (1d8); **Move** 1 (fly 20); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** larvae devour victim of poisoning, paralyzing poison (save or paralyzed for 1d4+1 days). (**Monstrosities** 505)

Treasure: Amid the thieves' forgotten trash is a *bag of holding*. Being just a wet and weatherworn sack, a *detect magic* is required to single it out from all the other garbage.

Area U10: Inlet

This long, wide passage serves as inlet for the incoming tide. It is 30yd long with a 16ft ceiling. During high tide the water is 12ft deep here, providing enough room to swim or even row a low boat (like the one found in **Area U9**). During low tide, this passage is fairly smooth, though it is rounded at the bottom, so there is really only about 5ft of traversable floor space.

Area V: Quarrian's Tower

Years ago, the magic-user Quarrian the Great had an annoying little familiar, a shocker lizard that he was always using to annoy his fellow party members. One problem with shocker lizards, is they do not live as long as magic-users. Soon the little creature had become frail and weak, its age showing. Knowing it would soon die, he came up with the idea to change the creature into a small dragon using a *polymorph* spell. The spell worked, but the trauma of the spell caused the creature to still die of old age. Distraught, the magic-user decided to turn his old friend into a construct. During some long-lost mystic ritual, he bonded the creature to his spellbook, creating a creature called a dragolem — part dragon and part construct. He named the creature Blizzard. The creature bonds itself to whomever creates or is able to claim it, and protects itself from anyone stealing the book. Well, dragons live forever (at least if they are golems), but not so little magic-users, and Quarrian eventually died of old age, and the creature remains where he left it — guarding his tower.

This place is a ruined magic-user's tower, currently infested by some rather tough goblins. The whole consists of an 80ft tall, 60ft square tower made of white stone, faced with decaying red marble, which is in turn overgrown with green ivy. The ivy tendrils reach up the outside of the tower as much as 40ft up, giving the whole a strange mix of red, white and green color. It almost looks as though the ivy is some monster, hungrily engulfing the stone.

The main entrance consists of a large iron-bound door, about 10ft up a set of stairs on the north side of the structure. Obvious marks of a battering ram or some other breach attempt scar its oak surface. The door is locked from the inside, but has no bar across it. Nine arrow slits dot the sides of the tower, with one set on each compass direction at the 20, 40 and 60ft marks.

The top of the tower consists of a spire-like point, and has no windows or parapets or other means of entry. The tower walls are 8ft thick, solidly intact, and provide no means of egress. Living inside the tower is a **small tribe of goblins**. These are no normal goblins however, as one of their members can read, and is a shaman skilled in the arts of alchemy. Her natural talent, combined with finding a relatively intact alchemist's laboratory here, have allowed the goblins to become extremely well-armed with semi-magical toys and brews.

The tower has 4 levels connected internally by a series of spiral staircases. The first is the storage area, and holds food (310 man days of edible rations on racks, in crates and buckets), water (6 large barrels), wine (3 casks) as well as the following:

- A crate of 10 oil flasks
- 60 torches, tied in bundles of 10 each
- 200ft of coiled rope
- 2 hungry mules, tied up in makeshift stalls by rope leads

- A lantern
- 10 spears, 80 arrows, a longbow without a string, and a light mace
- 200 pounds of coal in a large pile
- 3 cords of firewood with an axe and splitting maul lying next to the pile

The second level of the tower is the living quarters of the goblins. It contains 8 makeshift beds, a few chamber pots, blankets and other such items, and a large brazier full of coals. The **7 goblins**, **2 wolves**, as well as the leader, **Nodnelg**, and shaman **Naiviv**, live here.

Goblins (7): HD 1d6hp; HP 2x2, 3x3, 5, 4; AC 7[12]; Atk short sword (1d6) or shortbow x2 (2d6) or special item (see below); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, short sword, shortbow, 15 arrows, 2 flasks of oil, flint & steel, 2 smokesticks. In addition, 3 goblins have tanglefoot bags; 2 have tanglefoot bags and 2 thunderstones (**Sidebox**).

Nodnelg, Goblin Leader: HD 4; HP 22; AC 3[18]; Atk battle axe (1d8) or shortbow x2 (1d6); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** -1 to hit in sunlight.

Equipment: plate mail, battle axe, shortbow, 20 arrows, *potion of extra-healing*, 2 thunderstones, 3 flasks of oil, flint & steel.

Wolves (2): HD 2+2; HP 11, 9; AC 7[12]; Atk bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** one.

Tactics: Should the goblins spot anyone outside the tower (40% chance by day, 90% chance by night) before they enter the tower, they pepper potential intruders with arrows and oil from the arrow slits in an attempt to make them leave.

If the tower is entered, the wolves immediately raise the alarm. At this point, the goblins gather at the top of the second floor stairwell and prepare missiles and grenade-like missiles for anyone coming up the stairs. One of the normal goblins runs to get Naiviv, the shaman, from the laboratory upstairs.

The wolves and Nodnelg guard the top of the stairs, while the others continue to use missile fire down the staircase. Should all become hopeless, the goblins light the stairs on fire with 10 oil flasks and escape out the arrow slits on ropes with grapnel hooks attached, using their smokesticks and tanglefoot bags to delay attackers.

In no case do the goblins retreat to the 4th level of the tower — they fear it more than death.

Treasure: The goblins keep a small chest of loot on this level. The box is **trapped**, and kept locked, and Nodnelg has the key around his neck on a leather thong. The trap consists of a flask of extremely flammable oil with a firestarter mechanism attached. Unless disarmed, the flask explodes for 2d6 damage, affecting all within 5ft, and activating 2 rounds after the chest is opened. Should the chest be forced open or "tossed down the stairs", it explodes (same damage), scattering coins in a 20ft radius for 1d3 shrapnel damage. Inside the locked chest are:

- 440sp, 112gp, and 84cp
- Two small gems; a garnet (worth 20gp) and a beryl (worth 80gp)
- A treasure map detailing the entrance to The Well of *Rappan Athuk*. This map indicates that ghosts and giant creatures of iron inhabit the dungeon. It also warns of giant cats with tentacles. The map is destroyed if the trap is triggered.
- A carved ivory tube containing a *scroll of cure disease*. This scroll is destroyed if the chest explodes as detailed above.

The 3rd floor of the tower contains a large, rather messy alchemist's laboratory. Various beakers, tables, tubes and small burners lie messily arranged around the room, and strange bottles of various substances lie scattered about in no apparent order. The staircase to the 4th floor is blocked by a pile of books and a tipped bookcase. The whole has a series

Smoke-what? Tangle-huh? Thunder-ation!

The following are new minor magical items introduced for the *Swords & Wizardry* game. As these are not official items, it is up to the Referee to include them or not. If these do not fit within your campaign, please replace these items with more suitable weapons (additional arrows, throwing hammers or axes, etc.)

Smokestick

This wooden stick is treated with alchemical agents and minor spells to instantly create thick, opaque smoke when burned. The smoke fills a 10ft cube in 1 combat round. The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute. A strong wind will disperse the smoke in 2 combat rounds.

Tanglefoot Bag

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When thrown, if a tanglefoot bag strikes a creature (with a range of 10ft), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to AC and must make a save or be glued to the floor, unable to move. Even on a successful save, a targeted creature is at one-half normal Movement rate. Larger than man-sized creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making an Open Doors check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at one-half normal Movement rate. If the entangled creature attempts to cast a spell, it must make a save at -2 or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 combat rounds, cracking apart and losing its effectiveness. Alcohol dries the tanglefoot goo quickly; if a wineskin's worth of alcohol is poured onto a tangled target, the good lasts one-half as long as normal.

Thunderstone

You can throw this stone as a missile weapon with a range of 20ft. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10ft radius spread must make a save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, has a 20% chance to miscast and lose any spells that it tries to cast.

Since specific target is not necessary to activate the stone, you can simply aim at anywhere close to the target. Treat the target area as AC 9[10].

Spells: 1st—*hold portal*, *shield*, *sleep*; 2nd—*invisibility*, *web*.

Equipment: poison dagger (save at +2 or die), 2 tanglefoot bags, *dust of blinding* (to hit roll required when thrown at opponents, save or be blinded for 1d6 rounds), *potion of growth*, *potion of healing*, *potion of levitation*.

Tactics: Naiviv is unlikely to be surprised unless the party does something really sneaky, and thus is usually prepared for combat. If altered to intruders before they enter the tower, she casts *hold portal* on the entrance door and retreats to her lab to retrieve her books. If the 2nd floor is breached, she turns *invisible* and *levitates* down from the arrow slit, taking her books with her. She then casts *web* in the staircase and entrance area from below and runs away. If somehow drawn into combat, she leads with a *sleep* spell, and then attacks with her dagger and its deadly venom. Note that Naiviv is loath to give up her lab and tower, and fights hard to keep it if at all possible. In no case does she enter the 4th level of the place.

Treasure: Besides the alchemy lab and its materials (worth 800gp, weighs 400 pounds), the room contains the following:

- 6 books on alchemy, detailing the recipes for tanglefoot bags, thunderstones, explosive oil (alchemist's fire), and smokesticks (see **Sidebox**). These books are worth 500gp to a magic-user or alchemist.
- 22 other books on various subjects — worth 2d6gp each to the right buyer.
- A lost scroll of *dimension door* (tucked into a regular book)
- Naiviv's spellbook (in addition to spells listed above, contains: 1st—*detect magic*, *light*, *read languages*, *read magic*; 2nd—*knock*, *wizard lock*; 3rd—*dispel magic*)

Unlike the staircases from levels 1–3, the staircase up to the 4th level of the tower, despite being blocked by 22 large books and a bookcase, appears unused and untraveled. Cobwebs and insects, as well as a lot of dust fill the stairs.

At the top of the stairs is a trap door that opens upward. It is unlocked and untrapped, although it appears to be slightly burned and pitted. The door is spiked shut from underneath with a wooden stake. Once the stake is removed, it opens easily.

The room atop the stairs has a peaked roof, and no windows or other exits. On the far wall is what was once a fine bed, but is now a musty, moldy pile of sheets and rags. The walls and floor near the trap door are scorched and pitted, and three partial goblin skeletons with crushed and blackened skulls litter the floor. Spiders and small insects crawl along the walls. In the center of the room is a pedestal of solid silver (worth 300gp) containing a large tome.

The book is crafted with gold and silver hinges, and appears to be made of something like dragon skin. Anyone approaching the book within 5ft is in for a nasty surprise — one that the goblins discovered the hard way. The book is truly the spellbook of the magic-user that used to live here — but it is also a **dragolem**. When the book animates, it takes to the air like a folded paper dragon and attacks using its breath.

Dragolem: HD 7; HP 35; AC 2[17]; Atk 2 claws (1d4), bite (1d6) in dragon form only; Move 0 (fly 6) as book; 9 (fly 18) as wymling; Save 9; AL N; CL/XP 12/2000; Special: +1 or better weapon to hit, breathes fire or paralyzation gas, change shape, immune to spells. (**Appendix**)

Tactics: The dragolem flies up and attacks from the air, breathing first fire, then its paralysis gas. It attacks in melee combat only against paralyzed opponents or if it cannot breathe during that combat round. As it has no intelligence, it fights until slain.

Treasure: If the dragolem is destroyed, the book it was made of can be partially recovered. This particular book is inscribed with the following spells:

1st—*alarm**, *cause fear**, *disguise self**, *enlarge person**, *hold portal*, *mage armor**, *magic missile*, *shield*; 2nd—*alter self**, *ESP*, *invisibility*,

of strange smells, as various experiments are currently in progress.

Spending most of her time here is Naiviv, the goblin shaman. Naiviv is quite skilled as a chemist, having mastered several secrets learned from the books she found in this old tower.

Naiviv, Female Goblin Shaman (MU4): HP 12; AC 9[10]; Atk dagger (1d4 plus poison) or special item (see below); Move 9; Save 18; AL C; CL/XP 5/240; Special: -1 to hit in sunlight, spells (3/2).

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locate object, misdirection, spider climb**; 3rd—*dispel magic, displacement*, fireball, haste, wind wall**; 4th—*confusion, dimension door; phantasmal killer*, polymorph other*; 5th—*mirage arcana*, teleport*; 6th—*chain lightning*, disintegrate, legend lore*; 7th—*delayed blast fireball, summon monster VII*

*Appendix

Each spell has a 20% chance (roll once per spell) of being destroyed if the creature is slain. Other than the spellbook and stand, nothing of value remains in the room.

Area W: Fungus Amungus

There is a small, rather wet patch of forest 3 miles north of King's Road just west of the Oldrock River. The ground surrounding the wood is damp and squishy, yet the whole is not really a marsh. Travelers near this area would not know that, however, as the buzzing insects and frogs that inhabit the area give it the look and feel (at least feel from insect bites) of being a swamp. Strange little mushrooms and black and white flowers grow in the grass on the outskirts and meadows of this place, their countless numbers at times giving a checkerboard-pattern look to it.

The forest itself is primarily composed of thick willow trees and blueberry and cranberry plants. During the summer months, assume anything that can be sustained on berries has a feast of rations waiting for them, even at the forest edge. Small game trails dot the edge, and while the whole is heavily overgrown, there are plenty of small muddy trails that can be easily traversed.

A few hundred yards from the western edge of the wood, the ground rises up out of the shallow water table to form a small hill area. This area has less willow, and even a few oak trees growing on it. The oaks tower above the willows — some reaching heights of 300ft of more. Huge roots wrap around the rocks of these hills.

The hills themselves consist of fossil-laden limestone. Every few inches in the rock some ancient creature can be seen. Clams, trilobites, ammonites and other strange creatures, long since extinct dot the stone. If enough time is taken, whole specimens can be carefully extracted. One in ten is worth 2d6sp at the market in Endhome.

Once per hour spent here, there is a chance that a party will run into some creature. A roll of 1 on a 1d6 indicates an encounter; the Referee should consult following table:

1d100	Encounter
01–40	Game animal
41–60	Either a black bear (25%), a brown bear (25%), a wolf pack (40%), or 1d3 worgs (10%)
61–75	2d6 bandits
76–80	A giant forest lizard
81–85	1d3 fungus men
86–90	A giant stag
91–95	A giant funnel-web spider
96–99	A giant owl
00	A small, sub-adult green dragon

Bandits: These are normal men, wearing leather armor and carrying shortbows and hand weapons. If they gain surprise, they usually set an ambush, surrounding the party with bowmen in trees etc. If surprised, they are in camp (double loot). Camps consist of lean-tos, tents and a small fire.

Bandits: HD 1; AC 7[12]; Atk weapon (1d6) or shortbow x2 (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: surprised

only on 1.

Equipment: leather armor, short sword or hand axe or spear, shortbow, 2d10 arrows, 2d6gp of random loot.

Black bears: These creatures seldom attack unless both parties are surprised. Loud yelling and looking scary usually (80%) drives the bear away.

Black Bear: HD 4+1; HP 18; AC 7[12]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: hug (1d8). (*Monstrosities* 36)

Brown bears: These creatures usually (80%) attack unless surprised. They consider anything in their territory food.

Brown Bear: HD 6; HP 35; AC 6[13]; Atk 2 claws (1d6), bite (1d10); Move 9; Save 11; AL N; CL/XP 6/400; Special: hug (2d6). (*Monstrosities* 37)

Dragon: A small adult green dragon lives in these woods. If encountered, it initially breathes gas, then flies up to hide in the canopy until it can breathe again before engaging in combat. It uses its spells as a last resort. If wounded over half its hit points, the dragon flees. If surprised, the dragon is in its lair (50% chance asleep). The lair is a small overgrown thicket of trees and briars, with only one entrance area on the ground. Its treasure consists of 400gp, 6 gems worth 2000gp total, an intact wagon containing boxes of cloth (worth 200gp), random equipment worth 7 gp, and a *horn of unusual things* (see the **Appendix**).

Adult Green Dragon (7HD): HP 28; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 9; AL C; CL/XP 9/1100; Special: breathes poison gas, spells (3/1).

Spells: 1st—*charm person, shield*; 2nd—*mirror image*.

Fungus men: These little guys are searching for food or patrolling (see below). If the colony is wiped out, no more are encountered.

Fungus Men: HD 3; AC 8 [11]; Atk strike (1d4); Move 9; Save 14; AL N; CL/XP 3/60; Special: immune to poison, low-light vision, resist cold, spore cloud, vulnerable to fire. (*The Tome of Horrors* 4 91)

Game animals: These creatures include everything from raccoons to deer. The Referee is encouraged to have rustling in the bushes or some other means of entry cause panic in the party, only to reveal a bunny hopping out of a thicket.

Giant Forest Lizard: These creatures are hungry and aggressive. If fed, they depart. Once the lizard is slain, no more are encountered.

Giant Forest Lizard: HD 8; HP 45; AC 0 [19]; Atk bite (2d6 plus poison); Move 12 (climb 9); Save 8; AL N; CL/XP 9/1100; Special: poison. (*The Tome of Horrors* 4 139)

Giant Stag: This fellow stands 12ft tall and has an 18-point rack. He fears nothing, and stands and looks at any he sees. If harmed, he charges. If slain, he cannot be encountered again.

Giant Stag: HD 5; HP 33; AC 2 [17]; Atk 2 hooves (1d6) and gore (1d8); Move 15; Save 12; AL N; CL/XP 5/240; Special: none. (*The Tome of Horrors* 4 102)

Giant funnel-web spider: A small nest of these exists here. A total of 4 spiders inhabit the area, feeding on small game. They almost always (1–5 on 1d6) surprise opponents. An encounter means the party has chanced upon their 60ft diameter ground web and all must save or become stuck. One of those stuck becomes the spiders target for its web strand.

Giant Funnel-Web Spiders (4): HD 6+2; HP 40, 24, 39, 27; AC

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4 [15]; **Atk** bite (1d6 plus poison); **Move** 12 (burrow 6); **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** poison, web tether lines. (*The Tome of Horrors* 4 203)

Giant owl: This old and wise owl actually speaks the common tongue, and can provide sage advice to any he befriends. The owl usually is found sitting in a large tree, minding his own business. It's possible he would mistake a halfling for food, but being quite Lawful, he quickly realizes his mistake and lets them go. If the players look like they are about to die in some other encounter, the Referee could have the owl assist them. If ever attacked, the owl never befriends the players. Keep in mind he can be befriended, but is *not* a pet. He will not leave the area under any circumstances. If slain, treat this as no encounter.

Giant Owl: **HD** 4; **HP** 26; **AC** 6[13]; **Atk** 2 claws (1d8), bite (1d6+1); **Move** 3 (fly 20); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** flies silently, -2 to all die rolls in bright light. (*Monstrosities* 369)

Wolves: These pack hunters are out scavenging for a meal. If surprised, they flee immediately, and come back to stalk the party.

Wolf: **HD** 2+2; **AC** 7[12]; **Atk** bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Worgs: These evil wolves are out for a hunt. They do not flee if surprised, but regroup and attack the party.

Worg: **HD** 4; **AC** 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

If the hill area is explored, a small cave entrance can be found. The entrance leads back into a three-cave complex containing a small tribe of **fungus men**. A total of 11 of these, plus a **fungus man king** live here. These fellows are not immediately hostile, and if approached in a non-hostile manner, do not attack. Hundreds of bats live here, providing an excellent food source for the fungus men with their guano.

The cave entrance leads down 40ft into the earth, and water trickles down the walls creating a muddy, wet floor after the 20ft mark. The tunnel opens into a 40ft diameter cave with a 30ft ceiling. **Six of the fungus men** typically are here. When initially encountered, one runs off to each of the two (left and right) tunnels to warn the others, while the rest start to wave and gesticulate, making signs of peace and non-aggression. If attacked, they expel spore clouds and attack in kind.

The left tunnel leads back to a small 20ft diameter cave with a 10ft wide pool of water containing small crawfish, as well as **3 additional fungus men**. These move to the main cave 3 rounds after the party makes its initial entrance into the cave, reacting according to the player's reactions.

The right tunnel leads to a 60ft diameter cavern containing **two additional fungus men and the king**. If the party is peaceful, the king, wearing a strange crown of flowers (a garland really) makes a grand entrance 6 rounds after the cave is first entered. He parleys with the group, making sweeping gestures. He is quite happy to meet them, but can only communicate with gestures and waves of his arms unless *speak with plants* is used. If the characters are sufficiently supplicant (bow down, etc.) the fungus men remain quite friendly with them, providing shelter and mutual defense. Successful friendship with these creatures nets experience equal to killing them.

The fungus men have no treasure.

Fungus Men (11): **HD** 3; **HP** 11x3, 20, 6x2, 10, 14, 18, 9, 8; **AC** 8 [11]; **Atk** strike (1d4); **Move** 9; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** immune to poison, low-light vision, resist cold, spore cloud, vulnerable to fire. (*The Tome of Horrors* 4 91)

Fungus Man King: **HD** 6; **HP** 37; **AC** 7 [12]; **Atk** strike (1d4); **Move** 9; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** immune to poison, low-light vision, resist cold, spore cloud, vulnerable to fire. (*The Tome of Horrors* 4 91)

Area X: Don't Go in the Tall Grass II (just because Bill loves that phrase)

The plains west of the Penprie Forest are composed of tall grass; very tall in fact. The grass reaches heights of six or seven feet in places, creating a maze-like feeling. Game trails and trampled areas exist, causing most non-predatory creatures to act in a vole-like fashion in their travels.

The predators, however, use these trails and a hunting ground. This site contains a small clearing, along with a few scattered haystack boulders of marbleized limestone. The clearing itself is perhaps 60 yards across, with scattered bushes and low-lying plants growing on the calcium rich rocks.

Careful examination of the stones reveals a series of bizarre hieroglyphs depicting strange animals and large trees (dinosaurs and cavemen). Nothing of apparent value is here.

This clearing is one of those aforementioned hunting grounds. A grouping of unusual creatures lives here, a pack of **12 podokesaurus**. These little dinosaurs stand only 1 foot high, and scurry about like so many cute puppy dogs. While cute, they are far from harmless. The pack attacks as a swarm, usually targeting one creature (the largest one) first, hoping to scare off the rest while they overcome the biggest "meal". They have no fear of anything, and attack until slain. The one exception to this is fire. If fire, even a torch, is strongly presented, the little beasts turn tail and flee into the grass. The reason for this is that they know and fear brushfires — they see any fire as a potential "apocalypse".

Tactics: The podos swarm the largest creature, differentiating between a mounted warrior, a horse or a horseless rider. They are extremely intelligent (about like a monkey), and typically attack by having one of their number coo and scratch the ground while the rest attack with surprise from the sides and rear from the grassy edge of the clearing. Up to 8 podos can attack a man-sized creature, and up to 16 can attack a horse. They strip flesh like a school of piranha, stopping to feed and ignoring anything but attacks once they have dropped one opponent. Feeding consists of automatic hits on a downed opponent.

Podokesaurus (12): **HD** 1; **HP** 3x4, 6x3, 8, 2, 5, 7x2; **AC** 2 [17]; **Atk** 2 claws (1d2) and bite (1d3); **Move** 21; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*The Tome of Horrors* 4 60)

Once the little dinosaurs are dealt with, the area can be closely examined. Careful searching reveals that three areas are raised up, relative to the generally flat surface of the clearing. Each of these three areas hides an ancient grave. The graves are 8ft below the current ground surface, and lined with a red substance (ochre). Anyone digging up these graves (ok, not very nice, but these are adventurers) finds the ancient bones of cavemen. Also present in each grave are the following:

- Male bones and what appears to have once been a feather headdress linked together with pounded copper thread. Bangles along the main loop of thread each have a hole the size of a large pinfeather drilled through them, and each lozenge-shaped bangle is about 2in long and 1in wide. The headdress detects as magical, but has no obvious effect if donned. It is a *headdress of the birds* (see the **Appendix**).

- A male and female set of bones, along with a strange-looking skull of a large cat with huge fangs (a smilodon). Inside the smilodon skull are two uncut gemstones (amethysts) of large size, naturally shaped in the form of a man and woman. These two gems detect as magical. Should a married couple possess them and be within one mile of one another, these stones act as *luckstones*, granting +1 on all die rolls. They have no effect under any other circumstances.

- A male set of bones, scratched and gnawed as if by some large animal, along with a clay pipe, an obsidian spear point, and a flute made from a leg bone of some animal. The flute detects as magical. The flute is a *flute of hunting*.

Area Y: The Abandoned Temple

At the edge of the Penrie Forest, along the east bank of the Oldrock River lies an abandoned temple. This old structure seems to have been built of very strong stuff, albeit very decayed with time. The temple is half-buried, sinking into the shoreline of the river as it changes its course over the decades. It is obvious that nothing has lived here in a long, long time. Tracks along the river appear to be those of a large animal, possibly a pig.

The temple itself is amazingly intact, and the exterior measures 200ft by 300ft, and is over 40ft high. The bottom 30ft of the building is buried facing the river, and only 20ft is buried facing upland. The main entrance faces upland, and is partially filled with mud and dirt, leaving only a crawl space into the building. No other unburied entrances are apparent (there is a small door under 20ft of mud on the river side of the building). If anyone enters the crawlspace, it opens into a large open temple room, supported by a series of 36, 2ft diameter pillars.

Slimy, green-gray clumps of mold cling to the ceiling. The walls are adorned with an endless throng of dancing figures; contorted and repulsive. The procession ends in the inner shrine to the west, where the 10ft tall, bloated, frog-idol of Tsathogga squats on a huge slab of transparent lime-green crystal, flanked by two heavy, green stone candelabra. Though no candles are present in them, ancient black wax stains and clumps streak down their sides.

Woe be it should anyone place and light candles in these things. The candelabra detect both as magic and evil. Anyone placing lit tapers into them had best be of the faithful — two rounds after candles are lit, a **hezrou demon** appears, attacking all within the temple who do not worship the frog god!

Demon, Hezrou (Category II): HD 9; AC -2[21]; Atk 2 claws (1d3), bite (4d4); Move 6 (fly 12); Save 6; AL C; CL/XP 11/1700; **Special:** immune to fire, magic resistance (50%), magical abilities.

Magical Abilities: at will—darkness 15ft radius, detect invisibility, fear; 1/day—gate 20% (1 hezrou).

Fortunately, the place is mostly abandoned. Its only caretaker appears to be a **giant boar**. This boar grunts and paces at anyone here, looking aggressive and angry. Close examination of the boar reveals that it has hands instead of hooves on its forelegs!

This is the evil priest that serves the temple — **Hormel Wereboar, priest of Tsathogga**.

Hormel Wereboar, Priest of Tsathogga (Clr7): HP 34; AC 9[10]; Atk +1 flail (1d8+2); Move 12; Save 9; AL C; CL/XP 9/1100; **Special:** +2 save bonus vs. paralysis and poison, spells (2/2/2/1/1).

Spells: 1st—cure light wounds, protection from good; 2nd—bless, hold person; 3rd—cause disease, prayer; 4th—sticks to snakes; 5th—finger of death.

Equipment: +1 flail, ring of protection +1, amulet of protection from wraiths (see the **Appendix**), unholy symbol of Tsathogga.

Tactics: The wereboar priest attacks if any remain in the temple after 3 rounds. His initial action is to change into hybrid form, casting spells in a guttural tongue that may not be recognized by any who do not specifically ask about it. He casts *prayer*, then *bless*, followed by *protection from good*. Following this, he attacks hand-to-snout on the 4th round. Anyone captured or slain is fed to the frogs below.

Treasure: Besides the magic items held by the wereboar, the temple area contains the following:

- A box of 20 large black candles
- A now broken and dysfunctional silver unholy water font (worth

300gp in materials)

- Two large gemstone eyes in the frog demon statue, consisting of uncut azurite worth 300gp each. These require a Tasks roll to remove without damage.

- An evil book dedicated to Tsathogga, detailing vile rituals and human sacrifice. The book would be quite valuable to a sage or evil priest — perhaps 500gp. Destroying the book nets 250 XP. It has a cover of human skin, and is inked in blood.

- Four sides of fine cured bacon. This is wereboar bacon — anyone eating it has a 5% chance of contracting wereboar lycanthropy; if an alchemist has access to the meat, this chance is raised to 20%. Failure to contract lycanthropy causes a debilitating disease (worms) requiring a *cure disease* spell or the devourer loses 2 points of strength and constitution until cured (no save).

- Bedding and blankets, a pouch containing 22gp and 44sp, and a suit of plate mail. The pouch also contains a letter that reads:

“Cousin, we have heard that you have betrayed our brotherhood, and relative or not, four of our brothers are coming to get you unless you repent and change your ways. Your behavior shames us all, and is vile and evil. Return to the fold before your soul is damned.”

It is signed “*Odo Bristleback*”. Odo runs the inn in Zelkor’s Ferry, near Rappan Athuk (see **Rappan Athuk, Wilderness Area 27**, for more details). Oh, and Hormel’s soul is quite already damned. Proof that Hormel was slain, if presented to Odo, gains free lodging for life to anyone in the group while in Zelkor’s Ferry.

Hidden in the floor in front of the statue is a secret trap door. It can be detected by normal means, and opens by pushing a pressure plate on Tsathogga’s left big toe. The secret door opens into a 10ft staircase leading to a small crypt.

Within the crypt are 4 undead creatures. At one time, a small number of frog-cultists, including four under-priests, rebelled against their demonic master, forsaking their perverted ways. Alas, the revolt was short-lived and the priests were placed alive in this former ante-chamber in perpetual imprisonment. Four barred niches, too low to stand up or move comfortably, contain the corpses of the priests. They remain as **wraiths**, envious of the living. They attack immediately.

Wraiths (4): HD 4; HP 20, 22, 12, 17; AC 3[16]; Atk touch (1d6 plus level drain); Move 9 (fly 24); Save 13; AL C; CL/XP 8/800; **Special:** drain 1 level per hit, hit only by silver (half-damage) and magic weapons, resistant to silver and magic arrows (1hp/hit).

A small tunnel leads 200ft out of the crypt to the west leading to the frog pits. The frog pits are a small cavern west of the crypt. The cave is 40ft in diameter and has a 10ft ceiling.

The chamber is a bare, simple place. Three round openings are covered with iron grilles. These are corroded and weakened by age: there is a 50% chance they break under any weight over 30 pounds. A system of winches and pulleys used to lower victims is in the same sorry state: it appears sturdy on a casual observation (sturdy enough to climb down on its chains), but a more careful study reveals the weaknesses which would send any foolhardy character down into the depths.

Anyone captured or slain by the priest is disposed of in the deep pits in this side chamber. At other times, they were thrown alive among the carnivorous giant frogs to be devoured screaming. Sustained by foul magic and the occasional sacrifice, the giant frogs live on undisturbed. The smaller specimens subsist on scraps of meat and each other; the huge, bloated elders generally hibernate and only awaken if large prey is in reach.

The pits are 50ft deep. Since the fall is cushioned by water and mud, no damage is taken. The pits lead into a wet cavern full of slime, brackish water and the smell of vile feces and rot. Slimy eggs stick to the walls and glowing fungi provide sparse illumination. Most of the mire is only 2ft deep, but there are places where it reaches 15ft or more. Treat these places

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as quicksand. Moreover, all movement rates in the mud are halved.

Of more immediate concern are the swarms of giant frogs eager to devour anyone and anything venturing into their cavern. There are **18 killer frogs** in the pits. They have no treasure.

Giant Killer Frogs (18): HD 1+4; AC 7[12]; Atk 2 claws (1d2), bite (1d4+1); Move 3 (leap 15); Save 17; AL N; CL/XP 2/30; **Special:** leap. (*Monstrosities* 180)

Area Z: Jimmy Dean's Tower

Jimmy Dean is an alchemist. He is reclusive, but friendly if approached properly. Properly implies politely and non-aggressively. Jimmy is shy, and has no real desire to meet anyone. That being said, there are several ways one could gain an audience, or even befriend this man. One way would be to politely knock on the door, and make some small offering of friendship — perhaps a fresh caught deer or a cask of ale. Another would be to have something that might interest him.

One example of this would be the books, notes and gear from the goblin tower in **Area V**. Jimmy would be more than a little bit interested in obtaining the recipes from that location. In fact, he knows of the tower, and was himself an apprentice of the mage, Quarrion that used to inhabit it. One possible scenario is for Jimmy to agree to help/brew for the characters if they retrieve Quarrion's books for him. Certainly the wise Referee can come up with some method of getting Jimmy and his players interacting.

Jimmy is an accomplished magic-user, and has skills in alchemy that he can use to do various things. Examples and prices for services include:

- Identify a magic item 500gp
- Identify a potion 100gp
- Cure a disease 250gp
- Cure lycanthropy 1000gp
- Cure poison 100gp
- Create a potion Referee discretion
- Other Referee discretion

In any case, interaction with Jimmy should be treated as a roleplaying opportunity, as well as a chance to gain an ally or patron.

Jimmy Dean (MU7): HP 19; AC 9[10]; Atk staff (1d6); Move 12; Save 9; AL N; CL/XP 9/1100; **Special:** +2 save vs. spells, spells (4/3/2/1).

Spells: 1st—*detect magic, hold portal, identify (Appendix), sleep*; 2nd—*detect evil, detect invisibility, phantasmal force*; 3rd—*fireball, lightning bolt*; 4th—*confusion*.

Equipment: *cloak of protection +1, wand of magic missiles (32 charges), brooch of shielding (Appendix), keys to all doors in his tower.*

His tower stands at the northern crossroads along Trader's Way. East of the Penprie Forest along the coast. The tower stands 80ft tall, and is 40ft round. It has one main entrance at its base, buttressed and protected by a small stone wall framing a 5ft wide *wizard locked* wooden reinforced door. The door is barred from the inside. The stone of the tower is constructed of tan colored limestone blocks. Two 3ft windows are present at the 50ft high mark. There are no arrow slits of other entrances.

The inside of the tower consists of four levels connected by concentric wooden staircases. The first level is storage and food supplies, as well as a pony and a mule in stalls. Various tools and implements (common items) hand from pegs.

The second level of the tower is a living area and contains a couch, two chairs and several bookcases. This is also where **Maggie**, Jimmy's pet homunculus spends most of her time. Maggie typically remains hidden if the tower is aggressively invaded. She is quite shy, and only attacks if Jimmy is threatened.

Maggie, Female Homunculus: HD 2; AC 6[13]; Atk bite (1d3 plus sleep); Move 6 (fly 20); Save 16; AL N; CL/XP 3/60; **Special:** sleep-inducing bite. (*Monstrosities* 251)

The books are quite valuable. There are 60 books present on these shelves. Most are worth 2d6gp each, however one details the formula for creating a homunculus (worth 1000gp) and a second is a *manual of flesh golems*.

On one shelf is a locked iron box containing 1800gp in various coins.

The third level of the tower has two windows, and is Jimmy's laboratory. In addition to the glassware, ingredients and alchemist implements present here (worth over 5000gp), there is a polished wooden wall case containing finished products. A total of 12 potion bottles (unmarked) sit on the shelves of the case. They include:

- 2 *potions of healing*
- 1 *potion of flying*
- 2 vials of strong acid (3d6 points of damage if ingested, acts as a grenade-like missile if thrown, causing 2d6 points of damage, dissolves metal)
- 2 *potions of cure disease*
- 1 *potion of delusion* (flying)
- 1 *potion of fire resistance*
- 1 *potion of magical poison* (save at -2 or die if ingested, detects as magical)
- 1 *potion of gaseous form*
- 1 *potion of neutralize poison*

The 4th level of the tower is Jimmy's living quarters. It contains a comfy bed, a chest of drawers, and various pointy hats and magic-userly clothes. Of the four pointy hats, each has a coin sized buckle — one bearing the image of a cat, one bearing the image of a mouse, another with the image of a dog and the last an image of a lion. Hidden in the bedpost are *potions of gaseous form* and a magical sleeping draught, both clearly labeled. The sleeping potion causes immediate slumber (no save) for 4 hours, but the added effect of allowing spells to be remembered immediately upon expiration of the sleep effect. The *potion of gaseous form* has 1 dose, and the sleeping potion holds 8 doses. Only a *dispel magic* can awake someone affected by the sleeping potion.

Level 1: The Upper Caverns

This series of caves were once the home to a band of marauding orcs. Twenty or so years ago, the humans of Endhome finally drove the orcs out of the caves. Since that time, numerous monsters from the surrounding wilderness have made the caves their home. Presently, a band of kobolds, led by a crafty thief, as well as a young black dragon, a reclusive orc warrior, a small pack of ratlings, an ogre and some human thieves lair here.

Entrances and Exits

There are four entrances to the caves. The main entrance stretches from a wide cave mouth in the southeast (**Area 1-1**). The other three entrances, two in the north and one in the east, are smaller and harder to locate, and are described in detail in **Areas 1-14, 1-16, and 1-30**. **Areas 1-26 and 1-36** provide the only entrances to the lower levels of the dungeon and the great forgotten city of Barakus.

Dungeon Dressing

The caverns and caves are rough-hewn and entirely unlit. Ceiling height is generally 8ft to 12ft, except in crawl spaces and certain large caverns. Nothing but orcs, goblins, ogres, and other unsavory types have ever dwelled here, and their customary refuse is everywhere: broken bottles, discarded axe handles, gnawed bones, and bits of glass crunch under foot.

The Water: Beginning in **Area 1-26**, a stream, fed by an underground spring that bubbles up in **Area 1-24**, flows through the eastern half of this dungeon. Most of it is submerged. The stream does cross a number of caves and passages, however, and where it does so it flows out of a low seam in the cave wall and through a channel cut 5ft to 8ft deep and 4ft to 10ft wide in the floor. The water moves quite swiftly, and anything dropped in it could easily be lost. The stream eventually exits this level through yet another narrow aperture just south of the passage between **Areas 1-32 and 1-34**.

Dungeon Society

Like the wilderness surrounding it, these caves are a dynamic environment. Where appropriate, the Referee should feel free to move the monsters about from the areas where they are described. The monsters described all have their own interests and motivations, and if you treat them as more than simple impediments to acquiring treasure, the dungeon will have a richer, more life-like feel to it. For example, if the ghoul in **Area 1-3** and Grosh, the ogre in **Area 1-4**, are both slain, the ratlings if **Areas 1-8 to 1-11** might decide to take over these larger caves. For that matter, it's possible Burg, the orc warrior in **Area 1-5** might decide to team up with Grosh and go after the ratlings or the kobolds. Use your imagination.

Also, although many monsters live in relatively close proximity to one another, the sounds of nearby combat are not so extraordinary as to put them on high alert. While a neighboring creature might become curious and go to investigate, it is just as likely to choose to stay put, aware that some trouble is about, but not particularly concerned about it.

Random Encounters

Creatures are as likely to wander into the caves from the wilderness as the monsters already within it likely to wander about outside. Use your discretion however. If it doesn't make sense for a monster to have drifted into a certain area, either ignore the monster or choose a more appropriate creature. The Referee should always check for a wandering monster every time the party enters a marked **Area 1-22**.

Random Encounter Chart

There is a 25% chance for an encounter every hour, which should then be rolled for on the following chart. If the roll indicates a stationary encounter (like a decapitated head or a piece of equipment), and the characters are resting or searching an area, ignore the result.

1d100 Encounter

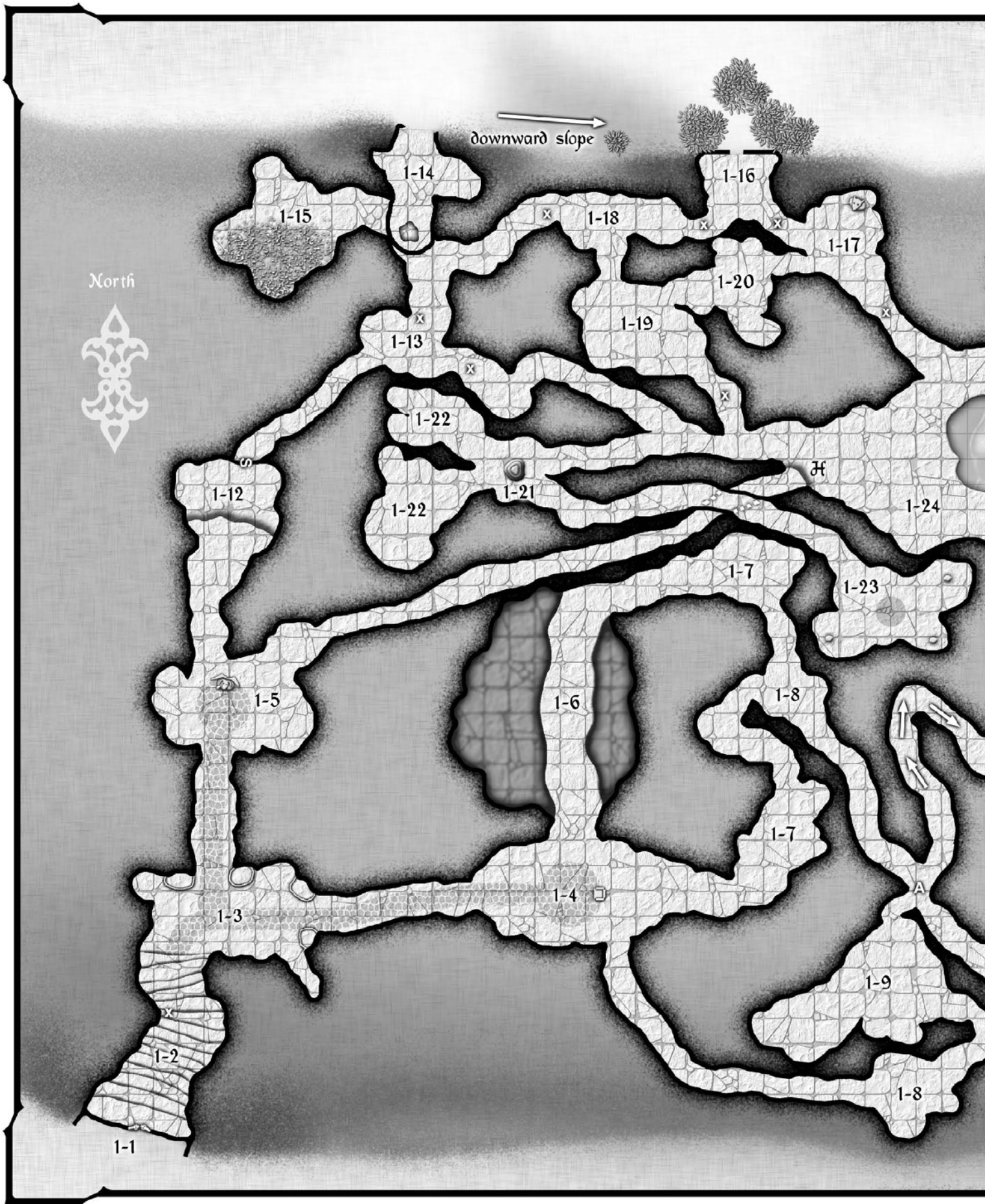
01-05	A decapitated head
06-10	Equipment
11-15	Strange sound
16-25	Rats
26-30	Bats
31-35	Battle scene
36-40	1d4 orcs
41-50	1d6+1 goblins
51-58	2d4 giant rats
59-65	2d4 kobolds. Note: these creatures are in no way related to the kobolds on this level.
66-70	1 ghoul
71-80	1d4 stirges
81-87	1d2 gnolls
88-98	1 giant spider (4ft diameter)
99-00	Zemfer

A Decapitated Head: Roll 1d20 to determine the race of the head. 1-4 **goblin**; 5-8 **orc**; 9-12 **human**; 13-16 **kobold**; 17-18 **hobgoblin**; 19 **ogre**; 20 unclear (too decomposed).

