

# CASTLES<sup>®</sup> CRUSADES

## BENEATH THE DOME PART THREE: TOMBS OF DEADLY PURPLE



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# BENEATH THE DOME – PART 3: TOMBS OF DEADLY PURPLE

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This adventure is designed for 2-6 characters of 10th level with a challenge rating of 8. It should be scaled up or down as needed.

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## BENEATH THE DOME – PART 3: TOMBS OF DEADLY PURPLE

You hold in your hand the third in a series of connected adventures. This one works best for a character party around the tenth level. The third in a series of harder and harder tomb adventures, this temple/tomb introduces the purple fleshed Master Amdromodons and the black fleshed Warrior Amdromodons to the player characters.

### DUNGEON MASTER'S INTRODUCTION

This third quest introduces a new part of the dungeon and the clerics of the Amdromodons. More clues to the invasion plans are being given and it's a lot tougher than sections one and two of the entire series. This also introduces the hatching character and the many eggs and the dragon aspect of the Amdromodons. Some of the encounters are brutal, but be sure and give the characters a chance to run away in each of those. The creatures are not much for following after the characters.

### PLAYER'S INTRODUCTION

Castle Halcyon, the main fortification of the entire human kingdom is about to be under attack. The MageKing has assembled the best of the best in his kingdom. His troops have taken terrible beatings at the hands of the Amdromodon creatures. No one knows where the Amdromodons came from. All that's known for sure is these monsters plan on attacking Halcyon castle.

Two times now, powerful forces of enemies have been found in the same mountain. While it looked like the MageKing's armies found all that was to be found and killed all the foes under the mountain, the ruler is not convinced. He's assembled you all to be a team and your orders are to completely explore under that mountain to see if you can find any more of these Amdromodons. You are to bring back conclusive proof that these monsters haven't been all cleared out of the mountain. If you can find anything indicating the monsters want to still attack the kingdom's primary castle you need to bring items of that nature or information back as well.

Toward this end the MageKing has a group of powerful magic equipment, he lends to the party only for this quest. You take one item each and head off to the Gray Mountain, twenty miles away.

**FIGHTER'S TOOLS:** +2 battleaxe, +3 spear, +2 short bow

**WIZARD'S TOOLS:** +2 ring of protection, Bag of Holding, wand of paralysis (9 charges)

**ROGUE'S TOOLS:** Chime of Opening, gauntlets of ogre power, gloves of +2 dexterity

**CLERIC'S TOOLS:** +3 shield of bashing, +3 war hammer, 4 potions of healing

**OTHER TOOLS:** ring of feather falling, staff of frost (12 charges), boots of levitation

The description at encounter area 1 is a little different for those who have been there from tombs one and two. In adventure one, the mountain showed gray granite and stones by the cave entrance were green. In tomb adventure two, the stones by the cave entrance were red. Now in this adventure the entire gray granite cliff face has turned a purple color and all of the fallen stones around the cave mouth have turned purple as well. Players who haven't been here until just now will not see anything worthy in the purple colored stones.

### ROLE-PLAYING

The effort in this adventure is to foster a good bit of role-playing. While the monsters are extremely aggressive, each is willing to talk to the characters. The dimensional monsters all have their own agendas and need things they currently don't have to complete tasks each has been assigned. The creatures also want to know more about Halcyon castle and are willing to trade information to gain more knowledge of the castle. Unfortunately for the characters they shine bright strawberry when they lie to an Amdromodon.



## 2 CASTLES & CRUSADES

## 1) CHANGE IN THE MOUNTAIN

The granite face of the mountains and the stones around the cave mouth are purple in color. Proceeding with the proper caution, the party enters the cave and just a few feet inside the rough raw rocks turn to dressed stone. The floor and ceiling are now squared blocks of purple granite while the side walls are gray dressed blocks of stone. There is a great deal of fallen debris in this area. The ceiling is 20 feet high. The characters see a twenty foot wide, north and south corridor and the lights show 80 feet of corridor east and west. The west end is totally blocked by a massive cave-in. There are five openings in the south wall, and one opening in the north wall, but these are all filled with a thick wall of fallen boulders.

