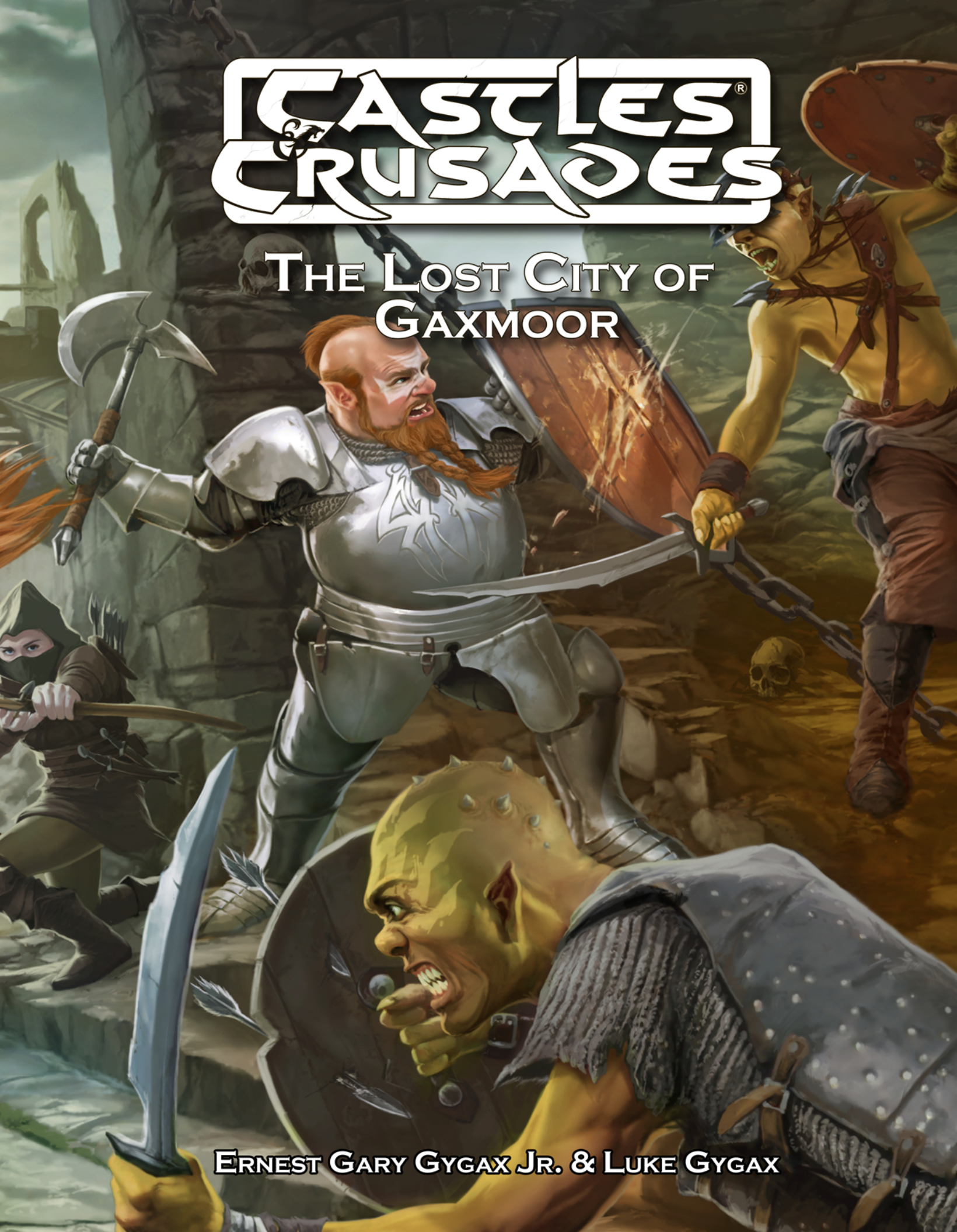


CASTLES & CRUSADES

THE LOST CITY OF GAXMOOR



ERNEST GARY GYGAX JR. & LUKE GYGAX



the Lost city of GAXMOOR

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GAXMOOR

CASTLE KEEPER'S INTRODUCTION

The sun sinks slowly over the desolation of the ancient and once grand Aenochian Empire. A visible outline of what was once a thriving metropolis can be seen in the ancient ruins. It was a great city in its day, now long since fallen to the ravages of time and war. She stood as a shining doorway to the east, a place for rest and restocking of provisions for those on the long trek into the wild lands of the barbaric frontier in the Western Empire. This ruin is the Lost City of Gaxmoor.

Long ago there were many cities like this, walled communities built as havens along the trade routes while the Empire expanded and the wealth of the world flowed into her coffers. Alliances of the Empire's many enemies, dissension amongst her conquered subjects, and the last and final conflict with the competing Southern Confederation led to its destruction. Most of the old border cities have been destroyed, quarried for the very stones which were used to put them together. As smaller villages were created from these once-mighty metropolises, barbarism overtook them. The lack of any safe communication with the West spelled the doom of the remaining border outposts of this now vanquished Empire.

The city of Gaxmoor was a haven for travelers crossing from the Empire as they entered into the wilds. The city was the home for the followers of the travel deity Urnus Gregaria. As such, it received many of that deity's special blessings. Urnus Gregaria loved the city for its hospitality and games and made no demands for grand temples; the city was his temple, and the Lord of Travel loved it.

Gaxmoor offered weary travelers rest and diversion before they continued in search of exotic goods and rare treasures. As fire, sword, and ultimately magic overtook the rest of the Empire, the mighty patron of this place decided that his city must be saved. He accomplished this with a powerful act of magic. His engineers carved a great domed room out of the caverns beneath Gaxmoor and there he placed a complete diorama of the city. Taking his magical staff, he melded it to the model and through it pulled Gaxmoor out of its position in the realm, placing it in a pocket universe. There, time ran much slower than on Gaxmoor's home plane, and the people knew peace and safety for a great many years. And so it was to remain, until such a time that his priests felt it safe to recall Gaxmoor to the world once again.

Unfortunately, the powers of chaos took a stronger hold on the world than the Urnus expected. Over the centuries the knowledge of the secret ritual for recalling the city fell into the hands of the followers of the selfish and malign being, Narrheit, an entity of darkest evil.

Narrheit's servants used the ritual to bring the city back prematurely. The Dark One gave the secret of the ritual to his servant, the ogre magi Saburo Sato, who invoked it and knocked the staff from the diorama, bringing the city hurtling back to Aihrede.



There, Sato's son, Harecules the Cambion, accompanied by his mother Tracassa, gathered a great army of humanoids and mercenaries to take the ancient town in hopes of loot and magic, including the greatest prize of all: the Staff of Urnus Gregaria.

It is this band of foul creatures that are responsible for the re-appearance of the city, all for that horrid creature Narrheit's foul purpose. When the ritual accomplished the city's return it caught the denizens of Gaxmoor completely by surprise. As the hordes of humanoids and assorted villainous mercenaries of the dreaded Chaos Lord fell upon the city, they discovered that the city was not a burgeoning treasure house. Instead, they found Gaxmoor only sparsely populated and sunk into a dark age. The citizens, imprisoned in the city for so many long years, had largely fallen into decadence and despair. After some considerable slaughter, the city was "pacified" and Gaxmoor once again became a haven; this time for pure evil.

The invading armies began to quarrel almost immediately. They have since broken apart into many scattered groups, fighting with each other for control of the city. Aside from the prisoners held by Harecules and those citizens who remain alive, only a few - the Cambion, his mother and the ogre magi - know of the Staff of Urnus Gregaria.

LOCATION

This generic campaign setting should be placed where characters of all classes and races will have reasonable access to the village, which is used as the starting point for the adventure. This setting has been generated to allow even large groups of beginning players the chance for their PC's to progress and flourish individually or as a group. It should be placed in your campaign somewhere on the fringe of a country or countries where it is too far away from large and well-organized states so as to be considered a waste of their precious resources to address the problem of a new city springing up from nowhere. On the other hand, Gaxmoor should be close enough to frontier settlements that your players feel obligated to take action when they learn of what is going on there.

The city is located on a large rock mesa in the midst of a series of hills overlooking a fertile river valley. It is on a solid base of granite, an important factor in its being moved by the Lord of Travel.

GAXMOOR IN THE WORLD OF AIHRDE

Gaxmoor has only recently returned to Aihilde. It lies ensconced along the rim of a great mesa, within an ancient river valley upon the western slopes of the Massif. The powers of Narrheit have thrust the ancient city of Gaxmoor into this quiet setting of small villages and farmsteads. The architecture of the city harks back to the days of the Aenochian Emperors. Bands of humanoids and evil creatures have flocked to the area, causing great harm to the lands of Cleves and the people who dwell upon the banks of Lake Orion. The Count of Cleves, Eurich Gunshoff IV, has put out a general call for help. With the pressures threatening those proud folk, particularly the squabbles with Angouleme, the pleas for assistance must now be taken up by brave and bold adventurers of all classes. For the complete history see below, Appendix A, The History of Gaxmoor in the World of Aihilde.

ADVENTURE HOOKS

The following are several ideas for how to introduce the city of Gaxmoor to your party of adventurers. You can use one or more of them in guiding your party toward the lost city.

- 1 A wounded citizen of Gaxmoor stumbles into a village and is lead into the local inn where the party is having their evening repast. The man speaks an unknown language. Characters with some training in linguistics can make an intelligence check (CL 5) to recognize it as an ancient form of the local language. Use of a *comprehend languages* spell will allow the party to understand the man. If no one is able to cast such a spell, an ancient elven traveler who happens to be present recognizes the tongue and, if properly encouraged, translates with some degree of difficulty. The wounded man provides the party with an account of the recent events in Gaxmoor. This should spur a hardy band of brave adventurers to explore the city.
- 2 The local baron recruits the adventurers to investigate the disturbances reported in the vicinity of Gaxmoor. The baron sent a detachment of soldiers to the area a month ago and they

never returned. Of course the baron downplays the seriousness of the danger in order to convince the group to undertake this dangerous quest. He might offer a suitable reward.