Bats: A small swarm (3d6) of normal bats bursts out of the darkness and races past the characters.

Battle Scene: The characters come across a dead hobgoblin

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The Caves Above Barakus



1 square = 10 feet

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and three dead kobolds. Their bodies have been picked clean of valuables. **Note:** if this is rolled more than once, choose a different monster.

Equipment: Roll once on the following chart to determine what the characters stumble across.

1-2	Backpack with some old adventuring supplies (coil of rope, broken lantern, some spoiled rations, torn waterskin, etc...).
3-4	Bent shield.
5	Grappling hook attached to 10ft of rope.
6	Flask of oil.
7	A dagger.
8	A small pouch with 4 bow strings.
9	A pair of wearable boots.
10	A whistle on a string.

Monsters: All monsters are considered hostile and attack immediately, except **Zemfer** (see **Area 1-31**). Though hostile, he is more likely to just roar and maybe send a line of acid the party's way. If the characters flee, he likely doesn't follow.

Ghoul: HD 2; HP 11; AC 6[13]; Atk 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns upon failed save.

Giant Rats (2d4): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1 is diseased.

Giant Spider (4ft diameter): HD 2+2; HP 7; AC 6[13]; Atk bite (1d6 plus poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** 5 in 6 to surprise, lethal poison (+1 save).

Goblins (1d6+1): HD 1d6hp; AC 6[13]; Atk short sword (1d6) or javelin (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, shield, short sword, 2 javelins, 3d6sp.

Gnolls (1d2): HD 2; AC 5[14] or 6[13]; Atk battleax (1d8) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Equipment: ring mail, shield, battleax, shortbow, 10 arrows, 2d4gp.

Kobolds (2d4): HD 1d4hp; AC 7[12]; Atk spear (1d6) or shortbow x2 (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none.

Equipment: spear, shortbow, 10 arrows.

Orcs (1d4): HD 1; AC 6[13]; Atk longsword (1d8) or javelin (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, shield, longsword, javelin, 1d10sp.

Stirges (1d4): HD 1+1; AC 7[12]; Atk proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4/round), +2 attack bonus.

Rats: A small swarm (2d10) of these harmless rodents come slithering out of the darkness towards the characters.

Repopulating Chart

3rd & 4th Level Characters

1	1d2 ogres
2	1d2 giant spiders (6ft diameter)
3	1d4 ghouls
4	1 cockatrice
5	1d2 wights
6	2d6 orcs

5th & 6th Level Characters

1	1d6+1 ogres
2	1 ettercap
3	1 basilisk
4	1 hydra (5 headed)
5	1 ettin
6	1 wyvern

Basilisk: HD 6; HP 31; AC 4[15]; Atk bite (1d10); **Move** 6; **Save** 11; **AL** N; **CL/XP** 8/800; **Special:** petrifying gaze.

Cockatrice: HD 5; HP 24; AC 6[13]; Atk bite (1d6 plus turn to stone); **Move** 6 (fly 18); **Save** 12; **CL/XP** 8/800; **Special:** bite turns to stone.

Ettercap: HD 5; HP 22; AC 6[13]; Atk 2 claws (1d3), bite (1d8 plus poison); **Move** 12; **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** poison bite, traps. (**Monstrosities** 161)

Ettin: HD 10; HP 66; AC 3[16]; Atk 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 1400; **Special:** none. (**Monstrosities** 162)

Ghouls (1d4): HD 2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns upon failed save.

Giant Spiders (6ft diameter): HD 4+2; AC 4[15]; Atk bite (1d6+2 plus poison); **Move** 4; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** lethal poison, webs.

Hydra (5 headed): HD 5; HP 40; AC 5[14]; Atk 5 heads (1d6); **Move** 9; **Save** 12; **AL** N; **CL/XP** 7/600; **Special:** none.

Ogres (1d2 or 1d6+1): HD 4+1; AC 5[14]; Atk huge club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Orcs (2d6): HD 1; AC 6[13]; Atk longsword (1d8) or javelin (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Wights (1d2): HD 3; AC 5[14]; Atk claw (1hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** drain 1 level with hit, hit only by magic or silver weapons.

Wyvern: HD 8; HP 53; AC 3[16]; Atk bite (2d8) or sting (1d6 plus poison); **Move** 6 (fly 24); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** none.

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Strange Sounds: Hooting, howling, growling, hissing, or whatever else the Referee can dream up.

until a prospective victim is within 30ft before springing from his hiding place.

Repopulating the Dungeon

The characters are likely to come through these caves frequently during their stay in Endhome. Eventually, they will probably clear out this entire level. To avoid the party growing too complacent as they traipse through the caves on their way to Barakus, it is suggested the Referee have new monsters move into certain choice lairs from time to time. If the Referee wishes to hasten the party's exploration of the lower levels, then this option should be ignored. But if the Referee likes to keep the players on their toes and doesn't mind a little extra combat, select a foe equal to the party's level from the list below, and place them in **Areas 1-3, 1-4, 1-5, 1-14, 1-19, 1-20, 1-24, 1-31**, or any cave marked **1-22** that seems appropriate. Generally speaking, an area should have been empty a minimum of two weeks before another creature moves in to claim that cave for his own.

Ghoul: HD 2; HP 12; AC 6[13]; Atk 2 claws (1d3), bite (1d4); **Move 9; Save 16; AL C; CL/XP 3/60; Special:** immune to sleep and *charm*, touch causes paralysis for 3d6 turns upon failed save.

Treasure: The ghoul still wears a silver bracelet inlaid with small pearls (50gp), a remnant from its previous life. Also, a small, locked wooden box on the southernmost platform contains 28cp, 3 *potions of healing*, and a +1 *flail*.

Area 1-4: The King's Cave

The mosaic carpet that started in **Area 1-3** continues into this large cave, and terminates in a disturbing pattern at the feet of a rough, stone throne atop a two-foot high stone dais. The cave is littered with bones and offal. A pile of straw and a small box of animal carcasses are tucked in the northeast corner.

The orcish king used to hold court—such as it was—in this cave when the tribe was still thriving. The throne is still intact, though it has been badly chipped and scarred over the years. **Grosh**, an ogre, has taken up residence here. Since the ghoul in **Area 1-3** arrived a week ago, Grosh has been unable to leave the cave complex to hunt for food. His stores are running low and he's getting a little desperate; he has begun considering tracking down a ratling or kobold to tide him over until the ghoul moves on.

Grosh, Ogre: HD 4+1; HP 25; AC 5[14]; Atk huge club (1d10+1); **Move 9; Save 13; AL C; CL/XP 4/120; Special:** none.

Equipment: hides, huge club, belt pouch with 3d10gp.

Concerned that the ghoul might creep up on him in his sleep, Grosh has fashioned a crude trip wire from hair across the mouth of the western passage. Unless a careful search and a successful secret doors check is made the wire is tripped and a bell attached to it above the cave entrance is sounded.

Development: With his ability to deal damage, Grosh is a potentially deadly foe for a party of low-level adventurers. At the Referee's discretion, Grosh might, if not provoked, seek to parlay with the party, hoping to team up with them to destroy the ghoul. Likewise, if the characters slay the ghoul then proceed north, Grosh might slip out of his cave immediately and then out into the wilderness to hunt for food, returning later, when the characters are higher level.

Area 1-5: Sanctuary

The mosaic floor pattern from **Area 1-3** continues north into this chamber, ending in a wide square before a large, stone statue of Orcus. The orcs and their shaman once worshipped here regularly, and the 6ft tall statue of the Demon Lord of the Undead looks down menacingly upon all who enter. The statue is entirely non-magical, and has begun to fall into disrepair.

Burg, an orc warrior, and his 2 war dogs, **Teely** and **Vim**, live here. Burg is much less concerned about the ghoul in **Area 1-3** than Grosh, because his dogs warn him if the undead creature is approaching.

Burg has made the northeast portion of the cave his bedchamber. A pile of furs and straw in one corner serves as his bed, while a low, wide, smooth-topped stone holds a number of valueless personal belongings: a shrunken human head, a string of beads, a wishbone, a pair of dice.

Burg, Orc Warrior (Ftr3): HP 15; AC 7[12]; Atk battleaxe (1d8+2) or javelin (1d6+2); **Move 12; Save 12; AL C; CL/XP 3/60; Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: leather armor, battleaxe, 3 javelins.

The Caves

Area 1-1: The Front Doors

Lining Fool's Pass for a hundred yards on to the east and west of the front doors are a number of old totems. Grisly images are carved on old posts, some of which are still adorned with shrunken human and animal heads.

The orcs managed to fashion a set of heavy wooden doors in the entrance to their caves. After years of neglect, these large double doors are entirely useless, dangling by rusted hinges, badly battered from the assault decades ago. The orcs' insignia, a pair of horn-like incisors beneath an orcish pig-snout, can still be seen on one door. Above the portal are the words, "*Tread not or be crushed.*" The orcs were never known for their wordplay.

Area 1-2: Stairs

A set of wide, crumbling stone steps twist upwards to the north. Pebbles, bones, and other debris litter the stairs, making progress up or down a little difficult. Hidden amid the refuse at the spot marked "X" on the map are 3 **giant rats**, ready pounce on any passersby.

Giant Rats (3): HD 1d4hp; HP 2, 1, 3; AC 7[12]; Atk bite (1d3); **Move 12; Save 18; AL N; CL/XP A/5; Special:** 1 is diseased.

Treasure: The rats have recently finished devouring a goblin that crept up these stairs several weeks ago to investigate the old orc stronghold. His dismembered, skeletal remains are pushed against the west wall of the stairs, near where the rats were hidden. Beneath his carcass is a rusty dagger. He wears a gold earring worth 25gp.

Area 1-3: Entry Cave

This cave's ceiling is higher than most (20ft). The floor of the cave has been decorated with a mosaic pattern that forms a kind of rug of stones stretching to the north and east. Along the north and east walls, 15ft from the floor, are four natural platforms. Each is about 6ft wide and finished with 3ft high walls that provide 50% cover to anyone crouched behind them. The orcs positioned archers on the platform when the stronghold was under attack.

A **ghoul** currently haunts this area, hiding in the alcove in the northwestern portion of the chamber. The ghoul, seeking to gain surprise, waits

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War Dogs (2): HD 2; HP 10, 9; AC 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (**Monstrosities** 127)

Tactics: If attacked, Burg sics Teely and Vim on his foes while he hurls javelins. He then charges into combat, looking to defeat the strongest-looking fighter first.

Treasure: Beneath the furs in his bed is a locked steel strongbox containing a set of thieves tools and an ivory brooch worth 50gp. Burg has not opened the box recently to examine his small treasure, but were he to do so he would make an unhappy discovery: he has lost the key. In fact, Twees filched the key (see **Area 1-20**), and hopes to find the lock to which it belongs.

Area 1-6: The Bridge Cave

The floor to the east and west of this cave drops away to a 50ft deep crevasse. Anyone falling from the “bridge” while crossing this cave suffers 5d6 crushing damage. There is nothing else of interest in this cave.

Area 1-7: Empty Caves

Although littered with debris, these caves are otherwise empty. The narrow passages exiting both these areas are too cramped for Grosh to pass through comfortably, so he is effectively cut off from the rest of the cave complex.

The Ratling Colony

A small colony of ratmen have taken up residence in the caves and tunnels between **Areas 1-8** and **1-11**. Led by a thief, Vexper, and his witch mistress Contra, these creatures are crafty warriors who defend their home to the last whisker. If combat is joined anywhere within these areas, ratlings from neighboring areas investigate. The ratmen’s preferred tactic is to surround the characters at the intersections marked “A” on the map. If intruders are spotted in any of the areas marked 1-8, and the rest of the colony is warned, the ratlings attempt to set up an ambush at one of the intersections. The party has to proceed carefully and quietly to avoid being overwhelmed by the colony.

Area 1-8: Ratling Outpost

This cave is guarded at all times by **2 ratlings**. If attacked, they let out a high whistling noise that alerts any other ratlings within 100ft of the trouble. They do not leave their post unless they hear combat in **Area 1-9** (see below for details).

Ratlings (2): HD 1; HP 5, 6; AC 6[13]; **Atk** bite (1d6), short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** not diseased. (**Monstrosities** 383)

Equipment: leather armor, shield, short sword.

Tactics: These ratlings’ job is to alert the other ratlings of intruders, not try and hold their position against overwhelming odds. Thus, after taking a round or two to slow down intruders, the ratmen attempt to retreat to **Areas 1-9**, **1-10**, or **1-11** where they can join their brethren.

Area 1-9: Main Enclave

The colony leader, **Vexper**, the ratling leader, is joined here by **6 ratlings**. They are sharing a meal of orc, who made the mistake of wandering alone into the colony. Ten crude beds of straw, dirt, and hides are spread about the floor of the cave, as well as bones, and odd bits of junk.

Vexper, Ratling Leader (Thf3): HP 10; AC 5[14]; **Atk** bite (1d6 plus disease), +1 short sword (1d6+1) or light crossbow (1d4+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** backstab (x2), +1 AC dexterity bonus, diseased bite (save avoids), +2 save bonus vs. traps and magical devices, thieving skills as halfling. (**Monstrosities** 383)

Thieving Skills: Climb 87%, Tasks/Traps 30%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: leather armor, +1 short sword, light crossbow, 20 bolts, key to chest in **Area 1-11**, gold collar (75gp).

Ratlings (6): HD 1; HP 5x2, 6, 4x3; AC 6[13]; **Atk** bite (1d6), short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** 2 are diseased. (**Monstrosities** 383)

Equipment: leather armor, shield, short sword.

Tactics: If surprised here, Vexper sends his ratlings forward to engage the fighters while he fires a few bolts at any magic users. Vexper then attempts to sneak behind his opponents to backstab. Otherwise, if the occupants of this area hear warning calls from nearby caves, Vexper and his minions rush to set up an ambush (see above).

Treasure: A complete search of the beds uncovers 75sp, and 29gp. Also, one ratling has lodged a ruby (50gp) in a crack in the floor beneath his bed. A bent silver holy symbol of Jamboor is lodged in a ceiling crack.

Area 1-10: Ratling Living Area

This area is home to 10 ratlings, though at the moment only **4 ratlings** are present. The floor is covered with the usual ratling debris, as well as 10 beds of furs and dirt.

Ratlings (4): HD 1; HP 5, 6, 3, 2; AC 6[13]; **Atk** bite (1d6), short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** 1 is diseased. (**Monstrosities** 383)

Equipment: leather armor, shield, short sword.

Tactics: These ratlings prefer to seek out reinforcements rather than take on a band of adventurers by themselves. If possible, they flee to either **Area 1-9** or **1-11** to join up with one of their leaders and the other ratlings. If they hear combat nearby, they run to investigate.

Treasure: A thorough search of the beds uncovers a large hunk of cheese, an empty clay jug (smells of whiskey), and a coil of silk rope (50ft).

Area 1-11:

Vexper and Contra’s Cave

Vexper and his mistress **Contra**, a ratling witch, have claimed this cave as their own. At the moment, **Contra** and her giant rat **Ben** are lounging here along with **4 ratlings**. There is an old straw mattress in one corner covered in animal furs, on either side of which is an overturned wooden box.

Contra, Ratling Witch (MU3): HP 8; AC 8[11]; **Atk** dagger (1d4) or darts x3 (1d3); **Move** 12; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** +2 save bonus vs. magic, +1 dexterity bonus, spells (3/1). (**Monstrosities** 383)

Spells: 1st—*magic missile* (x2), *shield*; 2nd—*web*.

Equipment: dagger, 9 darts, *potion of healing*, bracelet covered with three smalls opals (120gp).

Ben, Giant Rat: HD 1d4hp; HP 3; AC 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** not diseased.

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Ratlings (4): HD 1; HP 4, 3x2, 2; AC 6[13]; **Atk** bite (1d6), short sword (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** 2 are diseased. (*Monstrosities* 383)

Equipment: leather armor, shield, short sword.

Tactics: If surprised here, Contra instructs her ratlings to engage the enemy while she casts spells and hurls darts from the rear. Ben stays close to Contra as a protector. If she hears combat in any neighboring cave, she and the ratlings go to investigate.

Treasure: Beneath one of the overturned wooden boxes is a small locked chest containing 300gp, a water clock (partially working) and a *potion of heroism*.

Area 1-12: Ledge Cave

The tunnel to the south terminates in a natural ledge; 20ft below, the cave floor is scattered with loose rocks and a few animal bones. Climbing the ledge up or down without a rope requires a thief's successful Climb check. Anyone falling or thrown from the ledge suffers 2d6 points of damage.

There is a low, narrow opening in the north. Twees has blocked this passage with a large stone, effectively making this a secret door. He has not bothered to explore this cave thoroughly enough to notice the small passage.

Area 1-13: Trapped Cave

This appears to be little more than an empty cave. In fact, Twees has set up two spike traps at each spot marked "X" on the map. Anyone crossing either spot triggers a spring-loaded spiked club (1d8+1 points of damage; save avoids)

Area 1-14: The Pogin Gang

A small gang of thieves, **Heck**, **Steamer**, **Bo Pogin**, and **Darl**, an orphaned half-orc, have made their hideout in this small cave looking out on the path that runs along the hillside. There is a campfire in the center of the cave surrounded by three fallen logs, and four bedrolls in the southern portion of the cave.

There is a 3ft wide chute in the southwest corner of the cave that leads to the cave below. The Pogins, fearing the caves are home to all kinds of unpleasant creatures, have thus far chosen not to investigate the chute.

Heck Pogin (Ftr2): HP 9; AC 6[13]; **Atk** longsword (1d8+1); **Move** 12; **Save** 13; **AL** N; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD, +1 to hit for high strength, +1 damage bonus for high strength.

Equipment: leather armor, shield, longsword.

Steamer and Bo Pogin (Ftr1): HP 5, 4; AC 7[12]; **Atk** flail (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, flail, shortbow, 20 arrows.

Darl, Half-Orc (Ftr1): HP 6; AC 6[13]; **Atk** spear (1d6) or hand-axe (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** +1 dexterity bonus.

Equipment: leather armor, spear, 3 hand-axes.

Tactics: The Pogin gang is basically a cowardly bunch who prefers to prey on merchants, newlyweds, and lone travelers rather than a well-armed group of adventurers. Thus, the Pogin's first tactic is to attempt to talk with the party, maybe even offer them a meal. If pressed, however, they defend themselves with a volley or two of missile weapons before charging into combat.

Treasure: The Pogin Gang rarely holds onto their booty very long. At the moment, their entire stash is stored in a sack near the chute in the

southwest. It contains a silk dress (30gp), a fox fur stole (12gp, slightly damaged), a merchant's scale and weight set, 2 cases of hard rations (40 meals), a good lock and key set, two gold earrings worth 10gp each, and a brooch encrusted with small emeralds shaped like a tiger about to spring (150gp). The brooch and the earrings belonged to Matilda Caper in Endhome, whom, along with her husband Teddy, the Pogins mugged two weeks ago while the couple was on their way out of the city.

Development: If the party attempts to parlay with the Pogins rather than attack, the robbers say they are simply a band of travelers, like the characters, who are currently holed up in a cozy cave because they prefer the out-of-doors to the filthy confines of a city. They say they have seen some little dog-like critters scurrying about lately, and that they seem to come and go from a cluster of bushes twenty or thirty yards west down the path. They advise the characters not to explore the caves, as they believe them to be home to dangerous creatures.

The Pogins are in fact, excommunicated members of the Green Tree Bandits. Fell Tarmick thought they were about the most useless bandits he had ever commanded and told them to get their lazy hides out of his sight. If the characters get friendly with the Pogins, and particularly if they offer them spirits, Heck is likely to start bragging about his association with the Green Tree Bandits. He has no kind words to say about Fell ("a tyrant and taskmaster") nor life in the Penprie Forest ("bugs, bugs, and more bugs").

Area 1-15: Sandy Cave

The southern portion of this cave is filled with a three-foot high pile of sand. Anyone digging in or walking over the sand upsets a nest of **8 giant spiders (1ft diameter)** that swarm out en masse as soon as their home is disturbed. An observant character may notice slight movement just beneath the sand's surface.

Giant Spider (1ft diameter) (8): HD 1+1; HP 5x2, 9, 6, 2x2, 4, 7; AC 8[11]; **Atk** bite (1 plus poison); **Move** 9; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** lethal poison (+2 save).

Treasure: Buried in the sand are 3 fine pieces of amber worth 100gp each. Note that a team effort will almost certainly be required to find these gems.

Area 1-16: North Entrance

Hidden behind three trees and a large bush is a narrow (3ft wide) cave entrance. The kobolds in **Areas 1-16 to 1-20** use this as their means in and out of the cave complex, slipping easily beneath the bush and into the seam in the rock.

Two kobolds keep watch on this area at all times. Unless the characters are somehow able move past the bushes without making any noise, the kobolds run to **Area 1-19** at the first sound of intruders, warning the kobolds in **Area 1-18** as they go. If surprised, the kobolds attempt to fire and flee rather than fight hand to hand. If they hear combat in any neighboring caves, they investigate.

Kobolds (2): HD 1d4hp; HP 3, 2; AC 7[12]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none.

Equipment: spear, shortbow, 10 arrows, 3d8cp.

Net Trap: Twees has rigged two falling net traps (save or become immobilized, open door check or assistance to become free) at each spot marked "X" on the map. The kobolds know to avoid the tripwires and can move past these areas without triggering the net.

Area 1-17: Kobold Shrine

These kobolds worship a crazed-looking kobold goddess named Jespegell, a stone statue of whom stands in the northeast corner of this cave. There are a half dozen small flat stones spread through- out the rest of the cave upon

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which Kobolds can sit in quiet contemplation. Presently, **3 kobolds** are praying in unison before Jespegell to bring them good fortune and a long life (usually 25 to 30 years). If surprised, they spring to their feet and attempt to fire off a round with their shortbows before they scurry off in search of more kobolds. If they hear combat in **Areas 1-16** or **1-20**, they go to investigate.

Kobolds (3): HD 1d4hp; HP 3, 2; AC 7[12]; Atk spear (1d6) or shortbow x2 (1d6); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none.

Equipment: spear, shortbow, 10 arrows, 3d8cp.

Treasure: One of the small flat stones can be pushed aside revealing a shallow depression within which is a sack containing four chunks of blue quartz worth 10gp each.

Net Trap: A net trap identical to those described in **Area 1-16** is positioned at the spot marked "X" in the passage south of this cave.

Jespegell, Goddess of the Kobolds

Alignment: Chaos

Domains: Chaos, Evil, Trickery

Symbol: An upraised kobold hand, fingers spread

Garb: Leather work apron with multiple rings, clasps, hooks, and pouches for tools

Favored Weapons: Dagger

Form of Worship and Holidays: No regular worship, but prayers to her are uttered at the completion of each trap, beseeching her favor that the trap will work

Typical Worshipers: Kobolds, trap-builders, thieves

Jespegell is the kobold god of trap-builders and thieves. It is she who inspires her people to build traps and snares, and to steal from big-folk.

Area 1-18: Firing Range

Twees, ever the diligent leader, has set up a small firing range here where his troops can practice their marksmanship. Standing at the western end of the cave are three four-foot high stuffed dummies. At the moment, **6 kobolds** are honing their crossbow skills.

Kobolds (6): HD 1d4hp; HP 3, 2x3, 1, 4; AC 7[12]; Atk spear (1d6) or shortbow x2 (1d6); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none.

Equipment: spear, shortbow, 6 arrows, 1d8cp.

Trap: There is a net trap identical to those in **Area 1-16** at the spot marked with an "X" on the map at the western opening to the cave.

Area 1-19: Kobold Living Area

This is where the entire kobold tribe lives and eats. The cave is littered with debris, and there are small piles of dirt, rags, and furs that serve as beds. Currently **12 kobolds** are here, lounging about, sharpening their spears, playing dice, sleeping, and so on.

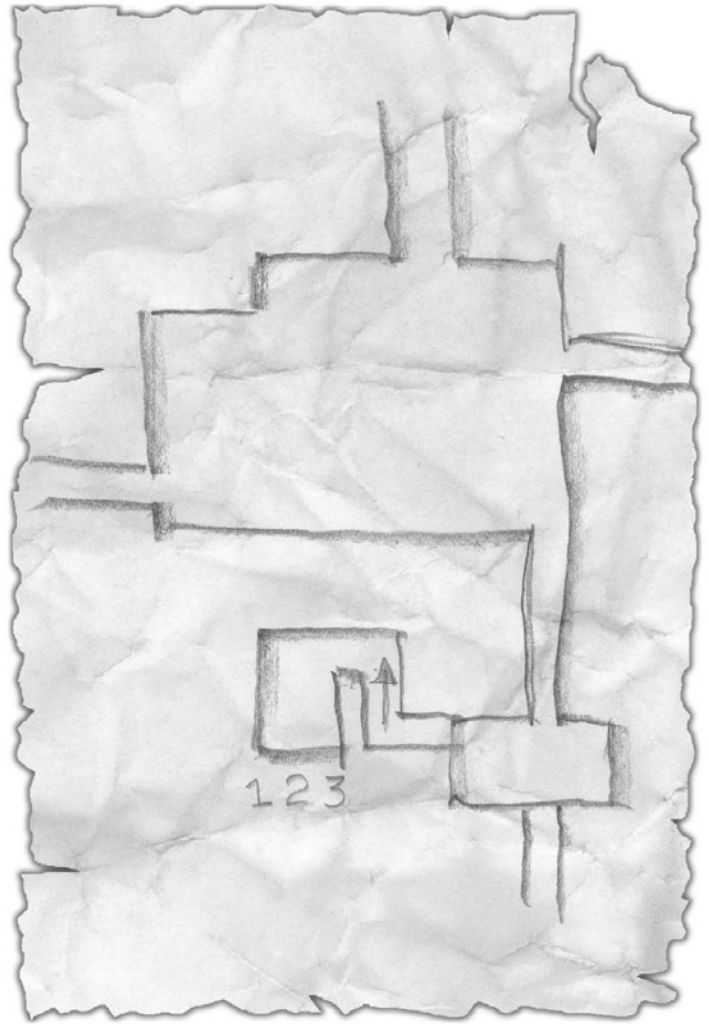
Kobolds (12): HD 1d4hp; AC 7[12]; Atk spear (1d6) or shortbow x2 (1d6); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none.

Equipment: spear, shortbow, 10 arrows, 2d8cp.

Development: It takes two rounds for all 12 kobolds to be ready for

action. Four kobolds are ready the first round, and eight more the second.

Net Trap: A net trap identical to those described in **Area 1-16** is positioned at the spot marked "X" in the passage south of this cave.



Area 1-20: Twees' Cave

As kobold caves go, this one is almost livable. A small straw mattress sits on the floor in the north part of the cave. The rest of the cave is clutter-free. There is a small locked chest (Twees has the key) in the southern alcove containing the **Treasure**.

Twees, the thief leader of the kobolds, sits on his mattress examining a map he recently discovered by the lake in **Area 1-24**. At the first sound of trouble he tucks the map under the mattress and goes to investigate.

Twees, Kobold Leader (Thf2): HP 6; AC 6[13]; Atk spear (1d6) or shortbow x2 (1d6); Move 6; Save 14; AL C; CL/XP 3/60; **Special:** +2 save vs. traps and magical devices, +1 dexterity bonus, thieving skills as halfling.

Thieving Skills: Climb 86%, Tasks/Traps 25%, Hear 3 in 6, Hide 25%, Silent 35%, Locks 25%.

Equipment: spear, shortbow, 20 arrows, silver ring (15gp), thief's tools, map to **Areas 3B-10** to **3B-12**, two keys, one to his treasure chest, and one to Burg's chest in **Area 1-5**.

Locked Chest: The chest is also trapped with a poison needle. If not detected and disarmed then upon save failure, the subject immediately becomes unconscious and begins losing 1d6 hp per hour.

Treasure: The chest contains 450gp, a fine saddle (worth 150gp), and

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+1 short sword with a pearl in its pommel (the pearl is worth 50gp).

Twees' Tactics: If attacked while alone, Twees' first choice is always to run and hide. If this is not possible, he resorts to using his spear.

Development: Twees is a curious little scoundrel who enjoys poking around the caves, pilfering whatever he can. He has already lifted the key to Burg's treasure chest and a fine short sword from Zemfer's small horde. If the Referee wishes, Twees might trail the party and attempt to pick *their* pockets.

Kobold Tactics

The last thing these kobolds want to do is engage in a head-to-head melee with "big folks." If their caves are invaded, and the general alarm has been sounded, Twees instructs his kobolds to attempt to surround the party and begin a hit and run campaign. In general, one group of kobolds fires a round of arrows then runs. The next round, a new group of kobolds fires another round of arrows then runs. If the characters seem significantly damaged by a given round of the missile fire, then the kobolds don't run, but close instead with their spears to finish off the intruders. Lastly, if any of the net traps are sprung, the kobolds stand back and pepper trapped characters with arrows for as long as they remain entangled within the net.

Area 1-21: Pillar Intersection

A 4ft high, 2ft wide stalagmite stands like a natural pillar in the middle of this intersection. Close examination of the stalagmite reveals that it has been carved with runes, though these ancient letters have faded significantly over the years.

Written on the pillar is the following prayer:

*"Give me the strength to stand when weak
Give me the strength run when tired
Give me the strength to laugh when sad
Give me the strength stay when frightened
Give me the strength to lay down my sword when the fighting
is done."*

This is the "Warriors Prayer," necessary in procuring the *sword of Kell* (see **Area 4A-7**, below).

Area 1-22: Empty Caves

Although littered with bones, fur, broken arrows, bent cutlery, and similar debris, these caves are otherwise empty.

Area 1-23: Cave of the Glowing Rocks

The floor of this cave is covered in dirt and dust. Each alcove contains a large smooth rock roughly 2ft diameter that glows red faintly. The rocks are warm to the touch, and radiate transmutation magic.

A search of the cave floor — e.g., sweeping aside the dust and dirt — reveals a large red circle in the center of the cave. If someone kneels before each stone and lays their hands upon it while-simultaneously-another person stands on the red circle, the person standing in the circle gains 4 hit points for 24 hours, while the three people touching the stones suffer a 2 hit point loss for 24 hours. Anyone who lost hit points as a result of touching the stone may not have it raised in the manner described above until 24 hours have passed, although they may choose to continue losing hit points in the ritual as often as they like.

Area 1-24: The Water Cave

This large cave has a 20ft to 25ft high ceiling and is dominated by a small "lake" that is fed by an underground spring. The water, which flows down quickly to a depth of 20ft, is cool, potable, and flows gently northeast. There are a number of points of interest throughout the cave, described below in detail.

Area 1-24A: Bones and Ledge

There is a 10ft wide, 15ft high ledge in this corner of the cave. Beneath the ledge is a large pile of bones that there are the remains of a large cave bear.

Climbing the cave wall to the ledge without a rope requires a thief's successful Climb check. In the northern corner of the ledge is small shrine. A 2ft tall bronze statue of a maiden holding an offering bowl sits surrounded by small, intricately carved stone flowers. Within the offering bowl is a medallion depicting a beautiful human eye attached to a simple silver necklace. Wearing the amulet grants the wearer *protection from charm and sleep* (see **Sidebox**). However, if the amulet is removed by anyone with an alignment other than Neutral, the bones on the cave floor below assemble themselves into a **large skeleton** that attacks the possessor of the amulet and anyone associated with him. If the entire party is on the ledge, the skeleton waits patiently for them to descend.

Cave Bear Skeleton: HD 6; HP 30; AC 8[11]; Atk 2 claws (1d6), bite (1d10); **Move** 12; **Save** 11; **CL/XP** 6/400; **Special:** bear hug (both claws hit, 3d6), immune to sleep and charm.

Amulet of Protection from Sleep and Charm

This simple necklace protects the wearer from all *sleep* and *charm* spells.

Area 1-24B: Fire Beetles

A clutch of 3 **fire beetles** have made their nest in this corner of the cave. Though not looking for trouble, they are quick to defend themselves. **Note:** Though they make their nest here, the fire beetles are apt to wander about **Area 1-24**, and might be encountered anywhere within the cave.

Giant Fire Beetles (3): HD 1+3; HP 8, 6, 9; AC 4[15]; Atk bite (1d4+2); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** glands shed light in 10ft radius.

Areas 1-24C, D, and E: The Islands

Each of these islands is comprised of solid rock rising out of the water like the craggy backs of a subterranean sea creature. Footing on the islands is difficult, as there are few flat surfaces and the jagged rocks are slippery. Thus, movement here is reduced to 1/2, and anyone attempting to move faster must succeed at a save or fall into the lake, possibly to be attacked by the water mephit lurking there (see **Area 1-24G**, below).

Atop each island is a 3in square iron box. The boxes are unlocked and empty, though there is a key-shaped depression in their base. Each island also has a secret trap door in its center opening to a chute that descends 50ft straight down and leads to a 10ft wide passage carved from the rock.

Area 1-24F: The Secret Chapel

The door to this room is made of solid iron and locked with three separate locks aligned vertically along the right side of the door. The

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door is also trapped with a *fireball* (6d6 points of damage; save for half). Opening the door by any means other than the three keys sets off the trap. **Note:** To open this door magically requires the use of *three* knock spells cast in succession, although, as stated above, this still sets off the trap. The keys to the door can be found in the City of Barakus in **Areas 2-27, 2-66, and 2-84**.

Beyond the doors is a small chapel. Against the southern wall is a dais, atop which stands a stone statue of a man in robes, his two arms outstretched, his face raised heavenward in a blissful expression. Six stone pews carved with what appear to be the visages of sleeping men and women face the dais. Both the pews and the statue are on axis that can be rotated 360 degrees. If the statue is turned to face the southern wall and each pew is rotated to face the eastern wall, a secret door opens behind the statue. Though this door can be found normally, aside from *transmute rock to mud* or similar magic there is no way to open it including a *knock* spell without turning the pews. Beyond the secret door is a narrow passage bending to the southwest.

Area 1-24G: Water Mephit Lair

The waters of this small subterranean lake have recently become the home of a mischievous **water mephit**. Though he prefers to keep to himself, the mephit detests any land lover who violates his sanctum and is quick to punish them with his acidic stream.

Water Mephit: HD 3; HP 15; AC 5[14]; Atk 2 claws (1d3); Move 12 (swim 24); Save 14; AL N; CL/XP 5/240; **Special:** acidic stream (15ft cone every 2 rounds; 2d4 points of damage; save for half), regenerate 1 hp/round in water. (**Appendix**)

Tactics: The mephit prefers to attack from a distance using its acidic stream. He would rather not leave the water where he can make use of his regenerative ability, and he never pursues his foes out of **Area 1-24**.

Treasure: Tucked into a corner of the submerged base of island 1-24E is the water mephit's small treasure: three moonstones worth 50gp each and a +1 dagger.

Development: This mephit hates the mist demon in **Area 1-26**. At the Referee's discretion he might offer the party his +1 dagger if they would kill it.

The Language of Barakus (Arthemín)

Scattered throughout the subterranean city of Barakus are a number of messages written in an ancient form of common. Reading it would be comparable to a modern English-speaker attempting to decipher English from the time of Chaucer. Aside from *comprehend languages*, a reader might be able glean the basic meaning of a passage.

If a character has been successful in deciphering the language on at least three occasions he can be assumed to have a thorough understanding of the language. This allows him to read — slowly — all passages written in this long-forgotten tongue.

Area 1-24H: Ledge Entrance

The passage from **Area 1-5** terminates here in a narrow ledge overlooking **Area 1-24**. Climbing from the ledge to the cave floor or visa-versa without a rope requires a thief's Climb check.

Area 1-25: The Key to Level 5

This small hidden chamber contains only a 3ft high solid black stone pedestal within which rests a 2in square red cube. The cube is the key to **Level 5**. Removing the cube, however, releases a deadly gas similar to a *cloudkill* spell that quickly fills the chamber, affecting everyone within it.



Area 1-26: The Misty Cave and the Door to Barakus

The water from **Area 1-24** flows through a channel just wide enough to accommodate the stream and providing about 2ft of headroom between the water's surface and the roof of the channel. Once in **Area 1-26**, the water eddies out into a 10ft deep pool before flowing northeast through a submerged passage. The cave is heavily obscured by mist, and haunted at the moment by a **mist demon** that attacks intruders at the first opportunity.

Mist Demon: HD 2; HP 12; AC 5[14]; Atk 2 claws (1d4); Move 9 (fly 12); Save 16; AL C; CL/XP 5/240; **Special:** create mist (invisible, -4 penalty to attack), *fear*, gaseous form, regenerate 1 hp/round while in mist. (**Appendix**)

Tactics: The mist demon lurks *invisible* in its mist and casts *fear* on the toughest looking fighter. Once his spells are cast, the mist demon attacks its opponents with its claws. If hurt, the mist demon blends back into the mist to recuperate while invisible, then attacks again once fully healed.

Treasure: Submerged 10ft beneath the surface of the water at the spot marked "X" on the map are the skeletal remains of a scrag still wearing a gold necklace (200gp).

The Door to Barakus: This large, heavy oak door is ajar. Written above it in an Arthemín, an ancient version of common (see **SIDEBOX**)

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are the following words: “*Open Thy Mind and Bring with Thee Thy Heart Truest and Kind.*” The door opens to a wide smooth stone landing, beyond which are a set of stairs twisting down into the darkness.

ring of poison resistance, ring of shooting stars, keys to his chest and his front door.

Area 1-27: Mermaid Statue

Standing in a shallow, heart-shaped pool of water is a finely crafted stone statue of a mermaid holding a conch in one hand and a chain of seaweed in another. Both the statue and the water surrounding it radiate faint abjuration magic if detected for. A permanent *protection from evil 10-foot radius* has been cast on the statue, and evil creatures have learned to avoid this area. This cave might serve as a safe place for the party to rest and recuperate. The *protection* affects the room and the water itself, so the spell does not follow the statue if it is removed.

Area 1-28: Vargouille Lair

The northern portion of this cave is piled with dozens of cast-off suits of leather and studded leather armor. In all, there are 32 suits of armor, almost all useless (see **Treasure**, below). **Two** *vargouilles* lurks in the western alcove, waiting for unsuspecting passers-by to become preoccupied with the mountain of armor before swooping down and attacking.

Vargouilles (2): HD 1; HP 6, 7; AC 8[11]; Atk bite (1d4); **Move** 0 (fly 12); **Save** 17; **AL** C; **CL/XP** 3/60; **Special:** permanent hit point loss (save avoids). (**Monstrosities** 500)

Tactics: The *vargouille* always uses his draining bite on the nearest opponent.

Treasure: Two of the suits of leather armor are functional. A careful search is needed to pick these out from the mass of rotted armor.

Area 1-29: The Cave of the Grouchy Dwarf

The threshold of this cave is blocked by a 4ft tall, stout wooden door ensconced in sturdy masonry. In the center of the door is a small viewing slot, and an ornate bronze plaque above the door is inscribed with the single letter “G.”

Grimba, a dwarven cleric, has, for his own eccentric reasons, made this small cave his home. An industrious fellow, Grimba fashioned the door and masonry himself. The cave contains a small mattress covered with blankets and furs, a sturdy oak chest (see below), a small wooden table with one chair, another wooden table with some pots, pans, and cooking utensils, and, in the center of the room, a cooking pit with a cast iron pot suspended over it. Grimba chose this cave in part because cracks in the ceiling of the cave act as a kind of natural chimney and allow him to light fires without choking to death on the smoke.