An aged kobold comes up to the group. It didn't come from the west rubble and it didn't come from the east or the outside where you just came from.

"I was the first summoned," it says proudly to you.

If the group takes the time to talk with the old creature and treat it with respect, the kobold tells them several bits of useful information. If they give the old kobold valuables, it tells them a second set of useful information.

- 1) There is a secret door to the north opening to a deadly temple.
- 2) Just touch the bloody hand three times in a row and the secret door opens for you without harming you.

### AFTER GIFTS

- 1) There is a powerful leader beyond the bloody door wanting the challenge of a good fight. He has many magic items. When he pulls out his sword, run.
- 2) Those beings from the darkness treated the kobold very badly and all Amdromodons must be punished.
- 3) Over and over it keeps repeating in a crazed speech, "I was the first one summoned."

It won't go with the party to talk to the MageKing. If forced, it dies of a heart attack.

## 2) FIND THE SECRET OR FIND NOTHING

There is a short corridor twenty feet north and south and eighty feet east and west. All of the openings along the walls are filled to the ceiling with fallen stone. The same goes for the west end of the corridor. Digging in even a little on the west side of the corridor reveals tightly packed rubble.

The floor and ceiling are colored purple. The stones on the side walls are gray granite and made of dressed stone.

The secret door in the north section of the corridor is highly magical and thus easily found. When it is opened by the party, the corridor rings out with a loud chiming. This alerts everyone in the area that visitors are coming.



The secret door opens into a five foot wide and ten feet long chamber. In the north wall of the chamber is a massive granite door with a bloody handprint at the top. It's solidly locked and takes a bit of effort or magic to open the door.

Naturally the door has a magical trapped lock. Trying to pick it causes a flash of lightning to inflict 20 points of damage. It can be easily dispelled or even disabled by a competent rogue at challenge level 4. Those trying to force the door all take 10 points of damage and the trap resets itself and is ready to inflict more damage on subsequent tries.

## 3) GUARDIAN OF THE TOMB

The massive door opens and your lights reveal a corridor. Every ten feet there are openings to the left and right. You stand at the first set of openings and see to the left and right small chambers half filled with sand.

From out of the darkness in the north you hear a challenging voice. "You have come too far. Now you must die for your troubles!"

The fifteen foot tall, black robed Amdromodon steps into your lights. There is an overly large sword strapped to his back. His massive talons are flexing. "I am Omega the leader of the Amdromodons on this plane of existence. Your doom awaits you." It charges.

**OMEGA AMDROMODON WARRIOR** (*The chaotic evil creature's vital stats are HD 14 (d8), HP 112, AC 25, MV 50 ft. Its primary attributes are physical. Its significant attribute is Strength 25. Its attacks are 2 claw (1d10 +8/1d10 +8) or the warrior amdromodon sword. It doesn't draw the sword until it is down to one-half its hit points as it enjoys feeling the blood of its foes and it always tries to fight the spell casters first.*)

**TREASURE IN USE BY WARRIOR:** Black Cloak, Ring of earth elemental command, Ring of Freedom of Movement, Stone of good luck, 5 black diamonds (7,500 gp each).

Just before attacking it stops short. "Wait, you may be useful yet. Are you willing to trade magical scrolls for your lives?"

#### **SWORD CLOAK OF THE WARRIOR AMDROMODON:**

These swords are crafted of the metal of the plane the Amdromodon's plan to invade. Nothing is done about the invasion until there are 1,000 of these swords made by the combined effort of all four different types of Amdromodons. The weapon is ten feet long and three feet wide. There are hooks located in central areas of the blade and the handle. A successful strike gives the warrior a 25% chance of pulling away the weapon of a foe. The blade also acts as a shield and has a 30% chance with each successful missile strike, by a foe, to block that shot. The weapon itself does 1d10 +10. One requires at least a strength of 20 to use the blade.