- 3 Traveling away from Gaxmoor, the party encounters a group of hobgoblins with a bugbear leader. The humanoids are wounded and should not be too great of a challenge for the party. The hobgoblin group has 225 GP from Gaxmoor. The coins have the profile of an unrecognized hawk-nosed leader stamped on them. They are also carrying a bolt of fine purple silk (100 gp) and a beaten brass urn (50 gp). A wisdom check (CL 8) lets the characters know that the valuables are from an ancient empire approximately 1000 years old. The items are all in like-new condition, which should pique the group's interest. A ranger should be able to follow the tracks to Gaxmoor (CL 5).
- 4 The powerfully evil influence of the evil deity Narrheit, that snatched Gaxmoor from its protected position in an extra-dimensional pocket, can be detected. A cleric in the group could begin to have troublesome dreams of a great evil being unleashed. The sending can be specific or vague depending on your CKing style. However you choose to present these feelings, they should motivate the party to investigate Gaxmoor.

AVAILABLE CHARACTERS: The reappearance of the lost city with its new inhabitants will cause many different groups to take interest in the opportunities it may present. All who answer the call may have a common cause against those who currently control Gaxmoor, but they might follow vastly different paths and alignments. In case characters are lost to a hostile encounter, friendly meeting areas with potential replacement PC's are located throughout the setting.

CK'S NOTE: If the PC's are not exploring Gaxmoor fast enough, or are having some difficulty within the setting, then the CK may want to introduce a new party member or NPC in the guise of Tempros Ganger, a Centurion in the Governor's Royal Guard. The governor will send Tempros out through the secret passage in the Royal Guard barracks to the Shapely Siren to seek aid for the governor. This gives the party a chance to access a *raise dead* spell from the governor's cleric and/or a Royal Decree for assistance. Of course the PC's would be expected to make sure that they bring supplies of food and wine for the governor. The future rescue of the governor might become a major goal of the party. For notes on the governor see Location 11, the Citadel and Tempros Granger see the Tannery below.

PLAYER'S INTRODUCTION

Several weeks ago, merchant caravans and traveling pilgrims began disappearing on the high road between this state and its ally to the east. Soon after, reports of monsters and bandits lurking about came in from outlying farms and border patrols. Next, a group of rangers returned to tell of the appearance of a strange rock mesa where there had previously been only a river valley. They said on top of the mesa stood a great, seemingly devastated city. The rangers reported the city had an odd, disquieting look. Massive outer walls, with higher inner walls beyond, surround it. Its towers, gates, and buildings were all of an un-

familiar style. They reported hearing various eerie sounds throughout the night, and seeing dark figures on the walls. The unintelligible sounds that echoed throughout the city walls during the night—moans, screams, and an eerie, almost speech-like, howling—frightened even the most intrepid scouts. As the early rays of the sun crested the hills, the whole group dared to move closer so as to obtain a better look at this weird city. A handful rode into the place, but those who passed through its gates did not return. Those who remained safely outside heard nothing, and waited for hours. Growing fearful with the coming of night, they eventually left. The rangers returned to the Margrave with the tale. They told that the newly appeared city was along the country's main river, about thirty leagues east of the capital itself. Clearly, there was sorcery afoot. The Margrave asked for the counsel of sages, scholar-priests, and wizards to unravel the mystery. None of these savants knew what this strange city was, how it came to be where it was, nor what its sudden appearance could mean. Priests praying and communing for knowledge from their deities received only vague and cryptic answers. Wizards cast spells of lore and legend, and likewise garnered only slight hints, such as:

"It is the City of Journey's End."

"What was forgotten has returned, and what was loved is now hated."

"The secrets of the City of Journeys are now in the hands of the malevolent."

Such cryptic answers are all that the wise could learn. As the divinations and auguries were cast, and as scholars pored over ancient texts in search of answers, news of terrible events came to town. Farms and steadings along the eastern border in the vicinity of the strange city were found abandoned. Evidence of a terrible slaughter was discovered. Monstrous things have been seen roaming the hills. The native hill men, gnomes, and others dwelling there have disappeared.

The wise and powerful now call upon their allies, vassals, and all brave adventurers to lend a hand. You are among those answering the call for help. Many stalwart, experienced adventurers like you have already entered the mysterious city. But none that entered this city have returned...

Your mission will certainly be long and intense, and require cunning, caution, and courage. Those who preceded you were organized and well-armed, and still failed to return! Caution may win where bull-headed might has failed, or so those who would recover the place hope. Are you ready for high adventure, lost magic treasures, and devious tricks and traps?

SET ENCOUNTERS BEFORE REACHING THE CITY.

ENCOUNTER AREA ONE: The Lair of the Ettercap

After an uneventful day of following the spoor of a gnoll war party back towards their base camp, you watch the sun set with a weary sigh. You must now make camp until the journey begins again in the morning. You see the colorful display of the sunset off of a pond in a small wooded valley and realize it's time to prepare the camp and set up guard posts for the coming night. A game trail cuts through in the direction of the pond.



These are the hunting grounds of an ettercap. Anyone heading down the game trail must make a wisdom check (CL 6) or stumble into the web trap positioned along the game trail. If they do not set off the trap the ettercap will make a web attack and release his spiders at 1:00 a.m. If someone is trying to look for a good spot in the trees to spend the night give them an intelligence check (CL 5) to notice a large hollowed out tree, the lair of the foul beast. Guards must make a wisdom check to avoid a surprise attack by the ettercap and his pets (CL 3). For the first three rounds the ettercap uses its web attack, trying to entangle mass groupings of players. If the ettercap or the spiders are reduced to 20% or less of their total hit points, they will crawl back toward their nest.

INSIDE THE NEST: The lair, or nest, of the ettercap is located in the top of an old hollow oak tree. The first group entering must make an intelligence check (CL 6) or be snared in strands of ettercap webbing. Inside are the fetid remains of several meals. If the bones are checked, the searchers discover that hobgoblins, orcs, and even gnolls were wrapped up and eaten alive in this evil creature's lair. Still encased in webs is a snack in waiting. Rescuers can free a wide-eyed and thankful dwarf from the neighboring hills. (If the party has lost a member, one of them can roll up this dwarf who will readily join the cause for the elimination of the humanoid vermin. Equip him well as per his class and skills).

TREASURE: Six weapons are in with the victim's remains; a battle axe, a throwing axe, a great club, a stone dagger, a javelin, and a dagger. There are also several large sacks containing adventuring equipment: 50' of rope with a grapple hook, an ink pen, a flask of oil, and a potion of neutralize poison, as well as 14 gp and 37 sp. If anyone checks the webs in the entrance trap carefully, they discover two high-quality longbow arrows (+1).

ETTERCAP (This neutral evil creature's vital stats are HD 5d8, HP 22, and AC 14. Its primary attributes are physical. It attacks with two claws that do 1d4 points of damage, and a bite that does 1d8 points of damage. Its special abilities are poison, which paralyzes victims of its bite for 5 turns (or until a cure disease, remove paralysis, or similar spell is cast on them) if they fail a constitution save, an improved grab that holds a victim struck with both claws immobile unless they make a successful strength save and which gives the ettercap a +4 to hit with its bite attack until the victim is freed, and a web it can use 8 times per day to create up to 6 square feet of webbing, which works like the web spell.)

SPIDER, MEDIUM, 2 (This neutral creature's vital stats are HD 3d8, HP14, and AC 15. Its primary attributes are physical. It attacks with a bite that does 1d6 points of damage. Its special abilities are poison, which forces victims of its bite to make a constitution save or take 1d6 damage the first round, and must make a second save the next round or take 1d4 damage and face paralysis for 2d6 hours, and webs that it can spin from 5 to 60 square feet.)

ENCOUNTER AREA TWO: The Thing That Lurks in the Night

Each of you slowly work the cramps out of your bones and wipe the sleep out of your eyes with a completely new attitude. A fitful night and the nasty encounter with the ettercap have removed the festive atmosphere with which the journey began. Now all of you see just how serious this quest may become. The party follows the series of trails all leading in the same general direction deeper into the hills. The day is uneventful but this may be expected as most of your enemies use the cover of darkness for the hunt!

An ogre-ghoul is lurking in the area. This foul creature has escaped from the control of his creator in Gaxmoor. The evil half-orc Lamesh (see Outer City, the Graveyard, Crypt XII) discovered a potent magical item, the Necromantic Crown of Quentis, and has created several of these abominations. The undead beast hungers constantly and relishes human flesh over all else.

The ogre-ghoul attempts to paralyze one member and run off with him still alive. If necessary, he uses his free hand to fight against any rescuers who get in his way. As soon as he gets several hundred yards from the main group, or the victim begins to regain consciousness, he will "play" with his food, trying to tear off chunks of flesh as it screams deliciously! This means but one minor claw attack every round (for just 1 or 2 points), unless the victim has an effective means to attack the ogre-ghoul in return. In the latter case the monster will attack with everything at his means until the prey is paralyzed again. It takes two such "play" stops/attacks before the ogre-ghoul gets back to his cave lair. If the monster is tracked back to its lair or if it has taken a captive there for "play" and feeding, the party may find its treasure

OGRE-GHOUL (This chaotic evil undead creature's vital stats are HD 4d8, HP 29, and AC 14. Its primary attributes are physical. It attacks with two claws that do 1d3 points of damage, and a bite that does 1d6 points of damage. Its special abilities are 60' darkvision, and paralysis, which forces any creature other than an elf that it hits with a claw or bite to make strength save or be paralyzed for 1d4+1 turns).