Grimba is fully aware that of the unsavory types frequenting the nearby caves, but, in general, fears none of them (with the possible exception of Zemfer, the recently-arrived black dragon). Thus, if he hears any rustling about outside his door, he goes to the viewing slot, slides it open and asks “Whaddya want? What ya’ fussin’ about my door for?” If he gets no answer, he repeats his question. “I said what ya doing here? Are you deaf and dumb, or just belligerent?” If the players are polite, they might be able to speak with him.

Grimba, Dwarf (Clr7): HP 25; AC 3[16]; Atk +1 warhammer (1d4+2); **Move** 12; **Save** 9; **AL** L; **CL/XP** 10/1400; **Special:** bonus 1st level spell for high wisdom, dwarf racial traits, spells (3/2/2/1/1).

Spells: 1st—*detect evil, protection from evil, cure light wounds*; 2nd—*bleed, hold person*; 3rd—*cure disease, remove curse*; 4th—*sticks to snakes*; 5th—*create food*.

Equipment: +1 chain mail, +1 shield, +1 warhammer,

Tactics: If the players are polite and courteous, Grimba only opens the door after casting *detect evil*. If any chaotic characters are present, Grimba will not open the door under any circumstances. Grimba is powerful cleric and will not take any nonsense from any greedy and chaotic creatures.

Development: If the party is courteous, Grimba might be willing to tell them some of what he knows about the surrounding caves. He may grant the party the following information:

1. “Look out for the dragon that just moved in south of here. He’s not the biggest I’ve ever seen but he’s plenty mean and packs a tough bite.”

2. “The kobolds to the northwest are pesky and led by a mischievous little squirt who fancies himself quite the pick pocket. Caught him trying to jimmy my door lock and I gave him a quick taste of *sticks to snakes* through my viewing slot and sent him running the other way.

3. “There’s a big lug-head of an ogre living southwest of here. He doesn’t bother me much, but like any other ogre, he’s got a bad temper and a big club.”

4. “I’ve been downstairs, to the chambers down there, but the place is lousy with orcs and goblins and such. I can’t be bothered.”

If asked why he’s living *here*, Grimba flatly informs the characters that it’s none of their business. In fact, he is last of his community from the deeper Under Realms that was eradicated by drow and retreated to this cave to live out his life in sorrowful isolation. He is not interested in accompanying the party in their adventures but if the party proves to be noble, he will help but won’t be particularly cheerful about it. This can include the casting of spells. Any mention of the hated drow will quickly generate a great anger with a noticeable dampness in his eyes. Grimba will more determined than ever to help support the party against any drow threat.

Treasure: Within the chest are 34gp, 15 yards of fine cloth worth 120gp, an hourglass, and a painting of a grouchy-looking female dwarf (Grimba’s beloved mother) in a silver frame (the painting is worth nothing but the frame could fetch 25gp).

Area 1-30: The Back Door

This cave mouth is still guarded by two life-size stone statues of orcs dressed in spiked armor and carrying spears. The statues are a bit worn and weathered from age, but otherwise in good condition.

Three stone steps descend to the cave floor, currently filled with dirt, dried leaves, twigs, and bones. This cave is otherwise empty.

Area 1-31: The Cave of Zemfer

About a month ago, Zemfer, a recently orphaned **immature black dragon**, moved into this large (15ft high) cave. A tidy dragon, he cleaned the place out of all the accumulated debris and lives in comparable austerity, drinking and occasionally swimming in the stream that flows through his cave. Zemfer enjoys the idea of being “the biggest kid on the block,” though when he leaves his cave he prefers to hunt the countryside rather than wander the twisting tunnels of the cave complex. He uses the goblin Gilby for any prey within the complex (see **Area 1-33**).

Zemfer, Immature Black Dragon: HD 8; HP 24; AC 2[17]; Atk 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 8/800; **Special:** spits acid.

Tactics: Zemfer does not hesitate to attack anyone in or near his cave. If he spots intruders while they are in one of the adjoining passages, he fires a line of acid down the tunnel first before charging into melee, hoping to trap his opponents where only one or two can attack at a time. If intruders enter his cave, he flies to the ceiling and uses his breath weapon, aiming

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for magic users and archers first. Whenever possible, he attacks then moves, attempting to move himself out of melee range.

Treasure: There are actually two treasures in this cave. The first is Zemfer's small personal stash. At the spot marked "T" on the map is a pile containing 695sp, 425gp, and 3 small garnets worth 25gp each (looted from the gnolls in **Area 1-34**). Beside this, the dried head of a goblin chieftain with a diamond stud in his nose worth 250gp (the stud, that is, not the head), a two-handed sword, a suit of chain mail (missing boots, and somewhat acid scarred), a dented great helm with an eagle crest, a sack containing 3 vials of acid and a large metal shield. There is also a small secret compartment in the largest cave wall partition. This nook holds a silver coffer (worth 50gp) within which are a gold cup inlaid with tiny rubies worth 80gp, a silver comb worth 25gp, and a *ring of protection +1*.

Development: Obviously, no party of low-level adventurers is going to defeat an immature black dragon, though they should be allowed die trying. This is all right. The dragon should shock and frighten them and serve as a warning that not all foes in this dungeon are going to be "level appropriate." What's more, Zemfer provides a good goal. By mid-level, they should be able to return to this cave and defeat the black dragon.

Area 1-32: Remains of a Meal

This cave contains only the half-eaten remains of two worgs Zemfer killed recently. The cave is otherwise empty.

Area 1-33: The Dragon's Apprentice

Gilby, a goblin, lives here. The cave contains only a pile of furs that serve as a bed, a few pots and pans, and a scattering of bones.

Once the steward for the goblin chieftain whose dried, diamond-studded head now rests in **Area 1-31**, Gilby has been conscripted as bait to help lead other creatures to the dragon for use as food. This allow the dragon to stay longer in his cave and keep careful watch over his treasure.

Gilby, Goblin: HD 1d6hp; HP 4; AC 6[13]; Atk short sword (1d6) or throwing dagger (1d4); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, shield, short sword, throwing dagger.

Tactics: Gilby is a coward, and if confronted tries to talk his way out of trouble (claiming he was kidnapped by the dragon).

Area 1-34: Rats and Carcasses

The bodies of four acid-scarred gnolls lay sprawled about this cave, yet more victims of Zemfer. The gnolls lived in this cave, and were caught unawares by the dragon's breath weapon. Zemfer does not care for gnoll meat, though the 6 **giant rats** that have snuck in here do, and they have been having a fine meal these last few days (as the gnolls' half-eaten bodies can attest). The rats attack anyone who disturbs their grisly banquet.

Giant Rats (6): HD 1d4hp; HP 2x2, 3, 4, 1x2; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 1 has a disease.

Area 1-35: Pinned Behind Enemy Lines

Two days ago, 2 **drow warriors** were sent as scouts by Sizret to



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investigate the upper levels for possible future habitation by drow. They made their way up from **Level 4** and snuck into this cave while Zemfer was out. Unfortunately, the dragon returned shortly thereafter and has not left since. With their supplies running short, the drow are considering trying to put Zemfer to sleep with their poisoned bolts, but see this as a last and very desperate option.

Drow Warriors (Ftr2) (2): HP 8, 7; AC 4[15]; Atk +1 longsword (1d8+1) or hand crossbow (1d3 plus sleep poison); Move 12; Save 11 (includes +2); AL C; CL/XP 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Note about drow equipment: Any equipment exposed to sunlight quickly degrades and disintegrates into ruin.

Tactics: If attacked, the drow fire a round of poisoned bolts first, hoping to render as many of their foes unconscious as possible before engaging in melee.

Development: Because of their situation, the drow are more interested in returning to their home on **Level 4** than in killing humans. Thus, if Zemfer is killed, they attempt to sneak out the cave to **Area 1-36**, from whence they initially arrived in these caves.

If the characters are somehow able to sneak past Zemfer without fighting him, the drow might, be talked into joining the party in their attack on the dragon. Being Chaotic, however, should the drow be more or less or uninjured in the assault, and the characters noticeably weakened, the dark elves are quick to betray their new allies at the first opportunity (especially once the treasure is uncovered).

Area 1-36: Orcish Burial Grounds

This low-roofed cave (5ft high) contains nine crude stone sarcophagi, all of whose lids have been pushed aside and whose contents long since plundered by the caverns' transient occupants. These sarcophagi once housed the remains and personal effects of orcish tribal leaders. The lids are inscribed with rough orcish lettering giving the chieftain's name and primary accomplishments ("*Slayer of 70 humans*"; "*Crusher of Droog the Mighty*"; "*The Unholy Liberator*").

The sarcophagus marked with an "X" contains a false bottom that leads to a rusty metal spiral staircase descending to **Area 2-19** below. Although narrow and rickety, the staircase is stable and is one of the easiest methods of accessing the Lost City of Barakus. The drow in **Area 1-35** replaced the false bottom when they came through here two days ago.

Level 2: The City of Barakus

With this level begins the lost city of Barakus. By far the largest of all the levels, this area is home to a wide assortment of foes, including a small tribe of goblins, a band of orcs trapped by minotaurs, and two warring bugbears and their hobgoblin henchmen. The great gates to the city can also be found on this level, although they have long been blocked by an impenetrable cave-in.

Although the passages and chambers described here were indeed once part of a great underground city, its original builders vacated centuries and centuries ago. In the intervening years, the city has been home to numerous creatures, many of whom have altered the architecture slightly to suit their means. Thus, only a few remnants of the original society still exists. Mostly, the chambers of Barakus are crowded with the debris of centuries of monstrous habitation.

Area 2-23 is currently home to a band of goblins. It is also the “Hall of Power,” where the party can empower the *sword of Kell*.

Entrances and Exits

The only two entrances to this level—aside from the impenetrable front gate—are in **Areas 2-1** and **2-19**. **Area 2-45** provides stairs down to **Level 4**. **Level 3A** can be accessed from **Area 2-63**, and **Level 3B** can be reached from **Area 2-83**.

Dungeon Dressing

A marked contrast from the caves above, the walls, floors, and ceiling are made of 6in square mortared stone slabs. In a number of places the walls have been knocked in and rough caves and tunnels have been dug from the earth.

Random Encounters

This level is essentially divided in half, and each half has its own set of random encounters. The northern half is comprised of **Areas 2-1** to **2-48**; the southern half is comprised of **Areas 2-49** to **2-84**. Some areas, such as **2-51**, **2-52**, **2-31**, and **2-36** have no random encounters. Common sense will dictate when and where random encounters would occur. There is a 25% chance every hour that a random encounter occurs.

Note: Many of the non-monster encounters are static (like discarded equipment or a dead body) and cannot occur while the players are resting or searching an area. If a static encounter is indicated at such a time, either ignore it, or simply choose the next most appropriate moment for it to happen/appear.

Cryptic Scrawl: Written in either, 1 Arthemian; 2 Goblin; 3 Orcish; 4 Common; 5 Undercommon; 6 Elven; 7 Dwarven; 8 Demonic, it reads something like, “*Maintain the Resistance!*” or, “*Death Waits Beneath.*”

Dead Body: Roll to determine the body’s race. 1–3 goblin; 4–5 orc; 6 half-orc; 7 hobgoblin; 8 drow; 9 ogre; 10 human. The body has been picked clean of all valuables.

Random Encounters Northern Half

1d100	Encounter
01–05	Dead Body
06–15	Discarded Equipment
16–18	Strange Tool
19–25	Cryptic Scrawl
26–28	Map
29–35	Odd Sound
36–42	Dust Shower
43–45	Slippery Floor
45–60	2d4 goblins
61–70	1d6 giant rats
71–80	1d2 ghouls
81–85	1 giant bat
86–90	1d2 bugbears
91–95	1d4 shocker lizards
96–00	1d3 gnolls

Southern Half

1d100	Encounter
01–05	Dead Body
06–15	Discarded Equipment
16–18	Strange Tool
19–25	Cryptic Scrawl
26–28	Map
29–35	Odd Sound
36–42	Dust Shower
43–45	Slippery Floor
46–60	1d6+1 orcs
61–70	1d6+1 hobgoblins
71–75	1d3 ghouls
76–80	1 cockatrice
81–85	1 grick
86–90	1 shadow
91–95	1d3 ogres
96–00	1 giant spider (6ft diameter)

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Discarded Equipment: Roll on the following chart to see what the characters stumble across:

1–2: Backpack with some old adventuring supplies (coil of rope, broken lantern, some spoiled rations, torn waterskin, etc.).

3–4: Broken short sword.

5: Six climbing pitons and 12ft of rope.

6: Flask of *holy water*.

7: A necklace of teeth (human).

8: A small pouch with 4 bow strings.

9: A pair of gauntlets.

10: A cracked hand mirror.

Dust Shower: The ancient walls suddenly let loose a shower of dust. The characters must make a save or go on a 1 round coughing/ sneezing jag. Should the characters begin sneezing and coughing, roll once more on the encounter chart, ignoring rolls of less than 46, and adding +5 for each afflicted character. While afflicted, the characters are –1 on all to hit, damage, and save rolls.

Map: Either on a discarded piece of paper or on the wall itself, it depicts a few nearby chambers. The Referee should sketch out a quick map of any area he wishes.

Monster: All creatures are assumed to be hostile and attack without hesitation.

Bugbear (1d2): HD 3+1; AC 5[14]; Atk morningstar (1d8+1) or javelin (1d6+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents, 50% chance.

Equipment: leather armor, shield, morningstar, 3 javelins, pouch, 2d12gp.

Cockatrice: HD 5; HP 33; AC 6[13]; Atk bite (1d6 plus turn to stone); **Move** 6 (fly 18); **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** bite turns to stone.

Ghouls (1d3): HD 2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immune to sleep and *charm*, touch causes paralysis for 3d6 turns upon failed save.

Giant Bat: HD 4; AC 7[12]; Atk bite (1d10); **Move** 4 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** it is diseased.

Giant Rats (1d6): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1 is diseased.

Giant Spider (6ft diameter): HD 4+2; HP 26; AC 4[15]; Atk bite (2d4 plus poison); **Move** 3 (web 12); **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** lethal poison; webs (save to avoid becoming stuck).

Gnolls (1d3): HD 2; AC 5[14] or 6[13]; Atk battleaxe (1d8) or shortbow x2 (1d6); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none;

Equipment: ring mail, shield, battleaxe, shortbow, 10 arrows, 2d4gp.

Goblins (2d4): HD 1d6hp; AC 6[13]; Atk short sword (1d6) or javelin (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Equipment: leather armor, shield, short sword, 2 javelins, 3d6sp.

Grick: HD 2; HP 11; AC 4[15]; Atk 4 tentacles (1d3), beak (1d2); **Move** 6; **Save** 16; **AL** N; **CL/XP** 4/120; **Special:** immune to blunt weapons. (**Monstrosities** 230)

Hobgoblin (1d6+1): HD 1+1; AC 5[14]; Atk longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, shield, longsword, belt pouch with 25sp.

Ogres (1d3): HD 4+1; AC 5[14]; Atk huge club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: hides, huge club, belt pouch with 3d10gp.

Shadow: HD 2+2; HP 10; AC 7[12]; Atk touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength, +1 or better weapon to hit.

Shocker Lizards (1d4): HD 1d6hp; AC 6[13]; Atk bite (1d3 plus shock); **Move** 6; **Save** 18; **AL** N; **CL/XP** 1/15; **Special:** electric shock (save or stunned for 1d3 rounds; if hit by multiple in a round then save or die). (**Monstrosities** 421)

Odd Sound: A screech, howl, hoot, growl, grumble, bark, or anything else the Referee can dream up.

Slippery Floor: A 10ft by 10ft area of the floor is coated in an odd, oily substance (save or fall prone to the floor). Mark this area on your map.

Strange Tool: The party finds an odd tool, not much larger than a screwdriver. Made of a durable metal, its purpose is unclear.

Keyed Locations

Area 2-1: Stairs to Level 1

The winding stairs from **Area 1-26** terminate in a 10ft wide passage that stretches to the east and turns to the south where it ends abruptly in what is obviously the back of a secret door. Long ago, this was a Barakus nobleman's private exit.

Area 2-2: Goblin Kings

Unbeknownst to its current occupants it, this chamber was once the living quarters of Barakus Royalty. Though badly chipped and peeling, the walls are still coated in purple paint — the color of Barakus nobility. The two small alcoves in the north each contain a dozen cubbyhole-like niches wherein can still be found, amid the dust and cobwebs accumulated there, small shards of broken pottery.

A gang of 4 **goblin** thugs and their leader **Breggit**, have made this their home. They do not appreciate intruders.

Goblins (4): HD 1d6hp; HP 3x2, 4, 2, 5; AC 6[13]; Atk short sword (1d6) or javelin (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** –1 to hit in sunlight.

Equipment: leather armor, shield, short sword, 2 javelins, 3d6sp.

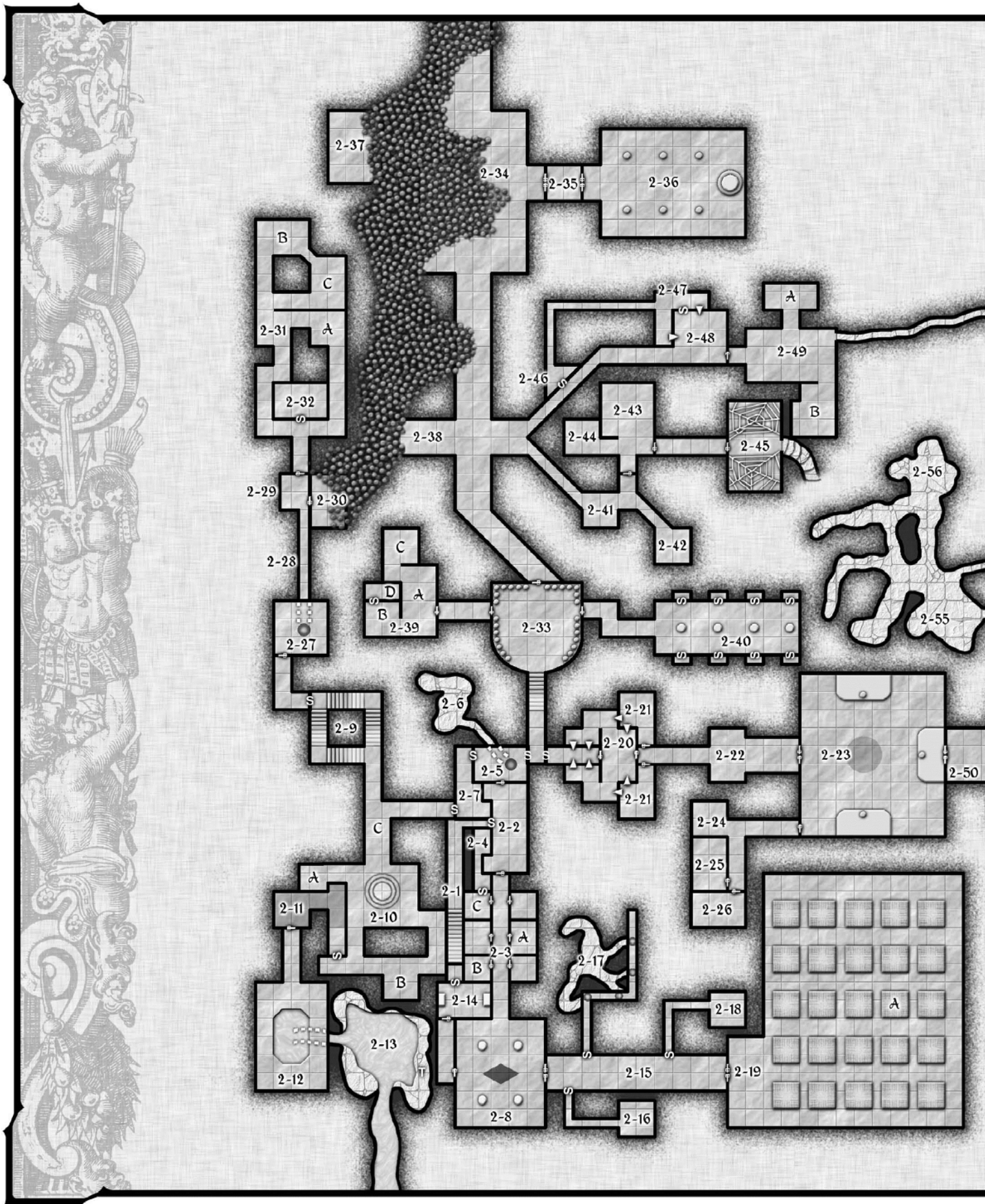
Breggit, Goblin Leader: HD 1; HP 6; AC 5[14]; Atk short sword (1d6) or light crossbow (1d4+1); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 to hit in sunlight.

Equipment: ring armor, shield, short sword, light crossbow, 12 bolts.

Treasure: A sack in the northeast alcove contains 200cp, 45sp, three vials of holy water and a silver bracelet with the word “*Grezzo*” inscribed on it worth 15gp.

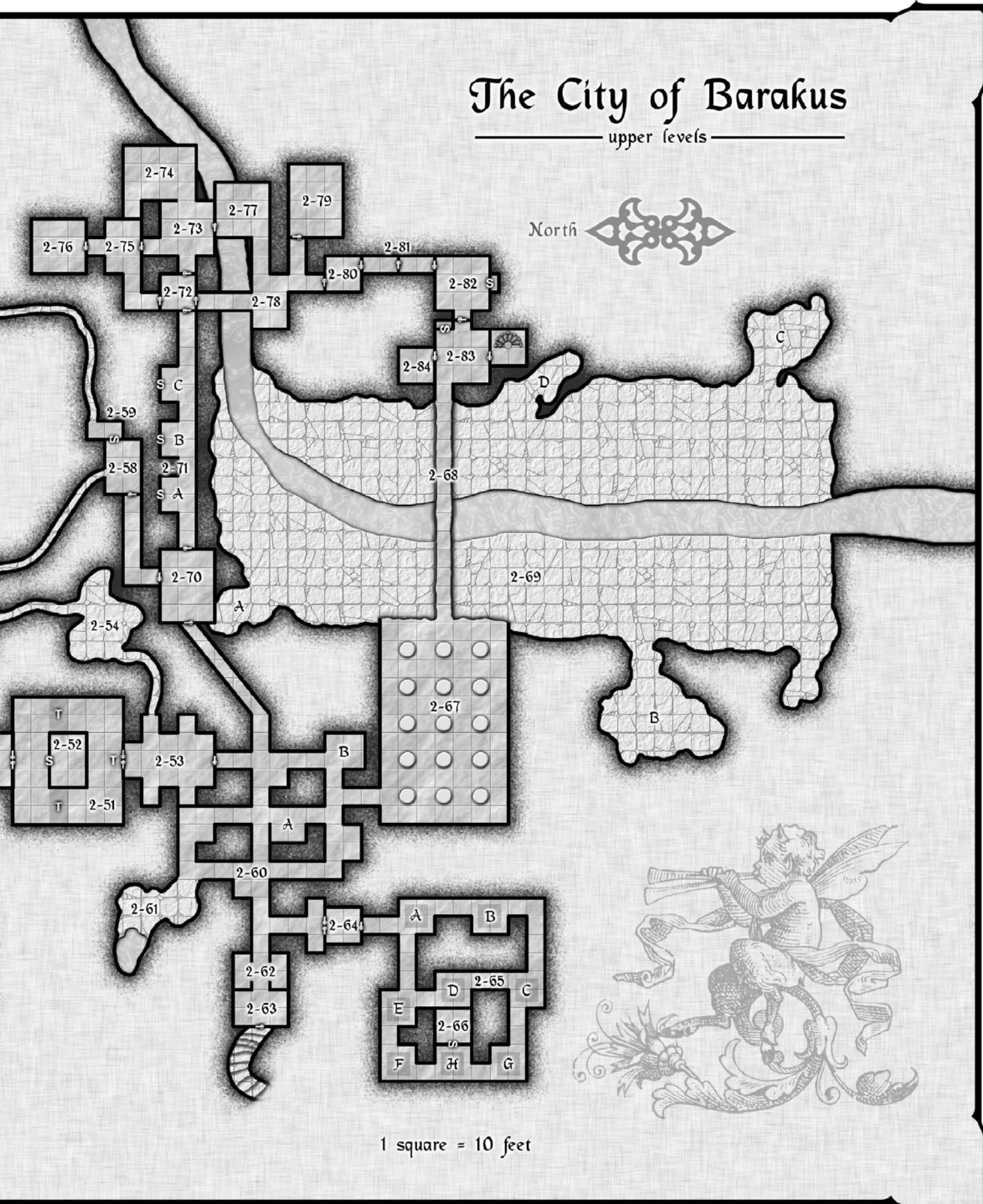
Development: Breggit is an enemy of Grezzo (see **Area 2-23**). If the characters can somehow determine this and prove to Grezzo they have slain Breggit, Grezzo might be willing to treat them as temporary allies. The goblins are aware of the secret door in the north, but choose not to use it, as they are fearful of the mist demon living above.

THE LOST CITY OF BARAKUS



The City of Barakus

upper levels



1 square = 10 feet

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Area 2-3: Workrooms

The 6 doors in this passage are all ajar. Each of the small chambers contains a solid stone work bench securely affixed to the wall facing the door. Above the table are small (three inch to 6in square) depressions that once held tiny tools. These chambers have recently become dumping grounds for the goblins living on this level, and as such are cluttered with their refuse. If a search is made of **Areas 2-3A** and **2-3B** some of the long-forgotten tools once used in this room can be discovered. Each instrument is made of wood and metal, finely crafted, and seems to be designed for small, intricate work. What they were used for, however, is impossible to tell.

A **giant scorpion** has recently crept into **Area 2-3C**. It lurks beneath the workbench behind a pile of garbage and attacks anyone who comes near.

Giant Scorpion: HD 6; HP 36; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 plus poison); Move 12; Save 11; AL N; CL/XP 7/600; **Special:** Lethal poison sting. (*Monstrosities* 411)

Area 2-4: Forgotten Hiding Place

This crawl space once served as a secret storage area. The narrow east-west tunnel leads to a 5ft high chamber piled with the following contents: two barrels of spoiled wine; a sack of what may have once been cheese but is now just mold; some inedible dried meats; a wooden crate containing 40 arrows; a crate with fifteen pairs of worn boots; and three winter capes, still in good condition, rolled into balls and piled in a corner. Sewn into the lining of one cape is a pearl worth 25gp.

Area 2-5: Sinkhole Room

In the middle of this otherwise empty room is a four foot-wide sinkhole. The sinkhole drops 5ft to a rough, narrow passage in the earth. The sinkhole, tunnel, and **Area 2-6** are the product of a worm that burrowed through here years ago. If the party is very noisy while exploring this area, the giant weasel from **Area 2-6** pops his head out of the sinkhole and attacks the nearest opponent.

Area 2-6: Giant Weasel Lair

The passage running north out of this low (4ft high) cave is entirely blocked by an impenetrable cave-in. Because of the ceiling height, bipedal man-sized creatures must stoop, suffering a -1 penalty to all attack rolls while within this cave. What's more, anyone fighting with a 2-handed weapon suffers an *additional* -1 penalty to attack rolls. A **giant weasel** has made this cave his home, and he defends it to the death.

Giant Weasel: HD 3+3; HP 16; AC 6[13]; Atk bite (2d6 plus blood drain); Move 15; Save 14; AL N; CL/XP 4/120; **Special:** blood drain (upon hit clamps for 2d6 points of damage per round). (*Monstrosities* 506)

Area 2-7: Secret Storage

This secret storage space has long gone unused. Currently, its only contents are four moldy, stuffed black bears in various poses of attack. If seen in lamplight, however, they could easily be momentarily mistaken as a threat, and the characters who are apt to do so should be permitted to waste spells or arrows on these harmless experiments in taxidermy.

Treasure: Stuffed into the mouth of one of the bears is a folded *scroll of cure disease*.

Area 2-8: Head Room

Four massive carved stone heads dominate this chamber. Each head is

4ft in diameter and over 6ft tall and depicts a human-looking face, probably male, though the visage is abstract enough to be more or less androgynous. A red diamond has been painted on the center of the floor.

Though it requires a stupendous feat of strength to do so the heads can be rotated. Currently all the heads face east. If, with a successful open door check at +1 for each head, they are all rotated to face one another (i.e. towards the closest side of the diamond), the diamond begins to glow red. One round later, any creature standing in the diamond receives a +2 bonus to saves for the next six hours. The diamond only glows for three rounds, and only grants this boon once every 24 hours. To reactivate the hexagon, each head must be turned again to face east then rotated back to center. The pentagon can hold up to six man-sized creatures. **Note:** up to three characters may assist another in turning the heads.

Area 2-9: Doors and Stairs

The four sets of stairs in these connected passages each descends 10ft to a 10ft square landing. The ceiling, however, does not follow the slope of the stairs. Thus, the ceiling is 10ft high in the southwest landing, 20ft high in the northwest and southeast landings, and 30ft high in the northeast landing. The secret door in the northeast landing is normal in all respects except that it *begins* 20ft above the landing floor. Thus, anyone attempting to find it must have their hands free while searching to successfully locate this door.

A flock of 4 **stirges** roosts in the rafters of the northernmost passage. Due to low foot traffic, these creatures are particularly hungry, and they swoop down and attack anyone passing underneath them.

Stirges (4): HD 1+1; HP 7, 4, 3, 5; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4/round), +2 attack bonus.

Area 2-10: The Home of Vladoff the Mad

This oddly shaped, high-ceilinged (25ft) chamber is lit by several torches in wall sconces. The walls are adorned with frayed and dusty tapestries depicting pastoral scenes bathed in sunlight. The floor is filled with unusual debris: broken pieces of ruined idols, chairs with no legs, piles of greasy rags, suits of armor laid out carefully on the floor like fallen bodies; bags of full of broken bow strings; helmets filled with mud.

In the center of the room is a 15ft tall, three tiered, circular ziggurat. Standing atop the ziggurat is **Vladoff**, an insane fallen paladin.

One year ago, a group of adventurers ventured down into Barakus. With them was a valiant paladin: Vladoff the Stern. Not long into their exploration they defeated a fierce hobgoblin that wore a pair of magical bracers. In a moment of rare carelessness, Vladoff immediately put them on, only to learn, too late, of their terrible power. Though they greatly increased his strength and durability, they also caused him to lose his mind entirely. In a fit of delusional paranoia, he slew his other party members and retreated to this chamber with their corpses. He lives here now, alone with the voices in his head that tell him to kill, kill, and kill again. He has obeyed this command with astounding diligence, and many of the other occupants of his level have learned to make themselves scarce when they hear the ravings of this fallen paladin.

Vladoff the Fallen (Ftr4): HP 24; AC 2[17]; Atk two-handed sword (1d10+3) or longbow x2 (1d6+3); Move 12; Save 11; AL C; CL/XP 5/240; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +3 damage bonus for high strength.

Equipment: *Arlcon's bracers of insanity*, two-handed sword, longbow, 30 arrows.

Description: Vladoff was quite charming in his prime but the curse has caused him to let his looks go a bit of late. With his face smeared in dried blood, a bushy beard streaked with dried saliva, long matted hair, and

crazed, bug eyes, he doesn't turn heads like he used to.

Arlcon's Bracers of Insanity

These arm bands, forged by the evil magic-user Arlcon centuries ago to torment his nemesis, Jazard the Bold, act as *bracers of defense* AC 2[17] and grant the wearer the following bonuses: +4 strength and constitution. It also lowers the wearer's wisdom by -8 (to a minimum of 3). Once the bracers are donned, the wearer immediately goes insane, attacking anyone and anything in sight (no save). Only a *remove curse* allows the victim to remove the bracers.

Tactics: Once the party reaches the spot marked "C" on the map, they begin to hear Valdoff's ravings, which go something like this: "Oh, forgive them, Freya, they are all lost. Take them to your breast and forgive them!" If the party approaches to within 30ft of the ziggurat, Vladoff begins firing arrows at the nearest character, all the while imploring Freya to forgive trespassers, demons, the eaters of other people's brains, and whatever else comes into his long-rotted mind. Once the party reaches the base of the ziggurat, he drops the bow, draws his sword and dashes to the threshold of **Area 2-10A**, screaming, "You can't have them! They were innocent! Leave them be." He then fights to the death with his two-handed sword, determined not to let the party enter **Area 2-10A**.

If the party flees, he pursues them as far south as **Area 2-5** but no further north than **Area 2-9** (assuming the characters have somehow learned about the secret door there and can access it quickly). **Areas 2-10A** and **2-10B** contain the **Treasure**.

Development: If the characters are somehow able to subdue Vladoff and think to remove the bracers, upon awakening the madman is no longer mad. He is, however, quite confused, and, upon learning of his heinous recent history, nearly suicidal with grief. The fallen paladin is now badly in need of atonement at the nearest temple of Freya, and begs the party to aid him to this end, "lest he hurl himself upon his sword." If the party is successful in freeing Vladoff from his curse, award them 1.5 times the XP they would have received for slaying this poor fellow.

Area 2-10A: Memorial

Vladoff keeps the bodies of his three slain comrades here. Arranged against the north, west, and east walls are the still-dressed skeletal remains of Agetha, a female magic-user in a rotted robe, Pombi, a dwarven cleric in chain mail, and Frist, a human ranger in tattered leather armor. Vladoff has laid their belongings at their feet. These include: a dagger, two light crossbows, a short bow, a longsword, a heavy mace, and a shield.

Area 2-10B: Relics of the Past

Once cursed, Valdoff stripped himself of all unnecessary worldly goods and dumped them here. Piled about this area are a suit of plate mail, two winter cloaks, a pair of winter boots, 4 vials of holy water, 5 torches, and a gold pendant depicting the goddess Freya (worth 45gp).

Area 2-11: Asgaroth's Children

Lying just beyond the secret door from **Area 2-10** at the spot marked "X" on the map are the decomposed, skeletal remains of what was once a hobgoblin. The passage and chamber beyond the secret door are unlit.

Years ago, Asgaroth, the evil cleric described in **Area I** in the Wilderness, discovered **Area 2-12** and placed special guards here to protect it. Using a ritual similar to that in **Area I2**, he placed several totems in this area which enacted a permanent *animate dead* spell that is recast on the area once per week. Thus, anyone slain within the shaded area comes back to life as a zombie (or, in the case of the hobgoblin, should he be moved, a skeleton)



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and like the creatures that slew him, is charged with guarding the chamber against intruders. A number of curious souls have met their end here, and at the moment there are **5 zombies** standing around the chamber: 2 humans, 1 orc, 1 dwarf, and 1 drow.

Zombies (5): HD 2; HP 10, 8, 11, 9x2; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep, charm, and hold.

Tactics: The zombies attack as soon as intruders turn the corner south of the chamber. They do not pursue beyond the secret door, choosing instead to return to the room.

Development: If the slain zombies are left in the shaded area their bodies are animated again in 2d6 rounds. The only way to prevent this is to destroy the bodies with fire or acid, drag the carcasses out of the shaded area, or destroy or remove the totems. Each totem has 20 hp. Pulling the totems from the floor, however, requires an Open Door check.

Area 2-12: The Unholy Pool

The walls of this chamber are painted a pale blue and have been inscribed in Demonic script. In the center of the floor is a 30ft deep pool filled with cool and brackish saltwater surrounded by three low stone benches.

At the bottom of the pool, on the southern wall, is a 3ft square grate through which the pool is fed water. The grate leads to a channel that leads to the body of water in **Area 2-13**. Removing the grate requires a successful Open Door check. Once the grate is removed characters may swim through the channel to **Area 2-13**. However, much movement here attracts the attention of the barracuda in **Area 2-13** who swim forward and attack.

The writing on the walls describe a ceremony whereby a cleric of a Chaotic deity may turn the waters of the pool *unholy*. Unholy water has the adverse effect of holy water: it heals undead, and damages paladins and Lawful clerics as per holy water.

Area 2-13: Water Cave

This cave is dominated by a 30ft deep body of water fed from a stream that flows to the bay. Not much headroom exists between the water's surface and the cave's ceiling: only 3ft in the center of the cave, and 2ft at its edges. The banks of the water are made of loose dirt and are quite muddy.

A **6 barracuda** have made this area their home. Always quick to defend their territory, they attack intruders without fear or hesitation.

Barracuda (6): HD 1; HP 5x2, 4, 7, 3x2; AC 6[13]; Atk bite (1d8); Move 0 (swim 24); Save 17; AL N; CL/XP 1/15; **Special:** none. (**Monstrosities** 31)

Treasure: Hidden in the mud at the spot marked "T" on the map is a *+1 staff* and a gold ring with a sapphire inset worth 100gp.

Development: Characters wishing to swim the 5-mile channel to the Oldrock River may do so, but they must possess means to breathe underwater.

Area 2-14: Small Church

Though it is unclear from its present state, this chamber was once a small chapel to a long-forgotten god. Against the north and south walls are small, four foot-high daises upon which is written in Arthemian, "*Low and Behold the Might of the Master.*" Sometime ago, however, this room was the scene of a horrific execution, and the headless skeletal bodies of the victims (6 in all) are still splayed about the chamber's floor. The walls and ceiling are smeared with dried blood.

The secret chamber in the east contains the **Treasure**.

Treasure: Hung on the wall in the secret chamber is the *executioner's blade* (see **Sidebox**).

The Executioner's Blade

This is a *+2 battleaxe* with a terrible curse. Anyone wielding this axe in combat immediately begins hearing the baleful cries for mercy of its many victims. These wails continue even after the combat has ended and for a certain duration thereafter. If the blade is used to kill only once, the cries subside after three days; if the axe is used twice, the cries do not subside for three weeks; and if the blade is used three times, the cries do not subside for an entire year. Anyone hearing the cries is unable to sleep, rest, or memorize or pray for spells, and loses 2d6 points of damage per day from sleep deprivation. Only a *remove curse* spell removes the curse, and then only if the axe is never wielded again.

Area 2-15: Hall of Mirrors

Spaced every 10ft along this long, 20ft wide corridor are two facing panes of highly polished metal plates. The polish is good enough to give off a dull, if somewhat warped, reflection.

There are **three secret doors**, each located behind the mirrors. The doors and their adjoining passageways are the same dimension as the mirrors (3ft high and 2ft wide), and start 2ft off the ground.

Area 2-16: Small Crypt

The narrow crawl space opens up into a low chamber (3ft high). Halfling-sized creatures may move about normally here, but man-sized creatures must crouch or crawl in this space, incurring a *-2* penalty to attack rolls. In the center of the floor is a 2ft wide, 7ft long pane of very thick glass, beneath which can be seen the preserved body of a man in purple robes holding a bejeweled longsword across his chest. With a successful secret door check, a character may notice a fine mist swirling about the body.

The only way to access this unusual sarcophagus is to shatter the glass, which is extremely thick and resilient (hp 30). Once broken, however, the noxious gas surrounding the body is released, affecting everyone in the chamber with a quick death upon saving throw failure. However, if the mist is noticed and cover precautions are taken, a save bonus of *+2* is allowed.

Treasure: The bejeweled sword, if pulled from the corpse's death grip, is a *+1 longsword* with 900gp of gems in its pommel.

Area 2-17: Visitors From Above

This crawl space winds east and eventually ends at an impassable cave-in. Those traveling through it suffer the same penalties described in **Area 2-16**. What's more, fighting with one-handed weapons incurs an *additional -2* penalty to all attack rolls, and two-handed weapons cannot be used at all.

There are three small openings in the ceiling of this passageway. Unless the players specifically state they are examining the ceiling, these openings are unnoticed. The openings lead to the lair of **4 giant centipedes (small, lethal)**.

The small cave above the passage is only 2ft high, and quite impossible for man-sized character to fight in. A halfling character could fight here, though he would incur *-2* penalty to attack rolls.

Giant Centipede (small, lethal) (4): HD 1d2 hp; HP 1x2, 2x2; AC 9[10]; Atk bite (0 plus poison); Move 13; Save 18; AL N; CL/XP 1/15; **Special:** poison bite (+4 save or die).

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Tactics: If possible, the centipedes wait until the party fills the passage beneath before dropping down from all four holes simultaneously. If only one character investigates the passage, then the centipedes gladly gang up on him. If anyone attempts to investigate the openings, the centipedes attack immediately.

Treasure: The centipedes' cave is scattered with the remains of their various victims. In addition to bones, bits of rotted armor, and even a hunk of rotting flesh, tucked in the northeast corner is a gem pouch containing 50gp of silver nuggets.

Area 2-18: Empty Crypt

This room is similar to **Area 2-16** except that the glass of the sarcophagus has been shattered and the remains plundered. There is however, a secret compartment in the interior of the sarcophagus. The compartment is trapped with a blindness gas (–4 to attack rolls, no dexterity bonus) that lasts a day upon a failed save. Inside is a brass heart, about 10in from top to bottom. This is the *heart of darkness* (see **Area 15**, in the Wilderness chapter).

Area 2-19: Hall of Mausoleums

This enormous chamber contains 25 mausoleums. The mausoleums are made of stone with abstract, ornamental carvings along their doorways, and contain only an empty sarcophagus — these crypts were all plundered long ago. Currently, a **ghast**, drawn to this place for its feel of death, haunts this chamber. Making full use of the mausoleums, the ghast waits for the proper moment to spring out and surprise the party. As they approach the mausoleum marked “A,” the characters can see a narrow metal spiral staircase that ascends to the ceiling of this cave. This leads to **Area 1-36**, above.