**BLACK CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy black cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Dexterity attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. The cloak has a 50% chance to snag any successful strike from a missile weapon or a magic missile.

Omega needs scrolls to power altars it wants to build in other parts of the temple. It lets the characters leave if the Amdromodon is given magical scrolls equal to the character party number. If the characters don't have scrolls it attacks and tries to kill them.

The first six chambers on the east and west sides are half filled with sand. Hidden beneath the chamber sand is a three foot long Amdromodon egg. If the characters survive the challenge they can take these eggs back, but it is impossible to tame or train an Amdromodon hatchling.

#### **4) CRACKING THESE EGGS DOESN'T MAKE AN OMELET**

From the seventh set of chambers up to the stairs and encounter five, the five foot long eggs are on top of the sand in each of the chambers. The eggs up near the staircase are in the process of cracking. If the characters help in the cracking process the

hatchlings are aggressive and ready to attack. Breaking any of the lower down eggs in their chambers kills the hatchlings.

**AMDROMODON HATCHLING** (*This chaotic evil creature's vital stats are HD 6 (d8), HP 45, AC 15, MV 70 ft. Its primary attributes are physical. Its significant attribute is strength 25. Its attack is a bite 1d10 +4. It has a vulnerability to magic attacks. XP: 520.*)

#### **5) MEET THE KIDS**

These two dragon-like beings don't let any who aren't Amdromodons pass up the stairs. The dragon Amdromodons are perfectly willing to let strangers approach them and even pet them and give them food. However, once any character sets foot on the stairs the battle is on.

**AMDROMODON HATCHLING** (*This chaotic evil creature's vital stats are HD 6 (d8), HP 45, AC 15, MV 70 ft. Its primary attributes are physical. Its significant attribute is strength 25. Its attack is a bite 1d10 +4. It has a vulnerability to magic attacks. XP: 520.*)

#### **6) STORAGE OF MANY TYPES**

The chamber is filled to the rafters with many things from barrels of some type of purple plant matter (food for the Amdromodons) to many treasures. In consideration for the fact that this is the third adventure in the series and it is populated by tough encounters, the following is suggested: 3 *invisible glow scrolls*, 4 *clever thought scrolls*, 2 *dragon talk scrolls*, 4 *missing you scrolls* — Small chest of 9,000 gold coins, 2 small coffer of silver dust worth a total of 3,000 gp, two +2 *tridents*, and a cursed talking skull (those hearing its bad advice have a -2 to strike in the next 24 hours. The skull tries to sound wise in its advice giving.)



## **4 CASTLES & CRUSADES**



## 7) TREASURE OF THE AMDROMODONS

The chamber is 25 feet by 25 feet and there is only an opening in the middle of the north wall. As anyone walks in, the altar in the middle of the area glows with a blinding purple shine. There are numerous figures on top and all start to move around the area. An image of Halcyon castle appears in the center of the altar. Forces arrange themselves outside the castle and figures move inside the walls to guard the castle. Images of a huge battle begin. Four different elementals appear and begin attacking the walls. A glowing figure appears on the rampart and the fire and air elementals are quickly dispelled. The battle also rages with normal troops on the walls easily fighting the enchanted troops trying to gain entrance.

The earth elemental almost makes it through the front gate when it is turned to dust. The water elemental rises from the moat and does smash a hole in the wall only to be destroyed by a stone giant coming out of the castle.

The battle rages for an hour and the castle defenders are victorious mainly due to the efforts of the figure all the characters recognize as the MageKing.

Touching the figures or trying to stop the action of the diorama causes a massive spark to arc out and strike the touchier inflicting 5d6 points of electrical damage with a save to half. As any character enters the chamber, it starts the illusionary battle to start again on the altar.

There are a pile of scrolls in one corner and these are all diagrams of different parts of castle Halcyon.

## 8) STORAGE CHAMBER

You see a storage area with over fifty man-tall barrels. There is a L-shaped path through the chamber going from the northeast wall to the southeast wall.