THE LAIR OF THE OGRE-GHOUL: The party finds a natural cave opening. The stench of decomposing bodies lies heavy in the air. To advance into the cave, each player must roll a constitution save (CL 8) or be repelled. The adventurers must make this save once per minute while they remain in the lair. The actual lair is but one large room, and if the ogre-ghoul is turned, the monster must be finished off here. The room is filled with bones and partially decayed flesh from many assorted humanoids.

Everywhere there is a chaos of body parts and equipment, all strewn about haphazardly. The cave looks like a slaughterhouse filled with human (and demi-human) remains. A player character may miss only one constitution save and still go back in for more searching; if he misses two rolls, he refuses to enter the cave again.

Searching the Clutter: (d20) Any # rolled twice = 1-8 cp, 1-6 sp and 1-4 gp found

THE OGRE-GHOUL'S TREASURE

- 1 +1 Mace
 - 2 Pouch of goodies (43 copper, 28 silver, 6 gold, 1 platinum and 3 10gp gems)
 - 3 Broken short bow
 - 4 Scroll with 1-4 cure light wound spells
 - 5 Breastplate (medium human)
 - 6 Buckler
 - 7 Spyglass
 - 8 Two vials of holy water
 - 9 Drum
 - 10 Flask, empty
 - 11 Flask of oil
 - 12 Silvered dagger
 - 13 Helm of comprehend languages and read magic, complete with former owner's skull
- Spell Book:** contains two complete spells (*find familiar* and *rope trick*) and the first page of the *fireball* spell (the others have been ripped and lie crumpled nearby; intelligence check (CL 9) to notice. A *mending* spell re-fastens the pages in the book and makes it usable
- 15 Backpack with hammer and pitons, 50 ft. rope
 - 16 Two weeks iron rations
 - 17 Map case with six pages of paper
 - 18 Bandoleer with 5 throwing knives and a slot for a sixth
 - 19 Pouch filled with human hands, one wearing signet ring with 100 gp gem
 - 20 Eighteen expert-made crossbow bolts

ENCOUNTER AREA THREE: Things That Bump In The Night

The wear and tear on the party after only two days and nights on the trail is noticeable. You are but 20 miles from the strange city and already some of your companions seem more like zombies than glorious heroes. Today will be a shorter march so as to approach the ruins early the next morning. Your scouts bagged a doe for dinner and reported signs that a large body of humanoids traveled near your encampment late last night heading back towards the city. While you can wish your humanity well, the thought crosses all your minds that a group numbering over 100 could have meant the end of your quest before it even began. It is early as you set up your camp and you begin to prepare the day's kill, when a great amount of noise comes from the woods to the left. First you hear a loud snuffling and then you see a nose poke through the foliage followed by the rest of a pony sized, reddish-brown beast with spiky bone ridges sticking out of its shoulders at all angles. The creature seems intent on eating your dinner!

The creature is a goblin bear, a cousin of the giant wolverine. They are very aggressive but lazy if unprovoked, so as long as it is not disturbed it will not harm the party. The group may plan an attack if it wishes, automatically surprising the beast, but this dangerous creature might take down the whole party! If properly pelted, the skin of the goblin bear will bring 300-2400 (3d8 X 100) gp in a large city or half as much in a border town. If the PC's avoid the fight, they earn a 200 XP bonus.

GOBLIN BEAR (This neutral creature's vital stats are HD 7d8, HP 68, and AC 17. Its primary attributes are physical. It attacks with two claws for 2d6 damage, and a bite for 1d10 damage. Its special attacks are shoulder spines, long spikes from its shoulders that give it one free attack per round against anyone who strikes it for 1d6 damage, a neck-breaking shake which gives it an additional 2d6 damage if it gets a "20" on its bite attack, and thick-headed, which make it immune to fear and charm effects).

ENCOUNTER AREA FOUR: Opportunity

As twilight falls on yet the end of another day, your scouts smell the smoke from a cooking fire. As the group crawls carefully over the ridgeline, you see the camp of a potential foe. Human-sized figures are gathered around a roaring fire. This time it is your turn to take action! What precautions are you taking? Is anyone going to scout the encampment for more information? Do you plan on taking advantage of these hapless creatures and charge in with weapons drawn? Or are you going to avoid contact with them entirely and pass up this opportunity being served on a silver platter?

Scattered around a roaring fire the party can make out a group of warriors. They wear bronze armor and their equipment seems to be more from ancient frescos than from any work that a sane armorer would put his mark on today. The imperial soldiers are less than vigilant as they bind up recent combat wounds and roast a small pig over the fire. Although there are two sentries

posted, they seem to be creeping in toward the fire trying to share in its warmth and the aroma of the suckling pork.

The PC's have the soldier's flat-footed if they wish to rush in for an attack. If the group seeks to parley instead, they must first use the *comprehend languages* spell or the like to fluently communicate with the Imperial Soldiers. If that is accomplished, a charisma check (CL 4) must be made to have the patrol discuss their mission with the group. If the party attacks the Imperials and takes any prisoners, the information may then be obtained, but the depth of that information should be considered carefully by the CK.

The Governor-in-hiding of Gaxmoor sent this group to get reinforcements from the Imperial capital (now long since lost in a magical firestorm, although none of them have any way of knowing that). They started as a group of 26 men, but only six troopers and the Lieutenant, Sar Grenfield, have survived the five mile journey from the city. They can describe the changes since Gaxmoor was pulled out of the world and put in the pocket dimension to the PC's: how the city, bereft of the trade it was so dependent on, began to fall apart over the last 120 years (their time) and how their civilization began to falter without Imperial ties. The food production was unable to meet the needs of the city and the peasants were difficult to control, refusing to surrender their crops to feed the city dwellers. In addition, the water supply in the protected "dimension" was inadequate to keep the aqueducts functioning. Therefore, the governor organized a major excavation project to deepen the city well. A large natural cavern was thus opened and at least temporarily helpful, for an underground river was discovered. Some equipment was hooked up to the aqueduct system before the true nature of the caves was discovered: this underground system has an ecology of its own! Soon stone-like gargoyles and filthy muhroydians began coming up out of the earth to terrorize the city.

These events thwarted the efforts of the government to secure food and water and maintain order. To make matters worse, some forty days ago a tremendous storm and earthquake occurred at the same time. The governor's wizard stated that Gaxmoor had returned to its original plane. While this should have been a time for rejoicing it instead became a horror scene. Out of the storm came hordes of howling hobgoblins, orcs, and other humanoids who easily overpowered the token guard stations and ransacked most of the city in hours. Only two groups of survivors are in contact and these are in a state of siege. One group of nobles is holed up in the Shapely Siren brothel (see Outer City, Area 7). The remaining government officials and palace guards are hidden in a secret section below the palace itself. The Lieutenant and his men are the only survivors of the city's inner wall garrison and they have been given this mission to enlist Imperial assistance before the food reserves run out. Gaining information on the city of Gaxmoor should be rewarded with a 200 XP bonus.

If the party convinces the troopers that the Empire is no more and their mission is impossible, then any fallen party members may be replaced with 1st level fighters from the Imperials. Anyone playing one of these soldiers must role-play the fact that they can only be understood via *comprehend languages* spells and

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simple hand gestures. This, of course, might change over time with the learning of new languages.

SAR GRENFIELD, IMPERIAL GUARD LIEUTENANT

(He is a lawful neutral 3rd level fighter whose vital stats are HD 3d10, HP 24, and AC 15. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 16. He attacks with a bronze short sword for 1d6 damage. He wears a bronze breastplate, carries a gladius (short sword) and a large bronze shield, and wears a backpack with a weeks' worth of rations, a waterskin, 12 gp, and 31 sp).

IMPERIAL PATROL MEMBERS, 6 *(These are neutral good human 1st level fighters whose vital statistics are HD 1d10, HP 5, and AC 13. Their primary attributes are physical. They attack with short swords for 1d6 damage, or with their spears for 1d6 damage. They wear bronze breastplates, carry a gladius (short sword) and spear and large bronze shields, wear cloaks and backpacks with a week's rations, a waterskins, and a shovel. In addition, each has 1d4 gp and 3-18 sp. Their water is 10% diluted with vinegar, an Imperial standard).*

CK'S NOTE: All Imperial armor and weapons are made of bronze. Imperial bronze weapons, when wielded against opponents using steel weapons, have a 10% chance of breaking when an attack roll of 1 occurs.

ENCOUNTER AREA FIVE: The Gnoll Baggage Train

You discover a recently abandoned campsite hidden in a copse of gnarled elm trees. It is obvious that you are on the trail of a group of raiders as you gaze upon the still warm embers of a large fire pit. Scattered all about are the gnawed bones of some unfortunate humans, who must have looked more appealing as a meal than as slaves.

The sound of a distant scream draws your attention. Carefully, you peer over a rise in the terrain and see some stragglers from the group you were tracking. As the first rays of the morning sun wash over your backs, you see a veritable river of wolf-headed beings passing through the ruined outer buildings as they enter the gate to a city. They are gnolls and this must be the lost city of Gaxmoor. Behind the main party of gnolls is a small baggage train of loot and captives from a recent raid. These stragglers have not reached the outskirts of the city yet and may be intercepted if you seize the moment!

There are twelve gnoll guards whipping twenty heavily laden captives. The captives are all gnomes, and their slower movement seems to be the focus of the gnoll's ire. Last night's dinner was the last of the human captives. If the party closes with the gnolls and can understand their language, they hear loud complaints over the slow moving "short ones" and repeated howls that "all the black beer will be gone" and "why must we work while the others play?"