Ghast: HD 4; HP 20; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** immune to sleep and charm, paralyzing touch (save or become immobile for 3d6 turns), stench (save or –2 on attack rolls). (*Monstrosities* 189)

Treasure: The ghast keeps the loot plundered from his victims in the mausoleum marked “T”. Piled in one corner is a set of leather armor, a short sword, and a backpack containing two weeks' worth of spoiled rations, a vial of holy water, a set of thieves tools, 50ft of hemp rope, a grappling hook, and a small wooden box containing 25gp and a *potion of healing*.

Area 2-20: Goblin Lookout

Both doors to this room can be barred from their southern sides to keep intruders from reaching **Areas 2-20** and **2-22**. The chamber contains a small wooden table, four small stools, and a wooden box with 30 arrows. The northern alcoves each of have two arrow slits that provide 90% cover to anyone firing out of them into the corridor to the north.

This area is manned at all times by **4 goblins**.

Goblins (4): HD 1d6hp; HP 5, 3x2, 4; AC 6[13]; Atk short sword (1d6) or short bow x2 (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** –1 to hit in sunlight.

Equipment: leather armor, shield, short sword, short bow, 20 arrows, 3d6sp.

Tactics: The northern door is left ajar so the goblins can hear anyone approaching from the north. Should they hear anything (like the door just north of them opening), they immediately close and bolt the northern door and run to the arrow slits in the northern alcoves. From here they determine if the intruders are a threat. If the goblin guards determine the characters are a threat, they begin firing at them through the arrow slits. If

the party appears to be making headway with the door, the goblins retreat to **Area 2-21**, bolting the southern door to **Area 2-20** behind them as they go. If the northern door to **Area 2-20** is breached the goblins fire on the characters from the arrow slits in **Areas 2-21**. If it appears the characters are going to break down the southern door, the goblins, if possible, send four of their numbers to hold off the intruders while the rest head south for reinforcements.

Area 2-21: Guard Rooms

These chambers each contain a small table with two stools. There are two arrow slits in the northern part of each chamber that provides 90% cover (no melee attack, –6 attack penalty with missiles) for anyone firing into **Area 2-20**. Each room contains **2 goblins**.

Goblins (2): HD 1d6hp; HP 5, 3; AC 6[13]; Atk short sword (1d6) or short bow x2 (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** –1 to hit in sunlight.

Equipment: leather armor, shield, short sword, short bow, 20 arrows, 3d6sp.

Tactics: The goblins in this room respond to instructions from the goblins in **Area 2-20**. However, should intruders reach **Area 2-20** and a combat ensues there, one goblin remains in each chamber to fire on the party while the other two race to **Area 2-22** for reinforcements.

Area 2-22: Goblin Guard Post

Four goblins stand guard, listening for trouble in **Area 2-20**. If attacked, three of the goblins remain to hold off the intruders, while one runs to **Area 2-23** for reinforcements. If the goblins in **Areas 2-20** and **2-21** are trying to hold off the party in the passage to the north, these goblins run to assist their brethren there.

Goblins (4): HD 1d6hp; HP 5, 3x2, 4; AC 6[13]; Atk short sword (1d6) or short bow x2 (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** –1 to hit in sunlight.

Equipment: leather armor, shield, short sword, short bow, 20 arrows, 3d6sp.

Area 2-23: The Hall of Power

This great hall is truly an inspiring sight. The ceiling stretches 30ft into the air, and the walls are painted with swirls of red and purple. On the west, south, and east walls are large, 4ft high stone daises upon which are 8ft high silver metal posts topped by a black sphere about 9 inches in diameter. Each metal post has a small geometrically shaped depression of different shape about six inches from its base: the western post has a triangle indentation; the southern post has a rectangular indentation; and the eastern post has a circular indentation. In the center of the floor is a large, circular red metal plate. There is a sword-shaped depression in its center, exactly the size of a two-handed sword.

There is a long inscription along the northern wall written in Arthemian. Dust and soot cover all the walls, however, and the lettering has been obscured by filth. The inscription says the following:

*“Take that which is not there
Follow the warm way
Say thee the prayer
And the sword is yours”*

This refers to **Level 4A** and is the only clue to navigating that very difficult level.

If the party possesses all three flames they may activate the *sword of Kell* in this great hall. At the moment, however, this area is home to **25**

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goblins and their **shaman leader, Grezzo**. The place is piled with their belongings: dozens of dull or broken swords, bedrolls, pieces of armor, feces, pools of urine, bones, and so on. This filthy mob lounges about, fighting, arguing, and generally making a mess.

Goblins (25): HD 1d6hp; AC 6[13]; Atk short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight;

Equipment: leather armor, shield, short sword, 2 javelins, 3d6sp.

Grezzo, Goblin Shaman of Orcus (Clr4): HP 16; AC 4[15]; Atk +1 heavy mace (1d6+1) or light crossbow (1d4+1); Move 9; Save 12; AL C; CL/XP 5/240; **Special:** -1 to hit in sunlight, spells (2/1).

Spells: 1st—*cause light wounds, protection from good*; 2nd—*silence, 15ft radius*.

Equipment: chain mail, shield, +1 heavy mace, light crossbow, 15 bolts, *potion of extra-healing, scroll of hold person*.

Tactics: The goblins are not in a state of readiness. Assume it takes a total of five rounds for all 25 goblins to find their weapons and get ready for combat — five goblins the 1st round, 10 the second, and so on. Once ready for combat, Grezzo urges them to swarm their opponents, which they gladly do as long as he is standing. They make full use of their numbers, charging past fighters to engage spellcasters and archers in melee.

If possible Grezzo casts the following spells before entering combat: *silence, 15ft radius* and *protection from good*. He prefers to hurl *hold person* from his scroll and then attack with his light crossbow. He then casts *cause light wounds* before wading into melee.

Treasure: Lying forgotten amid the considerable trash cluttering the

floor are two large gold hoop earrings worth 50gp each. In the north corner is a spyglass.

Area 2-24: Gamers

Six goblins are engaged in a knife throwing contest, attempting to hit a piece of wood with a red circle painted on it leaning against the northern wall of this otherwise empty room. If they hear prolonged combat in Area 2-23 (more than five rounds), they go to investigate. Otherwise they remain here, enjoying their game.

Goblins (6): HD 1d6hp; HP 5x3, 4x2, 3; AC 6[13]; Atk short sword (1d6) or throwing dagger (1d4); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, shield, short sword, throwing dagger, 3d6sp.

Treasure: The winnings for the game is piled in the northwest corner and consists of 48cp and 79sp.

Area 2-25: Grezzo's Chamber

The walls of this chamber have been painted with crude images of Orcus ruling over his minions and defiling the good. Against the western wall is a small wooden bed and an iron side table upon which is a shrunken human head. There is also a small writing table and chair against the eastern wall. On the table are four sheets of vellum and a quill pen and ink.

Beneath the bed is an unlocked wooden chest trapped with a poison needle containing the **Treasure**.

Treasure: Within the chest is a gold picture frame worth 75gp, a string of pearls (200gp), six silver rings (15gp each), and 12 pairs of silver earrings (10gp each pair).

Area 2-26: Kissel's Chamber

A small cot stands against the west wall, beside which is an overturned barrel and a trunk. This is Kissel's chamber (see Area 2-34). There is nothing much of interest here, although the trunk contains 3 daggers and Kissel's spellbook.

Kissel's Spellbook: 1st—*charm person, light, magic missile, protection from good, read magic, shield*.

Area 2-27: Well Room

Standing in the center of this room is a stone well. Several rusted metal pails, a rusted pickaxe, and three broken clubs lay in one corner. The shaft of the well descends 30ft and can be climbed with a thief's successful Climb check. There is 7ft of standing water at the bottom of well, sunken in which is a simple brass key that opens the top lock to the door in Area 1-24f. There is also a secret door 12ft up on the eastern wall of the well shaft.

Area 2-28: Collapsed Tunnel

This narrow tunnel is filled with crumbled rocks and stones. Anyone attempting to move faster than half their movement rate must succeed a save or fall, suffering 1d4 damage from the sharp rocks littering the floor. Currently, 6 giant rats are hidden amid the debris. They spring out and attack once the characters are near.

Giant Rats (6): HD 1d4hp; HP 2x2, 4x2, 1, 3; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 2 are diseased.



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Area 2-29: Empty Room

Like the passage west of it, the floor of this room is littered with chunks of broken rocks. Both doors are jammed shut. Otherwise, the room is empty.

Area 2-30: Collapsed Room

The southern half of this room has collapsed and is completely impassable.

Area 2-31: The Haunted Halls

These chambers and halls were once a sanctuary of some kind. Empty sconces line the walls, and dust and cobwebs collect in every corner. Basil, a **strangling ghost**, haunts these halls. He flies out of his lair in **Area 2-32** as soon as he senses anything living violating his sanctum.

Basil, Strangling Ghost: HD 5; HP 20; AC 0[19]; Atk strangle (see below); Move 0 (fly 12); Save 12; AL C; CL/XP 7/600; **Special:** magic resistance (50%), silver or magic weapon required to hit, strangulation (upon hit, save or die in 1d4+1 rounds). (**Monstrosities** 190)

Area A: Scattered about this area are numerous broken chests, trunks, and coffers. They are all empty.

Area B: This area is littered with chunks of broken stone tablets. All the tablets are inscribed with Arthemian runes. With a combination of *read magic* and *read languages*, a magic-user could assemble the various pieces into pages of a spell book containing the spell *confusion*.

Area C: Shattered glass covers the floor of this area.

Tactics: Basil is interested in killing any intruders that enter **Area 2-31**. He materializes out of thin air to surprise the party and then attempts to strangle the nearest spellcaster. If the party flees, he does not follow.

Area 2-32: Basil's Lair

Basil prefers his small, tidy sanctuary to the mess in **Area 2-31**. This chamber contains only a locked trapped chest, and three tapestries depicting a tall tower against a night sky, a boat on a stormy ocean, and a horse grazing in a field. The tapestries have no particular meaning; Basil just likes how they look.

Upon opening the chest, 3 *magic missiles* (1d4+1) form and randomly strike characters within the room. A thief can detect that something is amiss but cannot disarm. If *detect magic* is used to find the specific aura and *dispel magic* is cast versus 5th level, the trap can be disarmed.

Treasure: Within the chest are a bronze statue of a goat worth 65gp, three gold bracelets worth 15gp each, a set of sculptor's tools, a *scroll of sleep*, and a *ring of invisibility*. Beside the chest on the floor are a light crossbow and a quiver of 20 silver bolts.

Area 2-33: Kings and Queens

The north, south, and east walls of this chamber are lined with life-size statues of kings (northern area of the chamber) and queens (southern part of the chamber) facing one another. The statues, 40 in all, are in a sorry state: some have been broken in half, others are missing arms, noses, or heads. There is nothing particularly magical or interesting about these statues, though a close examination of the lettering (in Arthemian) at the base of each statue might reveal that each king is facing his queen, and vice versa.

The eastern door is ajar, and the northern and southern doors are closed.

Area 2-34: The Great Hall

This huge chamber has thirty foot-high ceilings. The most startling characteristic, at the moment, however, is the massive cave-in blocking

the north and eastern parts of the room. Both these cave-ins are basically impassable. The debris in the east blocks a one mile-long tunnel that used to exit out the eastern side of the hill but since its collapse has been subsumed into the earth. That entrance simply no longer exists. With much work (20 man hours), the debris in the north can be tunneled through and **Area 2-37** accessed.

At the moment, **Kissel**, a goblin witch-doctor, and her 6 **goblin** assistants are vainly trying to dig their way through the debris in the north. This was Gezzo's plan, not Kissel's, and both the wizard and her henchmen are not particularly interested in the assignment. One of the goblins stands guard at the western entrance to the chamber.

Goblins (6): HD 1d6hp; HP 4x3, 3x2, 5; AC 6[13]; Atk short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight;

Equipment: leather armor, shield, short sword, 2 javelins, 3d6sp.

Kissel, Goblin Witch-Doctor (MU2): HP 6; AC 9[10]; Atk dagger (1d4) or light crossbow (1d4+1); Move 9; Save 14; AL C; CL/XP 2/30; **Special:** -1 to hit in sunlight; spells (2).

Spells: 1st—*charm person*, *shield*.

Equipment: dagger, light crossbow, 10 bolts, *scroll of magic missile*, *scroll of protection from good*, pouch, 15gp.

Tactics: If intruded upon, Kissel sends the goblin warriors forward to engage the party in melee while she stands back and casts spells, preferring to cast *shield* first then *charm person* first at the strongest looking fighter. She is not in the least bit opposed to using her two scrolls and does so at the first sign of trouble. Finally, Kissel uses her crossbow once her spells are depleted.

Area 2-35: Iron Doors

Both these huge, iron double doors are locked and trapped. Upon touch of either iron door, a 5d6 *lightning bolt*, 10ft wide and 30ft long is fired northward. The trap resets itself automatically 1 round after being sprung.

Area 2-36: The Arm of Gromm

Six thick stone pillars line this massive hall, whose ceiling stretches 20ft into the air and whose walls are painted with images of churning clouds above a deserted battlefield. At the far end of the hall stands a 15ft tall tapered cone, with a set of narrow stairs ascending its steep northern face and atop which can be seen a beautifully crafted mace. Flanking the tower, dressed in red ceremonial robes, are 2 **flesh golems**, who move forward and attack as soon as intruders enter this sacred chamber (although see below).

Flesh Golems (2): HD 8; HP 40 each; AC 9[10]; Atk 2 fists (2d8); Move 8; Save 8; AL N; CL/XP 12/2000; **Special:** healed by lightning, immune to most spells, +1 or better weapon to hit, slowed by fire and cold.

Tactics: The flesh golems were put here centuries ago to guard the *arm of Gromm* (see **Sidebox**). They are, of course, far too powerful for a party of low-level adventurers. If the players are smart, they have plenty of time to close the doors to this chamber and run (the golems do not pursue anyone outside of this chamber unless they have taken the *arm of Gromm*). If the party attempts to sneak the mace out, it acts like a homing beacon and the golems pursue it relentlessly, never resting, across hill and field, through hamlets and cities, until they are killed or the mace is returned.

Only someone wearing the *heart of Gromm* (see **Area 3B-12**), is allowed to pass the golems and retrieve the *arm of Gromm*.

Treasure: Lying at the top of the cone tower is the *arm of Gromm*.

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The Arm of Gromm

This +2 *heavy mace* is rumored to have been crafted by a mighty thunder god to strike down his foes. The mace deals an additional 1d6 lightning damage to undead creatures. In addition, once per day the wielder may cast a 5d6 *lightning bolt*.

sword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and *charm*.

Treasure: Each secret chamber contains a small “grave”, actually a six foot-long, two foot-wide, four foot-deep depression in the stone floor. The southwestern most grave has a secret compartment within which is a gold vase inscribed with dragons worth 120gp.

Area 2-41: Drow Guards

This area is guarded carefully by 2 **drow warriors**. One keeps an eye on the passage to the northeast at all times, and both listen carefully for any sounds in the wide east-west passage to the north.

Drow Warriors (Ftr2) (2): **HP** 8, 11; **AC** 4[15]; **Atk** +1 *longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 11 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness* 15ft radius, *faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 *chain mail*, drow cloak & boots (75% to surprise), +1 *longsword*, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Note about drow equipment: Any equipment exposed to sunlight quickly degrades and disintegrates into ruin.

Tactics: At the first sign of intruders, the drow fire their hand crossbows and then, if possible, cast *darkness* 15ft radius. Any enemies that emerge from the darkness will be lined with *faerie fire*. They then begin to call for reinforcements from **Areas 2-42** and **2-43**. The drow from **Area 2-42** arrives in 3 rounds, while the drow from **Area 2-43** arrive in 5 rounds.

Area 2-42: Refuse Room

A number of empty barrels and boxes litter this small chamber, as well as several sacks containing moldy flour. Presently, a **drow warrior** is poking through the junk in search of anything valuable.

Drow Warriors (Ftr2): **HP** 7; **AC** 4[15]; **Atk** +1 *longsword* (1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 11 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness* 15ft radius, *faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 *chain mail*, drow cloak & boots (75% to surprise), +1 *longsword*, hand-crossbow, 15 bolts coated in sleep poison (save at -4), 1d4 gp.

Area 2-43: Recon Team

A **group of drow**, led by two female drow, have been sent by Sizret to arrange a deal with the aranea in **Area 2-45**, and to trap this area against intruders. In addition to the team leaders, 2 drow warriors are also camped here, aiding in the trap setting. The western door is bolted shut. Both doors have been rigged with a sleep poison dart trap (1d3 points of damage; -4 on save). The drow have not had time yet to construct a bolt for the southern door. If one of the drow from **Areas 2-41** or **2-42** wishes to enter this chamber they must knock twice and say, “The Queen of Spiders has cast her web,” at which point one of the drow here unlocks the door and disarms the trap.

Karna, Drow Wizard (MU2): **HP** 6; **AC** 9[10]; **Atk** staff (1d6) or

Area 2-37: Burial Chamber

This area is choked with dust and dirt from the cave in. The northern and eastern walls are inscribed in Arthemin lettering giving general details on how to activate the power source. If the dust is cleaned from the walls and assuming the characters can read the script, the party can learn the following: All three “torches” must be lit simultaneously, after which the *sword of Kell* may be activated. The *sword of Kell* stays active as long as all three torches remain lit or until “he who will not die” is slain. The inscription also mentions a “terrible stone” that the sword might be used to destroy, but in so doing the sword would also be destroyed.

Area 2-38: Blocked Passage

This north-south corridor is completely blocked by a cave-in.

Area 2-39: Wight Lair

The door to this area is jammed shut with a chair (Open Doors +1 penalty). A **wight** has made these four small, connected chambers its home. This area had once been the home of some goblins, and their crude sayings are still scrawled on the walls. What’s more, broken and dilapidated small-sized furniture litters the place, as well as shards of broken pottery, glass, and bits of broken leather armor.

Wight: **HD** 3; **HP** 15; **AC** 5[14]; **Atk** claw (1 plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** hit only by silver or magic weapons, level drain.

Tactics: If the characters are able sneak into this area without making any noise, the wight can be found in either **Area A**, **B**, or **C**. If, on the other hand, the characters make noise trying to break the door down, the wight hides around the corner in **Area B**, and springs out at the party once they begin to investigate **Area A**.

Treasure: Searching through the rubble uncovers the following:

Area A: an intact ceramic mug engraved with images of unicorns worth 15gp.

Area B: Two daggers and a shield.

Area C: Two doses of antitoxin (effective against poisons in Barakus; imbiber is immune to poison while in Barakus).

In addition, **Area D** contains two cots against the eastern wall upon each of which is a human skeleton dressed in rotting robes. One skeleton still wears a gold ring with a large ruby worth 350gp.

Area 2-40: Crypt

This long chamber contains four massive stone pillars inscribed in Arthemin lettering. If able to decipher this writing, the characters soon learn that this area was a burial ground of some sort. They will probably learn this soon enough, however, as 8 **skeletons** are lurking in the small secret chambers. They burst from their hiding places and attack soon after the crypt has been entered.

Skeletons (8): **HD** 1; **HP** 7, 2, 1x3, 8, 3, 4; **AC** 8[11]; **Atk** short

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hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 12 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus, spells (2). (**Monstrosities** 146)

Spells: 1st—*charm person, magic missile*.

Equipment: drow cloak & boots (75% to surprise), staff, hand crossbow, 15 bolts coated in sleep poison (save at -4), spellbook. (**Monstrosities** 146)

Karna's spellbook contains: 1st—*charm person, detect magic, magic missile, read languages, shield*.

Faybon, Drow Rogue (Thf2): **HP** 6; **AC** 4[15]; **Atk** +1 short sword (1d6+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 12 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus, thieving skills. (**Monstrosities** 146)

Thieving Skills: Climb 86%, Tasks 20%, Hear 3 in 6, Hide 30%, Silent 35%, Locks 15%.

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 short sword, hand crossbow, 15 bolts coated in sleep poison (save at -4).

Drow Warriors (Ftr2) (2): **HP** 8, 7; **AC** 4[15]; **Atk** +1 longsword

(1d8+1) or hand crossbow (1d3 plus sleep poison); **Move** 12; **Save** 11 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Tactics: If possible, all four drow fire a round of crossbow bolts first. Karna then instructs the warriors to engage the enemy while she casts spells (both prepared and from her scrolls) and Faybon hides and attempt to get into position for a backstab.

Area 2-44: Store Room

Areas 2-41 to 2-44 used to contain a lot of useless trash accumulated over the years. The drow tossed most of it in here. Strewn about the floor are filthy rags, old bones, broken glass, shattered furniture, torn books, cracked skulls, a box of buttons, a bag of leather straps, and a three kegs of foul rum.

Area 2-45: Guardian at the Gates

The east and west portions of this room are covered floor-to-ceiling filled with thick spider webs. The floor is littered with humanoid skulls and bones.

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Sizret commissioned **Risstor**, an aranea, to guard this chamber and the stairs to the south of it that lead to **Level 4**. Recently, Risstor has been having to stave off too many goblins and orcs and is considering abandoning her post. The drow sent some emissaries (see **Area 2-43**) to calm the aranea, placate her with a few baubles, and set some traps in the room to the north to make Risstor's job a little easier. They also installed a bolt on her side of the door. Risstor keeps the bolt thrown at all times and only opens the door if it is struck three times and the password "Gilfnet" is given.

Note: Anyone entering the webbed areas in this room must succeed at a save or be stuck within the webs as per the *web* spell.

Risstor, Aranea: HD 4; HP 20; AC 6[13]; Atk bite (1d6 plus poison); Move 18 (web 12); Save 13; CL/XP 7/600; **Special:** lethal poison (save avoids), spells (2/1), web. (**Monstrosities** 19)

Spells: 1st—*charm person* (x2); 2nd—*mirror image*.

Tactics: Risstor hides within her webs. If the door is opened by force she immediately casts her web at the first intruders, followed by *mirror image*, and, if possible both of her *charm person* spells.

It is possible to negotiate with Risstor. Since she is nothing more than a mercenary, she can be bribed to let the party pass into the drow compound below. This requires a fairly hefty sum, however, since once she has accepted the bribe her job as gate guardian is effectively over. Only gold or valuables worth 1500gp would suffice. If the party is willing to pay this, she takes their money and leaves the dungeon, never to be seen or heard from again.

Treasure: Hidden within the webs is a pouch with 4 jaspers worth 50gp each (the drow's payment), and a suit of halfling-sized chain mail.

Stairs: These stone steps twist down into the darkness for some 200yds, until they emerge in **Area 4-1**.

Area 2-46: Orc Lookout

A pair of orc brothers that have gone rogue have set up an ambush here in the hopes of lining their pockets with goblin and orcish coins. **Garrick**, an orc, waits here and spies through a peephole at anyone passing down the northwest to southeast passage. Once some victims are spotted, he runs to **Area 2-47**, and alerts his brother.

Garrick, Orc (Ftr1): HP 7; AC 4[15]; Atk battleaxe (1d8+2) or light crossbow (1d4+3); Move 9; Save 17; AL C: CL/XP 1/15; **Special:** +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: chain mail, shield, battleaxe, light crossbow, 12 bolts.

Area 2-47: Firing Range

Braam, the second orc robber waits here for word from his brother in **Area 2-46**. This small chamber contains a box with 10 extra arrows, two stools, and a 5-gallon jug of mead.

Braam, Orc (Ftr1): HP 6; AC 6[13]; Atk short sword (1d6+1) or shortbow x2 (1d6+1); Move 9; Save 17; AL C: CL/XP 1/15; **Special:** +1 to hit for high strength, +1 damage bonus for high strength.

Equipment: ring armor, shield, short sword, longbow, 25 arrows.

Tactics: Once the party has entered **Area 2-48**, the brothers begin firing on them from their arrow slits. If the party enters this chamber via **Area 2-49**, Braam begins firing and on his own and calls for his brother in **Area 2-46**, who arrives in 2 rounds. The orcs prefer to avoid melee, and run if faced with melee combat and out-numbered by two-

to-one or more.

Treasure: In a secret niche in the southern wall is a pouch containing 135sp, an ivory drinking horn (15gp), a small silver mirror, 2 suits of noble's clothes (worth 35 gp each), a lantern, a blank magic-user's spellbook, and a small diamond worth 75gp.

Area 2-48: The Wizard-Locked Door

The floor of this chamber is littered with dust, broken rocks, a discarded helmet, and about a half-dozen broken arrow shafts. The door in the south has been sealed with a *wizard lock*. If the party stays long in this room (1 turn or more), and the orcs in **Area 2-49** have not been slain, the characters hear banging against the other side of the door as if someone or something were trying to break it down.

Area 2-49: Forward Scouts

This large chamber looks to have been a kind of library at one point. The walls of both the main chamber and its two ancillary chambers are lined with sturdy wooden bookshelves. Whatever books may have once been stored here, however, are long gone, and the shelves are filled instead with dust, rat droppings, finger bones, broken bottles, and cobwebs. A narrow portion of the southern wall has been demolished and leads to a rough passage twisting to the south.

Having recently discovered the passage from **Area 2-58**, Thrad sent a team of 3 orcs led by **Servik**, an orc scout to investigate what lay beyond. Unfortunately, they encountered the *wizard-locked* door leading to **Area 2-48** and have been unable thus far to breach it.

Orcs (3): HD 1; HP 5, 4, 6; AC 6[13]; Atk longsword (1d8) or javelin (1d6); Move 9; Save 17; AL C: CL/XP 1/15; **Special:** none;

Equipment: leather armor, shield, longsword, javelin, 1d10sp.

Servik, Orc Scout (Thf3): HP 10; AC 6[13]; Atk short sword (1d6) or light crossbow (1d4+1); Move 9; Save 13; AL C; CL/XP 3/60; **Special:** +2 save bonus vs. traps and magical devices, +1 dexterity bonus, thieving skills.

Thieving Skills: Climb 87%, Tasks 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%;

Equipment: leather armor, short sword, light crossbow, 20 light bolts, *potion of healing*, thief's tools, gold ring worth 75gp.

Tactics: While the orc warriors prefer to just charge straight into combat, Servik uses his Tumble ability to gain a flanking position and deliver a sneak attack.

Treasure: A secret compartment in the bookshelves in **Area A** contains a *scroll of mirror image* and *levitate*. Beneath a loose stone in the floor in **Area B** is a small, locked iron box containing a *potion of invulnerability* and a *potion of undead control*.

Area 2-50: Goblin Guards

There is a pile of crumpled parchment in the northeast corner of this room, two stools in the center, and three javelins leaning against the western wall. The southern double doors are bolted shut.

Grezzo stationed 3 goblins here to keep a lookout for the orcs to the south. The southern door is kept bolted at all times. If the goblin guards hear commotion in **Area 2-23**, they run to assist. Combat here draws the immediate attention of Grezzo who arrives in three rounds with 10 goblins. If there is sustained combat here, all the goblins from **Area 2-23**

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arrive to assist in another 8 rounds.

Goblins (3): HD 1d6hp; HP 6, 4, 3; AC 6[13]; Atk short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, shield, short sword, 2 javelins, 3d6sp.

Treasure: Most of the parchment in the northeast is blank. One sheet, however, is a *scroll of protection from evil*.

Area 2-51: Hall of Words

The outer walls of this wide hall are inscribed in Arthemin lettering. If deciphered, the lettering tells the tale of a great magi-user named Devron who thrived among the Barakusites for fifty years until there was a great falling out and he became “one who does not die.” According to the wall tableau, for this heinous crime Devron was imprisoned “deep beneath Barakus.” The tableau goes on to describe how the key to the prison was hidden beneath the “three islands” and that a key was given to the high priest of each island should a “champion ever be chosen.”

The wall facing the door to **Area 2-50** has also been inscribed with Arthemin lettering. It reads as follows:

*“Pass now if thou art a guardian strong
Pass now if thou art a keeper of the sword
Pass now if thou art a warrior fearless
For he who waits fears nothing and knows only death
Pass now if though speakest the word that all men wish to know”*

If the word “fearless” is intoned while facing the secret door, the wall upon which it is written dissolves revealing a 5ft wide opening to **Area 2-52**.

There are three traps in this hall. The northern two, a pair of poison bolt traps (1d6+1 plus poison; attack as a 10HD monster) were set by the goblins, while the southern trap, a spiked pit trap (10ft, 1d6 falling plus 2d4 piercing), was set by the orcs. A trip wire has been strung across the floor. The crossbow bolts are fired from the northern wall.

Area 2-52: The First Flame

In the center of this chamber is a 3ft high stone pedestal atop which is a small triangular indentation. Within the indentation is a brass triangle. If this triangle is inserted in the western post in **Area 2-23**, that post’s sphere is “lit”.

Area 2-53: Orc Guards

The four vestibules in this chamber each contain the remains of what was once a life-sized statue of man; now all that is left of the statues are their bases and the statues’ booted feet. The rest of the room is cluttered with broken javelins, axe heads, bent daggers, teeth, bones, and bits of shattered glass.

The northern door is locked, and a large rock has been pushed against the southern door. Standing guard here at all times are **6 orcs**, watching out for the goblins from the north and the minotaurs in the south.

Orcs (6): HD 1; HP 7x2, 2x3, 3; AC 6[13]; Atk longsword (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: leather armor, shield, longsword, javelin, 1d10sp.

Treasure: This used to be one of the orcs common areas. Unbeknownst to its current residents, a piece of amber worth 120gp lays hidden amongst the rubble.

Area 2-54: The Sparkling Cave

If the party is lighting its way by torches or lanterns they are greeted by an awesome sight upon entering this cave. The floor is covered with about a dozen stalagmites, all of which, including the walls and ceiling, are covered in a kind of glistening crystal that reflects light back in a dazzling multicolored display. Close inspection of the crystals reveals that they are laced with the colors of the rainbow. These rainbow gems are valuable if successfully harvested. 3d6 gems worth 5gp each can be harvested in an hour, assuming the party has the correct tools. Without the correct tools, however, there is only a 25% chance every hour of successfully harvesting 2d4 gems worth 5gp each. The orcs are a superstitious lot and do not like this cave. Presently, only **4 orcs** are lounging here. They run to alert the others in **Area 2-55** if attacked.

Orcs (4): HD 1; HP 6, 2x2, 3; AC 6[13]; Atk longsword (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: leather armor, shield, longsword, javelin, 1d10sp.

Area 2-55: Orc Common Area

This large cave is filled with heaps of rags and bones, piles of broken boxes and empty chests, discarded javelins, and unused armor. Orcs and their trash are everywhere.

The orcs used to inhabit the chambers south of **Area 2-53**. Unfortunately, three minotaurs moved in recently, killing many of the tribe, and driving the rest into these caves. The orcs managed to kill one of the minotaurs, but the remaining two are sufficiently intimidating to the orcs that Thrad, the orcs’ leader, does not wish to risk an assault on either the minotaurs or the goblins to the north. Thus, for the moment anyway, the orcs are trapped, and they are not happy about it.

Resting in this cave are **15 orcs** (see **Area 2-54**) and **Thrad**.

Thrad, Orc Leader (Ftr2): HP 12; AC 4[15]; Atk battleaxe (1d8+2) or shortbow x2 (1d6+2); Move 9; Save 13; AL C; CL/XP 3/60; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength, +1 dexterity bonus.

Equipment: chain mail, battleaxe, shortbow, 20 arrows.

Orcs (15): HD 1; AC 6[13]; Atk longsword (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: leather armor, shield, longsword, javelin, 1d4sp.

Tactics: The orcs are trapped, and so fight ruthlessly and to the death if invaded. If things are going poorly, Thrad whistles for Fang, who arrives in two rounds from **Area 2-56**.

Treasure: If a complete search is made of the orcish junk the party finds 23sp, 15gp, a flute, a pouch of caltrops (10), and a sack full of soap (15 pounds).

Area 2-56: Treasure Room

Thrad’s small treasure trove is kept here, stored in tin boxes piled neatly against the eastern wall. Thrad befriended a worg, **Fang**, whom he has trained to guard the treasure against all intruders, including other orcs.

Fang, Worg: HD 4; HP 20; AC 6[13]; Atk bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; **Special:** none.

Treasure: The boxes, which are unlocked, contain 3500cp, 1650sp, 45gp, a statue of a maiden petting a lamb made of solid gold (200gp) and 10 small gems worth 20gp each. A silvered suit of chain mail (worth

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300gp) is propped against the wall, still containing the bones of its previous elvish owner. A +1 longbow hangs from a nail on the wall.

upon which is a ring of protection +1.

Area 2-58: Orc Guards

This area was apparently once a bedroom. An iron four-poster bed still stands against the southern wall fastened tightly to the floor with thick screws. The mattress and curtains were looted long ago, but the bed is otherwise intact. A broken table has been pushed against the door in the west.

Thrad keeps 2 orcs here as lookouts at all times.

Orcs (15): HD 1; HP 4, 5; AC 6[13]; **Atk** longsword (1d8) or javelin (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, shield, longsword, javelin.

Tactics: If attacked, the orcs hurl a volley of javelins and then dash for the passage to the north, where they can fight against one opponent at a time while they call for help from the occupants of Area 2-55. They investigate the sounds of combat in Area 2-55 if it lasts longer than five rounds.

Area 2-59: Closet

This was once a walk-in closet for the occupants of Area 2-58, though there is nothing here now to suggest this. A 5ft wide portion of the eastern wall has been torn apart revealing a narrow, rough passage that stretches to the east.

Area 2-60: Minotaur Lair

This area still bears the unmistakable stamp of orkish habitation. Strewn everywhere are broken javelins, jawbones, splintered axe handles, dented pots and pans, and dung. The walls and floors are also splattered with relatively fresh blood, particularly in the eastern passages. Area 2-60B contains the bodies of 12 orcs and one minotaur, all stiffened with rigor mortis and covered with flies and vermin.

Perhaps this series of connected chambers and passages seemed sufficiently maze-like to allow the minotaurs to feel at home. One minotaur rests in Area 2-60A, while the other investigates Area 2-61.

Minotaur: HD 6+4; HP 34; AC 6[13]; **Atk** head butt (2d4), bite (1d8), battleaxe (1d8+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** never lost in labyrinths.

Tactics: The minotaurs are unlikely to be caught unawares. If the minotaur in Area 2-60A hears the door to Area 2-53 opening, or any noise in the surrounding passages and chambers, he goes immediately to investigate. If he spots intruders, he charges the nearest opponent with his sharp horns, then begins hacking away with this battleaxe.

Treasure: In the northeast corner of Area 2-60A is a sack containing 100sp, a bucket, a set of manacles (no key), an iron pot, a shovel, and a dozen small silver trinkets worth a total of 250gp.

Area 2-61: Cave with Pool

A natural cave filled with stalagmites and stalactites. A small pool of water, fed by a steady drip from above, fills the northwest corner of the cave.

A second minotaur is investigating this cave for anything interesting. If he hears combat in Area 2-60 he goes to investigate.

Minotaur: HD 6+4; HP 32; AC 6[13]; **Atk** head butt (2d4), bite (1d8), battleaxe (1d8+1); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** never lost in labyrinths.

Treasure: Lying at the bottom of the pool is a severed goblin finger,

Area 2-62: Guard Rooms

These two small facing rooms used to house the guards to the gates to Level 3A. Both rooms still contain wooden weapon racks affixed to the wall with iron bolts. The rooms are otherwise empty.

In the middle of the hallway, directly between the two chambers and facing Area 2-63, is an extremely life-like statue of an orc, his battleaxe raised above his head as if he were about to strike. Apparently he never got the chance.

Area 2-63: The Gates to Level 3A

A set of double iron gates stand ajar in the middle of the eastern wall. Written in Arthemian above the gates are the words, "Fear Not."

A cockatrice moved into this chamber recently. It lurks in the northeast corner, and attacks intruders immediately.

Cockatrice: HD 5; HP 34; AC 6[13]; **Atk** bite (1d6 plus turn to stone); **Move** 6 (fly 18); **Save** 12; **AL** N; **CL/XP** 8/800; **Special:** bite turns to stone.

Area 2-64: Preparation Chamber

A set of wide double doors opens into this room from the north, while a solid, iron door bars the way in the south. The room is empty and unremarkable except for three words inscribed in Arthemian above the southern door: *Vershaw*, *Kazip*, and *Florn*.

Area 2-65: Teleportation Rooms

This large, oddly-shaped room contains an experiment carried out by the magic-users of Barakus before the city fell. The magicians were working on devising a means of easy, long-distance travel via teleportation operated by a command word. Because the experiment was incomplete before Barakus fell, the magic functions randomly.

On the floor here are eight 20ft-by-20ft squares painted orange. If detected for, the squares radiate faint magic. Anyone standing in the square and uttering the word "Vershaw" is immediately teleported randomly to one of the other eight lettered areas. To determine where the teleported character ends up, roll 1d8 and consult the following chart.

d8	Destination
1	Area A
2	Area B
3	Area C
4	Area D
5	Area E
6	Area F
7	Area G
8	Area H

If the result would place the character in the same room as he started, add one to the die roll, with a 9 counting as Area A.

Anyone standing in the square and uttering the word "Kazip" is instantly teleported to Area 2-64. Anyone uttering the word "Florn" is teleported to Area 3B-6.

Only one character may be teleported at a time. If more than one character is standing in the square, then only the character actually speaking the command word is teleported; if the characters utter the command word

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simultaneously, then the first character to step into the square is teleported. If all the character stepped into the square simultaneously and utter the word simultaneously, then determine randomly which character gets teleported.



Area 2-66: The Jailor's Room

Lurking in this room is the **Jailor**, a ghost who, as a jailor in life, has retained the instruments of his trade. He claimed this room as his own long ago, and attacks anyone who enters. He also sneaks north or south to investigate any noises in **Areas F** and **G**.

A simple wooden slat bed stands against the eastern wall. On the north wall, hung on three spikes, are a cat-o-nine-tails, a pair of manacles, and a large key ring packed with keys. The key ring has a total of 25 keys on it, of all different shapes and sizes. One of the keys is to the set of manacles (still quite functional), another is the second key to the door in **Area 1-24F**.

Ghost: HD 4; HP 20; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** immune to sleep and charm, stench (save or -2 on attack rolls), touch causes paralysis for 3d6 turns upon failed save. (**Monstrosities** 189)

Area 2-67: Hall of Pillars

Fifteen massive, 10ft thick stone pillars line this long hall. The chamber has no eastern wall: the floor simply ends at the edge of a 40ft deep crevasse. A 10ft wide, natural stone bridge stretches into the darkness from the center of the eastern part of the hall. The roof of the cavern east of the hall extends 30ft into the inky blankness (and 70ft from the cavern floor).

Area 2-68: The Bridge

This long bridge slopes slightly downward toward its edges making its surface somewhat rounded. Anyone attempting to run or fight on the bridge must succeed on a save or fall to the cave floor below, suffering 4d6 crushing damage upon impact. Clinging to the underside of the middle of the bridge is a **giant spider (6ft diameter)**.

Giant Spider (6ft diameter): HD 4+2; HP 18; AC 4[15]; Atk bite (2d4 plus poison); Move 3 (web 12); Save 13; AL C; CL/XP 7/600; **Special:** lethal poison, webs (save to avoid becoming stuck).

Tactics: The spider prefers to ambush its prey from behind. Thus, if more than one character crosses the bridge together, it waits until it feels the entire group pass over it before climbing out from its hiding spot and surprising the rearmost character on the bridge.

Area 2-69: The River Cavern

A 10ft deep river flows north to south through this massive cavern, entering and exiting the cave through low holes in the walls. The floor of the cavern is rough, damp, and strewn with rocks, making footing treacherous. Anyone attempting to run or fight in this cave must succeed at a save or fall. There are a number of points of interest in this area, all detailed below.

Area 2-69A: Fenton and Clox

A dozen pointed sticks and spear heads have been implanted in the rocky earth at the mouth of the cave, points angled outward. Anyone attempting to navigate through these spikes must succeed save or suffer 1d6 piercing damage.

Fenton Barmey, a mad magic-user (MU3) who stands over 6ft tall with long, thinning blond hair, and **Clox**, his befriended grimlock, live here. Neither are particularly good housekeepers, and the place is cluttered with piles of papers, as well as a number of fish bones and fish scales — Fenton and Clox live off the foul, subterranean fish that inhabit the stream outside their cave.

Fenton Barmey (MU3): HP 6; AC 9[10]; Atk dagger (1d4); Move 12; Save 13; AL C; CL/XP 4/120; **Special:** +2 save bonus vs. magic, spells (3/1);

Spells: 1st—charm person, magic missile (x2); 2nd—mirror image.

Equipment: dagger, gold signet ring worth 35gp, wand of shield (6 charges).

Clox, Grimlock: HD 2; HP 8; AC 4[15]; Atk stone axe (1d8); Move 12; Save 16; AL C; CL/XP 30; **Special:** immune to gaze attacks, illusions, and visual effects;

Equipment: tattered hides, stone axe.

Tactics: Both Fenton and Clox are sufficiently paranoid of their surroundings that they are likely to hear anyone descending into the cavern. They do not, however, go looking for a fight. Instead, Clox hides just inside the cave mouth, and Fenton waits at the rear of the cave until intruders are spotted. Once spotted, he uses his wand to cast *shield* on himself,

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mirror image, and then casts *charm person* at the strongest looking fighter. He launches as many *magic missiles* as he can. Clox does not attack anyone outside the cave unless Fenton goes down, at which point he goes into a grief-stricken rage and charges the nearest assailant.