The barrels are all filled with purple vegetable matter. It would seem the Amdromodons are vegetarians.

## 9) WORKING ON THE DOUBLE DOORS

Your lights reveal a small chamber ten feet by ten feet. You stand in the opening in the middle of the south wall. The entire north wall is taken up by a glowing set of purple marble doors. Around the edge of the doors are deep cut runes in the stone face. Each rune glows a deep purple color. There are no locks or handles on the door.

Magic that opens doors works well here and the portals open to such influences.

Trying to physically force the door in any way summons a clerical fighter to try and take out the party. See encounter 11.

## 10) FIRE ELEMENTAL SUMMONING CIRCLE

**FIRE ELEMENTAL LORD** (*This neutral creature's vital stats are HD 16 (D8), HP 112, AC 22, MV 50 ft. Its primary attributes are physical. Its significant attribute is 18 intelligence. Its attacks are slam (2d8 +4) and burn 1d8 +2, victim magic items are allowed a saving throw from the burning. specials: darkvision 60 ft., immunity to all types of fire, only struck by +2 weapons or greater in magical power, regeneration at 4 hit points a combat round. XP: 5,792.*)

If the elemental is freed it attacks until reduced to 50 or less hit points. When that happens it vanishes into a portal open to the dimensional plane of fire. The portal stays open for six hours.





The characters see a well lit chamber approximately 25 by 25 feet. At the center of the area is a circular channel etched in the floor. In that channel is a full measure of silver dust (worth approximately 2,000 gp). In the center of the circle is a 15 foot tall fire elemental lord on its knees. It has a humanoid shape and its massive arms are out in a begging stance. Five fist-sized rubies (5,000 gp in value) float evenly spaced around the circle.

"Release me, I beg you," it hisses and crackles speaking like a burning fire. "I have been cruelly summoned to serve evil masters. Release me so I can do no harm."

Although it is true, the creature has been summoned against its will, the monster is not pleasant. It wants to attack anyone in the area when it is released. The creature talks right along and reveals the plans of the Amdromodons wanting to use it to break down the drawbridge at Castle Halcyon.

Any action disturbing the silver circle or the five rubies releases the elemental to its rampage. It will not chase after fleeing characters. Each ruby is worth 3,000 gp.

There is a very remote chance the elemental can be talked into coming with the characters and attacking Amdromodons. In this highly unlikely event, the elemental fights until it makes one successful attack and then vanishes.

## 11) THE DOME – A CONNECTION TO OTHER DIMENSIONS

**ZETA AMDROMODON MASTER** (This chaotic evil creature's vital stats are HD 12 (d8), HP 90, AC 23, MV 40 ft. Its primary attributes are mental. Its significant attribute is wisdom 19. Unfortunately for the characters each shines bright strawberry when each lies to this amdromodon. Its attacks are 2 Claw (1d8 +3/1d8 +3) and clerical Spells. XP: 3,530 It begins battles using a Staff of Evocation (39 charges) and its first spell is Chain Lightning.

## 6 CASTLES & CRUSADES

- 6 Command, Pro from Good, Sanctuary, Missing You, Sound Burst x2
- 5 Darkness, Dragon Talk, Hold Person x2, Silence, Spiritual Weapon
- 4 Animate Dead, Dispel Magic, Invisible Glow, Clever Thought
- 2 Dismissal, Neutralize Poison
- 1 Flame Strike (7d6))

**TREASURE IN USE BY ZETA:** Purple cloak, Amulet of the Planes, Bracers of Controlling Air Elementals, and 7 Purple diamonds (8,500 gp each).

**PURPLE CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy purple cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Wisdom attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 30 days the wearer gains the knowledge to summon an elemental of any type.

The heavy stone doors open magically to a vast domed chamber. Your eyes estimate the chamber is at least 50 or so feet in diameter. The round room has some type of magical pentagram at the center of a dais. There is a two foot rise of purple marble, holding the magical purple marble pentagram. Some type of clerical being is chanting in the middle of the round chamber. While the chanted words are not clear, the feeling those words generate in the characters is of a colossal evil being summoned.