The attention of the gnolls seems to be centered purely on the city ahead and not on what is happening behind them. They will not notice the party until they close within 100 feet, take offensive action, or make noise. If a gnoll is dropped, one gnome will arm himself with a short sword from the body, and spend the whole combat freeing the other captives.

GNOLLS, 12 *(These chaotic evil creatures vital stats are HD 2d8, HP 9, and AC 15. Their primary attributes are physical. They attack with their battle axes for 1d8 points of damage or can slam for 2d4 points of damage. Their special ability is dark-vision, which extends 60').*

THE PACKS CONTENTS: Six packs are filled with unknown meats, four packs are filled with jars of water, three packs are filled with an assortment of clothes, two packs are loaded with additional shackles and chains, one pack contains eight flasks of lamp oil, one holds a bundle of six short swords (one is a +1 short sword), the next has three light crossbows with rough gold nuggets in a small bag (150 gp value), the next has assorted cheap jewelry (total value 800 gp), three pearls from a broken necklace (100 gp each), an ornamental short sword (100 gp value), a pint bottle (potion of *cure serious wounds*) and a sealed metal tube that requires a dexterity check (CL 10) to open. The tube has a scroll with three spells (*color spray*, *minor image* and *invisibility sphere*). Anything of higher perceived value or of minimal weight has already been taken into the city by the more fortunate gnolls.

If another character is needed to replace a fallen member, one of the gnomes will join the group to gain revenge on the humanoids. That player may be either a fighter or an illusionist, so allow the new player to move his stats about to create either. If a player makes the gnome a fighter, the +1 short sword (from the pack of swords) belonged to him before capture. If the player is an illusionist, then he will have the scroll with three spells from the packs (*color spray*, *minor image* and *invisibility sphere*).

This ends the linear encounters in this module. Now the PC's must explore the various sections of the city of Gaxmoor and establish a safe base camp(s) as well as learn about the history and various competing factions of Gaxmoor.

OUTDOOR MATRIX TO THE CITY OF GAXMOOR

WANDERING ENCOUNTERS OUTSIDE THE CITIES

Every hour, or whenever the party makes undue noise or creates visible changes such as smoke, fireballs or lightning bolts, a six sided die should be rolled and on a roll of a six an encounter will occur. Then roll a % dice on the chart for the encounter.

01%-09%	Hobgoblins, 3-18
10%-20%	Two-Headed Rats, 5-20 (see Appendix B: New Monsters)
21%-25%	Stirges, 1-3
26%-45%	Sobekki, 2-8 (see Appendix B: New Monsters)
46%-60%	Gnolls 2-12
61%-65%	Gargoyle(s) D8 1-7=1, 8=2.
66%-70%	Spider, small 1d3
71%-75%	Muhroydians, 5-20, scavenging party
76%-80%	Bugbears, 1-2, with 2-12 goblins, scouts
81%-90%	Orcs, 3-18
91%-96%	Ankheg, 1
97%-99%	Ogre (1d6; 1-5=1; 6=2)
100%	NPC*

*CK's NPC Options: For parties which need a little assistance in surviving, or for more interaction with citizens of Gaxmoor, here are a few NPC suggestions to help a small or low-level group survive in the Lost City and maybe adding a little story twist as well.

THE LOST CITY OF GAXMOOR 11

KYLE OAKDALE (He is a neutral 5th level human druid whose vital stats are HD 5d8, HP 33, and AC 14. His primary attributes are wisdom, strength, and constitution. His significant attribute is wisdom 18. He wears a suit of leather armor, and carries a large wooden shield, a scimitar, and a spear. He currently has the following spells: 0- create water, detect neutrality, first aid, purify food and drink 1- animal friendship, goodberry x2, magic stones 2- barkskin, cure light wounds x2 3- neutralize poison, remove disease.)

Kyle Oakdale is camped on the southern outskirts of Gaxmoor. The druid was drawn to the site because of the sudden change in the natural surrounding with the reappearance of the plateau and the imbalance of evil that flooded the area. He will attempt to help the PC's by healing them and providing a relatively safe place to rest. If necessary, Kyle could meet the PC's by assisting them in escaping some powerful encounter on the outskirts of the city. Kyle will not adventure with the PC's, preferring to let others right the imbalance. He has an encampment five miles from the city on a wooded hilltop where he and his animal companions reside.

HUGHE BURK (He is a neutral 4th level gnome cleric whose vital stats are HD 4d8, HP 25, and AC 15. His primary attributes are wisdom and constitution. His significant attribute is wisdom 15. He fights with his light flail for 1d8 points of damage. He wears a suit of chain mail and a helm, and carries a small iron shield and a light flail. He currently has the following spells 0- detect magic, detect poison, endure elements, first aid 1- cure light wounds x3, detect undead 2- aid, spiritual weapon).

Hughe Burk is a 5th level human cleric of the Urnus Gregaria encamped near the city. He has been drawn to the city by dreams sent by his deity. He is uncertain as to what he is needed to do, but he will assist the party by healing them and helping guard them when they need to withdraw from the city for a few days of rest.

NIRJAN (He is a lawful evil 6th level human rogue whose vital stats are HD 6d6, hp 28, and AC 14. His primary attributes are dexterity, intelligence, and charisma. His significant attribute is dexterity 16. In combat he fights with a short sword for 1d6 points of damage. He wears a suit of leather armor, and carries a short sword. He has a dagger concealed on his person as well.)

Nirjan is encamped near the city. He has caught wind of some of the treasures in Gaxmoor and wants to obtain the Crown of Quentis, a powerful item rumored to be in the city. He will pose as a cleric of a goodly sort and help the party so as to gain their confidence. He will try to convince them to bring the item to him. Of course he abandons the party as soon as he gets what he wants.

PERSONS AND GROUPS OF NOTE WITHIN THE CITY

There are a couple of main groups within Gaxmoor that vie with one another for control of the city. They have different leadership styles and tactics depending on who is in charge. Generally the humanoids do not act in a cohesive manner. Drinking is rife throughout the city and is a problem with all the separate bands. The CK should always take care to not overtax the party with an encounter area. Take into account the patrols, foraging expeditions and other distractions to lighten the numbers which the party may face in any one area.

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Here is a quick overview to assist you in "playing" these groups of evil humanoids.

BLACK FEATHER BAND: These mercenaries moonlight as brewers! The band is brewing bitter black beer and both the assorted goblin groups and the gnolls are purchasing their drink from them. Demand far exceeds the supply amongst these bands of evil scum and prices are high. These men are competitive businessmen and have few scruples. If the PC's can somehow convince them of the profitability of helping them, the band may agree. They are led by John of the Sure-Eye, (see Inner City, Site 27-28).

BONE CRUSHER CLAN (VEGG): This clan of hobgoblins is under new leadership since the attack on Gaxmoor. The old chief was killed in the assault. Vegg, his second in command, is now the chief. Vegg dresses in colorful scarves and pilfered finery. He is more interested in celebrating his new status than anything else. He is a hedonist in the extreme and pays little attention to organizing the clan, instead spending most of his time in the harem or drinking ale. The Bone Crusher clan reacts slowly to threats and have relatively low morale when faced with a determined foe. Vegg will ignore the PC's unless they force him to act; for example, if they attack his people several times he will be forced into action. The Bone Crusher clan will only cooperate with the Red Axe clan when it is an effort against the hobgoblins (see Inner City, Site 43-50).

DURN AND THE HOBGOBLINS: Durn is a small Hill Giant who leads a splinter band of hobgoblins. They tend to remain locked up in their two manor houses and drink Black Feather Stout (see Inner City, Sites 29 & 34).