Note: Fenton and Clox fear the dragon that once lived in **Area 2-69B**, and are unaware that he has recently passed away. Therefore, they are unwilling to venture further south than the bridge.

Treasure: The scraps of paper piled about the cave are “notes” Fenton has made to himself about the numerous conspirators plotting against him. Within these notes, however, are several references to “sad Penelope,” and “she who knows his mind still.” Aside from this, there is a small teak box (worth 20gp) in one corner of the cave containing 425gp and a *potion of frozen concoction*. His spellbook is present with contents at the Referee’s discretion.

Development: Fenton was driven mad a year ago by the *stone of madness* in **Area 3B-18**. If Fenton is cured via a *remove curse* spell, his alignment switches to lawful. If Clox is still alive, however, Fenton insists on sparing the grimlock, though he has no intention of remaining underground with his friend. Once cured, Fenton returns to Endhome and attempts to reassemble his life. He seeks to reacquire himself with his wife Penelope, who has been pining for him these many years (see *Finding Fenton*, in **Adventures in Endhome**).

Area 2-69B: The Dead Dragon

Curled in a heap in the western corner of the cave is the body of a young red dragon. He does not stir when the cave is entered. This is because he is quite dead. He ate a large mouthful of the poisonous mushrooms in **Area 2-69C** and did not recover. A few of the dried-out mushrooms are scattered near him. Whatever treasure he had has been plundered.

Area 2-69C: Fungus Garden

A large patch of poisonous mushrooms grow here. If ingested, they are highly toxic. They spoil within 12 hours if picked. Alchemists gladly pay 10gp per pound of mushrooms harvested.

Area 2-69D: The Buried Cup

The floor of this cave is soft and muddy. Lying half-buried at the southern end of the chamber is a gold cup encrusted with tiny emeralds worth 200gp. This is the cup over which Arbin and Gramb have been arguing (see **The Disagreeable Bugbears**).

Area 2-70: A Shocking Pillar

Standing in the center of this room is a wide stone pillar covered in unrecognizable runes. Anyone stepping within five feet of the pillar receives a violent electrical shock and suffers 2d4 electrical damage every 10 seconds.

There are three secret compartments in the pillar. The first contains a *potion of extra-healing*; the second contains 4 +1 arrows; the third contains a +1 spear.

Area 2-71: Deactivation Mechanism

Each alcove along this passage has a small secret compartment in its northern wall. Within each compartment are two buttons: A) a red and blue button; B) a yellow and a red button; C) a green and a red button. If the blue, yellow, and green buttons are pressed, the electrical protection around the pillar in **Area 2-70** is turned off for five minutes. The protection is deactivated if *only* the blue, yellow, and green buttons are pushed.

If at any time a red button is pushed, the series is “reset.” Thus, if a character pushes the blue, then the yellow, and then a red button, the character must go back and push the blue again and so on without pressing another red. Also, if the party leaves the door to **Area 2-70** ajar, they hear a faint humming coming from the chamber once the correct pattern of buttons has been pushed.

The Disagreeable Bugbears

Areas 2-72 to 2-80 comprise the lair of two bugbear brothers and their hobgoblin lackeys. At the moment the two brothers, **Arbin** and **Gramb**, are in the midst of a months-long disagreement over a gold cup which both feels the other has appropriated (it is, in fact, lost and buried in **Area 2-69D**). The argument has not yet come to blows, but the two brothers have retreated to their separate ends of the complex and refuse to speak to one another. The hobgoblins that serve the bugbears have been split as well, and have been made to wear different color headbands (red for Arbin and blue for Gramb) to denote whom they serve. The hobgoblins, led by **Kersh**, have been doing their best to mend the relationship between the brothers, feeling, rightly, that the group is stronger with the brothers working together than apart.

Area 2-72: Hobgoblin Lookout

The walls of this small chamber have been scrawled with hobgoblin graffiti, much of it foul.

Standing guard here at all times is **1 hobgoblin**, wearing a red headband. He makes no attempt to hold off intruders, but runs instead through the eastern door to warn the hobgoblins in **Area 2-73** and **2-74**.

Hobgoblin: HD 1+1; HP 6; AC 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, shield, longsword, belt pouch, 25sp.

Area 2-73: Hobgoblin Commons

This chamber contains three small wooden stools, and a worn round wooden table, upon which rests three empty earthen mugs and a dull dagger.

Resting here are **2 hobgoblins**, one wearing a red headband, the other blue. If intruders are spotted coming from the east, both run to warn their respective bugbear. If intruders are coming from the south, the red headband-hobgoblin runs to warn Arbin while the blue headband-hobgoblin rushes south to aid in the combat.

Note: Combat here draws the attention of the hobgoblins in **Area 2-77**.

Hobgoblins (2): HD 1+1; HP 6, 5; AC 5[14]; **Atk** longsword (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, shield, longsword, belt pouch, 25sp.

Area 2-74: Kitchen

A large fireplace, whose chimney exits through the chamber’s ceiling, sits in the middle of the eastern wall. There is a large rectangular wooden table in the middle of the room, its surface covered in dried blood and animal bones. Several cleavers and cooking knives hang on the north wall.

Kersh oversees **3 hobgoblins** as they prepare the day’s meal. All wear red headbands. If intruders are spotted in the northern portion of the complex, all four hobgoblins rush to assist. If word reaches Kersh that there are intruders in the southern portion of the complex, he runs to Arbin and convinces him to assist (see **Area 2-76**, below). If surprised here, the hobgoblins defend themselves while calling for aide from neighboring areas.

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Kersh, Hobgoblin Sergeant: HD 2; HP 12; AC 5[14]; Atk longsword (1d8) or shortbow x2 (1d6); **Move 9; Save 16; AL C; CL/XP 2/30; Special:** none;
Equipment: chain mail, longsword, shortbow, 15 arrows, *potion of healing*.

Hobgoblins (3): HD 1+1; HP 4, 6, 5; AC 6[13]; Atk longsword (1d8); **Move 9; Save 17; AL C; CL/XP 1/15; Special:** none.
Equipment: ring mail, longsword, belt pouch, 5sp.

Area 2-75: Hobgoblin Guards

Arbin insists on posting 2 **hobgoblin** guards in this area at all times, believing his brother might attempt to surprise him in his sleep. Both hobgoblins wear red headbands. If the hobgoblins hear commotion in any of the surrounding chambers, one alerts Arbin while the other goes into investigate.

Hobgoblins (2): HD 1+1; HP 7, 4; AC 6[13]; Atk longsword (1d8); **Move 9; Save 17; AL C; CL/XP 1/15; Special:** none.
Equipment: ring mail, longsword, belt pouch, 15sp, pair of dice.

Area 2-76: Arbin's Chambers

A huge pile of furs lays against the northern wall. The eastern and western walls are decorated with dried humanoid heads and strips of red cloth. **Arbin** rests here in his bed of furs.

Arbin, Bugbear: HD 3+1; HP 18; AC 5[14]; Atk spiked chain (1d8+1) or javelin (1d6+1); **Move 9; Save 14; AL C; CL/XP 4/120; Special:** surprise opponents, 50% chance.
Equipment: leather armor, shield, spiked chain, 3 javelins, key to strongbox.

Tactics: If Arbin hears any disturbance nearby, he rushes immediately to investigate, believing his brother has launched an assault against his hobgoblins.

Development: If the characters are attacking the southern portion of the complex, and Kersh is aware of the intrusion, he rushes here to persuade Arbin to assist his brother and his brother's troops. It takes 1 turn for Kersh to convince Arbin that it is in his best interest to aid his brother, after which Arbin and Kersh gather up all the hobgoblins in the northern part of the complex and head south in search of intruders.

Treasure: Buried within the bed of furs is a small, locked iron strongbox containing 3 large quartz crystals (10gp each), a harp made of gold and silver inlaid wood (300gp), and a tiny jeweled scepter worth 100gp.

Area 2-77: Hobgoblin Common Room

This room is cluttered with bedrolls made of rotted blankets and old furs, the discarded remains of meals, several broken javelins, and a dented helmet.

Currently, 4 **hobgoblins** wearing blue head-bands lounge here.

Hobgoblins (4): HD 1+1; HP 5x2, 3, 4; AC 5[14]; Atk longsword (1d8); **Move 9; Save 17; AL C; CL/XP 1/15; Special:** none.
Equipment: ring mail, shield, longsword, belt pouch, 1d6sp.

Tactics: If the hobgoblins hear commotion in **Area 2-73**, one runs to warn Gramb in **Area 2-79**. If they hear the sounds of combat in **Area 2-78**, they run immediately to assist. If attacked, they defend themselves,

shouting loudly for backup.

Treasure: If a complete search of the area is made the party uncovers the following: 122 cp, 12sp, and a vial of holy water.

Area 2-78: Hobgoblin Lookouts

Gramb posts 2 **hobgoblins** here at all times to keep an eye on **Area 2-72**. Both wear blue head-bands. Gramb has instructed these hobgoblins to warn him of any intruders, and both hobgoblins do just that at the first sign of trouble.

Hobgoblins (2): HD 1+1; HP 5, 4; AC 5[14]; Atk longsword (1d8); **Move 9; Save 17; AL C; CL/XP 1/15; Special:** none.
Equipment: ring mail, shield, longsword, belt pouch, 1d10sp.

Area 2-79: Gramb's Chambers

An old straw mattress rests against the northern wall, beside which stands a massive oak trunk. The floor of this room is covered in shards of broken bone. **Gramb** resides here, fussing over his collection (see below).

Gramb, Bugbear: HD 3+1; HP 18; AC 5[14]; Atk club (1d8+1) or javelin (1d6+1); **Move 9; Save 14; AL C; CL/XP 4/120; Special:** surprise opponents, 50% chance;
Equipment: leather armor, shield, club, 3 javelins, key to trunk.

Tactics: Gramb becomes enraged and attacks any intruders immediately. If he hears any disturbance outside his chamber, he rushes to assist, believing his brother is launching an assault.

Development: If word reaches him that the northern portion of the complex is being attacked, Gramb deliberates for 12 rounds before gathering his forces and heading north to investigate.

Treasure: Gramb collects skulls. There are 40 skulls of various humanoid species stacked in this room. His locked oak trunk contains the skulls of 5 of his enemies; his prized possessions. There is also a secret compartment in the base of the trunk containing 6 sardonyx stones worth 50gp each.

Area 2-80: Hobgoblin Guards

Standing guard here at all times are 2 **hobgoblins** wearing blue head-bands. If attacked from the south they flee through the door in the north to warn Gramb and the other hobgoblins. They investigate any sounds of combat to the north.

Hobgoblins (2): HD 1+1; HP 4, 6; AC 5[14]; Atk longsword (1d8); **Move 9; Save 17; AL C; CL/XP 1/15; Special:** none.
Equipment: ring mail, shield, longsword, belt pouch, 1d6sp, 1d10cp.

Area 2-81: Trapped Door

Upon opening this door, a *magic missile* spell (3 missiles; 1d4+1, fired at one or more characters) is cast.

Area 2-82: Mummy's Chamber

The northern door to this chamber is locked and trapped. If opened, a 10ft deep, spiked pit trap (10ft, 1d6 points of falling damage plus 2d4 points of piercing damage) opens in the shaded area just north of the

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soon as the casket or the secret door is opened.

Mummy: HD 5+1; HP 26; AC 3[16]; Atk fist (1d12 + rot); Move 6; Save 12; AL C; CL/XP 7/600; **Special:** +1 or better weapon to hit, rotting disease (no magical healing, heal one-tenth normal).

Treasure: Within the casket is a small ivory box (worth 20gp) containing *dust of disappearance* and a velvet sack containing 200gp.

Area 2-83: Entrance to Level 3B

The western door to this chamber is locked and trapped. Anyone touching the handle while opening it receives a violent electrical shock (2d8 points of damage; save for half).

In the center of this chamber is another stone dais topped by a heavy ivory sarcophagus. Removing the lid requires a successful open door check with at least two characters. The sarcophagus contains the **treasure**.

A **mummy** hides in the secret alcove in the north. He stumbles out and attacks should anyone open the sarcophagus, the southern door, or the secret door.

Mummy: HD 5+1; HP 35; AC 3[16]; Atk fist (1d12 + rot); Move 6; Save 12; AL C; CL/XP 7/600; **Special:** +1 or better weapon to hit, rotting disease (no magical healing, heal one-tenth normal).

Treasure: The mummy wears a gold death mask worth 400gp. There is also a secret compartment within the casket that contains a *wand of magic detection*.

The southern door has been sealed with a *wizard lock* spell. Aside from the normal means, this lock may be bypassed by uttering the word “Thilflass”.

Beyond the southern door is a spiral staircase descending to **Area 3B-1**.

Area 2-84: Relics Room

This chamber is filled with earthen vases painted with images of lovely pastoral scenes. There are close to a hundred of these vases, some as tall as five feet, some only six inches. Written on the bottom of each vase is the word “Thilflass.” Lying at the bottom of the largest vase is the third and final key to **Area 1-24F**.

door. **Note:** if the door is opened from the south, the pit trap is technically sprung, but does not open until at least 25 pounds of pressure is placed on the shaded area.

In the center of this room, sitting atop a stone dais, is an ivory sarcophagus. The sarcophagus’s lid is massive, and requires a successful open doors check to open with at least two characters. It contains the **treasure**.

A **mummy** waits in the secret alcove in the south. It staggers out as

Level 3A: The Chamber of Fear and Entrance to the Hall of the Sword

These halls served as a testing ground of sorts for heroes who might someday wield the *sword of Kell* against Devron. It is also, at the moment, the home to Klar, the orc vampire, and Kabbal Sharn, the mad fallen-cleric of Freya who has sworn to slay him. This is an important level in this dungeon as it houses the second flame as well as the entrances to the Hall of the Sword (Level 4A), and the resting place of the *shield of Kell* (Level 4B).

Level Name Note: It should be noted that level 3 is split into “3A” and “3B.” There is no “3.”

Entrances/Exits

There is but one entrance to this level: The Gates of Fear, **Area 3A-1**, which can be accessed via the locked gate in **Area 2-63**. The only other exit is the gate to **Level 4A** and **Level 4B** in **Area 3A-15**.

Dungeon Dressing

The walls and floors are made of smooth mortared stone. Except for **Areas 3A-16** and **3A-17**, the level is unlit. All doors, except where noted, are iron-reinforced wood.

Wandering Monsters

There are no wandering monsters on this level per se. However, the party might encounter Klar in any of the unwarded areas (see **Area 3A-23** for detail), and it is possible Kabbal Sharn might wander from his temple.

Keyed Locations

Area 3A-1: The Gates of Fear

The winding stairs from **Level 2** terminate in a wide smooth stone landing that faces a set of open iron gates. Cryptic runes of warding and necromantic nature are carved on the wall above the gates and the floor before the gates.

The builders of this level made a small miscalculation. This first area was meant as testing ground to help filter out undesirable candidates. They did not assume at the time that Chaotic creatures would be seeking to inhabit these halls, and so only Lawful or Neutral creatures attempting to cross the threshold of the gates must succeed at a save or refuse to pass into **Area 3A-2**. Chaotic creatures may pass through without worry (although, if you have a Chaotic party, you might want to change this). Once

a character has failed his save he may not attempt to cross the threshold of these gates unless 24 hours has passed. Because of this small quirk, a number of chaotic creatures have made this level their home.

Area 3A-2: Hall of Fear

Six niches line the east and west walls of this long hall. Within each niche is a stone platform upon which is a single unlit candle. The candles are of varying height, with the shortest being in the northwest and the tallest being in the southeast (the second tallest in the in east, the next tallest the northeast, and so on). Once a good or neutral character has entered the shaded area, he begins to experience a growing sense of doubt and unease. Every round he remains within the shaded area he must succeed at a save or grow increasingly panicked. The effects are as follows:

1 failed saving throw: Unease. –1 to save.

2 failed saving throws: Doubt. –2 to save.

3 failed saving throws: Fear. –3 to save.

4 failed saving throws: Panic. Character must immediately succeed at another save or run from the area and refuse to return. Even if he character succeeds at the second saving throw he continues to suffer a –3 to save.

5 failed saving throws: Terror. Character is frozen in horror. The character cannot move until the candles have been lit (see below). However, even once the terror has faded the character continues to suffer a –1 to save for the next 24 hours.

6 failed saving throws: Death from fear.

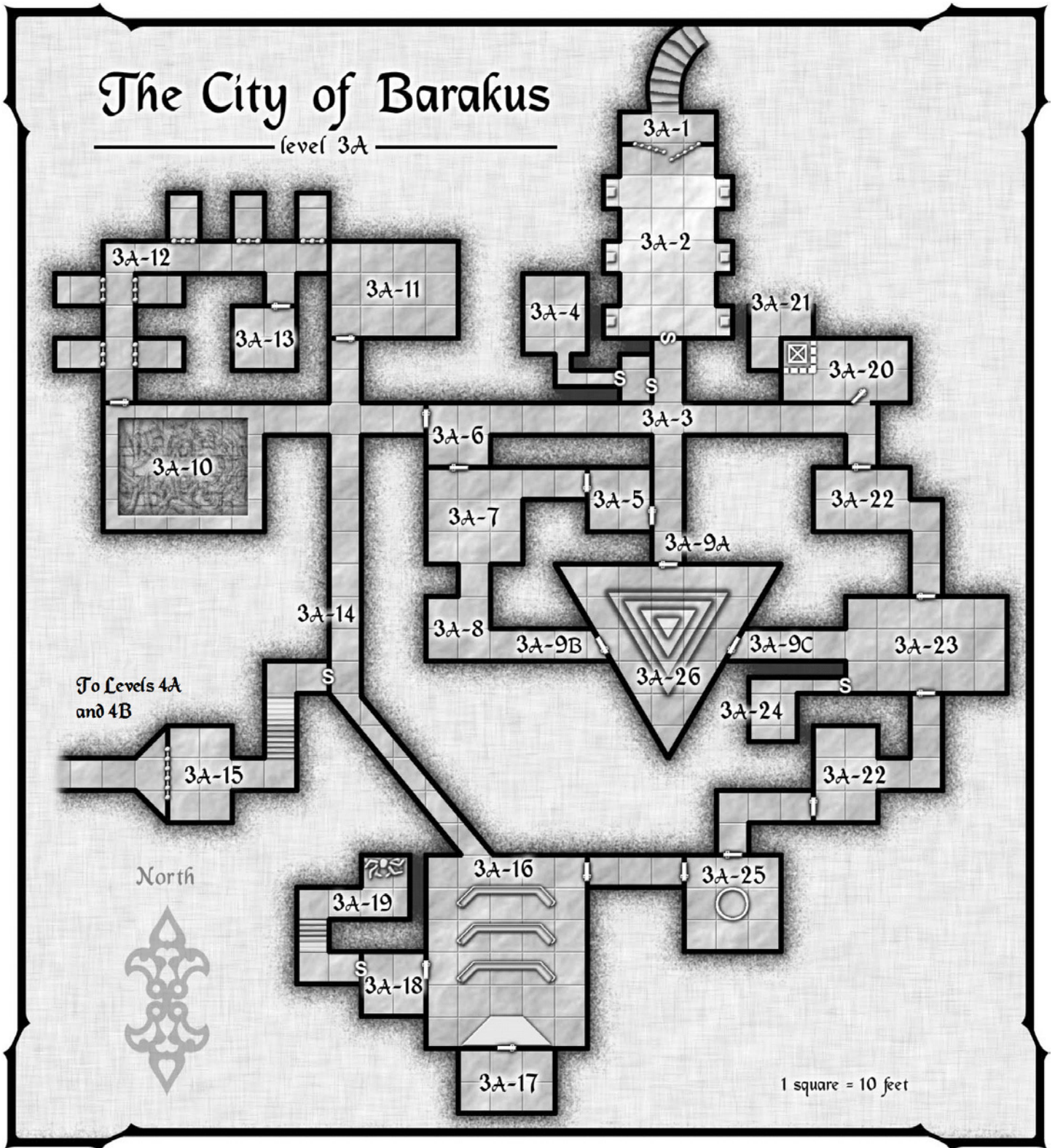
To counter the effects of the hall, all six candles must be lit in order from the shortest to the tallest. Once all six candles have been lit, the Lawful and Neutral characters may proceed through the hall normally (though see above). The candles burn for six hours and then must be relit. The candles are magical and do not melt.

3A-3: A Fork in the Road

There is a well-hidden secret door at this four-way intersection behind which lurks a **werewolf** in his hybrid form. The lycanthrope peers through a tiny peephole, waiting for victims to pass by. Once the party has passed the intersection, he slips from the secret chamber and stalks the characters at a distance, seeking to gain a surprise attack.

Werewolf: HD 4+4; HP 24; AC 5[14]; Atk bite (2d4); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** hit only by silver or magic weapons, lycanthropy.

Tactics: With his speed, the werewolf prefers to hit and run. Thus he attempts to strike by surprise, attack a round or two, then flees, hoping to reach his hiding place before the characters can catch him. He then retreats further to **Area 3A-4** where he drinks a *potion of healing* and then



sets out to stalk the party once again.

Area 3A-4: Werewolf Lair

A bed of rags and straw sits in the northeast corner of this chamber, beside which is a small trunk. The chamber is otherwise empty.

Treasure: Within the trunk are 78sp, 5gp, a locked gauntlet, a clay tankard which rattles when shaken (inside its base is a 50gp sapphire that can be found by breaking it open), 3 flasks of lamp oil, a tinderbox and 3 *potions of healing*.

Area 3A-5: Empty Room

Except for a few empty wooden boxes and a legless chair, this chamber is empty. The western door, however, has two cloves of garlic nailed to it.

Area 3A-6: Empty Room

Except for a few rats and piles of dung here and there, this room is empty. The southern door has a string of garlic nailed to it.

LEVEL 3A: THE CHAMBER OF FEAR AND ENTRANCE TO THE HALL OF THE SWORD

Area 3A-7:

Thurba and His Three Orcs

There are three bedrolls along the west wall of this chamber, and a small wooden box in the southeast corner. Wooden crosses and polished pieces of metal line the walls. An odor of garlic pervades the whole area. An empty doorframe stands in the middle of the southern wall. This chamber is the residence of **Thurba**, an ogre and his **3 orc henchmen**. Being terrified of Klar the vampire, they spend most of their time holed up in the stuffy confines of these chambers protected by holy symbols, mirrors and garlic on the north and east doors.

Thurba, Ogre: HD 4+1; HP 21; AC 5[14]; **Atk** huge club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: hides, huge club, belt pouch, 3d10gp.

Orc Henchmen (3): HD 1; HP 5, 7, 4; AC 6[13]; **Atk** longsword (1d8) or javelin (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none;

Equipment: leather armor, shield, longsword, javelin, 1d6sp.

Tactics: These four monsters are quite skittish. Klar likes to come to their door from time to time and scratch on it and whisper their names. Thus, should anyone come through either door, they immediately run to **Area 3A-8**, and block the north-south passage with the table there. They hurl their missile weapons first from the behind the cover of the table.

Treasure: The wooden box is unlocked and contains 18sp, 3gp, three uncut topaz gems (25gp each) and six garlic cloves.

Area 3A-8: Thurba's Chambers

There is a 6ft long wooden table in the middle of this room, and a large straw mattress against the western wall. Thurba sleeps here but spends most of his time in **Area 3A-7** with the orcs.

Treasure: A secret compartment in the southern wall contains a tiny gold figurine of a mermaid (55gp) and a deep green spinel worth 100gp.

Areas 3A-9a, 3A-9b, 3A-9c: Doors to the Chamber of Fear

All three of these doors are essentially identical: They are made of solid iron, with a handle on the right side and a small square depression in the center. The doors are solidly locked, and may not be opened or breached by magical means, nor may their locks be picked. The "lock" is in fact the small square depression in the center of the door. Each door has a slightly different sized depression, and their corresponding tiles are distributed throughout this level. Once the correct tile has been placed in its door that door is considered "unlocked," though it cannot be opened. Only when all three doors are unlocked will the doors to the **Chamber of Fear** fully unlock, and even then only the last door into which a key was inserted.

Note: If a door is unlocked and then the tile is removed, that door is once again considered locked.

Area 3A-10: Garbage Pit

The stink of this room wafts all the way to the four-way intersection east of it. This room is comprised of a 5ft deep pit filled with

all manner of refuse, and a narrow, 5ft wide ledge ringing the pit. The ledge is slick with moisture and anyone attempting to run must succeed at a save or fall into the pit of garbage. An **otyugh** lives amid the trash. He begins the encounter submerged in the garbage, then quickly surfaces once the chamber has been entered. The northern door is locked.

Otyugh: HD 7; HP 35; AC 3[16]; **Atk** 2 tentacles (1d8), bite (1d4+1 plus disease); **Move** 6; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** bite causes 90% chance of disease causing death within 3d6 days. (**Monstrosities** 367)

Tactics: The otyugh has no desire to leave the trash pit. Once the characters are on the ledge he moves to within 15ft of his prey and attempts to pull one or two into the pit with him.

Area 3A-11: Armory

This area used to store suits of chainmail and dozens of longswords and short swords. No more. A **rust monster** moved in here recently and discovered this banquet and set to work. Now all that remains are empty weapon racks, and piles and piles of rust. The northern door is locked.

Rust Monster: HD 5; HP 25; AC 2[17]; **Atk** 2 antennae (rust); **Move** 12; **AL** N; **CL/XP** 5/240; **Special:** cause rust. (**Monstrosities** 406)

Tactics: With the weapons and armor spent, the rust monster pursues the party as long as their metal equipment remains unruined.

Area 3A-12: Dungeon

Seven small empty cells line this foul hall. The barred door to each cell stands ajar. A **shadow** haunts this dungeon, a past victim of torture. He slides between the cells and corridor, seeking to surprise the party.

Shadow: HD 2+2; HP 12; AC 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength, +1 or better weapon to hit.

Area 3A-13: Jailer's Quarters

A small wooden desk and chair stand in the southwest corner. Hanging from a nail above the desk is a large key ring holding nine keys, one of which is to the secret door in **Area 3A-14**, another to the iron gates in **Area 3A-15**. A cot stands against the eastern wall.

Another **shadow** haunts this chamber. He hides in the shadows of the northeast corner, and springs out at the first character to enter the room.

Shadow: HD 2+2; HP 13; AC 7[12]; **Atk** touch (1d4 plus strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point strength, +1 or better weapon to hit.

Treasure: Beneath the cot is a small chest containing a whip, a set of manacles, three pints of lamp oil, and a bull's-eye lantern. Within a secret compartment in the desk is a small, flat, black square made of some unknown alloy. This is the tile to the door in **Area 3A-9a**.

Area 3A-14: Locked, Trapped Secret Door

This well hidden secret door is both locked and trapped. The keyhole, however, is even better hidden than the door. A separate check is made to find the keyhole. Opening the door sets off a blast of fire (5d4 points of fire damage; save for half).

Area 3A-15: Gates to the Hall of the Sword

This chamber is shrouded in an inky darkness—as the party rounds the corner from the short set of stairs to the north it is as if they are walking into a void (assuming the fear guard heard the characters coming and has already cast *darkness*). Only a successful *dispel magic* or *light* spell counters this effect. A **fear guard** hovers in the blackness, warding off all intruders seeking to pass through the iron gates in the west. He begins his attack as soon as the party enters the *darkened* area.

Fear Guard: HD 4; HP 20; AC 5[14]; Atk incorporeal touch (1d6); Move (fly 12); Save 13; AL C; CL/XP 6/400; **Special:** create spawn, magical abilities (2/day—*darkness* 15ft radius, radiates *fear* in 10ft radius). (*The Tome of Horrors* 239)

Tactics: The fear guard approaches using his *fear* ability and then begins using his touch attack.

A 10ft wide smooth stone passage stretches beyond the iron gates and winds eastward for several miles before arriving **Area 4A-1** or **Area 4B-1**.

Area 3A-16: Converted Temple

The large temple is lit by a half dozen torches in wall sconces. Three long stone pews face a raised stone dais in the southern wall, atop which is a kind of makeshift altar to Freya constructed from bits of cloth and spear handles and strips of leather. The floor of the chamber has been swept clean, and the walls are scrawled with portions of prayers to the Goddess of Fertility.

Should the party make any noise upon entering this area, the southern door behind the dais bursts open and **Kabbal Sharn** (see **Area 3A-17**) steps out brandishing his holy symbol (Freya). If not attacked immediately, he stares at the characters as if he recognizes them, and then lowers his holy symbol and bellows, “At last! Reinforcements!”

Note: Because **Areas 3A-16** and **3A-17** are now technically Kabbal Sharn’s home, Klar cannot enter those areas unless invited to do so by Kabbal. Thus far, Kabbal has not done so.

Area 3A-17: Rectory

This modest chamber contains a wood frame bed against the southern wall and a sturdy wooden box against the west wall upon which sits several crude stone carvings that vaguely resemble holy symbols of Freya.

This is the home of **Kabbal Sharn**, the fallen priest of Freya. Years ago, he and his party ventured into Barakus and came upon the *stone of madness* on **Level 3B**. Though his will was great, Kabbal eventually succumbed to the stone’s power, and in his delusional state he committed many heinous acts for which he lost his priesthood. He was able to escape the Halls of Madness, however, and retreated here. Not long afterward, Klar arrived on this level, and Kabbal became Kabbal Sharn, Vampire Hunter. Thus far, unfortunately, his diseased mind has kept him too distracted to actually hunt down the vampire in his lair. So he waits in his converted temple, fending off orcs and goblins, and waiting for Freya to send him a message as to why she has stripped him of his clerical powers. Being mad, he still considers himself a priest of Freya, only without spells.

Kabbal Sharn, Former Priest of Freya (Clr6): HP 21; AC 3[16]; Atk +1 *staff* (1d6+1); Move 12; Save 10; AL C; CL/XP 6/400; **Special:** clerical abilities suspended.

Equipment: plate mail, +1 *staff*, *decanter of endless water*, wooden stake, box of dried rations (12 meals left), holy symbol of Freya.



Development: Kabbal Sharn believes the characters are reinforcements sent by Freya to help him slay Klar. Once they arrive he scolds them for their tardiness then encourages them to follow him through the northern door. He explains that there is a vampire nearby and that they must slay him immediately. If they decide to follow him, he makes it about as far as **Area 3A-25** before he turns to one of the characters suddenly and says, “Remark! What’s happened to you? You’ve changed. Why, he’s gotten to you. The vampire’s gotten to you.” He then looks around at the other characters and continues, “He’s gotten to all of you! You’re all tainted!” He then pulls out his holy symbol and backs away, cursing them and calling on Freya for strength, and retreats to **Area 3A-16**. If the characters attempt to follow him into the converted temple, he attacks them with his quarterstaff, fighting until dead.

Like all mad NPCs in this dungeon, Kabbal Sharn can be cured with a *remove curse* spell. If cured, asks to be led out of the dungeon, after which he returns to Endhome and spends a month atoning for his sins. Once his period of atonement is over, his clerical powers are reinstated. The party should be awarded full XP for curing Kabbal Sharn.

LEVEL 3A: THE CHAMBER OF FEAR AND ENTRANCE TO THE HALL OF THE SWORD

Area 3A-18: Storeroom

Kabbal threw all the garbage that had collected in **Area 3A-16** in here. There are boxes of rusted armor, bent cutlery, and shards of broken glass. A search of the refuse uncovers a rapier, a pair of gold earrings worth 125gp, and a spellbook containing the following spells: 1st—*charm person, hold portal, light, read languages, shield*; 2nd—*detect invisibility, ESP, knock, mirror image, wizard lock*; 3rd—*fly, water breathing*.

Area 3A-19: The Sprung Trap and the Tempting Statue

As the party rounds the corner they are greeted by a grisly sight: a human skeleton impaled on four spikes. The spikes obviously came up through the floor and are in fact a sprung trap. The skeleton still wears a suit of leather armor and a short sword in a belt sheath.

Within the room itself is a raised stone dais topped by a bronze statue of an eight-armed goddess Kringa, an ancient and long-forgotten deity of temptation. Kringa was a primitive goddess worshiped in particular by young women seeking suitors. Each hand has a small pearl embedded in it. Removing each pearl requires a successful Locks check. Removing a pearl also springs a trap (2d8 points of electrical shock; save for half). Each pearl is trapped and must be searched for and disabled separately.

Treasure: The pearls are worth 25gp each. The skeleton has a small belt pouch within which are 50gp and a small, flat, black tile. This is the tile to the door in **Area 3A-9b**.

Area 3A-20: A Little Carnage

The door to this room is ajar, and through it can be heard the sound of buzzing flies. Within the chamber are the bodies of three dead gnolls, all badly clawed and scratched. Closer examination reveals their bodies appear to have lost most of their blood. They were slain by Klar's worgs, and their bodies, once drained of blood, were dumped here. The room also contains sacks and sacks of dirt. Beneath some of these sacks is a trapdoor leading to **Area 3A-21**.

Area 3A-21: Buried Alive

This low antechamber is 6ft below **Area 3A-20**, and the floor is made of loose dirt. Lying in the northeast corner is the body of a half-orc dressed in chain mail. This is Trom, Klar's half-brother who had come here hoping to slay him. He had little hope of doing so alone, and when he fled and hid in this small cellar, Klar simply piled some sacks of dirt on the trap door and let him starve to death.

Treasure: Trom wears *+1 chain mail*, and carries a *+1 longsword* and a *+1 longbow*. In his quiver are 5 *+1 arrows* and 20 arrows.

Area 3A-22: Kennels

Each of these chambers is filled with dried bones and heaps of raw meat. Klar stations one of his **worgs** at each location. Should intruders enter the area, the wolves growl loudly and then attack.

Worgs (2): HD 4; HP 20, 18; AC 6[13]; Atk bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; **Special:** none.

Development: If Klar hears combat in either of these areas, he gathers up his remaining worg (assuming it still lives) and arrives in 3 rounds.

Klar's Chambers

Unlike your typical vampire, **Klar**, a former orc warrior, hasn't the

appreciation of life's finer things. This chamber is sparsely furnished: a round wooden table with three wooden chairs in the center of the room, a chest of drawers against the eastern wall, and a rack of weapons against the western wall in the southern corner. When not resting in his coffin in **Area 3A-24**, or patrolling the level for new victims, Klar rests here.

Klar, Orc Vampire: HD 7; HP 40; AC 2[17]; Atk bite (1d10 plus level drain); Move 12 (fly 18); Save 9; AL C; CL/XP 10/1400; **Special:** *charm gaze*, destroyed only in coffin, drain 2 levels with bite, gaseous form, +1 or better weapon to hit, shapeshift into giant bat, summon rats or wolves, regenerate (3/round).

Tactics: When Klar encounters the party makes one or two attempts to *charm* and then transforms into a giant bat and bites with level drain.

Treasure: The weapon rack contains a polearm, a *+1 longsword*, a two-handed sword, a short sword, and a dagger (the key to the chest in **Area 3A-24** hidden in pommel).

Behind the weapon rack is the secret door. The drawers also contain a note, which reads as follows:

*Klar:
We have considered your offer and may indeed come join you there in the dark halls of Barakus. Life here is getting cramped and dull and we need a change of pace. We will communicate further at some point.*

— T. P.

Development: Klar fears no one and nothing on this level, though wards put up by the orcs and ogre in **Area 3A-7** prevent him from having complete access to all the level's chambers. Therefore, except for **Area 3A-15**, the party might encounter him anywhere else on this level. In fact, he enjoys wandering the halls and scaring the orcs and ogre and glaring into Kabbal's temple. Klar also has the third and final tile to the Chamber of Fear. He knows it goes to one of the doors, and he would very much like to find the other two tiles and find out what lays beyond **Area 3A-9b**.

Area 3A-24: Klar's Casket

This small chamber contains only a black casket and an iron chest. The casket contains dirt from Klar's homeland. He retreats here in gaseous form if reduced to 0 hp. The chest is locked and contains the **treasure**.

Treasure: The chest contains 750gp, 4 gold figurines of an elf, a dryad, sprite, and a pixie, each worth 125gp, and, in a secret compartment the tile to **Area 3A-9c**.

Area 3A-25: The Pool and the Mirrors of Courage

In the center of this chamber is a three-foot high, 10ft wide stone pool filled with water. A secret compartment on the outside of the pool contains a small gold cup. A 3ft square silver framed mirror hangs in the center of the south, west, and eastern walls. Looking into the mirrors and drinking from the pool with the gold cup have the following affects:

Drinking from the cup: The character feels sick and must succeed at a save or lose 2d4 points of temporary constitution. Even if the character succeeds at the saving throw he still suffers 1d4 points of temporary constitution loss.

Looking into the western mirror: The character sees himself as an old man, crippled and bent. A dread fear runs through him and he must succeed at a save or suffer 2d4 points of temporary strength loss. Even if he

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succeeds at his save he still suffers 1d4 points of temporary strength loss.

Looking into the southern Mirror: The character sees himself on his deathbed as life is slipping from him. He must succeed at a save or suffer 2d4 points of temporary dexterity loss. Even if he succeeds at the save he still suffers 1 point of temporary dexterity loss.

Looking into the eastern mirror: The character sees himself as he is now, only is acutely aware of all of flaws, foibles, and peccadilloes. He must succeed at a save or suffer 2d4 points of temporary intelligence loss. Even if he succeeds at the save he still suffers 1d4 points of temporary intelligence loss.

If a character performs all four tasks, in any order, he is immediately cured of all lost characteristic points and gains +5 to all fear saves for the next 48 hours.

Area 3A-26: The Chamber of Fear and the Second Flame

This large triangular chamber contains a 20ft tall, four-tiered ziggurat. Atop the ziggurat is a pedestal, resting within which is a small brass circle. If the circle is inserted in the eastern post in **Area 2-23**, that pillar's sphere is "lit".

None of the above is visible when the characters first enter, however, as the chamber is guarded by **2 fear guards**, who have blanketed this room in their impenetrable darkness. When the characters open the door, it is as if they are staring into a void.

Fear Guard: HD 4; HP 20, 16; AC 5[14]; **Atk** incorporeal touch (1d6); **Move** (fly 12); **Save** 13; **AL C**; **CL/XP** 6/400; **Special:** create spawn, magical abilities (2/day—darkness 15ft radius, radiates fear in 10ft radius). (*The Tome of Horrors* 239)

Tactics: Each fear guard attacks from the void with its aura of fear and touch attack.

Level 3B: The Halls of Madness and the Gates to Level 5

When the elders of Barakus trapped Devron in his dungeon on the 5th level, the crafty old lich still had a few tricks up his sleeve. At great cost in personal power, Devron summoned forth the *stone of madness*, a large, conically shaped rock that slowly drives all those close to it mad. The stone would eventually be the downfall of Barakus. The elders of Barakus did manage, before they fell prey to it completely, to empower the *sword of Kell* such that it could destroy the stone, although it was never used to do so. The stone's power has weakened somewhat over the centuries, and now its effects only extend to this level.

Standard Features

Except for the northern portion on the level, which is comprised of three natural caves and their connecting tunnels, this level is made from smooth cut stone. Except for the caves, it is also lit. Torches with a permanent *continual light* in wall scones cast a dim, shadowy light throughout this level.

Entrances/Exits

The spiral staircase in **Area 3B-1** ascends to **Area 2-83**; the twisting tunnel in **Area 3B-7** winds down to **Area 4-24**.

Wandering Monsters

There are no wandering monsters on this level. If the Referee wishes, he may have one of the monsters or mad NPCs decide to leave his lair (except the guardians of madness in **Area 3B-18**).

The Zones of Madness

There are three "zones of madness" on this level, indicated with gradually more darkly shaded areas. Characters are required to make a save when they first enter this level, and when the characters move to a new, "higher" madness zone or begin to grow mad. The power of the stone increases the closer one is to the stone, so the save for the zones are normal for the first zone, -2 penalty for the 2nd zone, and -4 penalty for the third zone. Once a character is infected he need not continue to make saving throws when moving between zones-the stone has him.

The Effects of Madness

Once a character has failed his saving throw he is considered "infected" with the madness curse. Infected characters feel a little odd, edgy, not entirely

themselves. There are, however, no real adverse affects at this stage. The Referee should tell the player privately how his character is feeling, and inform him that his character does not feel any pressing need to share this information with his comrades. The character must continue to make madness saves according to the zone in which he failed his save once a day for as long as he is in infected or until he becomes fully mad. A character that misses a madness save is considered "fully mad." This madness is characterized by obsessive paranoia. Characters who become mad are extremely distrustful and easily moved to violence. As Referee you may choose something upon which the character can obsess or select from the following chart:

Another Character: The mad character believes one of the other characters is out to get him and secretly begins plotting his downfall. Should he succeed in slaying that character he then concludes that another character was secretly aiding the first and so on.

A Possession: The mad character believes everyone, particularly the other characters, want a belonging of his. This item could be his most powerful magical item or something trivial like a comb or his boots. Whichever it is, he does not feel comfortable in the company of others, as they could steal this item at any time.

A Location: The mad character believes he must guard a location. This could be a room at an inn, a cave, or a location in the dungeon. If the character went fully mad on **Level 3B** itself, then he most certainly would decide that he must defend a room on that level.

A Demon: The mad character believes a demon is hunting him. Other characters and NPCs are viewed as agents of the demon and must themselves be destroyed.