While Zeta is standing in the pentagram, spells have no influence on him. If characters step up on the platform any running spells they have are negated. Zeta fights to the death in this area and no spells of control can influence the being.

**TREASURE IN USE BY MU:** Purple cloak, amulet of the planes, bracers of controlling air elementals, staff of evocation, and 7 Purple diamonds (8,500 gp each). In a leather pouch against a wall are ten dispatches from the more vicious beings of the nearby lands. Ogres, trolls, orcs, kobolds and other tribes and clans have agreed to come to Halcyon Castle on the next full moon to help in the attack on the castle for a large share of the loot.

## 12) AIR ELEMENTAL SUMMONING CIRCLE

**AIR ELEMENTAL LORD** (This neutral creature's vital stats are HD 16 (D8), HP 128, AC 24, MV 100 ft. fly. Its primary attributes are physical. Its significant attribute is 18 intelligence. Its attacks are slam (2d10) and whirlwind 2d8, -2 on saves versus the whirlwind. Specials: Darkvision 60 ft., only struck by +2 weapons or greater in magical power, regeneration at 4 hit points a combat round. XP: 6,048.)

The chamber is cold. You can feel a massive difference in the temperature just by standing in the door. The chamber is small, not

more than ten by ten. The center is filled with a circle. The circle is etched in the floor and filled with what appears to be silver dust (1,500 in gp). Almost filling the circle is a glowing whirlwind extending from the middle of the circle to the twenty foot tall ceiling.

You hear a whisper, “Free me, please.”

The thin, whispery voice causes the hairs on the back of your neck to rise in fear. Some primal emotion is screaming at you to run and hide or die.

There are five fist-sized white gems floating around the circle. The gems are floating, evenly spaced and you just know they are part of the magic keeping this wind spirit trapped in the circle. Each gem is worth 5,000 gp.

The elemental wants to make a deal for its freedom. However, it will not perform more than one fight for the characters if that is part of the deal. It makes some type of bargain and tries to twist the bargain in its favor. The elemental would really like to make a bargain where it agrees to protect the characters for a time. Then it whisks them all away and after the time has expired it places them down in the middle of Halcyon Castle.

Secret Door in the Corridor:

On the west wall of the five foot wide corridor is a secret door. Do not allow it to be opened or even found in this adventure. It waits for adventure 4, THE BLACK TOMBS OF FEAR.

### 13) EARTH ELEMENTAL SUMMONING CIRCLE

The chamber is dry and dust makes your throats instantly parched. A film of sand covers everything on the floor. The chamber is small, not more than ten by ten. The center is filled with a foot of sand. Under the center sand is an etched magical circle. The circle is cut deep into the floor and filled with what appears to be silver dust (1,500 in gp). Almost filling the circle is a creature made of granite boulders standing from the middle of the circle floor to the twenty foot tall ceiling.

“Free me now, or die!” comes the gravely voice.

The rock humanoid moves to push its way out of the center of the room. An enormous spark drives the creature back. Looking further there are five war hammers floating round and round the elemental. These weapons are evenly spaced in the air and could be keeping the elemental inside the chamber.

**EARTH ELEMENTAL LORD** (*The neutral creature vital stats are HD 16 (D8), HP 122, AC 24, MV 20 ft. Its primary attributes are physical. Its significant attribute is 18 intelligence. Its attacks are slam (2d10) or power earth axe +4 (31 points of damage on flesh, double that on structural things). Specials: darkvision 60 ft., only struck by +2 weapons or greater in magical power, earth glide, regeneration at 4 hit points a combat round. XP: 5,952.*)

The elemental argues to be free and offers large sums in bar gold to be free. It conjures fifty bars of gold inside the circle with it. This is an illusion the elemental is using to trick the characters into grabbing at the +3 battle hammers or digging a little and tak-

ing some of the silver out of the circle. If the elemental is freed it breaks all agreements it made and tries to kill the characters.