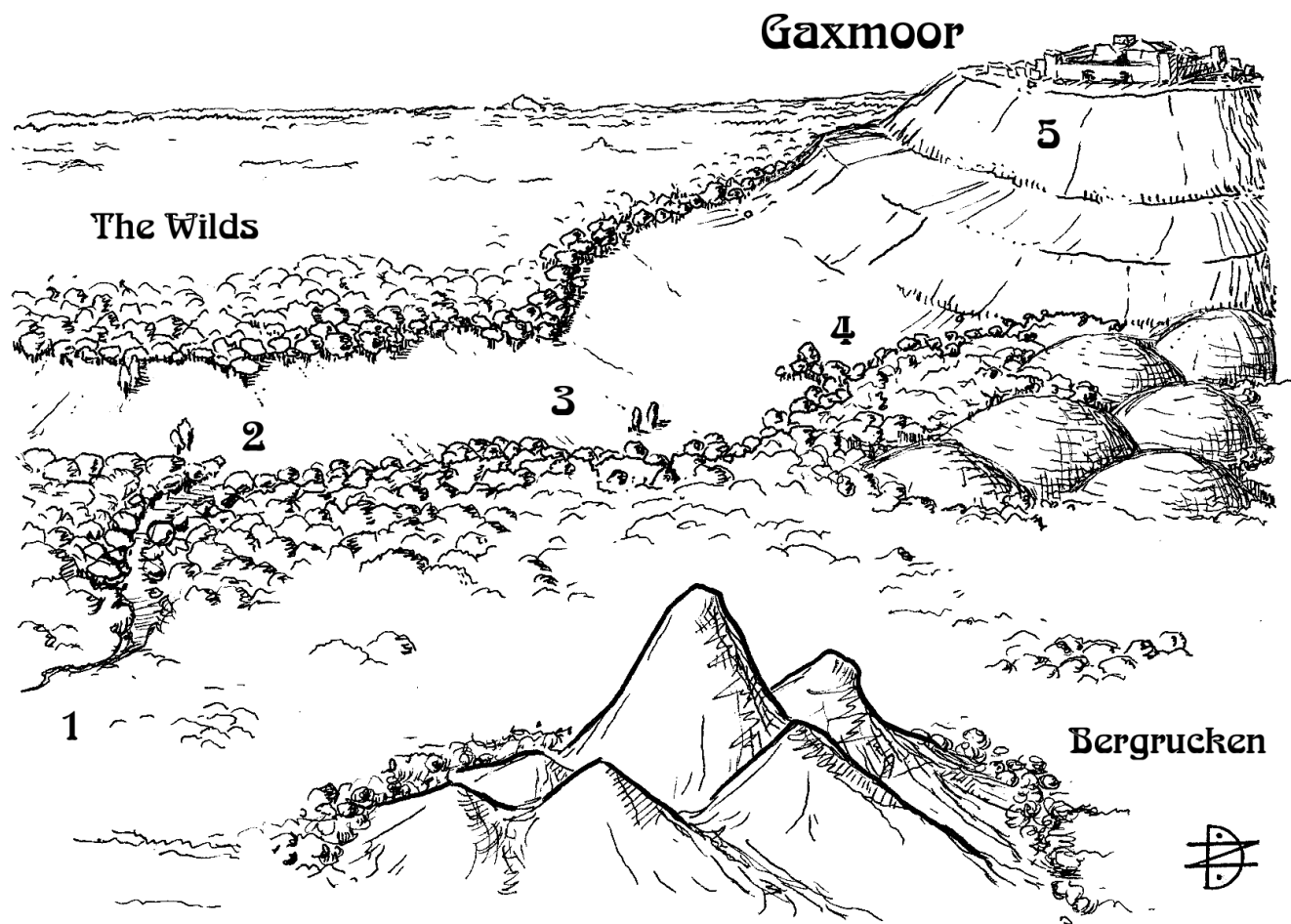
EVANDER THE MAGE: Evander the evil wizard and alchemist has set up shop in the Inner City (see Site 19). He came with the invading army in hopes of discovering long lost secrets concerning arcana and potions. He has settled here in this quaint old ivy covered mansion.

FAIRCLAW, HALF GIANT/HALF RED DRAGON: He is still rather young, equivalent to a 13-year-old human in intellect. He considers himself a great playwright, and takes great pleasure in roasting his critics. Fairclaw is an arrogant being, concerned solely with his own entertainment. He agreed to come with Harecules on a whim and soon became distracted by the Grand Theater. Fairclaw is like a spoiled adolescent who is very used to getting what he wants. If someone dissatisfies him he will turn on them at the first opportunity with spells or his fiery breath. He does not immediately attack anyone approaching him unless they are an obvious threat (see Inner City, Site 36).

GNOLLS (HARRG AND CLASCH): The gnolls are split into two main groups: the bodyguards of Harecules, and Harrg's Band.

The larger group is in the palace with Harecules. They are his shock troops and resent their lowly position, but obey out of fear.

The other group is led by Harrg and Clasch from the Green Inn (see Inner City, Site 24). Harrg is an experienced warrior and a good leader. His band suffered heavy losses in the attack from



the Governor's wizard. He is trying to manipulate the Red Axe clan and the goblins to get the best position possible in the city. He believes that he would profit from either group being sufficiently weakened, for he could then take over. The gnolls are not well organized and tend to enjoy the Black Feather Beer as well as Grond's ale too much. They are tenacious fighters and won't run unless the situation appears hopeless.

GOVERNOR: The Governor of Gaxmoor, Tyberius Mycellus Gelasius, is a refugee, along with his wife, staff and Imperial guards in the governor's palace. He hides in the lower cellars awaiting rescue. Tempros Granger is his chief guard. The Governor will enlist any aid he can to gain his freedom, but he will never divulge the whereabouts of the staff unless it is to someone he knows is good (see The Citadel, Location 11).

HARLAPP: Hobgoblin Warlord. Harlapp is sick with terror that he may be killed by his master, Harecules, for the failure in the assault on the Shapely Siren. By the time Harecules could gather another force one of the several orc bands had come near. He had to put off the assault to watch out for the orcs.

As punishment for Harlapp's failure, the elite bugbear guards slaughtered every fifth hobgoblin in his command. Furthermore, their ration of Black Feather Stout is being withheld until further notice (see Inner City, Site 65).

HARECULES: Harecules is a trusted servant of Narrheit. His mother is the demoness Tracassa, and his father is the ogre magi, Saburo Sato. He was the original commander of the humanoid armies that attacked Gaxmoor. He quickly lost control of his cohorts when he began searching for the Staff of Urnus Gregaria. He still commands a sizable army in the Citadel, accompanied everywhere by his two demons and an ettin (see The Citadel, Location 11).

JANIUS NUBIUS: Janius, a female elf, is slightly insane after seeing so many of her friends and family killed. She has reverted to an almost feral existence in the city (see Inner City, Site 55).

JOBU: Jobu the ogre worked for the Bone Crusher clan until Vegg took over. Vegg feared that Jobu was too powerful, so he purposefully slighted Jobu, hoping he would leave. Jobu did just that, by joining up with a small band of human brigands and their sorcerer. He also managed to recruit a splinter faction of goblins along with their shaman. This conglomerate of evil beings is relatively weak and therefore cautious. What they lack in numbers, they make up for with strong leaders. The group is alert and will look to ambush passersby using *web* and *hold person* spells and then rushing out to finish the job. Their morale is weak and they will run if Jobu is killed (see Inner City, Site 32).

LAMESH RYHOLDEN: Lamesh Ryholden is an evil half-orc cleric who has broken from the alliance with Grond, the leader of the Red Axe orcs (Utzug the orc shaman replaced him). He

seeks to create undead cohorts so that he may gain control over Grond and sacrifice Utzug to Narrheit, the god of chaos. Further, he wishes to bring the Red Axe clan of orcs to prominence under the guidance of his grim lord and away from the false worship of the orc gods (see Outer City, the Graveyard, Crypt XII).

LUSCIOUS MAXIMUS MAGERIS: A former mage of the Mageris family bound in his own crypt. He is a powerful lich who may be of some assistance to those who do him no wrong (see Outer City, the Graveyard, Crypt XIII).

PANCHMO: Panchmo is the leader of the bugbears. As such, he has been granted many privileges and his loyalty to Harecules is strong! Recently Harecules has given Panchmo a gift- the captured prisoner Colonel Tiberius, of the Imperial Guard. The cruel bugbear enjoys inflicting minor tortures on the Colonel, and displaying him during meals and sporting events. Panchmo organizes goblin and hobgoblin bands to react to player assaults, using his own bugbear troops sparingly. Panchmo will have no compunction about losing goblins, but flees with the remaining bugbears if his personal troops are cut down below half their original number. If possible he runs to Harecules, who puts him up in the Palace (see Inner City, Citadel, Location 11), where he attempts to exhort his beloved leader to counterattack (see Inner City, Sites 1-4).

If Panchmo's pet Gr'root (the owlbear) is killed, he flies into a murderous rage.

CK'S NOTE: If Panchmo loses most of his troops and manages to escape to the Palace, Harecules will treat him as a failure who should have died fighting. He will not have any friends or allies and should be played accordingly.

MUHROYDIANS: When the city engineers delved into the rock to build the diorama, they unearthed a nest of strange rat-like men. When the spells of Urnus moved the city to the pocket dimension, it moved many of these creatures with it. They have been warring with the humans of Gaxmoor ever since. They are loosely led by Ro'dan, a wererat. The muhroydians worship the Obscene One, (see Inner City, Site 30).

RED AXE CLAN: This is a veteran orc war band from the Red Axe tribe. Their leader is a crafty warrior named Grond. Grond runs his war band like a well-disciplined military unit. They actively patrol their turf and keep vigilant guards at all times. They react to an attack quickly and use their resources wisely. In combat their shaman targets spells on the strongest fighter and uses his wand to keep enemy wizards busy. Grond is in the city to get treasure and fame so he can go back and challenge the tribe leader. He is not opposed to working with the PC's to obtain his goals – of course, if they happened to die in the process though he wouldn't be too upset. The Red Axe clan will never cooperate with the Bone Crusher clan except to hold games with goblin prisoners (see Outer City, Areas 8, 9, 10 & 16).

SABURO, OGRE MAGI: Saburo is very old and wise and attends Harecules as a councilor. He takes great pride in the drive and cruelty of his offspring. Now that he has finally pried him away from the distorted influence of his mother Tracassa, he

believes the two can loot and pillage their way across the world together. It was Saburo who was responsible for discovering the way to bring Gaxmoor back into the world from its protective universe. He lusts after the power of the Staff of Urnus Gregaria. With the staff in his hands he will be able to lead his son to ever-new opportunities. Together they would use their power to rule over the lesser folk of the universe (see Citadel, Location 11).

THE SHAPELY SIREN: This brothel is one of the last surviving bastions of the original inhabitants of the city of Gaxmoor. They continue to maintain a stubborn defense in hopes that the governor or some other Imperial forces will come to their rescue. The defenders consist of Sheila the Madam, Crystal the house physician, Brutus and Baragas the twin bouncers, Captain Larus of the Palace Guard, twelve human male patrons and eight human female employees. This is an excellent place for the party to hole up, heal and regroup (see Outer City, Area 7).