The Referee should take the player of the fully mad character aside and inform him of his circumstance, and, hopefully, entrust him to roleplay the curse appropriately. Characters remain mad until cured by a *remove curse*.

If All the Characters Become Mad

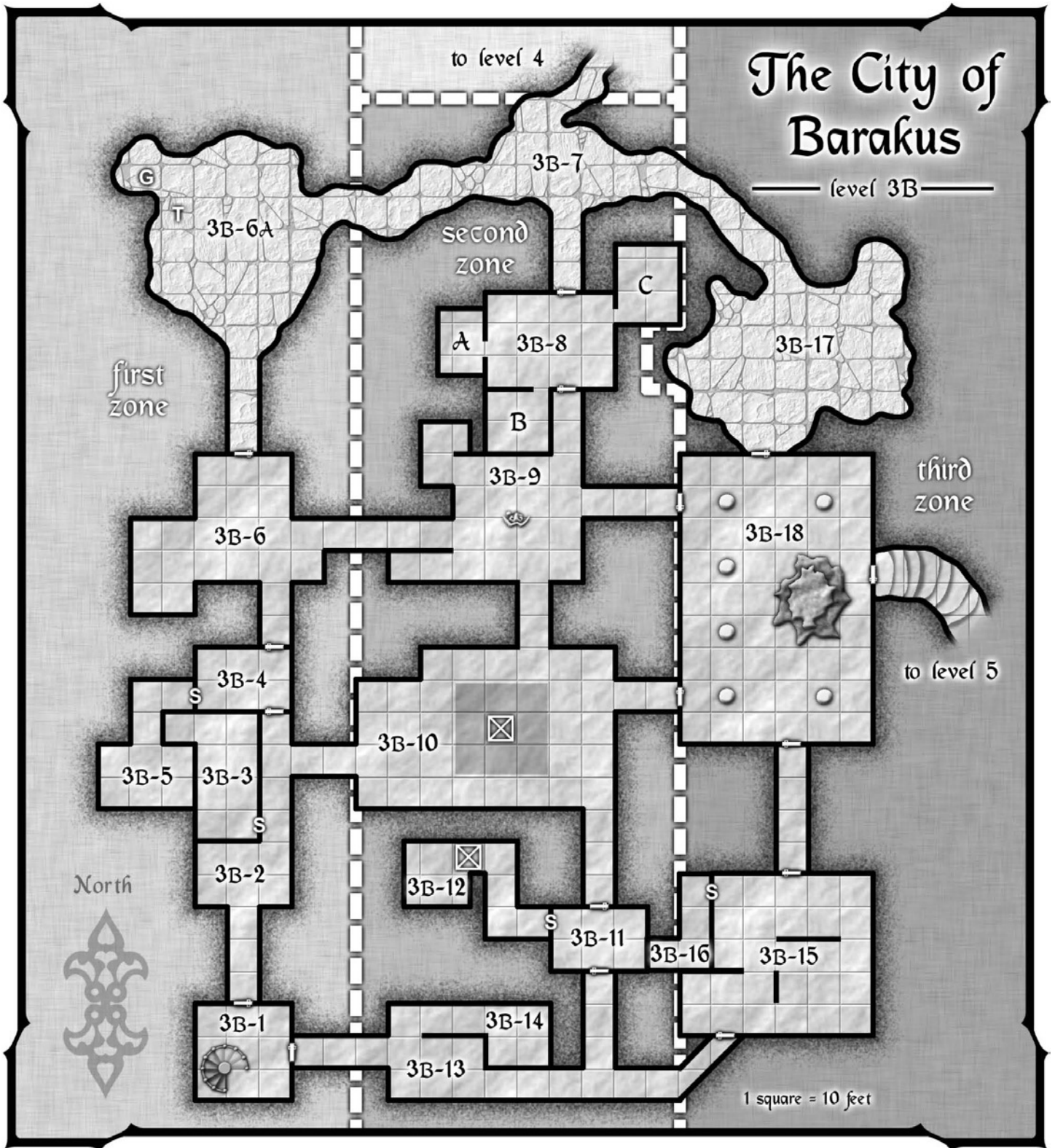
Obviously, if all or most of the characters become mad the game could quickly devolve into an unplayable chaos. To prevent this, postpone the onset of the madness somewhat, or have it occur gradually, giving the characters time to realize something is wrong with them and to seek a remedy.

Keyed Locations

Area 3B-1: Stairs From Level 2 and Lair of the Mad Troglodyte

A spiral stone staircase terminates in the southwest corner of this chamber. Strange, crude symbols have been painted on the walls and floor in

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black. The room is filled with odd debris: small stone pedestals broken off their bases, bent picture frames, animal skins and bones. Two of the pedestals are being used to block the north and east doors.

Thrassit, a mad troglodyte, holes up here. He hears anyone descending the staircase and hides behind it, springing out and attacking the invaders once they reach the bottom. He likewise attacks anyone attempting to break open the doors to his room.

Thrassit, Troglodyte: HD 2; HP 10; AC 4[15]; Atk bite (1d4+1), spear (1d6+1); Move 12; Save 16; AL C; CL/XP 3/60; **Special:** chameleon skin (surprise on 1-4), stench (save or lose 1 point

of strength per round for 1d6 rounds).

Treasure: Hidden amid the clutter is a shriveled, severed human leg, around which is a gold ankle bracelet worth 75gp.

Area 3B-2: Battle Scene

There are a dozen recessed niches in the walls of this small chamber, within each of which rests a humanoid skull. There is also a wooden bucket in northeast filled with urine, and a bucket in the northwest filled with blood.

THE HALLS OF MADNESS AND THE GATES TO LEVEL 5

Two dwarves dressed in chain mail lay sprawled on the floor, dried blood staining the floor around their bodies. They appear to have been dead for quite some time. Their bodies have been looted of everything except their chain mail (badly damaged from whatever killed them) and a dagger in one dwarf's belt.

Area 3B-3: Teelo the Cutthroat

This area is lit with two hooded lanterns suspended from the ceiling by thick twine. A bedroll sits against the north wall, and several boxes filled with rags, old boots, and rusted daggers line the eastern wall. The floor is covered in writing. The author appears to be obsessed with someone named Kiva, and talks a lot of "proof," and "the last straw" and "Kiva's evil plans."

The author is, in fact, **Teelo**, a halfling, who hides in this secret chamber waiting to ambush passersby. Kiva is Teelo's brother, who lives just north in **Area 3B-4**. Teelo believes Kiva is possessed of tremendous power and lives in constant fear of him. He has constructed three peepholes through which he keeps a watch for Kiva or other strangers. Teelo assumes all strangers are in league with Kiva, though he does not perceive of them as all-powerful. Thus, when anyone passes his chamber, he quietly sneaks out the secret door and follows them, waiting for the appropriate moment to strike.

Teelo, Halfling (Thf4): HP 11; AC 6[13]; Atk +1 short sword (1d6+1) or dagger (1d4); Move 12; Save 12; AL C; CL/XP 4/120; **Special:** backstab (x2), halfling racial abilities, +2 save bonus vs. traps and magic devices, +1 dexterity bonus, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 35%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%;

Equipment: leather armor, +1 short sword, 4 daggers, ring of invisibility, thief's tools.

Tactics: Using his *ring of invisibility* and moving silently, Teelo follows the party at a discreet distance before pouncing. He delivers one backstab attack, fights for one more round, then activates his ring and slips away. He continues to pursue the characters using this hit-and-run tactic until slain, cured of his disease, or the party enters Kiva's quarters.

Development: If, through his peephole, Teelo witnesses the characters slay Kiva, he concludes that they are his saviors and begs to accompany them. For a short time, he is their loyal, if somewhat peculiar companion. After a few days however, he begins to view the characters differently, asking why they stole all his pies, and did they try to cut his hair in the middle of the night and so on. After a week, he concludes that they are in still in league with Kiva and that what he witnessed earlier was only an ornate ruse to trick him out of his hiding place, and, if allowed to continue accompanying them, he attacks them at the first opportunity.

Area 3B-4: Kiva the Prophet

The walls of this chamber are draped in what appear to be bed sheets that have been covered in a hasty scrawl describing the inevitable demise of the halfling race due to a chronic shortness of breath (the author puts the word shortness in quotes). There is a straw mat in the northeast corner, and a box of dried meats beside it.

Kiva, a halfling monk, lives here. Perhaps because of his monkish discipline, the madness infecting him is not as severe, or at least as violent in its manifestation, as the other victims on this level. Kiva believes himself a seer, and in his opinion the future does not look good. All the good races, particularly the halfling race, are doomed for one reason or another. If the party enters his chamber, he merely rises from his mat where he spends most of his days meditating, and says, quite calmly, "I am sorry my children that you have come for my help, for there is nothing I can do for you."

Kiva, Halfling (Mnk3): HP 8; AC 5[14]; Atk fist (1d6) or staff (1d6+1); Move 14; Save 13; AL C; CL/XP 4/120; **Special:** alertness (surprise only on 1), deadly strike (5 or higher on required hit roll, stun for 2d6 rounds, 25% to kill), deflect missiles (save avoids), halfling racial abilities, +1 dexterity bonus, +2 save bonus against paralysis and poison, +1 weapon damage bonus, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 30%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%;

Equipment: staff, *cloak of protection +1*, thieves tools.

Tactics: Kiva does not want to fight, but if forced to (see below), he reluctantly attacks.

Development: Kiva believes that, in addition to prophesizing, he has been brought to this part of Barakus to guard the secret door to **Area 3B-5**. If the characters enter his chamber, receive the bad news that they are doomed and move on, he remains peaceful. If, however, they take so much as one step toward the southwest, he springs from his mat, positions himself in front of the secret door and declares, "No, you fools! Don't do it. Do not let them out! It will be the end of us all!" He gives little explanation beyond this, saying that the characters are "not ready for the terrible truth that awaits them beyond this door." If they insist on investigating what lays beyond the secret door, he attacks them "for the good of all the planet." Kiva is unaware of Teelo's obsessions with him. If asked, he says he believes his brother is already dead.

Area 3B-5: Toy Maker's Workshop

Against the southern wall is a long wooden bench, atop which are dozens of small wooden toys, as well as some springs, bolts, and numerous small metal tools similar to those found in **Area 2-3**. Each toy (goblins, faeries, dogs, etc...) has a little screw in its back, which, if turned, causes it to walk for about a minute. There are fourteen toys in all.

The Illustrated Floor

The floor of this large and oddly shaped room is covered in crude drawings. Each drawing is a different attempt to render the *stone of madness*. There are thirteen drawings in all.

Anyone uttering the word "Florn" in **Area 2-65** is teleported to the center of this chamber.

Area 3B-6: The Cave of the Stone Giant and His Treasure

Squatting motionless in the northwest corner of this large cave ("G" on the map) is a **stone giant**. Near the center of the cave are two lidless trunks ("T" on the map) in which can be seen mounds of sparkling gold. The floor of the room is scattered with bones.

Stone Giant: HD 9; HP 45; AC 0[19]; Atk club (3d6) or boulder (3d6); Move 12; Save 6; AL C; CL/XP 10/1400; **Special:** hurl boulders.

Tactics: The madness has had an odd effect on this stone giant, making him more or less docile unless someone attempts to meddle with his treasure. Thus, he sits motionless in his corner of the cave, possibly unnoticed, until someone approaches within 5ft of his treasure, at which point he rises and grabs a rock. He does not throw the rock immediately, however. Instead he waits to see if the interlopers draw any closer to his gold. If they do, he attacks until they are dead. If the characters merely pass through this room and leave his treasure

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alone, he leaves them be as well.

Treasure: Each chest contains 1000gp.

Area 3B-7: Allip's Cave

This dark cave appears at first glance to be empty. In actuality, an **allip** is hiding near the northern passage. He rushes from the darkness and attacks all intruders.

Allip: HD 4; HP 20; AC 5[14]; **Atk** strike (no damage; 1d4 points of wisdom lost); **Move** (fly 6); **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** drains wisdom, hit only by silver or magic weapons, hypnosis per *suggestion* (save avoids). (**Monstrosities** 10)

Treasure: Buried in the northwest corner is a *wand of hold portal* (3 charges), and a spellbook containing the following spells: 1st—*detect magic*, *hold portal*, *magic missile*, *protection from evil*, *read languages*, *sleep*; 2nd—*knock*, *magic mouth*.

The northern passage stretches downward for several hundred yards before arriving at **Area 4-24**.

Area 3B-8: The Mad Drow

This area consists of one large chamber and three small antechambers. The large central chamber contains the bodies of four dead orcs, their body's stuck with hand crossbow bolts. As soon as this area is entered, one **drow** appears in the doorway of each adjoined antechamber and attacks. The drow all fire a round with their hand crossbows first, then close with their longswords. If the party is using light sources, one drow casts *darkness 15ft radius*.

Drow Warriors (Ftr2) (3): HP 8, 7, 10; AC 4[15]; **Atk** +1 longsword (1d8+1) or hand crossbow (1d3 plus sleep

poison); **Move** 12; **Save** 11 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius*, *faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Treasure: Each of the drow's separate ante-chambers is littered with papers scrawled upon in Undercommon. Most of it is paranoid gibberish, full of worry that the homeland will soon be blasted with "death-light," but several pages in **Area C** talk of "Sizret" and of "*her terminal curiosity regarding the queer little square.*" In the corner of **Area A** is a small sack with 120sp and 18gp. **Area B** has a similar sack containing a set of thieves' tools and a 6oz piece of adamantine (worth 600gp). Adamantine can only be identified by someone familiar with it like a dwarf, otherwise it just looks like a piece of heavy black iron. **Area C** has no treasure.

Area 3B-9: One Tough Orc

A statue roughly shaped like Orcus and made from bits of armor, pieces of broken furniture and bones has been erected in the middle of this chamber. Discarded or unused materials similar to those in the statue lay scattered at the statue's feet. This artwork was the result of months of loving toil by **Fraam**, an insane mighty orc warrior. Fraam rests in the northwestern alcove. He peers around the corner should he hear anyone enter the chamber. If intruders show any signs of disturbing his creation, he charges from his hiding spot and attacks.

Fraam, Orc Warrior (Ftr4): HP 20; AC 3[16]; **Atk** two-handed sword (1d10+2); **Move** 12; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: plate mail, two-handed sword.

Treasure: In the northern alcove is a bedroll; beneath it is a suit of +1 *leather armor*.

Area 3B-10: The Forgotten Trap

The walls of this room are filled with what appear to be technical illustrations depicting large and elaborate machines. The designs are filled with arrows and letters and obscure notes. The illustrations are quite vague however, and it is impossible to tell what exactly the creator was intending. The designer was, in fact, designing nothing. These are just unconnected notes on machines that will never, and could never, be built. The room appears otherwise empty.

In the middle of the room is a hidden 10ft by 10ft trapdoor. A 5ft wide ring surrounding the trapdoor, however, is trapped. Should more than 20 pounds of pressure be placed on any part of the shaded area in the center of the chamber, a spike drives up through the floor, impaling the victim from below (2d6 damage; save avoids).

The trapdoor is locked and leads to a 20ft by 20ft chamber 12ft below **Area 3B-10**. The floor of this second chamber is of loose dirt, and there is an unlocked chest against one wall.

Treasure: The chest contains 260cp and an iron crown inlaid with tiny gems worth 35gp. Buried in the dirt floor opposite the chest is an ivory scroll case containing 4 *clerical scrolls* (1: *scroll of cure light wounds*, *detect evil*; 2: *scroll of find traps*, *snake charm*; 3: *scroll of cure disease*, *remove curse*; 4: *scroll of cure serious wounds*, *neutralize poison*).

THE HALLS OF MADNESS AND THE GATES TO LEVEL 5

Area 3B-11: Locked Room

Both doors to this room are bolted from the inside. Sitting on a stool in the northeast corner is a skeleton in leather armor with a longsword across what used to be its lap. This poor fool, utterly paranoid, locked himself in here until he starved to death. In his mind, he was guarding the secret door behind him.

Treasure: The +1 *longsword* is only item of value in this room.

Area 3B-12: The Three Amulets

The threshold to this small chamber is rigged with a deadly pit trap (20ft, 2d6 falling, 3d4 points of damage plus poison; save or unconscious; take 1d6 points of damage per hour until dead).

Standing against the southern wall are three stone statues of warriors. Each warrior clasps a halberd in both hands, is dressed in full plate mail, and, upon closer examination, is wearing a medallion. The westernmost statue's medallion bears the image of a lightning bolt; the center statue's medallion shows a shining sun; the easternmost statue's medallion shows an open eye. Inscribed in Arthemin on the wall behind the statues are the words: *Lotus. Gortus. Tjool*. If the word *Lotus* is uttered, the westernmost statue's medallion "animates;" that is, it turns from stone to gold and silver and can be removed from the statue's neck. Likewise, if the word *Gortus* is uttered, the center statue's medallion can be removed, and if the word *Tjool* is uttered the easternmost statue's amulet can be removed. The amulets are as follows:

Lightning Amulet: *The heart of Gromm*

Shining Sun Amulet: *Amulet of protection against madness*

Open Eye Amulet: *Medallion of ESP.*

The Heart of Gromm

The wearer of this silver medallion inscribed with a lightning bolt on a gold chain gains +5 save vs. magical lightning. What's more, he may remove the *arm of Gromm* from its resting place in the Lost City of Barakus without being attacked by the guardian golems.

Amulet of Protection Against Madness

Upon donning this amulet, the wearer is protected against any madness inducing magic, in particular those affects caused by the *stone of madness*.

Area 3B-13: The Rune Room

The walls and floor of this area have been covered in odd runes. A magic-user may notice that the runes seem to be more or less warding in nature but are improperly drawn; it is as if whoever inscribed these runes had seen them once long ago and then attempted by memory to recreate them. The runes, as such, are totally harmless and ineffective. If the characters make any amount of noise here they gain the attention of Festuss in **Area 3B-14**.

Area 3B-14: Festuss the Mad Conjuror

A bedroll rests against the eastern wall, along with several sacks, a

backpack, and a torch. This small chamber is the home of **Festuss**, a mad conjurer. Festuss believes a demon named Grime is hunting for him, and is suspicious that the characters might be agents sent to destroy him (see **Development**, below).

Festuss the Conjuror (MU5): HP 12; AC 6[13]; Atk +1 *staff* (1d6+1) or darts x3 (1d3); Move 12; Save 11; AL C; CL/XP 6/400; **Special:** +2 save bonus vs. magic, spells (4/2/1).

Spells: 1st—*charm person, magic missile (x2), shield*; 2nd—*invisibility, mirror image, phantasmal force*; 3rd—*monster summoning I*.

Equipment: *bracers of defense AC 6[13], +1 staff, 9 darts.*

Tactics: Festus casts *shield* as soon as he becomes aware of the characters. If he determines the characters are a threat, he casts *invisibility*, and retreats to a safe distance where he can cast *monster summoning I* and a *phantasmal force* of himself. Once in combat he uses *charm person* first, followed by his other offensive spells.

Development: Festuss does not immediately attack the party. If they manage to surprise him, then he assumes they are agents of Grime and attacks (see above). If he hears them in **Area 3B-13**, he casts *shield* and investigates. He is highly suspicious, but he does not expect Grime to send a group of adventurers to slay him. Thus, he immediately begins questioning the party, asking who sent them, and do they know "the demon Grime," and where are they from, and how did they know he was here. If the characters answer his questions promptly and honestly and then move on, he returns to **Area 3B-14**. If however, the characters are sluggish in their responses, or begin asking too many questions of him, or attempt to enter **Area 3B-14**, he assumes they are hostile (see above.)

If cured of his illness, he returns to Endhome and, after taking a few months to recover, attempts to resume what had been a very promising career as an adventuring wizard. He could be talked into joining the party.

Treasure: In addition to his personal gear, the backpack contains all the valuable bits of an alchemist's lab (250gp worth), 42sp, some winter clothes, and 6 tinder twigs. The sacks contain rations (2 months worth).

Area 3B-15: Madness Makes Strange Bedfellows

This large and oddly shaped room is home to **Vorban**, a dwarf, and **Pale**, an elf. How these two react to the party depends upon which door the characters enter from (see **Development**, below).

Vorban, Dwarf (Ftr3): HP 15; AC 2[17]; Atk +1 *battleaxe* (1d8+3); Move 12; Save 12; AL C; CL/XP 3/60; **Special:** dwarf racial traits, multiple attacks (3) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength.

Equipment: *plate mail, shield, +1 battleaxe, key to large chest in Area 3B-16.*

Pale, Elf (Ftr2): HP 10; AC 5[14]; Atk *longsword* (1d8+1) or *longbow* x2 (1d6+1); Move 12; Save 13; AL C; CL/XP 2/30; **Special:** elf racial traits, multiple attacks (2) vs. creatures with 1 or fewer HD, +1 to hit for high strength, +1 damage bonus for high strength.

Equipment: *chain mail, longbow, 20 +1 arrows, key to strongbox in Area 3B-16.*

Tactics: In combat, Vorban engages the toughest looking character in melee while Pale attempts to stay back and pepper any spellcasters with arrows.

Development: These two believe they have been stationed here to guard the door to **Area 3B-18**. Therefore, if the room is entered from

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the southern door, Vorban and Pale, their weapons drawn, stride up to the characters and the dwarf informs them that they must turn back. He says they have “come too far” and that “The Mother must be left to rest.” Pale nods his head in agreement. They cannot be talked out of this position, and if the party attempts to go past the guardians, Vorban and Pale attack.

If the party enters this chamber via the northern door, Vorban and Pale rush up to them eagerly, and Vorban exclaims, “Excellent. You have come!” He and Pale believe the characters are reinforcements sent by “The Mother” (the *stone of madness*). If the characters do not agree to stand guard with the dwarf and the elf, Vorban declares, “What? What were you doing with The Mother? Have you defiled her? Interlopers! Bandits! Explain yourselves now or die.” Here the party *might* be able to explain their way out of a combat. Roleplay this encounter, remembering that Vorban and Pale are immensely paranoid and protective of The Mother. If the party is not successful in convincing Vorban and Pale they meant and did no harm to The Mother, the dwarf and the elf attack. If cured of the curse, Vorban and Pale return to Endhome to rest.

Area 3B-16: The Guardians’ Storage Room

This small chamber contains two sacks of rations (2 months worth) a large locked chest and a locked strongbox. The chest and the strongbox contain the **treasure**.

Treasure: The chest contains a gold urn worth 110gp filled with human ashes, and a collection of rare dried insects on pins (worth 100gp to the right buyer). The strongbox contains 125gp and six gems worth 25gp each.

Area 3B-17: Cave of the Cloaker

The floor of this large cave is rocky and uneven, making movement difficult. Anyone attempt to move faster than half their movement rate must succeed at a save or fall. There are several bodies sprawled in the center of the cave. Two are male elves, and one is a female human. All three are dressed in leather armor, and appear to have been dead for several weeks. For more details on their belongings see **treasure**, below.

A **cloak**er lurks in the northeast, and attacks as the characters are making their way across the cave.

Cloaker: HD 6; HP 35; AC 4[15]; Atk tail (1d8), bite (1d6), enfurl; Move 9 (fly 12); Save 11; AL N; CL/XP 8/800; **Special:** *darkness 15ft radius*, enfurl (save or be trapped, +4 bite attack bonus), 1/day-*mirror image* (1d4 images), unnerving moan (save or immobilized with fear for 1 turn). (**Monstrosities** 69)

Tactics: The cloaker prefers to fly to the top of the cave and use his unnerving moan to cause fear. Once it feels it has sufficiently weakened the party, it dives down and uses its tail slap and unnerving moan simultaneously. It also uses its *mirror image* ability in melee.

Treasure: On the bodies are the following: a long sword, two short swords, 3 suits of leather armor, a belt pouch (on the human) containing 20gp, and in one of the elves’ backpacks, a *potion of extra-healing*.

Area 3B-18: The Stone of Madness and the Gate to Level 5

Rising out of the floor of this huge, 20ft high chamber is a 12ft tall, 30ft wide black rock that appears to have grown out of the earth. Broken masonry from the paved floor is scattered at the foot of the stone. Stand-



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ing before the dark rock are **3 guardians of madness** dressed in plate mail and armed with two-handed swords, all of the same black stone. These doomed creatures attack all sane characters who enter the chamber.

Guardians of Madness (Marrosian Statue) (3): HD 3; HP 15, 12, 18; AC 1[18]; Atk two-handed sword (1d10+1 plus soul chill); Move 12; Save 14; AL N; CL/XP 5/240; **Special:** slashing and piercing weapon resistance (half damage), soul chill (save or a wounding chill that causes a -2 on attack rolls and saving throws). (*Monstrosities* 318)

The Stone of Madness

This huge black rock seems to pulse slightly and gives off a low hum. Anyone touching the stone must succeed at a save or turn into black stone and become a guardian of madness (see above). All guardians of madness remain in this chamber and defend the *stone of madness* until dead.

Note: touching the stone with a sword or similar inanimate object does not incur a saving throw; touching it with a gloved hand, however, does.

Destroying the Stone: The *stone of madness* has AC 9[10], HP 250 and is resistant to weapons (one-half damage). It is immune to all spell and spell-like abilities. However, a single blow from the empowered *sword of Kell* destroys both the sword and the stone completely. Destruction of the stone automatically destroys all guardians of madness. Destroying the stone gains the party 3000 XP bonus.

The Gates to Level 5: The gates are actually one solid, iron portal with neither a handle nor hinges. In the middle of the door is a single square depression. If the cube from **Area 1-25** is inserted in the depression, the door slides into the ceiling revealing a set of wide of stone stairs curving downwards to the south. Aside from the cube, there is no way to open this gate.

Level 4: The Drow and the Ghoul

This level was designed to hold the brass rectangle to light the third and final torch in **Area 2-23**, as well as a special chamber to create an arsenal of magical two-handed swords. The level, however, was never completed, and except for a few areas, the passages and chambers remain rough and unfinished.

Several occupants have come to this level. First, a group of drow, led by a powerful priestess, was sent here by their superiors in the Under Realms to scout out the dungeon as a possible location for a stronghold. Once they arrived they discovered the brass rectangle and Sizret, their leader, began to surmise that something powerful was afoot. Unfortunately, she soon had several visitors to contend with. First Thelkor, a ghoulish lord, arrived with his ghoulish and ghoulish cohorts and stole the rectangle. Next, a hydra moved up from the Under Realms, effectively blocking a return to the drow's home. Currently, the Drow are stuck, trying to decide if they should attack the hydra or ghouls first, and worried that either strike might weaken them too much to take on the other. Thelkor the ghoulish lord, it should be noted, also possesses the *helm of power*.

Standard Features

Most of the areas are semi-natural caves; that is, the builders of the city took some already existing caves and began reshaping them to their needs. Thus, the caverns and caves have a uniformity and a precision that most similar areas would not. In addition, there are a few areas that were finished with mortared stones. Except where noted, all areas are unlit.

Entrances/Exits

The stairs in **Area 4-1** leads to up to **Area 2-63**. The winding passage in **Area 4-4** descends several hundred yards to the Under Realms. And finally, **Area 4-24** winds up to **Area 3B-7**.

Wandering Monsters

This is not a level conducive to wandering monsters. Given the current set of circumstances (e.g. the entrance to the Under Realms blocked by a hydra) it is unlikely anything is going to wander onto the level except the party. If the Referee would like an encounter, he should choose monsters from those described in the listed areas. Most areas describe where and how the monsters therein might move about.

Keyed Locations

Area 4-1: Spider Lair

This large cave is choked with spider webs, the southern portion so much so that the passage to **Area 4-2** is totally obscured. The floor is strewn with the bones of animals and humanoids alike.

A **giant spider (6ft diameter)** lurks in the spider webs, ready to attack anyone or anything that enters.

Giant Spider (6ft diameter): HD 4+2; HP 26; AC 4[15]; Atk bite (2d4 plus poison); Move 3 (web 12); Save 13; AL C; CL/XP 7/600; **Special:** lethal poison; webs (save to avoid becoming stuck).

Tactics: The spider prefers to cast its web first then close in on its entrapped prey and attack with its bite.

Development: The drow, with the help of the aranea in **Area 4-17**, have befriended this enormous arachnid and are therefore left alone by it and are free to pass in and out of this chamber.

Area 4-2: Spider Nest

The passage between **Areas 4-1** and **4-2** are filled with the spider's sticky webs. Attempting to navigate this passage without destroying the webs results in a character being stuck in the sturdy strands (as per *web* spell). If the characters do destroy the webs, upon reaching the threshold of **Area 4-2** they are set upon by **6 giant spiders (1ft diameter)** (the babies), which have been waiting here for their mother to return with fresh meat.

Giant Spiders (1ft diameter) (6): HD 1+1; HP 2, 6, 7, 9x2, 5; AC 8[11]; Atk bite (1 plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 save).

Area 4-3: The Pool and the Statue

In the center of this cave is a 40ft wide, 25ft deep pool of water surrounded by a low, brick wall. A life-size statue of a maiden with long hair, a flowing gown, and a sea shell cupped in both hands stand in the center of the pool. The statue is supported on a thick stone base that descends to the bottom of the pool. The statue is that of an ancient Lawful water goddess worshipped by a small number of the citizens of Barakus. Her name, Gallinda, is written in Arthemian on her right wrist. Anyone submersing themselves in the pool and saying a heartfelt prayer to this goddess is *blessed* as per the spell and gains the ability to breathe under water for 24 hours. In addition, the entire area is considered under a permanent *protection from evil*, as per the spell.

A powerful ward protects the statue. Anyone attempting to harm the goddess automatically receives 1.5 times the amount hp inflicted on the statue. Should anyone be willing to endure the damage necessary to fully destroy the statue, it has **HP 50**.

Development: This statue particularly irritates the drow. They would love nothing more than to figure a way to destroy it, but have thus far been unable to do so. Sizret would also like to see the *protection from evil* effect removed, and is awaiting an answer from her superiors as to whether a high level priestess is going to be arriving soon to aid in this.

Area 4-4: Hydra Lair

A **seven-headed hydra** found its way to this cave from the Under Realms. Out of curiosity it started squeezing up through the cave and soon

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level 4

to the
Under Realms

to level 2



to level 3B

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found that it couldn't back out — it had to keep forging ahead. Now it's stuck in this room and is as yet still unwilling to try the uncomfortable journey back home. And it's getting very hungry...

This is yet another bother to the drow, who lost several guards when the hydra arrived and are, at the moment anyway, cut-off from reinforcements. Though capable of slaying the hydra if all their forces were mustered, Sizret is concerned she would lose too many warriors in the process and is currently weighing her options (see **Area 4-5**).

If the adventurers choose to explore the tunnels from which the hydra came they will wander through hundreds of miles of winding passageways which will eventually lead to **Hex AE-46** of *Cyclopean Deeps: Volume 1*.

Seven-Headed Hydra: HD 7; HP 56; AC 5[14]; Atk 7 bites (1d6); Move 9; Save 9; AL N; CL/XP 9/1100; **Special:** heads take 8 hp before it dies, body has separate hit points.

Treasure: The bodies of four partially eaten drow are piled in the northern corner of the cave. On their remains can be found 4 +1 longswords, 4 suits of +1 chain mail, 4 hand crossbows, 35 bolts still coated in sleep poison, and 4 potions of extra-healing.

Area 4-5: Drow Scout

Crouched in this small cave is **Izora**, a drow scout. Izora's job is to listen for any activity in **Area 4-3**, then act according to her instructions (see **Development**).

Izora, Drow Scout (Thf3): HP 8; AC 5[14]; Atk +1 short sword (1d6+1) or hand-crossbow (1d3 plus sleep poison); Move 12; Save 12 (includes +2); AL C; CL/XP 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, darkness 15ft radius, faerie fire); -2 attack

penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus, thieving skills as an elf. (**Monstrosities** 146)

Thieving Skills: Climb 87%, Traps/Tasks 25%, Hear 4 in 6, Hide 35%, Silent 40%, Locks 20%.

Equipment: +1 leather armor, drow cloak & boots (75% to surprise), +1 short sword, hand-crossbow, 15 bolts coated in sleep poison (save at -4). (**Monstrosities** 146)

Note about drow equipment: Any equipment exposed to sunlight quickly degrades and disintegrates into ruin.

Tactics: Izora is not about to take on a group of adventurers single-handed, and so unless surprised here Izora always attempts to run rather than engage in melee. If forced to defend herself, she attempts to keep her distance for as long as possible, hoping to put as many of her adversaries to sleep with her poisoned bolts. More than likely she just quaffs her *potion of invisibility*, and sneaks away. If she hears combat in any nearby caves where she knows drow are currently stationed, she investigates.

Development: Sizret knows creatures sometimes wander down from the upper levels. Therefore she has instructed Izora to be on the lookout for anyone or anything that might be powerful enough to consider taking on the hydra. A party of adventurers, of course, fits this description. As soon as she spots the party in **Area 4-3**, she downs her *potion of polymorph self*, changing her appearance to that of a female human rogue. She then approaches the characters and explains that she is the last remaining member of an adventuring party that was wiped out by a hydra in **Area 4-4**. She says that the hydra is hurt and should be easy prey, and has a nice treasure, all of which the characters can keep. She only wishes to avenge her comrades' death and retrieve their valuables.

If the characters buy the story, she accompanies them to the cave of the hydra, and, once the combat has begun, downs her *potion of invisibility* and watches the melee from a safe distance. Whatever the outcome, be it the death of the party or the hydra, Izora races back to Sizret once the combat is over and reports the results to her.

If the characters are suspicious or reluctant, Izora bids them good-bye and heads toward **Area 4-1**. Before she gets there, however, she drinks a *potion of invisibility* and, if possible, goes to warn Darlorn in **Area 4-6** who is then dispatched to warn Sizret. Izora then attempts to tail the party for as long as possible, waiting for just the right moment to spring from the shadows and backstab one of their numbers (preferably a magic-user).

Area 4-6: Lookout

Hidden in the shadows about 20ft from the mouth to **Area 4-3** is **Darlorn**, a drow lookout. Darlorn's only job is to warn Sizret of any activity in **Area 4-3** (see **Development**).

Darlorn, Drow Lookout (Thf2): HP 5; AC 6[13]; Atk +1 short sword (1d6+1) or hand-crossbow (1d3 plus sleep poison); Move 12; Save 12 (includes +2); AL C; CL/XP 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, darkness 15ft radius, faerie fire); -2 attack penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus, thieving skills as an elf. (**Monstrosities** 146)

Thieving Skills: Climb 86%, Traps/Tasks 20%, Hear 3 in 6, Hide 30%, Silent 35%, Locks 15%.

Equipment: leather armor, drow cloak & boots (75% to surprise), +1 short sword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Tactics: If surprised, Darlorn immediately quaffs his *potion of invisibility* and attempts to escape to **Area 4-15** and warn Sizret. If he hears combat in any nearby caves where knows drow are currently stationed, he goes to investigate.

Development: Darlorn has been instructed to warn Sizret of any activ-

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ity in **Area 4-3**. As soon as he spots the characters therein, he stealthily makes his way back to **Area 4-16** and informs his leader of what he has seen.

Area 4-7: Empty Cave

There is a small pool of water in the northeast of this chamber, fed from small cracks in the cave wall. Otherwise, there is nothing of interest here.

Area 4-8: Drow Guard Post

Sizret has stationed **3 drow fighters** here. They investigate any sounds of combat in any of the nearby caves. If attacked, they fire a round or two of poisoned bolts before closing with their longswords.

Drow Fighters (Ftr3) (3): HD 3; HP 12x3; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Area 4-9: Storage

Various goods are stored in this small side cave. In a half dozen crates and boxes are 6 hand crossbows, 110 bolts, six large vials of sleep poison (enough to coat 150 bolts), 2 suits of +1 chain mail, 3 +1 longswords, and pounds of dried rations. There is also a small locked chest in one corner that contains only 100cp. Sizret put it here and trapped it with sleep poison needle to teach a lesson to any of her men who might decide to take something that doesn't belong to them.

Area 4-10: Fighters' Quarters

This cave contains a dozen cots, beside each of which is a small trunk. A long flat rock has been pushed to the center of the cave, around which are 6 stools. There is a barrel of drinking water in the southern portion of the cave with several pewter mugs by it.

This area houses a dozen drow fighters. Currently only **4 drow fighters** are present — the rest are on duty elsewhere.

Drow Fighters (Ftr3) (4): HD 3; HP 10, 9; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (2) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Treasure: The trunks contain only the drow fighters' personal belongings. One, however, has a false bottom holding a jade brooch worth 200gp.

Area 4-II: Guard Post

Two drow fighters are stationed here, keeping an ear out to the north and awaiting any instructions from Sizret.

Drow Fighters (Ftr3) (2): HP 11, 12; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, multiple attacks (3) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Area 4-12: Lieutenants' Chambers

Karna and Faybon, the leaders of the recon team sent to negotiate with Risstor (see **Area 2-43**), sleep here. There are two cots and two trunks, as well as a wooden door supported by two stones that serves as a tabletop. At the moment, **1 drow warrior** lounges in this cave eating a piece of dried fruit. He investigates the sounds of combat in **Area 4-15**, and calls for help if attacked.

Drow Warrior: HD 2; HP 8; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Treasure: The trunks contain only the magic-user's and thief's personal belongings. Hidden in a small hole in the northeast are a *potion of invisibility* and a *scroll of read languages*.

Development: It is possible the drow on **Level 2** will survive an attack by the party. If this occurs, those remaining return to this level: Karna and Faybon to this room, the warriors to **Area 4-13**.

Area 4-13: Warrior Chambers

This cave contains 14 cots and trunks, a box of dried meats, and a barrel of drinking water. Currently, **4 drow warriors** rest here awaiting orders from Sizret. They investigate any sounds of combat in **Areas 4-12** or **4-15**.

Drow Warriors (4): HD 2; HP 8, 6, 5, 11; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); **Move** 12; **Save** 14 (includes +2); **AL** C; **CL/XP** 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, *darkness 15ft radius, faerie fire*); -2 attack penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Area 4-14: Solass' Chambers

This is one of the handful of rooms on this level with finished walls, floor, and ceiling. There are empty sconces on the walls, and two candelabra light the room. There is also a cot piled with furs beside which is a locked chest. Sizret's second-in-command **Solass**, a drow wizard, considers herself quite the artist, and her sketches, all self-portraits, adorn the walls. Though possessed of darkvision, Solass finds it easier to render by candlelight.

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Solass, Drow Wizard (MU4): HP 12; AC 2[17]; Atk +1 dagger (1d4+1) or sleep darts x3 (1d3 plus sleep poison); Move 12; Save 10 (includes +2); AL C; CL/XP 6/400; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, darkness 15ft radius, faerie fire); -2 attack penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus, spells (3/2). (**Monstrosities** 146)

Spells: 1st—magic missile (x2), shield; 2nd—mirror image, web.

Equipment: bracers of defense AC 4[15]; +1 dagger, 9 darts with sleep poison (save at -4), cloak of displacement, potion of invulnerability, potion of extra-healing.

Tactics: More than likely, Solass will join a fight already in progress elsewhere. If this is the case, she prepares herself by quaffing her *potion of invulnerability* and casting *shield*. Once in combat, she casts *mirror image* and then stands back and uses her offensive spells and her darts. If surprised here, she attempts to cast *web* after which she seeks to slip out and find reinforcements.

Treasure: Within the locked chest are several fine silk robes (worth 20gp each), a pair of cashmere gloves inlaid with small gems (50gp), four sets of gold and silver earrings worth 25gp per set, and Solass' spellbook.

Spellbook (All those listed in stats plus the following): 1st—*detect magic, hold portal, read magic, read languages, sleep*; 2nd—*detect invisibility, magic mouth, monster summoning I, strength*.

Area 4-15: Altar Room

In the center of this large chamber is a brass 10ft high, four-tiered zigurat. Atop this altar is a small pedestal within which is a small, rectangular indentation. The southern door has been wedged shut with spikes and is also sealed with a *wizard lock*.

Sizret has stationed 3 drow warriors and 2 drow fighters here. They watch the door to the south closely, listening for any attempts to breach it.

Tactics: Though instructed to guard this area closely, combat in any nearby area still draws the fighters' and warriors' attention, though one warrior is always left behind to watch the door. If attacked here, these guards call for Sizret and Solass, who, if still alive, arrive in 1d3 rounds.

Drow Warriors (3): HD 2; HP 6, 5, 9; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); Move 12; Save 14 (includes +2); AL C; CL/XP 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, darkness 15ft radius, faerie fire); -2 attack penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Drow Fighters (Ftr3) (2): HP 10, 14; AC 4[15]; Atk +1 longsword (1d8+1) or hand-crossbow (1d3 plus sleep poison); Move 12; Save 14 (includes +2); AL C; CL/XP 5/240; **Special:** magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, darkness 15ft radius, faerie fire); -2 attack penalty in sunlight or magical light, multiple attacks (3) vs. creatures with 1 or fewer HD, 1 in 8 to be surprised, +2 saving throw bonus. (**Monstrosities** 146)

Equipment: +1 chain mail, drow cloak & boots (75% to surprise), +1 longsword, hand-crossbow, 15 bolts coated in sleep poison (save at -4).

Development: If the party attempts to enter this chamber via the southern door, it is quite possible they could parlay their way past the guards. If an attempt to break down the door is made, one warrior im-

mediately runs first for Sizret and then for Solass then hustles to Area 4-10 to gather up the fighters stationed there. It takes a total of 1 turn for Sizret, Solass, and the drow fighter reinforcements to arrive. At this time, if the characters have not broken down the door, Solass calls out the following, "Thelkor, you cannot defeat us. We are too many. Let us negotiate instead."