### 14) WATER ELEMENTAL SUMMONING CIRCLE

The chamber is moist. All the characters begin coughing with too much moisture suddenly coming into their lungs. The chamber is small, not more than ten by ten. The center is filled with a circle. The circle is etched in the floor and filled with what appears to be silver dust (1,500 in gp). Almost filling the circle is a glowing wave of water at least 20 feet tall.

A bubbling speech rises from the elemental, “Free me and I’ll make you rich.”

The creature never speaks the truth and says anything to be free of this circle.

Floating around the circle are five fist-sized black pearls (each worth 11,000 gp). The pearls are evenly spaced around the circle and moving at a fairly good speed; much faster than a human could run.

**WATER ELEMENTAL LORD** (*This neutral creature’s vital stats are HD 16 (D8), HP 128, AC 24, MV 20 ft., 90 ft. swimming. Its primary attributes are physical. Its significant attribute is 18 intelligence. Its attacks are slam (5d8) and vortex, -2 on saves versus the vortex. Specials: darkvision 60 ft., only struck by +2 weapons or greater in magical power, regeneration at 4 hit points a combat round, water masters, drench, and capsizes. XP: 6,048.*)

If the elemental is freed, it tries to leave the mountain area and find a body of water to allow it to pass back to the elemental plane of water. If the characters try and stop it, the elemental fights until it has killed one of the characters. After a single battle, the elemental tries to escape again.

### 15) MAGES CHAMBER

The chamber is small, barely 10 feet by 10 feet with an arch opening in the middle of the south wall. On the north wall of the chamber is a tapestry. One of the Amdromodons is casting magic on the cloth. The central image of the tapestry is Halcyon Castle. Glowing in one corner of the tapestry is the image of a large band of kobolds. A glowing drawing of a water elemental is battering down the drawbridge from the moat.

The rest of the chamber is crowded in shelves with jar after jar of unknown ingredients.

If the characters give the mage a chance it begs them to not attack. It offers them a jar of diamonds (worth a total of 50,000 gp) if they just leave the area. It swears by its powers it will not sound the alarm.

**GREATER AMDROMODON EPSILON** (*This chaotic evil creature’s vital stats are HD 7d8, HP 56, AC 25. Its primary attributes mental. Its significant attribute is 18 intelligence. Its special ability is a permanent protection from normal missiles. When struck with missile weapons, fist-sized sparks blast from its body. XP: 707. It can attack with 2 claws 1d4 +3/1d4 +3 but tries to use a set of spells first if the enemy doesn’t close—Spells:*



**SPELLS UP AND RUNNING:** *Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound*

- 6 Charm Person, 3 x Magic Missile, *Pro from Good, Shield*
- 5 Mirror Image, 2 x Ray of Enfeeblement, *See Invisibility, Web*
- 4 Hold Person, Lightning Bolt, 2 x Suggestion
- 2 Confusion, Polymorph
- 1 Faithful Hound)

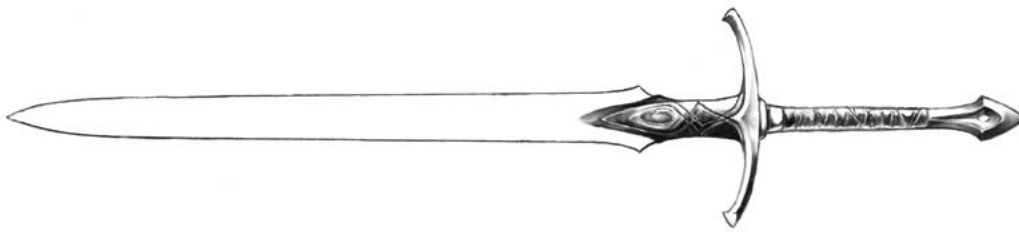
**COMBAT:** Greater Amdromodons enjoy attacking with dangerous magical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