SOBEKKI: These creatures are a primitive race of crocodilian humanoids. The people of Gaxmoor domesticated them to maintain the sewers and aqueducts in the city. Long ago they took to dressing in clothing similar to the people of Gaxmoor (Ancient Roman style) and speaking the Imperial language. Since the return of Gaxmoor the sobekki are divided into two groups, one led by Hsithra, the other by Owriiss. Hsithra (see Outer City, Area 23) is friendly to humans and will aid the party. His group takes their duties very seriously and still repair the canal as necessary. Owriiss (see Outer City, Area 32) is the complete opposite, viewing any humans or demi-humans as food. His band have gone savage on the fringes of the city.

SNERG & FILCH: Panchmo's goblin leaders are twin brothers. These diminutive fellows rule the goblin horde by fear. They are cowardly, as most bullies truly are. They rarely lead the way into any battle unless forced to do so by Panchmo. Snerg and Filch are difficult to tell apart, both having flat faces, beady red eyes, and dark orange skin pockmarked with blemishes and warts (see Inner City, Site 64).

TRACASSA THE DEMONESS: Tracassa is the mother of Harecules and one time consort of Saburo Sato. She seeks to gain the Staff of Urnus Gregaria. She is trapped in the haunted villa (see Inner City, Site 59).

URNUS GREGARIA, LORD OF TRAVEL, HE WHO GUIDES THE WAY, PATRON OF GAXMOOR (LN): Urnus Gregaria was once a mortal who achieved god status through a life of adventuring. He was a bard of the highest repute and specialized in string instruments. His journey through life carried him to many foreign lands and into contact with druids and wizards. He was renowned for his ability to craft magical staves. Through heroism in service to the Empire he was granted a noble title by the Emperor in the city of Gaxmoor while he was still a mortal. Urnus therefore has a special connection to the city, and considered it his home despite his preference to be always on the move.

Organized worship of Urnus outside of Gaxmoor is uncommon, although bards and other travelers often pay him homage. His holy symbol is an Imperial eagle.

14 CASTLES & CRUSADES

THE OUTER CITY

CK'S NOTE: The outer ring and walled portions of the city have many different factions of humanoids competing for supremacy. The evil creatures will almost assuredly defeat any low level group that is rash enough to attack head-on. If the party is wise, they can use each humanoid leader's own vanity and greed to their own advantage. If a humanoid leader perceives the PC's as a powerful force that can be used against other factions in the city, they might propose an alliance. Of course the humanoids are evil and will look to take advantage of the party, never hesitating to backstab or desert them if it is beneficial to their cause.

THE TANNERY

The tannery and slaughterhouse are in the southwest corner of the Gaxmoor map. It was placed in the module to provide the characters with access to several valuable spell components. No encounter was created for this establishment but if the game is running slowly, then this may be where the group has a run-in with an ankheg (for full details see The Tannery, p. 47)

AREA 1: GRIMHELDA THE WITCH

All around the city you see jumbled streets of wooden shacks covered with earthen sod roofs, the former homes of the common peasants. Most of these are tumbled ruins, but one building ahead of you seems to be held up by its two neighboring buildings. The door is still on its hinges and a thin curl of smoke slowly wafts through a hole in the roof. You notice several old bones, which look vaguely humanoid, lying about.

This is the home of the witch Grimhelda. She is an original inhabitant of Gaxmoor. Grimhelda dabbles in alchemy and brewing potions. To this end, she needs many rare ingredients and equipment to do her research. In the attack, her laboratory was looted and much was destroyed.

She has thus far survived the chaos by hiding and sometimes collaborating with the various humanoid factions that have assailed Gaxmoor. Grimhelda is a self-centered individual who attempts to use the party to her advantage. She speaks kindly to the PC's, using a persona like a benevolent aunt in order to befriend the group and get a feel for their alignment and purpose for being in Gaxmoor.

Grimhelda does have a few magical brews that she managed to save from the invaders. She is willing to trade with the PC's for items that she needs to make potions and other magic items. Grimhelda covets gems and jewelry. She may be interested in trading a potion for a particularly regal or noble piece (at least 1,000 gp value). She is not above attempting to steal from the party, or swindle them. She is intelligent enough to plan any such attempt in advance. She casts a *change self* spell prior to any attempt and will strike while the party is resting or distracted.

If need be, Grimhelda can be used to direct the party to certain areas of the city in search of rare ingredients for her potions. She





can pay the group with information, scroll writing components (which are very difficult to come by in Gaxmoor) and, of course, simple potions. Use your discretion as CK as to how much she will interact with the PC's.

CK'S NOTE: Grimhelda is particularly jealous of Evander the wizard (see Inner City, Site 17). He has an extensive laboratory and herb garden that she wants for her own. Grimhelda describes him as a powerful servant of evil who came to Gaxmoor recently with the invading humanoids. She would love for the PC's to destroy him, but she cautions them that Evander is a potent enemy who will not be easily defeated. She won't be willing to go along on any attack against him unless she believes that the PC's are vastly more powerful. Even then, she takes very little risk and seeks to gain the best magic items for herself.

Grimhelda relies on Remus, her worg companion, to keep attackers away while she casts spells. She will absolutely flee if necessary. Remus is trained to wait nearby and circle around to the rear of anyone approaching her. If she signals, or if the PC's make a threatening move toward her, he will attack from the rear.

Description: Grimhelda wears fashionable clothes that accent her attractive appearance. She often wears a long white linen dress slit high on both sides with gold trim. She adorns her arms with golden armbands shaped like vipers with ruby eyes (2,500 gp value each). Her long, jet-black hair is kept away from her face by a slim golden tiara (500 gp value).

GRIMHELDA (She is a chaotic neutral 7th level wizard who also possesses the class abilities of a 3rd rogue. Her vital stats are HD 7d4, AC 13, and HP 26. Her primary attributes are dexterity, intelligence, and charisma. Her significant attributes are dexterity 18 and intelligence 16. She has twilight vision and superior hearing, conferred by her owl familiar. She possesses an amulet of natural armor (+2), a +1 dagger, a ring of animal friendship, a potion of giant strength, a potion of cure moderate wounds, a potion of cure light wounds, and a potion of neutralize poison. In her lair she has stolen wizard spellbooks with 8 x 1st level spells, 8 x 2nd level spells, 6x 3rd level spells, 4 x 4th level spells, 3 x 5th level spells, and 1 6th level spell (roll randomly, except for the spells she has memorized and summon familiar), along with a limited quantity of the most common equipment and spell components.

She currently has the following spells memorized: 0 – arcane mark, detect magic, light, mage hand, prestidigitation 1 – change self, charm person, shield, identify, sleep 2 – mirror image, protection from arrows, web x 2 3 – hold person, stinking cloud 4 – fear).

OWL FAMILIAR (This neutral animal's vital stats are HD 2d6, AC 14, move 5 feet or 60 feet in flight. Their primary attributes are physical and mental. It attacks with its talons for one point of damage or beak for 1d2 points of damage).

REMUS, WORG COMPANION (This neutral creature's vital stats are HD 4d8, HP 29, and AC 14. Its primary attributes are physical. They attack with its bite that does 2d4 points of damage. Its special abilities are 60' darkvision, twilight vision, scent, the tracking ability, and a trip attack that drags victims of its bite to the ground if they fail a dexterity save).

AREA 2: SMALL BUSINESS SECTION

Here, amongst the rubble stand the remains of two stores that appear structurally sound. Both lean against the back of each other. They were once boarded up but have since been broken into. They look relatively safe and both seem accessible from the torn cloth and ripped skins that someone has used to cover the windows.

The southern building has the remains of wood strips, strips of metal and a few loose nails spread about. You see several destroyed barrels that once were the pride and joy of the establishment. Whoever was here, before you, destroyed anything that may have held anything; even the tools of the tradesmen seem to have been taken.

A connecting door leads to the other shop behind this one, but the top of the doorway is cracked and pressing down on the door itself. If anyone tries forcing open this door, searches the walls for hidden compartments, or even worse, smashes any part of the internal structure, the building will collapse along with the northern adjoining shop. All PC's in the area must make a dexterity save (CL 7) or suffer 1d6 damage.

The northern shop leans noticeably on its partner. If you climb inside you see that it once was a potter's business. Pottery shards litter the store.

The only non-destroyed item here is the potter's wheel, still upright on the earthen floor. Underneath the wheel, buried in the

ground, is an urn. Inside the urn are 24 sp and 3 gp. If the urn is broken, the party finds four (50 gp) gems worked into the pottery.

AREA 3: THE CITY TRASH HEAP

A faint trail of smoke rises from the center of a small wooded area. As you cautiously move closer you see a circle of trees surrounds a large pit, approximately 120 feet in diameter and at least 20 feet deep. Smoke lazily wafts upward in the breeze from the smoldering pile of rubbish located at the bottom of the pit. A pathway curves down the walls of the pit and you believe that it can be negotiated safely with a proper amount of caution.

All sorts of rubbish lies within the depression as well as assorted carrion creatures that thrive on the waste. Within the trash is a large constricting snake. The snake attacks the party if they enter the rubbish heap.

CONSTRUCTOR SNAKE (This neutral creature's vital stats are HD 2d4, HP 6, AC 12. Its primary attributes are physical. It attacks with a bite for 1d4 damage. Its special attack is constriction; after a successful bite, the victim must make a strength save or be constricted for 1d6 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the snake tightens its grip so the saves suffer a -2 cumulative penalty for each round of constriction).

After dealing with the snake, the PC's may search through the rubbish heap. Roll a d12 to see what they can locate in one minute of searching. Any number rolled twice means they failed to find anything of note.