However this encounter is handled henceforth is up to the Referee and the characters. If the party attempts to parlay with Sizret, the drow priestess might offer to let them pass through the doors if they agree to A) hand over the flame, and B) are willing to fight the hydra. If they report they have slain Thelkor and his henchmen, Sizret might offer to let them pass simply for the price of the flame. Of course, the drow are not to be trusted, and are themselves completely untrusting. If they allow let the characters enter this area, they show them to the exit immediately and tell them never to return. If the party agrees to fight the hydra, well, the drow are certainly not above ambushing the characters once they have been weakened by a fight with the hydra.

Area 4-16: Sizret's Chamber

Dark images of drow struggling against the forces of law adorn these walls. A small wooden bed piled with furs sits in one corner, and two large trunks in another. A 2ft high ebony statuette of the Spider Goddess stands in the middle of the room surrounded by the husks of small insects. **Sizret**, the drow leader, resides here, praying to her evil goddess and planning her attack on Thelkor and the hydra.

Sizret, Drow Leader (Clr6): HP 22; AC 2[17]; Atk +1 heavy mace (1d6+1); Move 12; Save 8 (includes +2); AL C; CL/XP 9/1100; **Special:** bonus 1st level spell for high wisdom, magic resistance (50%), magical abilities (1/day—create dancing lantern lights 100ft, darkness 15ft radius, faerie fire); -2 attack penalty in sunlight or magical light, 1 in 8 to be surprised, +2 saving throw bonus, +2 save bonus vs. being paralyzed or poisoned, spells (3/2/1/1). (**Monstrosities** 146)

Spells: 1st—*cause light wounds* (x2), *protection from good*; 2nd—*hold person, silence 15ft radius*; 3rd—*cause disease*; 4th—*cause serious wounds*.

Equipment: +1 chain mail, +1 shield, +1 heavy mace, ring of protection +1, *potion of ethereality, potion of extra-healing*.

Both large trunks are locked. One contains only basic personal belongings; the other is trapped (electric shock 5ft, 3d8, save for half) and contains the **Treasure**.

Tactics: In combat, Sizret always prefers to cast *protection from good* or *silence* (depending on if she can see spellcasters) in that order. Once in melee, she casts *hold person* at the toughest looking fighter, followed by *silence 15ft radius* at a magic-user (if not cast already). Though capable of defending herself, if surprised here she would rather cast *darkness 15ft radius* and sneak away in search of comrades than take on a band of well-armed adventurers alone.

Treasure: A small oak box lined with velvet containing 35 tiny diamonds each worth 15gp; a pouch with 350gp; and a *scroll of speak with dead*. In a silver scroll case (8gp) there is also the following note, written in Undercommon:

Sizret:

I received your missive in good time. Do not despair — help is on the way. We shall fortify this area then move onto the rest of this location. You have done good work. Do I see a promotion in your future? Please be sure to scout out as much of the other levels as possible. Helsass has indicated that this might be earmarked for our next great city!

—Tiernant

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Development: Helsass and Tiernant are Sizret's two immediate superiors. The drow are indeed interested in Barakus as a possible location for a future stronghold or even a mighty city. How you choose to handle this is entirely up to you. If the party wipes out this small contingent then perhaps the drow's plans are scuttled. On the other hand, drow are notoriously determined when they see something they want, and it is just as likely these troops would be replaced by more — and even tougher — reinforcements.

Area 4-17: Aranea Cave

This large cavern is dominated a long pool of water that bubbles up from an underground stream. The water is entirely potable and used by the drow for cooking and drinking. The floor of the cave is littered with a number of bones, and cobwebs hang from every corner.

Zeerfon, an aranea and special ally of the drow, lairs here, along with her **4 giant spiders (1ft diameter)**. While in the cave, she can usually be found in the southwest corner. She ignores drow, but attacks anyone or anything else. Her pets roam freely about the cave. Like Zeerfon, they attack anyone other than a drow.

Zeerfon, Aranea: HD 4; HP 20; AC 6[13]; Atk bite (1d6 plus poison); Move 18 (web 12); Save 13; CL/XP 7/600; **Special:** lethal poison (save avoids), magic-user spells (2/1), web. (**Monstrosities** 19)

Spells: 1st—charm person (x2); 2nd—mirror image.

Giant Spider (1ft diameter) (4): HD 1+1; HP 5. 3. 6. 4; AC 8[11]; Atk bite (1 plus poison); Move 9; Save 17; AL N; CL/XP 3/60; **Special:** lethal poison (+2 save).

Tactics: Zeerfon is a crafty opponent, and not about to charge into combat when outnumbered. She sends her pet spiders into combat first and sets back to cast webs and spells.

Treasure: Hidden beneath a rock at the spot marked "T" on the map is an onyx armband worth 300gp and a suit of +1 plate mail. Also at the bottom of the 8ft deep pool of water is a wand of charm person (8 charges). Locating the wand requires both a submersible light source and be able to breathe underwater. Neither the drow nor Zeerfon know of the wand.

Development: Zeerfon is merely an ally of the drow, not a soldier in their ranks. There is only a 50% chance she will join a combat in Area 4-15, though if combat in any nearby cave does occur, she goes on alert and is very difficult to surprise thereafter. She might also be encountered outside her cave, perhaps in council with Sizret. In this case, she always travels with two of her pet spiders.

Area 4-18: Hall of Swords

This chamber is dominated by two distinct features: two dozen bronze two-handed swords that appear to be embedded in the walls, points facing upward, about four feet off the ground, and a large stone slab with the perfect indentation of a two-handed sword in its center. Currently, there are also **4 ghouls** here, commanded by Thelkor to both watch the door to the north and attempt to tunnel through the northeast wall into Area 4-16. So far they have made very little headway in their tunneling. The ghouls attack anyone or anything living that entering this area.

The double doors to the north are wedged shut and wizard locked (see Area 4-15).

Ghouls (4): HD 2; HP 14, 7, 12, 9; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns upon failed save.

The Swords and the Stone: If the sword of Kell has been activated and

is brought to this room and laid in the stone, the embedded two-handed swords change from brass to iron and can be removed. For the next 24 hours, each activated two-handed sword functions as a +1 two-handed sword, +2 vs. undead. Once 24 hours has passed, the magical properties disappear and the swords become bronze once again. If returned to this chamber and placed back in their slots in the wall, the swords once again meld into the masonry. Otherwise, they dissolve 48 hours after activation.

Area 4-19: Ghast Lookout

A ghast has been stationed here to keep an eye on both the passage to the south and the room to the north. At the first sign of combat or commotion in either area, the ghast immediately runs to Area 4-20 to alert Thelkor.

Ghast: HD 4; HP 22; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** immune to sleep and charm, stench (save or -2 on attack rolls), touch causes paralysis for 3d6 turns upon failed save. (**Monstrosities** 189)

Area 4-20: Lair of the Ghoul Lord

Macabre debris dangles from the ceiling of this large cave—skulls, shin bones, eyeballs, entrails—all suspended, upon closer examination, by entwined strands of hair. A makeshift throne has been erected in the northeast: an old wooden chair with a red cushion seat, its seatback festooned with skulls and demonic etchings sitting atop a large smooth stone. Seated in the throne is the ghoul lord Thelkor attended by **4 ghouls**, one of whom stands guard at the spot marked "A" on the map.

Thelkor, Ghoul Lord: HD 8; HP 42; AC 2[17]; Atk 2 claws (1d4), bite (1d8); Move 15; Save 8; AL C; CL/XP 10/1400; **Special:** create spawn (slain rise as ghoul in 1d4 days), immune to sleep and charm, magical abilities (at will—darkness 15ft radius, fear; 1/day—cause disease, protection from good), stench (save or -2 on attack rolls), touch causes paralysis for 3d6 turns upon failed save.

Ghouls (4): HD 2; HP 13x2, 9, 11; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immune to sleep and charm, touch causes paralysis for 3d6 turns upon failed save.

Tactics: Thelkor is absolutely fearless. At the first sign of intruders he sends his ghouls forward to engage the aggressors while he stays back and casts spells and, if necessary, summon more ghouls. He prefers to cast fear and cause disease first, though he's quick to use his protection from good. Once in combat he heads straight for the toughest-looking fighter. Once he has paralyzed one victim he moves on to the next, hoping to immobilize the entire party then slay them in this paralytic state.

If, on the other hand, Thelkor is warned that intruders are about, he gathers up all his ghouls and ghosts and goes looking for the party, hoping to swarm over them with his forces.

Treasure: Beneath the chair is a locked iron box containing 1600sp, 1250gp, 14 gems worth 100gp each, and a wand of paralyzing (15 charges), and a red, brass rectangle. This is the third and final flame. If it is inserted into the southern post in Area 2-23, that post's sphere is "lit".

Development: Thelkor arrived here, summoned accidentally by Devron, and stole the rectangle from Sizret then proceeded to set up his throne in this area. Once Sizret realized what had happened and who (or what, more accurately) was responsible, she locked the door between Areas 4-15 and 4-18. Thelkor does not care that he cannot get into Area 4-15, really; he's just happy he has something that Sizret wants (he detests drow). He has also allied himself with the blood orcs who reside in Area 4-23. This is a loose allegiance to say the least, but, so far anyway, an amicable



one. It's actually the orcs who wish to breach the doors to **Area 4-15** and eventually make their way down to the Under Realms (see **Area 4-23** for details). Neither Thelkor nor the orcs have much interest in exploring **Level 3B**.

The Helm of Power: Thelkor also discovered Devron's *helm of power*. This is a simple iron helmet encrusted with a few rubies (apparent value 500gp). If worn by anyone other than Devron, the wearer learns the following: Devron is imprisoned just beyond the *stone of madness*. A special sword, kept on its own level, is needed to reach him. The helmet will protect the wearer from Devron's magic.

This last piece of information is false. The helm is also warded from the spell *detect evil*. Only a *legend lore* reveals the full nature of the helm. If Devron wears the helm, his full power is restored (see **Restored Devron**, in **Area 5-7**).

Note: Only Lawful characters can receive all this information, since Neutral and Chaotic characters cannot free him. Thus, Thelkor has no idea of the helm's power.

Area 4-21: Dead Adventurers

Heaped in the northern corner of this small cave are the bodies of two humans: One dressed in chain mail and carrying a quarterstaff, the other dressed in leather armor with a rapier at his side. These two unfortunate fellows, along with three other party members, perished at the hands of the ghouls. The ghouls ate the other three, but Thelkor instructed his min-

ions to leave these bodies be as he wished to add them to his ranks once they have risen. In two days they become ghouls. If the party cleric casts *bless* on the bodies, however, they can prevent this from occurring, in which case the party should receive a 300 XP bonus.

Area 4-22: Tunneling Ghouls

At Thelkor's instructions, **4 ghouls** (see **Area 4-18**) are busy widening this cave. Thelkor has a vague notion that he will turn this level into a palace of sorts, and so feels it necessary to adjust the architecture somehow. The ghouls attack intruders immediately.

Ghouls (4): HD 2; HP 12, 6, 8, 10; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immune to *sleep* and *charm*, touch causes paralysis for 3d6 turns upon failed save.

Area 4-23: Lonesome Orcs

If viewed with a natural light source, this cave appears somehow darker than the others. This is in fact due to the walls having been smeared with blood (which lessens the reflective quality of the rock) by its current occupants: **Griebalm**, a blood orc, his **2 blood orc henchmen**, and an **abyssal wolf**. In addition to the blood, there are several demonic murals hung on the walls. The murals, painted on large, 6ft by 8ft canvasses, are of exceptional quality but depict disturbing images. Finally, there are three large

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sacks in the eastern corner of the cave.

Griebalm, Blood Orc Warrior (Ftr4): HP 22; AC 3[16]; Atk +1 two-handed axe (1d10+3) or javelin (1d6+2); Move 12; Save 11; AL C; CL/XP 4/120; **Special:** frenzy with smell or taste of blood causes +2 attack bonus; -1 attack penalty in full sunlight, multiple attacks (4) vs. creatures with 1 or fewer HD, +2 to hit for high strength, +2 damage bonus for high strength. (*The Tome of Horrors Complete* 419)

Equipment: plate mail, +1 two-handed axe, 3 javelins.

Blood Orc Henchmen (2): HD 2; HP 10, 12; AC 5[14]; Atk two-handed axe (1d10) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** frenzy with smell or taste of blood causes +2 attack bonus; -1 attack penalty in full sunlight. (*The Tome of Horrors Complete* 419)

Equipment: chain mail, two-handed axe, 3 javelins.

Abyssal Wolf: HD 7; HP 35; AC 2[17]; Atk bite (1d8+1); Move 18; Save 9; AL C; CL/XP 8/800; **Special:** paralyzing gaze (save or be paralyzed for 2d4 rounds). (*The Tome of Horrors Complete* 605)

Tactics: The orcs sic the abyssal wolf on any trespassers who enter the cave while they stand back and hurl a volley or two of javelins. The orcs then close in for melee and fight to the death.

Treasure: If an interested buyer could be found for the macabre paint-

ings, the murals (3 in all) could fetch between 200gp to 400gp each. The sacks each contain hundreds of tiny crystals that appear to be little more than slivers of broken glass. Indeed they are far more useful than that. If they are melted down and then applied to a suit of armor, the armor (and its wearer) gains resistance to fire as a *ring of fire resistance*. Each bag (which weigh 100 pounds each) contains enough crystals to coat a single suit of man-sized armor. A merchant capable or recognizing the crystals for what they are will pay 200gp to 300 gp per bag.

Development: These orcs are merchants of sorts, on their way to a large city in the Under Realms to sell both the paintings and the crystals. They got sidetracked in Barakus and are now stuck here. While they have a loose alliance with Thelkor, they are not about to come to his rescue. In fact, if he dies, they are quick to seek the brass rectangle they know Sizret wants and use it to pass through **Area 4-15** and to the Under Realms. If the characters slay Thelkor, Griebalm might try to negotiate for the rectangle. Or, if the characters have already slain most of the drow and the door to **Area 4-15** is already open, the orcs might just head out without paying the party any further attention. Then again, an adventuring party weakened by several tough combats might supply them some interesting plunder to sell along with their current stash.

Area 4-24: Entrance to Level 3B

This passage twists and slopes upward for several hundred yards before arriving at **Area 3B-7**.

Level 4A: The Hall of the Sword

When the magic-users and clerics of Barakus created the *sword of Kell*, they wanted to be sure it did not fall into the wrong hands. Thus, this level was constructed. With enough foreknowledge, the sword can be obtained with no difficulty or danger. The level was designed, however, to punish those seeking to steal the sword.

Standard Features

All the rooms are made from cut, mortared stone, and are lit by permanent *continual light* torches in wall sconces.

Entrances/Exits

The only entrance to this level is the twisting passageway from **Area 3A-15** that terminates in **Area 4A-1**.

Wandering Monsters

There are no wandering monsters on this level.

Keyed Locations

Area 4A-1: Choices, Choices

The sloping passage from **Area 3A-15** terminates in a large rectangular chamber. All five doors are ironbound and securely locked. Written above the threshold on the eastern wall in Arthemian are the words,

“Leave ye now if you do not know the way.”

The northern door is trapped. Anyone picking the lock or breaking down the door triggers a *magic missile* trap (1d4+1; 5 missiles fired at the closest characters). There is nothing but a blank wall beyond the trapped door. However, a search of the wall reveals a small depression, within which is a brass plate with a diagram (see **insert**). This diagram shows the pattern one must follow on the checkerboard floor in **Area 4A-6**.

Area 4A-2: The Falling Floor

This room appears to be empty except for some wall sconces. Anyone examining the floor notices that it is covered with an odd, oily substance. The door in the west is unlocked.

Should more than 50 pounds of pressure be placed on the darkly shaded area of the floor, the entire lightly shaded area of the floor suddenly drops down at a 75-degree angle (see **diagram**). Anyone anywhere on the shaded area must succeed at a save to avoid sliding down the slick floor into a wide pit filled with sharpened spikes (20ft; 2d6 points of falling; 3d6 points of piercing damage; see **diagram**). **Note:** Only those characters within reach of

a wall or the eastern portion of the room are allowed this saving throw. Those in the middle of the floor have nothing to grab hold of. What’s more, those characters clinging to the wall must still somehow climb to safety. A failed second save results in the character tumbling down the incline into the pit.

The door in the west leads to a blank wall.

Area 4A-3: The Golem Door

This simple east-west passage ends in a locked wooden door. The door is fake, although opening it summons a **flesh golem** at the spot marked “G” on the map. The golem attacks the nearest character immediately and fights until slain. **Note:** although this “trap” can be found, it cannot be disarmed.

Flesh Golem: HD 8; HP 40; AC 9[10]; Atk 2 fists (2d8); Move 8; Save 8; AL N; CL/XP 12/2000; **Special:** healed by lightning, immune to most spells, +1 or better weapon to hit, slowed by fire and cold.

Area 4A-4: The Ape Room

This empty room contains only four doors. Close examination of the room, however, reveals one-foot wide metal seams down the center of each wall. Should any of the doors (all of which are fake) be touched, iron walls spring from the seams and slam together in the center of the room, effectively creating four, 20ft-by-20ft rooms. Anyone standing in the exact center of the chamber suffers 8d6 points of crushing damage and is pinned to the floor, unable to move. A successful save averts this tragedy. As soon as the walls have slammed shut, 4 **carnivorous apes**, one at each “A”, appear and attack the nearest character. The metal walls remain closed for 5 rounds, after which they slide back into the stone walls. **Note:** Touching the doors once the walls have receded causes them to shut again, though no more carnivorous apes are summoned.

Carnivorous Apes (4): HD 5; HP 25, 23, 27, 21; AC 6[13]; Atk 2 hands (1d4), bite (1d8); Move 12; Save 12; CL/XP 5/240; AL C; **Special:** hug and rend (+1d8 points of damage when both hands hit). (**Monstrosities** 17)

Area 4A-5: The Trapped Hall

At the spot marked “T” on the map is a 10ft-by-10ft pressure plate. As soon as 50 pounds or more of pressure is placed on the plate, a 20ft wide trapdoor in the shaded area of the corridor opens. The trapdoor is actually two 10ft-by-10ft trapdoors, one hinged on the east and the other on the west. Anyone standing in the shaded area is dropped 10ft to a 20ft wide metal ramp that slopes down at a 75-degree angle for 30ft. Characters are allowed a save to see if they can grab hold of the wall or floor in the passage. Those who fail their save tumble down the ramp and then drop down another 20ft into a 15ft-by-40ft chamber (3d6 points of falling damage). As soon the trapdoor above has been sprung, a deadly gas (onset delay for 1 round then save or lose 1d4 points of damage per round until dead) is released in this chamber, filling the entire room in one round. The gas dissipates after 20 rounds.

The trap door in the passage remains open as long as 50 pounds of pressure remains on the pressure plate. Should this pressure be removed, the doors slam shut. Anyone still dangling from the floor or wall when the doors close suffers 4d6 points of crushing damage and is pinned (unable to move)

LEVEL 4A: THE HALL OF THE SWORD

by the two sides of the trap door. A character may avoid this consequence by letting go (save avoids), though he is then dropped down to the ramp and on into the gas-filled chamber.

Area 4A-6: The Checkerboard Hall

This wide hallway ends in a set of locked, brass, double doors. Carved into the wall flanking the doors are a pair of tall, stern looking warriors, each dressed in full ceremonial plate armor and carrying a two-handed sword. The double doors cannot be picked or opened with a *knock* spell, although a *dispel magic* unlocks the doors for three rounds. The floor of this hall is painted in a black and gray checkerboard.

If the checkerboard is traversed in the pattern shown on the map, the hall can be crossed safely, and once a character steps on the final square, the doors unlock. When a character steps on a correct square in the correct order, he feels a soft heat emanating from that square. Should a character step on a square other one of those indicated in the pattern, or step on a square in the pattern but not in the correct order, he receives a violent electrical shock (4d4 points of electrical damage; save half). A character must step on *all* the correct squares in the correct order to open the doors. Once the doors have been opened the trap is deactivated for 48 hours.

Area 4A-7: The Sword Hall

The double doors from Area 4A-6 open into an absolutely massive hall. The ceiling of the chamber is domed and arches 40ft above the floor. Running through the center of the room is a 20-foot wide red carpet. To either side of the carpet are a number of suspiciously life-like statues of female warriors armed with polearms (W) and longbows (A). At the end of the carpet is a stone platform, upon which is the *sword of Kell*. Written across the platform in Arthemian are the following words, “*Speak ye the prayer and slay he who will not die.*”

If a character speaks the *warrior’s prayer* (see Area 1-23) in its entirety he may remove the *sword of Kell* without incident. If, on the other hand, he so much as touches the sword without first saying the prayer, the statues, actually 12 caryatid columns, animate and attack.

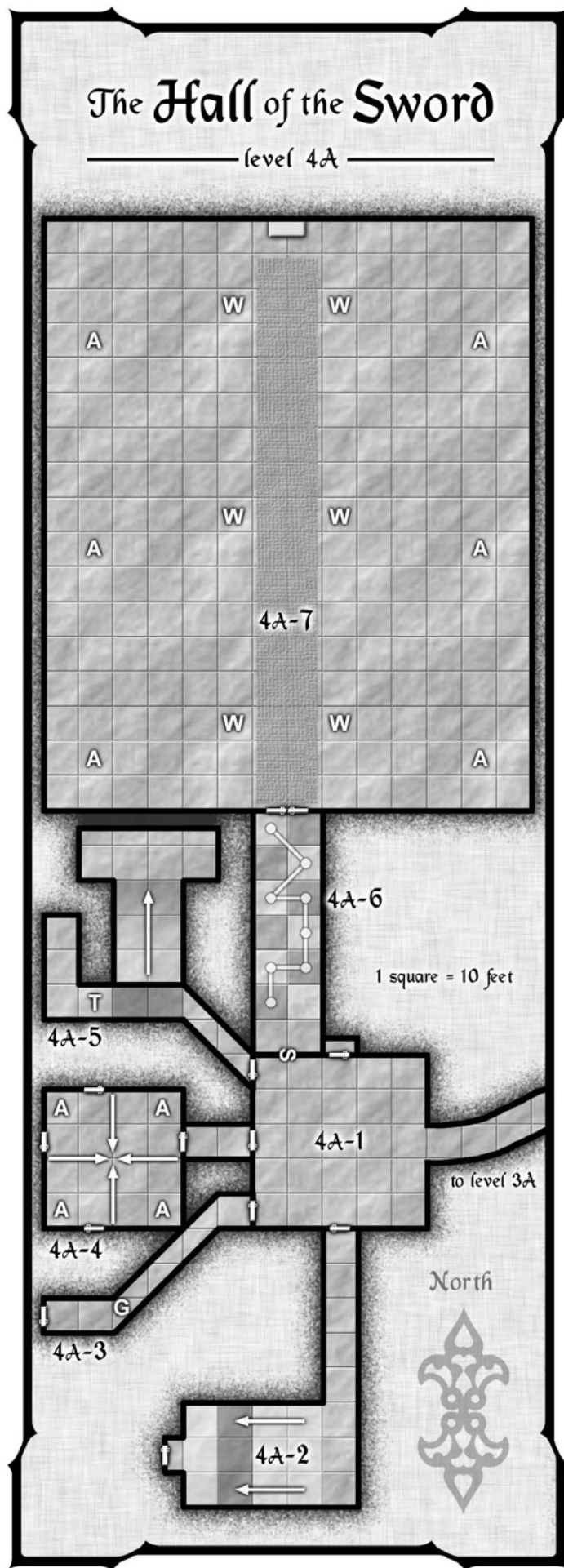
Warrior Guardians (Caryatid Column) (6): HD 5; HP 25 each; AC 5[14]; Atk polearm (1d8+1); Move 9; Save 12; CL/XP 7/600; **Special:** half damage from normal weapons, immune to most magic, shatter weapons (save avoids). (*The Tome of Horrors Complete* 83)

Archer Guardians (Caryatid Column) (6): HP 5; HP 25 each; AC 5[14]; Atk longbow x2 (1d6) or longsword (1d8); Move 9; Save 12; CL/XP 7/600; **Special:** half damage from normal weapons, immune to most magic, shatter weapons (save avoids). (*The Tome of Horrors Complete* 83)

Tactics: The guardians’ goal is to prevent the character with the sword from leaving the hall. The archers begin firing while the warriors immediately charge the sword-carrier and attempt surround him or form a wall in front of him. The statue guardians ignore all other characters in the hall until the sword-carrier leaves or is slain, at which point they begin attacking other characters. Should another character pick up the sword once the initial sword-carrier has fallen, all the remaining statue guardians direct their attacks on him. The sword guardians do not leave this chamber.

Activating the Sword

In its basic form, the *sword of Kell* is a +1 two-handed sword. However, if it is taken to Area 2-23 and placed in the depression in the metal circle when all three posts are “lit,” it is transformed into +1 two-handed sword, +2 vs. *undead*, +3 vs. *liches*. Furthermore, while the sword is empowered, its wielder is immune to a lich’s paralyzing touch. The activated sword may also be used to destroy the *stone of madness*. The sword remains empowered only as long as all the posts in Area 2-23 remain lit, or until Devron is slain. **Note:** if the sword is removed from the city — that is brought anywhere other than Levels 2, 3A, 3B, 4, 4A, 4B, or 5, before the lich is slain, it loses all its powers.



Level 4B: The Hall of the Shield, or the “Riddle of the Shield”

Sealed within this hidden level is a defensive shield of great power. It was through use of this mighty item that Devron was defeated. The shield was hidden away to prevent it being stolen, and guarded so that only the bravest, wisest and most knowledgeable could retrieve it. A series of puzzles and riddles await our intrepid adventurers on this level.

Standard Features

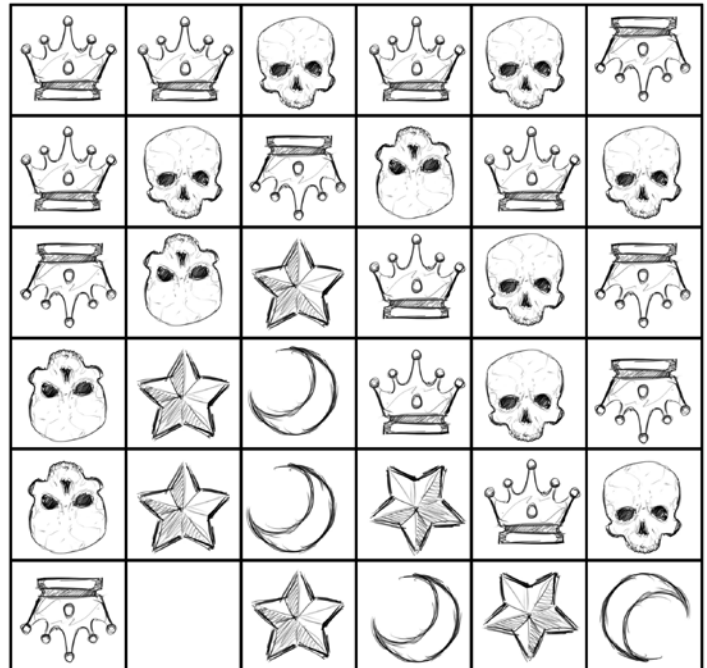
All the rooms are made from cut, mortared stone, and are lit by permanent *continual light* torches set in wall sconces.

Entrances/Exits

The only entrance to this level is the twisting passageway from **Area 3A-15** that terminates in **Area 4B-1**

Wandering Monsters

No wandering monsters are on this level.



Keyed Locations

Area 4B-1: It’s Puzzling

The sloping passage from **Area 3A-15** terminates in a large, 100ft by 75ft rectangular chamber. This room has 4 doors, one marked with a star, one with a moon, one with a skull and one with a crown. Each symbol on each door is movable centrally and can be rotated to be upright or upside down. In either of these positions, it “clicks” into position and locks. When the chamber is first entered, all are in the upright position. The four doors are all magically and mechanically locked (with large, centrally located, iron rods and *wizard locks*). Moving the symbols to the upside-down position releases the *wizard locks* and retracts the iron rods, allowing the door to be opened. They cannot be opened otherwise unless *knocked* and physically destroyed. Destruction of the doors continuously triggers the traps behind them.

In the center of the floor is a diagram with the 4 various symbols (star, moon, skull, crown) inscribed on it, and one blank spot in the lower left-hand quarter.

In order to solve the puzzle, the symbol of the skull must be turned upside down until it clicks into position, and all other symbols left alone (or returned to their original, upright position). This unlocks the skull

door and allows access to **Area 4B-2**. The puzzle solution is that the upside-down skull always is present to the left of the right-side-up star. Any other solution is wrong.

You Chose Poorly . . .

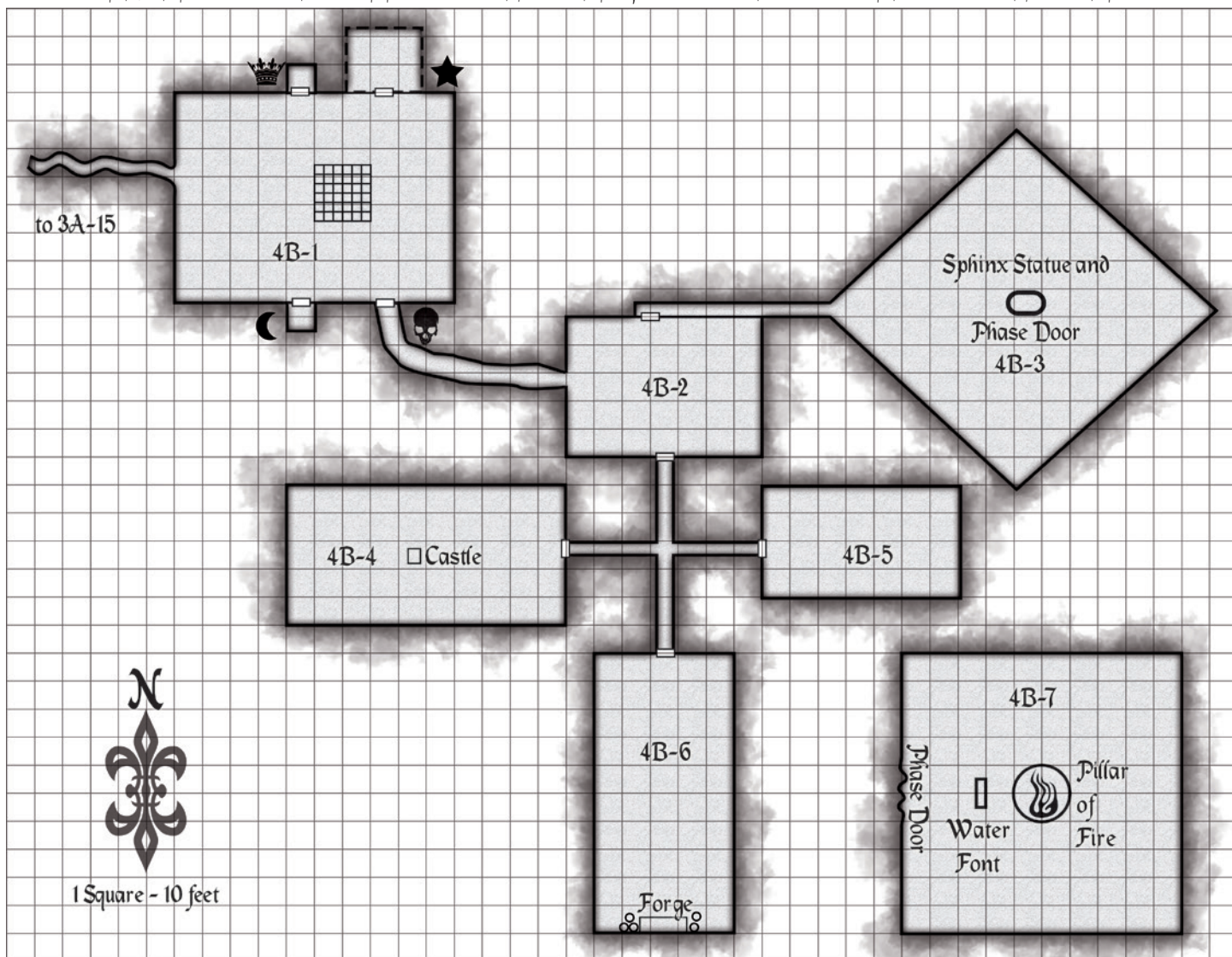
Incorrect puzzle solutions unlock the first door that has a symbol turned upside down. Each has a traplike effect.

1. If the crown door is pulled open, it reveals a 10ft-by-10ft stone in the room beyond. Two rounds after the door is opened, a *fireball* emanates from the room, exploding in the center of **Area 4B-1** for 6d6 points of damage to all within the chamber.

2. If the star door is pulled open, it reveals an illusory chamber beyond, seemingly 100ft by 100ft. If the (real) room is entered, the first to enter the room is squished by a stone block sliding down from above. This trap can be detected, and possibly disarmed, if one can think of a way to stop a 20-ton stone block. Anyone squished takes 20d10 points of damage. The stone then slides back up when the door is closed, resetting the mechanism.

3. If the moon door is opened, it reveals a 10ft-by-10ft chamber with a bas-relief grinning moon face on the far wall. This moon face begins breathing out a cloud of toxic gas (similar to a *cloudkill* spell). The cloud is 30ft in diameter and moves 20ft per round randomly after the first round, when it moves outward from the face. The gas dissipates 1d3 rounds after the door is reset.

LEVEL 4B: THE HALL OF THE SHIELD, OR THE "RIDDLE OF THE SHIELD"



Area 4B-2: Voodoo Child

This rectangular room is 50ft by 70ft, and is seemingly constructed of white, seamless plaster walls with no exits. Hidden behind the plaster are two doors, one to **Area 4B-3** and one to **Areas 4B-4, 5 and 6**. These doors are unlocked, but cannot be accessed unless the plaster is broken away from them. The only problem with that plan is that also encased in the plaster are the bodies of **4 juju zombies**.

Zombie, Juju (4): HD 3; HP 21, 19x2, 16; AC 2[17]; Atk fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; **Special:** +1 or better weapon to hit, immune to electricity and cold, immune to *magic missile*, resists fire (50%). (*The Tome of Horrors Complete* 616)

The zombies are encased in the plaster. If it is broken, they animate and attack. Note that the zombies spend the first round breaking themselves out of the walls, so the characters gain a full round of actions before combat is joined.

Tactics: I treat jujus sort of like the zombies in the movie *The Mummy*. These guys leap and hop around with tremendous speed and agility. They climb walls like spiders, and shriek and howl while fighting. The zombies should not prove too tough an adversary for anyone who has accessed this level; however, their intimidation factor can be played up well.

They tend to gang tackle one opponent rather than splitting up. Hence, all attack the same opponent if possible. Otherwise, they are zombies ...

Area 4B-3: Gordian's Not

This room is diamond shaped and measures 100ft on each side of the diamond. The walls are constructed of red mud brick, cemented together with white mortar. In the center of the room is a 12ft-long statue of a sphinx that weighs 18,000 lbs. Careful examination of the statue reveals that it wears a necklace — carved into the stone. On the necklace are three sockets — as if gems once present in the necklace are missing.

If the three objects found in **Areas 4B-4 to 6** are placed in the sockets, the sphinx statue slides back 10ft to reveal the final riddle:

*"A lonely wanderer, wounded with iron, I am smitten with war-blades, sated with strife,
Worn with the sword-edge; I have seen many battles, Much hazardous fighting, oft without hope
Of comforts or help in the carnage of war Ere I perish and fall in the fighting of men.
The leavings of hammers, the handiwork of smiths, Batter and bite me, hard-edged and sharp;
The brunt of the battle I am doomed to endure. In all the folkstead no leech could I find
With wort or simple to heal my wounds; But day and night with the deadly blows
The marks of the war-blades double and deepen."*

THE LOST CITY OF BARAKUS

The answer to this riddle is, of course, “*shield*.” If this is spoken, a *phase door* appears on the floor and leads to **Area 4B-7**. The door remains open for 1 full day.

Area 4B-4: Honey Works Better than Vinegar

This rectangular room is 100ft by 50ft and is composed of brown stone streaked with black. In the center of the room is a small, metal castle set in the floor. The castle has 5 small alcoves on each tower — exactly the same size as a soldier model as described below. In 180 small niches in the walls are toy soldiers of various colors, all carrying spears. Striped soldiers of various combinations of 2 colors each: red, yellow, green, black, white, grey, blue, orange and purple are present. Hence, there are red/blue striped soldiers, orange/purple striped soldiers, yellow/black striped soldiers, yellow/red striped soldiers, etc., in all combinations. There are 5 soldiers of each color pair for a total of 180 soldiers. A riddle on the floor reads:

“Thousands lay up gold within this house, but no man made it. Spears past counting guard this house, but no man wards it.”

The answer, of course, is a “*beehive*.” The correct procedure is to place the 5 yellow-and-black soldiers into the castle niches (because they look like bees).

If this is done, a clockwork mechanism rotates the central tower to the right, opening the castle gate. A queen model comes out of the gate (like a cuckoo clock), bearing a small carved red gem in the shape of a crown. This is one of the activation objects for the sphinx statue in **Area 4B-3**.

Any incorrect placement of 5 soldiers results in the central tower firing a single *magic missile* at a random player (for 1d4+1 points of damage). If the castle is damaged (attacked), it shoots 1d6 *magic missiles* each round, hitting random targets.

Area 4B-5: Fishbowl

This rectangular room is crafted of bluish colored, smooth stone. The walls and floors are covered with symbols and carvings of hundreds of animals and plants. Small holes line the edges of the room’s floor. Unless spiked open, the door closes by itself and seals with a *wizard lock* 6 rounds after the room is first entered. The door is made of solid stone and is 6in thick. Once the door is sealed, water slowly begins to seep through the holes. The water starts to fill the room. After 20 minutes, the room fills completely, drowning anyone within. After 2 days, the water drains, and the door unlocks again.

Inscribed upon the floor is the following riddle:

*“My house is not quiet, I am not loud; But for us the gods fashioned our fate together.
I am the swifter, at times the stronger, My house more enduring, longer to last.
At times I rest; my dwelling still runs; Within it I lodge as long as I live.
Should we two be severed, my death is sure.”*

The answer, of course, is “*fish*.” Once the door closes, the icons on the walls detach and become loose. At this point, one can push them (like a button). If the fish icon (one of the hundreds that can be found) is pushed, the water drains and the door unlocks. This also has the effect of releasing a small stone pillar in the center of the “O” in the word “*gods*.” This pillar raises 3ft. If examined, it is found to have a hollow spot within it, 2ft

below the top. In this hollow is a blue, star-shaped gemstone. This is one of the activation objects for the sphinx statue in **Area 4B-3**.

Area 4B-6: Candle in the Wind

This rectangular room is 100ft by 50ft, with walls of red stone, cemented by white mortar. A blacksmith’s forge lies against the far wall, seemingly unused. Blacksmith tools, including a hammer, tongs, a bellows, a jug of water (sealed with wax), a large chunk of unwrought iron, a ceramic container of coal and an anvil lie next to it. In the center of the forge is a moon-shaped gemstone sitting on a small stand. Next to it is a hole about 2in across. A force field (similar to a *wall of force*) surrounds the gemstone, making it impossible to touch the stone. The only thing that passes through the force field is air. On the base of the forge is inscribed the following riddle:

“I pass before the sun and make no shadow.”

The answer, of course, is “*wind*.” If the characters use the bellows to blow the gemstone off its perch and into the adjacent hole, it rolls down the hole and lands in front of the forge. This is one of the activation objects for the sphinx statue in **Area 4B-3**.

Area 4B-7: The Shield Hall

This 100ft-by-100ft square room is lit as are the rest of the rooms on this level, only with a much brighter blue light. The *phase door* from **Area 4B-3** opens on the west wall of the room. The room itself has smooth walls of polished white stone, and is filled with 2in of water. The water is clean and clear, without even a trace of silt. In the center of the room is a dais that raises 2ft above the rest of the room. The dais burns floor to ceiling with a 20ft-diameter pillar of magical fire. The fire is extremely hot (10d6 points of damage per round from passing through, 2d6 points of damage for a quick touch). The fire is hot enough to melt steel or nearly anything else placed within it. In the center of the fire, seemingly untouched by the heat and flame, is a silver shield (that is far too hot to touch). Twenty feet in front of the dais is a large, 4ft-tall silver font, empty of water. The fire, shield and font all detect as magical. Inscribed on the front of the font are magical runes. *Read magic* reveals the following text:

“Summon forth the raging man of water, and speak his name then die, Aquis.”

If the font is filled and the name “*Aquis*” is spoken, the font summons a hostile **16HD water elemental**.

Water Elemental: HD 16; HP 114; AC 2[17]; **Atk** strike (3d10); **Move** 6 (swim 18); **Save** 3; **AL** N; **CL/XP** 17/3500; **Special:** +1 or better weapon to hit, overturn boats. (**Monstrosities** 157)

Tactics: The elemental attacks immediately, attempting to slay all in the room. The trick here is to draw the elemental into the column of flame (it is enraged, and takes the closest straight line right at the closest opponent). Striking the column of flame does 12d6 points of damage to the elemental and extinguishes the flame, allowing access to the shield.

Once the elemental is dealt with, and assuming the column of flame is gone, the shield can be accessed. The shield is the *shield of Kell* (**Appendix**).