**FAITHFUL HOUND:** *(This creature's vital stats are HD 7, AC 18, HP 50. Its primary attributes are physical. The howl of the hound forces a save versus fear and failing that the victim is a -2 in attacking and morale, magical bite 2d6 +7. XP: 370.)*

**SUMMONED KOBOLDS X3** *(These creatures vital stats are HD 1d4, HP 3, AC 15, MV 30 feet. Their primary attributes are physical. They attack with a morning star for 2d4 damage or javelins for 1d6 damage. They have dark vision 100 ft. XP: 20.)*

Epsilon's cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

**CRIMSON CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy red cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.



## NEW CREATURES

### AMDROMODON—MASTER

**NO. ENCOUNTERED:** 1

**SIZE:** Large (12')

**HD:** 12 (d8)

**MOVE:** 40 ft.

**AC:** 23

**ATTACKS:** 2 Claw (1d8 +3/1d8 +3), Clerical Spells

**SPECIAL:** Dark Vision 100 ft., See Below

**SAVES:** M

**INT:** High

**ALIGNMENT:** Chaotic Evil

**TYPE:** Giant

**TREASURE:** Special

**XP:** 2450 + 12

They are always dressed in a long flowing bright purple toga. Those coming to know the Amdromodons discover that toga is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the "toga" appears to be. This master stage of Amdromodons stands twelve foot tall with a humanoid shape. Its flesh is purple, the humanoid's strength is greater than a fire giants. Unfortunately for the characters they shine bright strawberry when they lie to this Amdromodon.

The young crack out of eggs and appear to be small wingless dragons. Amdromodon clerics are always fed the flesh of other clerics of all types and breeds and take on the characteristics of what they are fed the most of. Elves give them a slim build and pointed ears. Humans give them the greatest wisdom and a height of eleven feet or more. For ten years they walk on all fours and appear as small dragons with animal intelligence. In their tenth year they molt for a month and stand as a Master Amdromodon with at least the wisdom of humans and sometimes even greater wisdom. For one hundred years they function as a Master Amdromodon. In their hundredth year they molt again and die or become a Warrior Amdromodon.

**SUMMONING:** Generally, this type of Amdromodon is able to summon elementals as a natural ability, one a day.

**COMBAT:** Master Amdromodons enjoy attacking with dangerous clerical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

**SPELLS:** They can cast the following spells: 1st level: *Command, Protection from Good, Sanctuary, Missing You, Sound Burst* x2; 2nd level: *Darkness, Dragon Talk, Hold Person* x2, *Silence, Spiritual Weapon*; 3rd Level: *Animate Dead, Dispel Magic, Invisible Glow, Clever Thought*; 4th level: *Dismissal, Neutralize Poison*; 5th level: *Flame Strike* (7d6)

## 8 CASTLES & CRUSADES

**PURPLE CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to mush, making it impossible to identify them. Only their fleshy purple cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Wisdom attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 30 days the wearer gains the knowledge to summon an elemental of any type.

## **AMDROMODON—WARRIOR**

**NO. ENCOUNTERED:** 1

**SIZE:** Large (18')

**HD:** 14 (d8)

**MOVE:** 50 ft.

**AC:** 25

**ATTACKS:** 2 Claw (1d10 + 3/1d10 + 3), Special Sword See Below

**SPECIAL:** Dark Vision 100 ft., See Below

**SAVES:** P

**INT:** High

**ALIGNMENT:** Chaotic Evil

**TYPE:** Giant

**TREASURE:** Special

**XP:** 5,000 +14

They are always dressed in a long flowing, dark, black toga. Those coming to know the Amdromodons discover that the toga is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the "toga" appears to be. This warrior stage of Amdromodons stands 14 foot tall with a humanoid shape. Its flesh is black, the humanoid's strength is greater than a cloud giants.