- 1 **Broken Pottery.** A fine black urn depicting maidens carrying jugs on their shoulders.
- 2 Smoldering, partially burned carpet.
- 3 Body of murdered craftsman. Hidden in his money belt are 5 pp.
- 4 Giant two-headed rat (see Appendix B: New Monsters).
- 5 Ancient wooden box (9" x 9" x 12") inlaid with geometrical shapes. A successful intelligence check (CL 8) means the character discovers the secret trick to opening it. Inside is dust of disappearance (3 applications). If the box is carelessly broken open 1-3 applications are wasted in the air immediately making the hacker invisible- and undoubtedly alarming the rest of the PC's!
- 6 Two giant two-headed rats (see Appendix B).
- 7 Dead leper's body. Make a constitution save (CL 4) or contract disease.
- 8 Broken empty chest.
- 9 Dirty and dented bowl (actually silver and worth 20 gp). The bowl is etched with many eldritch symbols around the edge. It was used by an alchemist in Gaxmoor to mix potion ingredients, and would be worth 100 gp to an alchemist.

- 10 Fifty feet of thick horsehair rope. The rope is somewhat weakened and if more than 300 pounds of weight is applied on the rope, it will break. A careful examination of the rope reveals the flaw.

- 11 **Moldy Book.** Thick leather bound cover with brass clasps. The book contains the work of Erzius, an ancient master of literature. His works have been mostly lost over the centuries. The book is worth 5,000 gp to a sage studied in ancient theater or literature. Fairclaw or the Governor may recognize its value and be kindly disposed towards anyone who gives it to either one of them.

- 12 Ten foot ladder missing two rungs.

AREA 4: THE GRAVEN IMAGE SHOP

You see a solid two-story structure before you. Next to the shop are three large blocks of alabaster stone, one of which seems to have been partially chiseled away. The chiseled stone shows the face of an aged woman with a serene look on her face. The work appears to have been abandoned some time ago as evidenced by bird droppings on it. The front door to the shop has been ripped off its hinges and lies broken near the entrance. The light streaming into the shop reveals many motionless figures within.

This shop is filled with statuary. Some of the smaller pieces have been vandalized, their appendages smashed off and placed loosely on other statues in some sort of crude attempt at humor. One section of the store is filled with statues in various stages of completion; most are of humans, presumably citizens of this ill-fated city.

The other side of the store is dedicated to statues of the deities. One particularly obese demonic statue has been placed in the corner and has bloodstains and the well-gnawed remains of victims piled all about it. If anyone pushes aside the pile they will find a pit has been dug in front of the statue and it is filled with offerings of rotten food.

As the party investigates, the stairs sound with the reports of many feet and a small troop of muhroydians come barreling down.

There are 11 regular muhroydians and the grossly fat Grome, a muhroydian priest, who is the last one to lumber down the steps. He has filthy tattered robes draped about his gargantuan figure and a necklace of tiny skulls hung around his neck. The regular muhroydians will hurl darts at the PC's and the priest casts a *hold person* spell.

GROME, MUHROYDIAN PRIEST (He is a lawful evil exceptional muhroydians with the abilities of a 3rd level cleric whose vital stats are HD 3d6, AC 15, and HP 17. His primary attributes are constitution and wisdom. His significant attribute is wisdom 13. In combat, he uses a small scimitar for 1d6 points of damage, or with two claws for 1d2 damage and a bite for 1d3 damage. His special abilities are 60' darkvision, twilight vision, stealth, which allows him to move silently when underground with a successful dexterity check, and hive empathy, which allows him to act in concert with tribe members within 30', even while silent and out of one another's visual range. He possesses a



pieced together suit of leather armor, a poorly maintained small scimitar, a bone holy symbol, 2 clerical scrolls (comprehend languages and cure light wounds), a pouch with one application of dust of illusion, and 13 gp, 6 sp, 9 cp.

He currently has the following spells: 0- detect magic, endure elements, first aid x2 1st – cure light wounds, protection from good, sanctuary 2nd – hold person).

MUHROYDIANS, 11 (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with well-worn small scimitars for 1d6 points of damage, or with two claws for 1d2 damage, and a bite for 1d3 damage, or at a range they hurl darts for 1d3 points of damage. Their special abilities are 60' darkvision, twilight vision, stealth, which allows them to move silently when underground with a successful dexterity check, and hive empathy, which allows them to act in concert with tribe members within 30', even while silent and out of one another's visual range. They have threadbare leather armor, small scimitars, a dagger, and six darts each).

The offering pit has the following items: A small bag of holding (250 lb. max equals 15 lb.) full of rotting meat, 345 gp and 745 sp. The bottom of the pit is covered with large boulders. If these are removed, it reveals a tunnel to the grain silos.

AREA 5: THE SCARED CHILD

As you walk through the ruined peasant hovels, you hear something shift in the rubble to the south. The noise seems to come from a house that appears very unstable and could easily crash down at any moment.

Everyone in the party should make a spot check (CL 5). If successful, they spy the young "child."

As you quickly look over trying to discover the source of the disturbance, you catch a glimpse of what appears to be a small child hiding in the rubble.

This is actually the home of a resilient halfling, Haltho Briarfoot. He has been lying low since the attack on Gaxmoor and is looking for a way to escape. Haltho asks the party to escort him away from the city and direct him to the nearest town. In return for their aid he tells them about the city, as well as give them a necklace of 32 pearls (3,200gp) which he managed to garner before war came to Gaxmoor. If they ask what he did, he will tell them that he worked for Jaelius, an herbalist and merchant. Jaelius manufactured and distributed the skysmoke for the sobekki. Jaelius had a shop within the walls of Gaxmoor. Haltho can draw them a basic map of the city, and lets them know he thinks that the survivors are making a stand at his favorite spot, the Shapely Siren.

HALTHO BRIARFOOT, HALFLING (He is a neutral creature whose vital stats are HD 1d8, AC 16, and HP 7. His primary attributes are physical. He fights with a short sword for 1d6 points of damage, or at a distance with a light crossbow for 1d6 damage. His special abilities include duskvision and the halfling traits. He wears a suit of leather armor, carries a short sword, a light crossbow, a case with 12 bolts, basic traveling gear, 10 gp and 30 sp).

CK'S NOTE: If the party has lost a character this encounter could be used to add a new halfling character. Allow the player to roll up the halfling, choosing the class, weapons, etc.

AREA 6: THE OVERGROWN RUINS

The buildings here are a total ruin but, at some point, the locals must have grown raspberries, for there are tangled patches of these thorny bushes, covered in large bunches of succulent berries.

The patch is home to a warren of rabbits and if the players have some way to enter, or scare out any of the rabbits, then food can be obtained here.

AREA 7: THE SHAPELY SIREN BROTHEL (SEE MAP P. 105)

A white marble structure, in remarkably fine condition, dominates this portion of the city. The entryway is grand, with wide stairs leading gently upward between three rows of pillars ending in carved oaken double doors. Airy upper floor balconies are plentiful, all facing away from the city proper. The walls and pillars are carved and painted with colorful scenes of mermaids, all scantily dressed in scarves and lace, beckoning the traveler to enter these friendly confines.

This is one of the last surviving bastions of the original inhabitants of the city of Gaxmoor. When the humanoid raiders fell upon the city, those who were visiting here, along with the guards, barred the doors. The doors and shutters are all of strong wooden construction, reinforced with bronze bands. The defenders put up a vicious defense against the swarms of humanoid invaders and managed to hold them off. All the people holed up at the Shapely Siren speak only the ancient Imperial tongue, with the exception of Madam Sheila, who speaks a few words of several demi-human languages. The upper balconies are barricaded in defense against the occasional gargoyles attacks. The defenders of the Shapely Siren know of the caverns and believe that the gargoyle plague resulted from opening up an entryway to the caverns. The patrons also witnessed the storming of the city and can inform the adventurers of the various evil humanoids who assaulted Gaxmoor. They continue to maintain a stubborn defense in hopes that the governor, or some other Imperial forces, would soon come to their rescue.

CK'S NOTE: Gargoyles have been rising from the sewers via the abandoned cisterns and wells in the inner city and terrorizing any and all in Gaxmoor.

The defenders consist of Sheila, the Madam; Crystal, the House Physician; Brutus and Baragas, the twin bouncers; Captain Larius of the Palace Guard; twelve human male patrons; and eight human female employees.

SHEILA THE MADAM (She is a lawful evil 5th level human rogue whose vital stats are HD 5d6, AC 12, and HP 24. Her primary attributes are dexterity, constitution, and charisma. Her significant attribute is dexterity 16. She fights with a dagger for 1d4 points of damage. She possesses 5 rings: gold/blue topaz (115 gp), gold/turquoise (90 gp), gold/moonstone (160 gp), gold/zircon (180 gp), silver/pearl (105 gp), 3 bracelets: small gold loop (10 gp), small gold loop/moonstone (150 gp), finely wrought gold (50 gp), 2 sets of earrings: gold with silver inlay (25 gp), silver/bloodstones (195 gp), 2 necklaces: gold rope with gold heart (220 gp), gold with gold and platinum medallion (420 gp), silk with blue quartz slippers (185 gp), an expert-made jeweled dagger (600 gp), and a potion of clairaudience / clairvoyance. Sheila worships Aphrodite).

CRYSTAL THE HOUSE PHYSICIAN (She is a neutral 5th level human cleric of Bast whose vital stats are HD 5d8, AC 11, and HP 31. Her primary attributes are dexterity, wisdom, and charisma. Her significant attribute is wisdom 16. She fights with an expert-made light mace for 1d6+1 points of damage. She possesses a robe with a cowl, an expert-made light mace, and 3 scrolls: #1 has three spells (purify food/drink, create water, light), #2 has three spells (light, detect secret doors, cure minor wounds), #3 has two spell (bless, cure light wounds), and 5 potions: 3 x cure light wounds and 2x endure elements. Assorted scroll components such as inks, scroll paper, quills and cases, physician's healer's kit and herbs.