Level 5: Devron's Prison

Here then, is Devron's infamous prison. Years ago, when the wizards of Barakus discovered what Devron was up to, they imprisoned the lich on this level. Strong magics placed upon the prison prevented the lich from using his own magic to escape it. Thus trapped, Devron summoned several undead creatures that he employed as servants, and, should the need ever arise, guards. Next, at great expense of personal power, he summoned forth the *stone of madness*, which proved to be the great city's undoing. Centuries have passed, and the lich, his power now greatly diminished, waits for some unwitting adventurers to free him from his prison.

However, before he was imprisoned, Devron created the *helm of power* (see **Area 4-20**). With the helm he can return to his full stature as a 14th-level magic-user lich. The helm is very tricky, however, and presents itself to an unsuspecting wearer as a protective device with some important information about locating Devron.

Standard Features

The caves here are all hewn from the natural rock. Anyone with an appropriate knowledge like a dwarf notices that the walls, while rough, were obviously man-made.

The following spells do not function on this level: *clairaudience*, *clairvoyance*, *passwall*, *phase door*, *teleport*, *transmute rock to mud*, *move earth*. In short, all spells that would allow one to teleport, phase through, or otherwise bypass or view beyond the prison's walls do not function.

Wandering Monsters

There are no wandering monsters on this level.

Keyed Locations

Area 5-1: The Warding Gate

The stairs from **Area 3B-18** terminate in a wide, natural stone passage. At the east end of the passage is an ornately carved stone arch. Within the arch shimmers an opaque curtain of scintillating lights — reds, blues, and greens — oscillating hypnotically. Close examination of the arch reveals faded lettering in Arthemian that reads the following:

Pass ye only of purest intent. Darkness for those within and without awaits transgressors.

No creature of Chaotic or Neutral alignment can pass through this curtain. What's more, any undead creature that so much as touches the curtain is utterly destroyed. Lawful creatures that attempt to pass through the curtain hear a voice in their heads asking the following questions:

"Have you the sword?"

The correct answer is "yes."

"How many torches have you lit?"

The correct answer is "3."

"Who do you seek?"

The correct answers are: He Who Does Not Die, or Devron, or The Lich.

If any question is answered incorrectly the character is hurled back from the curtain. Characters may try again to pass through but if they fail thrice, they are never again able to pass through the curtain; they are simply repelled without hearing the questions.

When a Lawful-aligned character attempts to leave **Area 5-1**, the portal asks one question:

"Is he dead?"

If the character answers yes, the portal is forevermore turned off. If he answers no, he may leave, but the portal remains on.

Note: Spells such as *teleport*, *dimension door*, *passwall* and *phase door* are utterly ineffective to bypass this portal.

Area 5-2: The Cliff Cave

At the east end of this cave is a high cliff that drops 50ft to the cave below (**Area 5-3**). The secret door on the southwest is extremely difficult to locate (1 in 6 for an elf or dwarf, other races 1 in 12, search for 1 turn) and also trapped (30ft cylinder *ice storm*; causes 3d10 damage).

Devron has stationed **2 wights** here to guard the entrance. They hide, one in each of the northern alcoves, and spring out at anyone who passes through the curtain.

Note: The characters may not be able to pass through the curtain simultaneously, as some might not answer the question correctly. If this is the case, the wights take full advantage of the party's lesser numbers and attempt to subdue their opponents before reinforcements arrive.

Wights (2): HD 3; HP 15, 16; AC 5[14]; Atk claw (1 plus level drain); Move 9; Save 14; AL C; CL/XP 6/400; **Special:** hit only by silver or magic weapons, level drain.

Area 5-3: The Ghost Warren

This huge cave's ceiling is 120ft high. Bisecting the cave is a pool of water that bubbles up from an underground spring. The water flows south through a 10ft wide opening in the cave wall and continues through a narrow channel and then into **Area 5-4**. The water is 25ft deep at its center, and 10ft to 12ft deep where it flows south. A small island of rock rises out of the center of the pool.

A total of **8 ghosts** prowl this cave; three on the east side of the cave, and five on the west. They attack anything that enters this area and are particularly swift to pounce on characters attempting to scale down the cliff face.

Note: They are likely to hear the sounds of combat in **Area 5-2**. If this is the case, they quickly hide against the walls to make the cave appear empty.

THE LOST CITY OF BARAKUS



Ghasts (8): HD 4; HP 18, 15, 19x2, 23, 20x2, 16; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** immune to *sleep* and *charm*, stench (save or -2 on attack rolls), touch causes paralysis for 3d6 turns on failed save. (*Monstrosities* 189)

Swimming in the River: Attempting to swim from Area 5-3 to Area 5-4 via the underground river requires a successful save. There is very little headroom in the channel between the caves, and the water is certainly deep enough for a character to drown. Remember to have the characters make save every round. On the first fail, the character begins to drown.

A second consecutive fail means the character is unconscious and quickly dying. If a character is drowning, he is still carried downstream at a rate of 5ft per round by the current. Once in the large pool in Area 5-4, the current no longer carries him southward.

Note: swimming upstream from Area 5-4 to Area 5-3 is harder (-2 on save).

The Island: There is not a single smooth surface on this jagged rock formation. Anyone attempting to cross the island faster than 1/4 their normal movement rate or fighting on the island must succeed at a save or fall, suffering 1d4 damage from the rocks. Anyone failing their save by more

LEVEL 5: DEVRON'S PRISON

than 8 is assumed to be tumbling down the rocks toward the water. At this point an additional save must be made to avoid falling into the current.

The Secret Door: High up on the southern wall (40ft) is a secret door (1 in 6 for elf or dwarf, 1 in 12 for other races, search for 1 turn). Devron has carved tiny peepholes out of the door through which he can observe the proceedings below (See **Area 5-7** below for details).

Area 5-4: The Cave of the Imposter

This cave is similar in many ways to **Area 5-3**: its ceiling arches 55ft into the darkness, and a large pool of water, fed by a channel through the north wall, stands in the eastern half of the cave. The water of the pool flows gently southward where it feeds into a submerged stream.

If the party arrives in this cave via the channel from **Area 5-3** they are greeted by what appears to be pale-looking, male elf who immediately runs to them and falls to his knees and begins thanking them profusely for saving his hopeless life.

This elf, who calls himself **Thelstram**, is, in fact, an imposter, an undead doppelganger summoned by Devron to enact a plan to finally escape his prison of many centuries.

Imposter (Undead Doppelganger): HD 6; HP 35; AC 3[16]; Atk claw (1d12) or +1 longsword (1d8+1); Move 12; Save 11 (5 against any magic); AL C; CL/XP 8/800; **Special:** alter self (assume man to halving size form at will), darkvision 60ft, immune to ESP and detect evil, magical abilities (at will—ESP, invisibility; 1/day—charm person, suggestion). (Appendix)

Equipment: +1 chain mail, +1 longsword, Davron's +1 staff, pouch with 200gp, four gems 300gp each.

Combat: The imposter is under strict orders from Devron *not* to harm any Lawful aligned characters that find their way into this cave. At some point, however, he might be called upon to defend Devron, at which point he makes full use of his *invisibility*, *charm person*, and *suggestion* abilities before pulling out his longsword.

Development: As noted above, the imposter is posing as a male elf named Thelstram. His story goes that several years ago he and a band of adventurers found their way down to this level of Barakus and, after much struggle, found and killed Devron. Unfortunately, the battle was so fierce, only he remained standing. When he attempted to leave the cave, he discovered ghosts had arisen in **Area 5-3** and he fled back to this cave. He has survived all these years on fish and water from the stream. With the help of the party, he hopes to make it back to the surface once again.

Remember, the imposter's *ESP* ability makes him an adroit liar, and he adjusts his story subtly to what the party knows to make it more believable. If they ask for proof, he takes them to **Area 5-5** and shows them the graves of his old party members (complete with skeletons) and what he claims to be Devron's remains. His goal is to get the characters to turn off the portal. If the party is still suspicious but willing to help him leave, he attempts to use his *suggestion* ability on a party member, commanding him to tell the portal Devron is dead.

Treasure: To make him appear more believable, Devron gave the imposter, in addition to his magic weapon and armor, a pouch with 200gp and four gems worth 300gp each.

Secret Doors: The eastern secret door is similar in all ways to that in **Area 5-3**. The secret door leading to **Area 5-5** can be detected normally although it is likely the imposter Thelstram will show it to the party.

Area 5-5: Battleground and Gravesite

Against the northern wall of this large cave is an 8ft high dais, atop which is a dilapidated throne. The walls around the throne are scorched

black, as if by some combustible magic. Below the dais are four raised mounds, with a shield stuck in one, an axe stuck in another, a staff stuck in another, and a long sword stuck in the last. Laying at the base of the throne is a skeleton in a tattered red robe.

Development: If the party wants the imposter to verify his story he takes them to this cave. He explains that that here lie the remains of Devron, and that he dug all four graves himself. He refuses to dig up his friends' remains to further verify his story, though if the characters go ahead and do it themselves, they do in fact discover skeletons there (supplied by Devron to make the story more believable).

Area 5-6: The Mist of the Dead

This cave is filled with a thick, foul-smelling vapor. Anyone attempting to pass through it is affected nausea (save negates for 1 round, save each round in vapor) leaving characters unable to attack for 1d4+1 rounds after leaving the vapor. Undead can pass through this area without being affected.

Note: If Devron hears the characters in this area, he races forward to attack them as they leave the mist, seeking to take full advantage of their weakened state.

Area 5-7: Devron's Cave

Devron, a lich, spends most of his time in this cave. There is a chair and a table against one wall, and two large chests against the southern wall. Otherwise, the cave is empty.

The Weakened Devron

At full strength, Devron is a 14th-level necromancer lich. However, the ritual he used to call forth the *stone of madness* weakened him severely. He is, for most combat purposes, only 8th level. He has fewer hit points and none of his higher-level spells. Of course, if he regains his *helm of power*, he is fully restored for as long as he wears the *helm*.

Devron, Lich (MU8): HD 8; HP 40; AC 1[18]; Atk chilling strike (1d10 plus paralysis); Move 6; Save 8; AL C; CL/XP 11/1700; **Special:** automatic touch paralysis, immune to normal weapons, paralytic fear appearance (4HD or less), +2 save bonus vs. magic, spells (4/3/3/2).

Spells: 1st—*charm person* (x2), *magic missile*, *protection from good*; 2nd—ESP, *mirror image*, *phantasmal force*; 3rd—*haste*, *fireball*, *fly*; 4th—*confusion*, *ice storm*.

Equipment: ring of protection +2, wand of lightning bolts (8d6; 2 charges), 2 scrolls of magic missile, scroll of hold portal, scroll of invisibility.

Tactics: Because Devron is likely to know in advance when he might have to face the party, he prefers to enter combat with the following spells already cast (in this order): *protection from good*, ESP, *fly*, and *mirror image*. If possible, Devron waits until just before entering combat to cast *fly* and *mirror image*. Once in combat, Devron prefers to lead with *confusion*, followed by *fireball* and *ice storm*. He casts *haste* prior to entering any melee. He does not hesitate to use his wand and scrolls if he has been significantly hurt by the party, and reserves his *invisibility* scroll to bid a retreat should defeat seem imminent.

Development: Devron watches the characters through the spy holes in the three secret doors leading to **Areas 5-2**, **5-3**, and **5-4**. It is unlikely, therefore, that he is going to be surprised in his lair. If the party takes the

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imposter's bait and turns off the portal, he hustles through the secret door in **Area 5-2**, thanks the characters for releasing him, and, with the help of the imposter, attacks the party. He focuses all his magic on the character(s) with the *sword of Kell* and the *helm*. If the character with the *helm* drops, Devron abandons all other actions to get the *helm*. Should he retrieve and don the *helm*, the party is in very deep trouble indeed (see **The Restored Devron**).

Treasure: The chests, which are unlocked and untrapped contain 10,000sp, 1500gp, 10 gems worth 25gp each, a *gem of seeing*, a *deck of many things*, a *beaker of potions* and his spellbook (trapped with *explosive runes* on the cover within a sentence in Arthemian, "*Congratulations upon obtaining the spellbook of Devron; unfortunately for you, this sentence contains an explosive rune.*" *BOOM*).

The Restored Devron

Should Devron be able to don the *helm of power* he instantly gains back all the power he lost in creating the *stone of madness*. He is transformed into a 14th-level magic-user lich, the statistics for which are listed below. Note, any spells he has already cast are still considered cast, any damage he has taken still applies. Needless to say, the party cannot run fast enough, or far enough to escape Devron's wrath, should this happen!

Devron, Lich (MU14): HD 14; HP 70; AC 1[18]; Atk chilling strike (1d10 plus paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 17/3500; **Special:** automatic touch paralysis, immune to normal weapons, paralytic fear appearance (4HD or less), +2 save bonus vs. magic, spells (5/5/5/4/4/3/1).

Spells: 1st—charm person (x2), magic missile (x2), protection from good; 2nd—darkness 15ft radius, ESP, mirror image, phantasmal force, web; 3rd—haste, fireball, fly, lightning bolt, slow; 4th—confusion, fear, ice storm, polymorph other; 5th—conjunction of elementals, feeblemind, telekinesis, wall of iron; 6th—disintegrate, repulsion, flesh to stone; 7th—delayed blast fireball.

Equipment: ring of protection +2, wand of lightning bolts (8d6; 2 charges), 2 scrolls of magic missile, scroll of hold portal, scroll of invisibility.

Spellbook (all those listed above plus the following): 1st—detect magic, hold portal, read languages, read magic, shield, sleep; 2nd—knock, levitate, locate object, magic mouth, strength, wizard lock; 3rd—dispel magic, explosive runes, protection from normal missiles, suggestion, water breathing; 4th—dimension door, polymorph self, wall of fire, wizard eye; 5th—animate dead, cloudkill, magic jar, passwall, teleport; 6th—death spell, geas, legend lore, project image; 7th—power word stun, phase door.

The Phylactery: Devron's armband contains several strips of vellum with magical writing upon them. Remember, if the phylactery is not destroyed, Devron will rise again. Rest assured, once restored to unlife he does everything in his power to seek his *helm* and vengeance.



Appendix

New Gods

Da-Jin, God of Death

Alignment: Chaos

Areas of Influence: Chaos and Death

Symbol: A black obelisk entwined with black roses

Typical Worshiper: assassins, magic-users, morticians

Favored Weapon: dagger

Da-Jin oversees all life passing into death, and although not thoroughly Chaotic, his worshipers have come to stress his more macabre elements. The cult of Da-Jin is one in transition from Neutrality to Chaos. Thus, clerics of Da-Jin can be Neutral, if the Referee allows such.

Jamboor, God of Death, Knowledge, and Magic

Alignment: Neutrality

Areas of Influence: Knowledge and Magic

Symbol: An eclipsed sun

Typical Worshipers: magic-users, sages

Favored Weapons: staff, dart

Jamboor is a god of death, but only in the regard that death is a part of life and should be revered as such. It is not unusual for the clergy of Jamboor to include magic-users. What's more, kings and noblemen consider it a true feather in their cap to have a cleric of Jamboor as an advisor.

Solanus, Goddess of the Sun and Healing

Alignment: Lawful

Areas of Influence: Healing and the Sun

Symbol: A blazing sun inscribed with an open palm

Typical Worshipers: druids, rangers, healers.

Favored Weapons: light mace, staff.

Clerics of Solanus often serve as medics in armies, or as healers in villages and small towns. They are also some of the most typical adventuring clerics, as their skills are always in need in dangerous situations.

New Magic Items

Amulet of Protection Against Madness

Upon donning this amulet, the wearer is protected against any madness inducing magic, in particular those affects caused by the *stone of madness*.

Amulet of Protection from Sleep and Charm

This simple necklace protects the wearer from all *sleep* and *charm* spells.

Amulet of Protection from Wraiths

This amulet allows the wearer to withstand the attacks of and bypass the defenses of wraiths. The bearer is immune to a wraith's energy drain attack, and any weapon wielded by the bearer inflicts normal damage to a wraith. Wraiths can sense such an amulet, and try to avoid the bearer. Clerics wearing such an amulet gain a +2 on any turning attempts.

Arlcon's Bracers of Insanity

These arm bands, forged by the evil magic-user Arlcon centuries ago to torment his nemesis, Jazard the Bold, act as *bracers of defense* AC 2[17] and grant the wearer the following bonuses: +4 strength and constitution. It also lowers the wearer's wisdom by -8 (to a minimum of 3). Once the bracers are donned, the wearer immediately goes insane, attacking anyone and anything in sight (no save). Only a *remove curse* allows the victim to remove the bracers.

Brooch of Shielding

This item appears to be a piece of silver or gold jewelry, usually (90%) without gems inset, which is meant to fasten a cloak or cape. Its power is to absorb *magic missiles* up to 101 hit points of damage before it melts and becomes useless.

Flute of Hunting

This magical flute is carved of bone and inscribed with runes and pictograms of various animals. If played by one with musical talent, the flute attracts normal animals. This has the effect of tripling chances that game animals can be located while foraging, but has the unfortunate side effect of also attracting predators. Assume there is a 75% chance of attracting game animals, and a 25% chance of attracting something else. If used in a city, results could be disastrous, as rats, dogs, cats and even horses might show up and follow a character around, making their owners think the party are thieves. That, and hundreds of rats attracted to a characters location could cause other problems. Note that this item merely summons, and does not *charm* or otherwise control or allow communication with the animals.

Headdress of the Birds

This ancient headdress is made of copper, and consists of a single loop of copper wire allowing the wearer to communicate with natural avians as if a *speak with animals* spell had been cast upon them. The type of birds that can be communicated with depends of the feathers present in

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the lozenge shaped bangles that hang from the loop. If the feathers of a bird (eagle, owl, hawk) are placed within it, the wearer gains the ability to speak with each type of bird represented. This effect extends to certain monsters (e.g. cockatrices, rocs, etc.) as long as a feather is present in a bangle.

Horn of Unusual Things

This horn resembles the horn of a bull, freshly scorched on one end as if by a fire. It is engraved with carved spirals and loops. If blown, this horn has the effect of causing unusual things to happen. For example, carnivores lose their taste for meat and become vegetarians, herbivores become ravenously hungry for meat, fires give off cold flames and ice gives off heat, plants grow at night and go dormant by day, Lawful creatures become cross and cruel and Chaotic creatures become warm and kind. A save avoids this effect. Effects last for 24 hours, and should not be taken as too extreme. The Referee is encouraged to make this create “weird” effects, not radically alter the game.

Smoke-what? Tangle-huh? Thunder-ation!

The following are new minor magical items introduced for the *Swords & Wizardry* game. As these are not official items, it is up to the Referee to include them or not. If these do not fit within your campaign, please replace these items with more suitable weapons (additional arrows, throwing hammers or axes, etc.)

Smokestick

This wooden stick is treated with alchemical agents and minor spells to instantly create thick, opaque smoke when burned. The smoke fills a 10ft cube in 1 combat round. The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute. A strong wind will disperse the smoke in 2 combat rounds.

Tanglefoot Bag

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When thrown, if a tanglefoot bag strikes a creature (with a range of 10ft), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to AC and must make a save or be glued to the floor, unable to move. Even on a successful save, a targeted creature is at one-half normal Movement rate. Larger than man-sized creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making an Open Doors check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at one-half normal Movement rate. If the entangled creature attempts to cast a spell, it must make a save at -2 or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 combat rounds, cracking apart and losing its effectiveness. Alcohol dries the tanglefoot goo quickly; if a wineskin's worth of alcohol is poured onto a tangled target, the good lasts one-half as long as normal.

Thunderstone

You can throw this stone as a missile weapon with a range of 20ft. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10ft radius spread must make a save or be deafened for 1 hour. A deafened creature, in addition to the obvious

effects, has a 20% chance to miscast and lose any spells that it tries to cast.

Since specific target is not necessary to activate the stone, you can simply aim at anywhere close to the target. Treat the target area as AC 9[10].

The Arm of Gromm

This +2 *heavy mace* is rumored to have been crafted by a mighty thunder god to strike down his foes. The mace deals an additional 1d6 lightning damage to undead creatures. In addition, once per day the wielder may cast a 5d6 *lightning bolt*.

The Book of Korbus

The *Book of Korbus* is nothing more than a spellbook detailing a single, very complicated spell. Called the *spell of all summoning* this conjuration spell allows the caster to cast all his *summon monster* spells currently memorized simultaneously. The *spell of all summoning* does not have a fixed level; instead it is memorized at the same level as the highest level *monster summoning* spell known to the caster. Magic-users can learn this spell, however, it is extremely difficult to learn, requiring one month of continuous study before the intelligence check to learn a new spell.

The book's location is ultimately up to the Referee. It may be placed somewhere in your world, in a dungeon you have already designed, or in another *Frog God Games* product (such as with Jupiter Kwan, the archmagi in the Cyclopean Deeps). It could, for instance, be buried somewhere deep within *Rappan Athuk*. If the characters have not fully explored Barakus, the book could also be hidden somewhere in that huge dungeon, perhaps even in the hands of Devron himself.

The Executioner's Blade

This is a +2 *battleaxe* with a terrible curse. Anyone wielding this axe in combat immediately begins hearing the baleful cries for mercy of its many victims. These wails continue even after the combat has ended and for a certain duration thereafter. If the blade is used to kill only once, the cries subside after three days; if the axe is used twice, the cries do not subside for three weeks; and if the blade is used three times, the cries do not subside for an entire year. Anyone hearing the cries is unable to sleep, rest, or memorize or pray for spells, and loses 2d6 points of damage per day from sleep deprivation. Only a *remove curse* spell removes the curse, and then only if the axe is never wielded again.

The Heart of Gromm

The wearer of this silver medallion inscribed with a lightning bolt on a gold chain gains +5 save vs. magical lightning. What's more, he may remove the *arm of Gromm* from its resting place in the Lost City of Barakus without being attacked by the guardian golems.

The Helm of Power

This simple iron helmet encrusted with a few rubies (apparent value 500gp) is a powerful item created by the lich Devron. If worn by anyone other than Devron, the wearer learns the following: the lich is imprisoned just beyond the *stone of madness* in the City of Barakus. A special sword, kept on its own level in the city, is needed to reach him. The helmet will protect the wearer from Devron's magic.

This last piece of information is false. The helm is also warded from the spell *detect evil*. Only a *legend lore* reveals the full nature of the helm. If Devron wears the helm, his full power is restored.

Incense of Fresh Air

When burned, this plain-looking piece of incense eliminates all unpleasant or harmful odors within 40 square feet. The incense burns for 48 hours.

Ring of Redemption

This very special gold band was forged specifically for the Governor of Endhome. Designed to give maximum protection in moments of crisis, upon uttering the command words “redeem Endhome” the ring activates and gives a –10[+10] bonus to AC and saving throws for exactly 1 hour. The ring can only be activated once in a 24-hour period. The ring has, thus far, been handed down from one governor to the next, though it is possible some retiring governor might “forget” to hand it over to his successor.

Rug of Levitation

This rug is similar to a 3ft by 5ft *carpet of flying* except it mimics the 2nd level magic-user spell *levitate*. A command word is required to operate with the user either standing or sitting upon the rug.

The Ring of Rajick

This plain platinum band appears to be a standard *ring of wizardry*, and indeed it functions as such. It has, however, two additional features, both of which become known to the wearer once it is donned. The wearer may *teleport* back to the top floor of the **Wizard’s Library** at **Area S**, in the Wilderness around Endhome.

Furthermore, and most importantly, the wearer is affected by a *geas* spell to seek out the *book of Korbus* and return it to the tower. Since Rajick knew the basic location of the book, he imbued the ring with this information, which is then made known telepathically to the wearer. Until the book is returned the ring is considered *curse*d and cannot be removed except by the normal magical means. Once the book is returned the *geas* is lifted and the *teleport* power is lost, though the ring continues to function as a *ring of wizardry*.

The Shield of Kell

This +3 *shield* has several magical powers in addition to its armor protection. The shield itself is a large metal (mithral) shield. It has a mirror-like finish and reflects light (or magical gaze powers). The bearer of the shield is resistant to fire as if wearing a *ring of fire resistance*. The shield has one additional power: Area of affect fire attacks, such as red dragon breath, *fireballs* or other fire spells can be completely avoided if the bearer of the shield spends a whole round ducking behind the shield. No other action can be taken in that round besides hiding defensively behind the shield. There is one downside to carrying this shield: It attracts lightning, causing the bearer to take a –4 penalty to all saves vs. electricity and lightning-based attacks.

The Stone of Madness

The *stone of madness* is a Chaos-infused relic that appears as a large, conically shaped rock that slowly drives all those close to it mad. This huge black rock seems to pulse slightly and gives off a low hum. Anyone touching the stone must succeed at a save or turn into black stone and become a **guardian of madness**. All guardians of madness remain in this chamber and defend the *stone of madness* until dead. **Note:** touching the stone with a sword or similar inanimate object does not incur a saving throw; touching it with a gloved hand, however, does.

Guardians of Madness (Marrosian Statue): HD 3; AC 1[18]; Atk two-handed sword (1d10); **Move** 12; **Save** 14; **AL** N; **CL/XP** 5/240; **Special:** slashing and piercing weapon resistance (half damage), soul chill (save or a wounding chill that causes a –2 on attack rolls and saving throws). (*Monstrosities* 318)

Destroying the Stone: The *stone of madness* has AC 9[10], HP 250 and is resistant to weapons (one-half damage). It is immune to all spell and spell-like abilities. However, a single blow from the empowered *sword of*

Kell destroys both the sword and the stone completely. Destruction of the stone automatically destroys all guardians of madness. Destroying the stone gains the party 3000 XP bonus.

The Sword of Kell

In its basic form, the *sword of Kell* is a +1 *two-handed sword*. However, if it is taken to the City of Barakus, **Area 2-23** and placed in the depression in the metal circle when all three posts are “lit,” it is transformed into +1 *two-handed sword*, +2 vs. *undead*, +3 vs. *liches*.

Furthermore, while the sword is empowered, its wielder is immune to a lich’s paralyzing touch. The activated sword may also be used to destroy the *stone of madness*. The sword remains empowered only as long as all the posts activating it remain lit, or until Devron is slain.

Note: if the sword is removed from the City of Barakus — before the lich Devron is slain, it loses all its powers.

New Monsters

Dragolem

Hit Dice: 7 (35hp)

Armor Class: 2[17]

Attack: 2 claws (1d4), bite (1d6) in dragon form only

Saving Throw: 9

Special: +1 or better weapon to hit, breathes fire or paralyzation gas, change shape, immune to spells

Move: 0 (fly 6) as book; 9 (fly 18) as wyrmling

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 12/2000

A dragolem appears as a small silver wyrmling, when unfolded from its normal book form. The dragolem shares many traits with both dragonkind and golems. First, it is immune to spells with the following exceptions: *anti-magic shell* (paralyzes it), *read magic* (as *charm monster*). It is otherwise immune to all spells and spell-like effects. Second, it can only be hit by +1 or better magical weapons. Third, it can breathe forth a cone of fire 30ft long with a base 10ft wide (save for half damage), or a cloud of paralyzing 20ft in diameter (save or be paralyzed for 1d4 rounds). The dragolem can use one breath weapon or the other every 1d4 rounds. Dragolems can change form from book to wyrmling up to 3/day.

Dragolem: HD 7; HP 35; AC 2[17]; Atk 2 claws (1d4), bite (1d6) in dragon form only; **Move** 0 (fly 6) as book; 9 (fly 18) as wyrmling; **Save** 9; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better weapon to hit, breathes fire or paralyzation gas, change shape, immune to spells.

The Half-Orc

Throughout the Lost Lands, despicable men (and women) seek to satisfy their lustful natures. On occasion, these wanton trysts are with “less-civilized” races. Half-orcs are the result of one such type of cross-breeding. When seen by civilized races, half-orcs are considered monstrosities, the result of perversion and violence — whether or not this is actually true. Half-orcs are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves. Half-orcs as a whole resent this treatment, and rather than play the part of the victim, they tend to lash out, unknowingly confirming the biases of those around them. A few feared, distrusted, and spat-upon half-orcs manage to surprise their detractors with great deeds and unexpected wisdom—though sometimes it’s easier just to crack a few skulls. Some half-orcs spend their entire

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lives proving to full-blooded orcs that they are just as fierce. Others opt for trying to blend into human society, constantly demonstrating that they aren't monsters. Their need to always prove themselves worthy encourages half-orcs to strive for power and greatness within the society around them.

Half-orcs average around 6 feet tall, with powerful builds and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths, and these "tusks," combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance. While half-orcs may be impressive, few ever describe them as beautiful. Despite these obvious orc traits, half-orcs are as varied as their human parents.

Unlike half-elves, where at least part of society's discrimination is born out of jealousy or attraction, half-orcs get the worst of both worlds: physically weaker than their orc kin, they also tend to be feared or attacked outright by humans who don't bother making the distinction between full orcs and half-bloods. Even on the best of terms, half-orcs in civilized societies are not exactly accepted, and tend to be valued only for their physical abilities. On the other hand, orc leaders have been known to deliberately spawn half-orcs, as the half breeds make up for their lack of physical strength with increased cunning and aggression, making them natural leaders and strategic advisors. Within orc tribes, half-orcs find themselves constantly striving to prove their worth in battle and with feats of strength. Half-orcs raised within orc tribes are more likely to file their tusks and cover themselves in tribal tattoos. Tribal leaders quietly recognize that half-orcs are often more clever than their orc cousins and often apprentice them to the tribe's shaman, where their cunning might eventually strengthen the tribe. Apprenticeship to a shaman is a brutal and often short-lived distinction, however, and those half-orcs who survive it either become influential in the tribe or are eventually driven to leave.

Half-orcs have a much more mixed experience in human society, where many cultures view them as little more than monsters. They often are unable even to get normal work, and are pressed into service in the military or sold into slavery. In these cultures, half-orcs often lead furtive lives, hiding their nature whenever possible. The dark underworld of society is often the most welcoming place, and many half-orcs wind up serving as enforcers for thieves guilds or other types of organized crime. Less commonly, human cities may allow half-orcs a more normal existence, even enabling them to develop small communities of their own. These communities are usually centered around the arena districts, the military, or mercenary organizations where their brute strength is valued and their appearance is more likely to be overlooked. Even surrounded by their own kind, half-orc life isn't easy. Bullying and physical confrontation comes easy to a people who have been raised with few other examples of behavior. It is, however, one of the best places for young half-orcs to grow up without prejudice, and these small enclaves are one of the few places where half-orc marriages and children are truly accepted and sometimes cherished.

Even more rarely, certain human cultures come to embrace half-orcs for their strength. There are stories of places where people see half-orc children as a blessing and seek out half-orc or orc lovers. In these cultures, half-orcs lead lives not much different from full-blooded humans.

Half-orc characters have a penchant for the dark; the less people see of them in the bright light the better. Half-orc characters take a -1 penalty to hit anytime they are in bright light. Conversely, when in darkness or when striking from hiding, they receive a +1 to hit.

Half-orcs can also see in the dark. They have darkvision out to 60 ft.

Half-orc characters are limited to Fighters, Thieves, and Assassins. A half-orc who is purely a Fighter may advance beyond 7th level only if the warrior has Strength of 17 (maximum 8th level) or 18 (maximum 9th level). In the Thief and Assassin class, a half-orc may advance with no maximum level limit. Half-orc assassin is a special exception to the rule that assassins are only human.

The half-orc is a supplemental character race; you will need Referee permission to create a half-orc character, since it's not part of the "official" *Swords & Wizardry* rules.

Mephit, Water

Hit Dice: 6

Armor Class: 9[10]

Attacks: claw (1d12) or by weapon

Saving Throw: 11 (5 against any magic)

Special: alter self (assume man to halfling size form at will), darkvision 60ft, immune to ESP and detect evil, magical abilities (at will—ESP, invisibility; 1/day—charm person, suggestion)

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 8/800

A water mephit is an elemental winged imp about 4 feet tall and weighs about 5 pounds. It breathes a 15-foot cone of acid (2d4 points of acid damage, save for half). The water mephit is the least aggressive of all the mephits, but it is dangerous when cornered. A water mephit regenerates when in contact with water.

Water Mephit: HD 3; AC 5[14]; Atk 2 claws (1d3); Move 12 (swim 24); Save 14; AL N; CL/XP 5/240; **Special:** acidic stream (15ft cone every 2 rounds; 2d4 points of damage; save for half), regenerate 1 hp/round in water.

Mist Demon

Hit Dice: 2

Armor Class: 5[14]

Attacks: 2 claws (1d4)

Saving Throw: 16

Special: create mist (invisible, -4 penalty to attack), fear, gaseous form, regenerate 1 hp/round while in mist

Move: 9 (fly 12)

Alignment: Chaos

Number Encountered: 1d2

Challenge Level/XP: 5/240

Semi-corporeal beings, mist demons may or may not be actual demons. Semmingling made from water vapor, the mist demon is always found near a body of water, either hovering above a pool, or lurking along a deserted shore. In combat, the mist demon lurks *invisible* in its mist and casts *fear* on the toughest looking opponent. Once its spells are cast, the mist demon attacks its opponents with its claws. If hurt, the mist demon blends back into the mist to recuperate while invisible, then attacks again once fully healed.

Mist Demon: HD 2; AC 5[14]; Atk 2 claws (1d4); Move 9 (fly 12); Save 16; AL C; CL/XP 5/240; **Special:** create mist (invisible, -4 penalty to attack), fear, gaseous form, regenerate 1 hp/round while in mist.

Undead Doppelganger

Hit Dice: 6

Armor Class: 9[10]

Attacks: claw (1d12) or by weapon

Saving Throw: 11 (5 against any magic)

Special: alter self (assume man to halfling size form at will), darkvision 60ft, immune to ESP and detect evil, magical abilities (at will—ESP, invisibility; 1/day—charm person, suggestion)

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 8/800

APPENDIX: NEW MAGIC ITEMS AND MONSTERS

These wicked creatures are undead versions of normal doppelgangers. Typically, they duplicate a form just as normal doppelgangers, but with a wicked or dark twist.

Undead Doppelganger: HD 6; AC 3[16]; Atk claw (1d12) or +1 longsword (1d8+1); Move 12; Save 11 (5 against any magic); AL C; CL/XP 8/800; **Special:** alter self (assume man to halfling size form at will), darkvision 60ft, immune to ESP and detect evil, magical abilities (at will—ESP, invisibility; 1/day—charm person, suggestion).

Equipment: +1 chain mail, +1 longsword, pouch with 200gp, four gems 300gp each.

New Spells

These spells are extremely rare and possibly ancient magics that have been forgotten by the general magic-using community. These are under the discretion of each Referee for inclusion. If the Referee determines these spells do not fit in their campaign, please disregard them, and either replace them with other home-brew spells, more common spells from the *Swords & Wizardry Complete* rulebook, or remove the spells entirely.

Alarm

Spell Level: Magic-user, 1st level
Range: 30ft
Duration: 12 hours

Alarm creates a subtle ward on an area. Once the spell effect is in place, it sounds a mental or audible alarm each time a creature (larger than a housecat) enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the *alarm*. The magic-user may decide at the time of casting whether the *alarm* will be mental or audible in nature. A mental *alarm* alerts the caster as they are within 1 mile of the warded area. An audible *alarm* produces the sound of a hand bell, and anyone within 60ft of the warded area can hear it clearly. Reduce the distance by 10ft for each interposing closed door and by 20ft for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180ft away. The sound lasts for 1 round. Ethereal or incorporeal creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Alter Self

Spell Level: Magic-user, 2nd level
Range: Caster
Duration: 10 minutes

When a magic-user casts this spell, he can assume the form of any basically humanoid creature up to man-size.

Cause Fear

Spell Level: Magic-user, 1st level
Range: 30ft
Duration: 1d4 rounds

Any creature failing its save is frightened for 1d4 rounds, and suffers a -1 to all rolls for that duration.

Chain Lightning

Spell Level: Magic-user, 6th level
Range: 240ft (maximum distance)
Duration: Instantaneous

This spell creates an electrical discharge that begins as a single stroke

commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 10d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 10). The secondary bolts each strike one target and deal half as much damage as the primary bolt.

Each target can attempt a save for half damage. The caster may choose secondary targets as they like, but all must be within 30ft of the primary target, and no target can be struck more than once. Unused bolts simply fizzle away.

Disguise Self

Spell Level: Magic-user, 1st level
Range: Caster
Duration: 10 minutes

This spell enables the caster — including clothing, armor, weapons, and equipment — to appear different. The caster can appear 1ft shorter or taller, thin, fat, or in between. The change is illusory and can be any man-sized humanoid creature but cannot duplicate a specific individual. Otherwise, the extent of the apparent change is up to the magic-user.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the magic-user or his equipment. Creatures that touch or interact with the magic-user gain a save to disbelieve.

Displacement

Spell Level: Magic-user, 3rd level
Range: Caster
Duration: 10 rounds

The caster of this spell appears to be about 2ft away from its true location. The caster's armor class improves by 2, and the spell also grants a +2 saving throw against any targeted magical attack upon the one wearing it.

Enlarge Person

Spell Level: Magic-user, 1st level
Range: 30ft
Duration: 1 minute

The target of this spell doubles in height and quadruples in weight. They also gain a +2 to attack and +4 to damage for the duration of the spell.

Foresight

Spell Level: Cleric, 7th level; Magic-user, 9th level
Range: Caster or touch
Duration: 10 min./level

This spell grants the caster a powerful sixth sense in relation to themselves or another target. Once foresight is cast, the caster receives instant warnings of impending danger or harm to the subject of the spell. The caster is never surprised, and receives a +2 bonus to AC and on saves. When another creature is the subject of the spell, the caster receives warnings about that creature. The caster must be able to communicate with the other creature for the warning to be useful. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided the caster acts on the warning without delay. The subject, however, does not gain the bonus to AC and saves.

Identify

Spell Level: Magic-user, 1st level
Range: Caster
Duration: 1 round/level

When this spell is cast, one item may be touched and handled by the magic-

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user to possibly find what magic it possesses. The item must be held or worn as normal for any such object i.e. a bracelet placed on the wrist, a helm the head, boots on the feet, etc. For every round the spell is active there is a chance that 1 power is discovered. The chance is based on a 1d20 roll, rolled equal or under the caster's chance to know the property. The caster's chance to determine a property is 2, +1 per level after the 1st up to a maximum of 18. For each property, the Referee secretly rolls to see if the magic-user made a save. If the save is successful, the property is known; if it is 1 point above, a false power is revealed; and if it is higher than 1 point no information will be gained. The item will never reveal its exact plusses to hit or its damage bonuses, although the fact that it has few or many such plusses can be determined. If it has charges, the object will never reveal the exact number, but it will give information which is +/-25% of actual i.e. a wand with 20 charges could feel as if it had 25, or 15, or any number in between. If any reading attempt fails by more than 1 point, the caster cannot learn any more about that item until advancing a level.

After casting the spell and determining what can be learned from it, the magic-user must rest for 8 hours.

Mage Armor

Spell Level: Magic-user, 1st level
Range: Caster
Duration: 1 hour

An invisible but tangible field of force surrounds the caster improving armor class by 4.

Mirage Arcana

Spell Level: Magic-user, 5th level
Range: 240ft
Duration: Until touched (other than by an ally) or dispelled

This spell functions like *hallucinatory terrain*, except that it enables the caster to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Misdirection

Spell Level: Magic-user, 2nd level
Range: 30ft
Duration: 1 hour

This spell misdirects information from divination spells that reveal auras (*detect evil*, *detect magic*, *detect snares and pits*, and the like). After casting the spell, the magic-user may choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. Neither the subject nor the other object gets a save against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a save. This spell has no effect on ESP-type magic.

Phantasmal Killer

Spell Level: Magic-user, 4th level
Range: 100ft
Duration: Instantaneous

The magic-user creates a phantasmal image of the most fearsome creature imaginable to the target. Only the spell's target can see the *phantasmal killer*. Others see only a vague shape. The target first gets a save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on another save or die

from fear. Even if the second save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon the caster. They must then disbelieve it or become subject to its deadly fear attack.

Spider Climb

Spell Level: Magic-user, 1st level
Range: Caster
Duration: 30 minutes

The caster may climb walls like a spider (full movement rate on vertical surfaces, and half movement rate on ceilings). The caster uses both hands and feet to climb in this way.

Stinking Cloud

Spell Level: Magic-User, 3rd Level
Range: 30 feet
Duration: 1 round/level

This spell causes a billowing mass of nauseous vapors to come into existence up to 30 feet distant from the caster. Any creature in the cloud must make a saving throw or become helpless, unable to move or attack due to nausea, while within the cloud and for 1d4+1 rounds after leaving the cloud. Even with a successful saving throw, a creature must continue to make saving throws each round if it does not immediately get out of the cloud. A strong wind will dissipate the magical vapors in one round.

Wind Wall

Spell Level: Druid, 3rd level; Magic-user, 3rd level
Range: 100ft
Duration: 10 rounds

An invisible vertical curtain of wind appears. It is 2ft thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A save allows a creature to maintain its grasp on an object.) Flying creatures less than man-sized cannot pass through the barrier. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 2 in 6 chance to miss. (A giant-thrown boulder, a siege engine projectile, and other massive missile weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall. While the wall must be vertical, the caster can shape it in any continuous path along the ground. It is possible to create cylindrical or square *wind walls* to enclose specific points.

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