The young crack out of eggs and appear to be small wingless dragons. They are always fed the flesh of fighters, rangers, and paladins of all types and breeds and take on the characteristics of what they are fed the most of. Elves give them a slim build and pointed ears. Humans give them the greatest strength and a height of 15 feet or more. For ten years they walk on all fours and appear as small dragons with animal intelligence. In their tenth year they molt for a month and stand as a Warrior Amdromodon with at least the vast strength of a Cloud Giant. For all of their years they function as a Warrior Amdromodon. Unfortunately for the characters they shine bright strawberry when they lie to this Amdromodon.

**COMBAT:** Warrior Amdromodons enjoy attacking with their bare talons as they can draw food value from the blood of their foes as it strikes the warrior's flesh. Being intelligent warriors, they recognize the power of their foes and fight with special swords when there are too many or too powerful a group of foes aligned against them.

## **SWORD OF THE WARRIOR AMDROMODON**

These swords are crafted of the metal of the plane the Amdromodon's plan to invade. Nothing is done about the invasion until

there are 1,000 of these swords made by the combined effort of all four different types of Amdromodons. The weapon is ten feet long and three feet wide. There are hooks located in central areas of the blade and the handle. A successful strike gives the warrior a 25% chance of pulling away the weapon of a foe. The blade also acts as a shield and has a 30% chance with each successful missile strike by a foe to block that shot. The weapon itself does 1d10 +10.

**BLACK CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy black cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Dexterity attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. The cloak has a 50% chance to snag any successful strike from a missile weapon or a magic missile.

## **AMDROMODON HATCHLING**

**NO. ENCOUNTERED:** 1

**SIZE:** Large

**HD:** 6 (d8)

**MOVE:** 70 ft.

**AC:** 15

**ATTACKS:** Bite 1d10 +4

**SPECIAL:** Dark Vision 100 ft, Vulnerability to Magical Attacks

**SAVES:** P

**INT:** Animal

**ALIGNMENT:** Chaotic Evil

**TYPE:** Magical Beast

**TREASURE:** None

**XP:** 280 +6

The beast starts out as a two foot egg. The egg expands to five feet long and the beast hatches ready to eat and do battle. The creature has massive limbs and stands four feet tall at the shoulder when just hatched. It grows to another foot after three months. It instinctively obeys the commands of any Amdromodon and they are used as natural guards in the important places where Amdromodons live.

**VULNERABILITY TO MAGICAL ATTACKS:** Extremely sensitive to magical attacks of all types, the beast takes an extra five points of damage from any successful attack inflicting hit points of damage.

## NEW SPELLS

**MISSING YOU** Level 1 Cleric or Druid

CT 1 R 10 ft./lvl D 2 combat rounds/lvl  
SV Yes SR N/A COMP V

The spell is cast on a being and they make their saving throw or they are under the influence of the spell. Every combat round under the spell, the victim must make a saving throw and if they fail that effort they miss their enemies with any attacks no matter what they try.

**DRAGON TALK** Level 2 Cleric or Druid

CT 1 R 10 ft./lvl D 1 minute/lvl  
SV N/A SR N/A COMP V

The spell allows the caster to enter into clear communication with any type of dragon. Even if the dragon doesn't speak or isn't intelligent, it can convey thoughts to the caster. This spell in no way has the caster become a friend of the dragon, but they can appeal to the interests of the dragon.

**INVISIBLE GLOW** Level 3 Cleric or Druid

CT 2 R 10 ft./lvl D 1 minute/lvl  
SV Yes SR N/A COMP V

When the spell is cast, invisible beings or the like must make a saving throw. If they fail the save they glow with a purple glow making it +3 to hit them in combat. As long as the invisible beings are in the range of the spell caster they remain glowing.

**CLEVER THOUGHT** Level 3 Cleric or Druid

CT 2 R up to 210 feet D 1 minute/lvl  
SV Yes SR Ye COMP V

The spell is directed at a victim. If they do not make their saving throw the magic of the spell inserts one simple idea in the mind of the victim (generated by the caster of the spell). The victim tries with all his power to act on that idea for the duration of the spell.