She currently has the following spells prepared: 0- detect evil, aid x3 1st – command, x2, sanctuary, shield of faith 2nd – hold person, x2, spiritual weapon 3rd – create food and water).

BRUTUS AND BARAGUS, IDENTICAL TWINS (They are both lawful neutral 4th level human fighters whose vital stats are HD 4d10, AC 15, and HP 34. Their primary attributes are strength, dexterity, and constitution. Their significant attribute is strength 17. They fight with expert-made bronze short swords for 1d6+1 points of damage, or with light crossbows for 1d6 damage. They each wear studded leather armor and have expert bronze short swords, light crossbows, and 12 bolts. Brutus has a potion of giant strength and Baragus has a potion of aid. They each have an opal encrusted arm band (650 gp).

CAPTAIN LARIUS (He is a lawful neutral 6th level human fighter whose vital stats are HD 6d10, AC 16, and HP 49. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 17. He fights with a bronze short sword for 1d6 points of damage, and has a javelin of lightning that he will throw before engaging in melee if possible. He wears a bronze breastplate, carries a large bronze shield and a bronze short sword, and his javelin of lightning. Tucked into his tunic is a potion of cure moderate wounds. He wears a silver neck chain and medallion (500 gp), and carries 23 gp, 6 pp, and a citrine (50 gp) in a belt pouch.

HUMAN MALE PATRONS, FIRST LEVEL FIGHTERS, 12 (These human's vital stats are HD 1d8, HP 6, and AC 14. Their primary attributes are physical. They attack with bronze short swords for 1d6 or daggers for 1d4. They wear studded leather armor, carry small wooden shields, bronze long swords, daggers, and have 2 gp each.

The eight female employees have no combat skills although if a player wishes to start as a cleric (due to losing a previous character), Crystal has trained one and a new character can be generated.

CK'S NOTE: A secret passage exists between the Shapely Siren and the Royal Guards Barracks (see Inner City, Citadel, Location 12).

AREA 8: MORE RUINS OF COMMONER'S HOMES

The seemingly endless rows of rough commoner's homes have been reduced to a deplorable state by the ravages of the invaders. Behind these shacks, the majestic walls and marvelous towers of this ancient city break the skyline. As you admire the city walls and palaces in the distance you have an epiphany: the work of these common laborers will live on in the beautiful halls of the Inner City, even as the record of their own existence is buried and forgotten in the dusty annals of the unheralded.

If the PC's are calmly listening to your speech then they are sure to be caught flatfooted by eight orcs of the Red Axe clan. The PC's need to make a wisdom check (CL 9) to avoid being caught off guard.

The small patrol of eight orcs is taking a break in the remains of the buildings trying to get out of the sun and laze about when the party enters the scene. This group has no leader but they

know that other patrols are in the area so they will attack and make as much noise as possible doing such.

ORCS, 8 (These lawful evil creature's vital stats are HD 1d8, HP 4, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear breastplates with crude red axes painted on them, carry battle axes, and three javelins each, and have a backpack, 3 days of poor quality rations, a waterskin, 1-3 gp, and 2-12 sp).

AREA 9: REMAINS OF THE OUTDOOR MARKET

Nothing but charred timber stands as mute witness to the savagery of the humanoids. The broken remains and stench of the Outdoor Market vaguely remind you of the rotten teeth of the last group of humanoids you vanquished.

This is the command post of the orc patrols (see Outer City, Areas 8 & 10) of the Red Axe clan. The whole group has been sent out to gather information, leaving only the leader, Mukglor, and his two cronies. They are lying back swilling beer and making crude jokes in orcish. If the party investigates this area first, they surprise the three of them. Otherwise, they respond to a call for help from either of his groups of scouts. There are two partially drained kegs of brew as well as a bag containing unleavened bread and salt on the floor.

MUKGLOR, ORC COMMANDER (He is a lawful evil orc, an exceptional individual with the abilities of a 6th level fighter, whose vital stats are HD 6d8, AC 15, and HP 31. His primary attributes are physical. His significant attribute is strength 16. He fights with a battle axe, getting +1 to hit and striking for 1d8+1 points of damage. His special ability is darkvision, and he has the light sensitivity trait. He is specialized in the battle axe. He wears scale mail and carries a medium steel shield, and carries a battle axe and a dagger. He also wears a gold armband worth 100 gp, and carries a purse containing 20 gp, 10 sp, and a set of ivory dice (20 gp).

MUKGLOR'S BODYGUARDS (These are two lawful evil exceptional orcs with the abilities of 4th level fighters, whose vital stats are HD 4d8, AC 15, and HP 20. Their primary attributes are physical. They attack with their battle axes, gaining +1 to hit and striking for 1d8+1 points of damage. Their special ability is darkvision, and they have the light sensitivity trait. Both are specialized in battle axe. They wear dirty scale mail shirts, carry medium wooden shields, and carry battle axes and daggers, and have 13 gp and 28 sp).

AREA 10: THE EDGE OF THE OUTDOOR MARKET

The fire died out at the edge of the Farmers Market so a few structures still survive in a dilapidated fashion. You hear the sound of stones or bones rattling through the side-window of the nearest three-sided structure.

This is the other half of the orc patrol of the Red Axe clan. Six orcs are playing knucklebones in the corner of a partially destroyed building. The PC's will have the opportunity to surprise the orcs if they are relatively quiet. The orcs call for help if they are outnumbered or if they take one casualty.

ORCS, 6 (These lawful evil creature's vital stats are HD 1d8, HP 4, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear breastplates with crude red axes painted on them, battle axes, and three javelins each, a backpack, 3 days of poor quality rations, a waterskin, and 1-3 gp and 2-12 sp).

AREA 11: BURNED OUT BUILDING

You gaze upon the remains of what was once a large building. All that remains are scorched limestone walls and a few charred beams supporting a portion of the roof. Under the remains of the roof in the southeast corner of the main room, there is a hole in the floor that must lead down to a root cellar. Perhaps there is a keg or two of ale yet intact.

This is a favorite spot for a constrictor snake to hang around and wait for prey. If the party decides to investigate the hole in the floor, the snake drops on the character closest to the hole.

The snake catches everyone flatfooted and gets a free round of action unless someone succeeds in a wisdom check (CL 7), or specifically examines the beams above the hole. If the snake scores a successful attack while dropping from above the character should make a dexterity check (CL 2) to avoid being unbalanced and falling 15 feet into the cellar (1d6 points of falling damage).

CONSTRUCTOR SNAKE (This neutral creature's vital stats are HD 2d4, HP 6, and AC 12. Its primary attributes are physical. It attacks with a bite for 1d4 damage. Its special attack is constriction; after a successful bite, the victim must make a strength save or be constricted for 1d6 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the snake tightens its grip so the saves suffer a -2 cumulative penalty for each round of constriction).

The cellar is a cool, damp room with a dirt floor, approximately 40' x 50'. Amongst the rubbish in the cellar there is one small keg of fine brandy (150 gp).

AREA 12: DILAPIDATED TAVERN

A badly chipped and faded sign depicting a robed man with an overflowing cup of wine reveals that this ruined building was likely once a tavern. Most of the common room is burned down to the foundation. The fireplace and chimney remain intact, as well as the rear portion of the building which undoubtedly served as the pantry and kitchen to the tavern.



The back two rooms were ransacked long ago. There are a few useable bronze pots and pans amongst the overturned tables and some smashed pottery in the kitchen. The chimney is the home of a hunting spider. The spider drops down on anyone foolish enough to stick his or her head into the fireplace. Once in the open area, the spider will use its web ability to entangle foes. If it is seriously wounded it attempts to escape up the chimney.

HUNTING SPIDER (This neutral creature's vital stats are HD 3d8, HP 11, and AC 15. Its primary attributes are physical. It attacks with its bite for 1d6 damage. Its special abilities are poison, forcing victims of its bite to make a constitution save or take 1d6 damage the first round, and in the second round make another save to avoid additional 1d4 damage and 2d6 hours of paralysis, and webs, which they can spin from 5 to 60 square feet up to eight times per day).

One of the spider's victims dropped a pouch in the ashes of the fireplace. In the pouch is a set of thieves' tools of expert quality, and they give a +1 bonus to a rogue's open locks checks.

AREA 13: RUINS

As you walk along the smooth stone road that circumnavigates the northern perimeter of Gaxmoor you see the charred wreckage of what you assume was another inn, tavern, or hostel. Very little remains standing above ground level; only a heap of charred timber and some collapsed stones that once made up the walls. As you follow the cobbled walkway toward the ruins you see a set of stone steps in the southwest corner of what used to be the main hall.

The steps lead into a 30' x 40' cellar. A group of 12 kobolds have taken refuge here, all that remain of a once large raiding party. They have chosen this spot to avoid being discovered by any of

the other humanoids in the area, and are hoping to find a way to flee Gaxmoor undetected.

The kobolds have hidden their entire meager hoard, 39 cp and 12 sp, in an old crate. Nothing else of interest is in this area.

KOBOLDS, 12 (These lawful evil creature's vital stats are HD 1d4, HP 2, and AC 15. Their primary attributes are physical. They attack with spears for 1d6 points of damage. Four of the kobolds have light crossbows which do 1d6 damage. Their special ability is darkvision, and they have the light sensitivity trait. They have leather armor, spears, and daggers. Four kobolds have light crossbows and a case with 6 bolts).

AREA 14: COLLAPSED BUILDING

Another husk of a building marks the corner of the major street that circumnavigates the city. This building appears to have been one of the many hostels that catered to merchants and their ilk. Only the rear portion of the building remains intact. The front is collapsed and the door is buried beneath the rubble.

There is a door in the back that leads to the former owner's living quarters. The building is now the home of a wandering gang of five gibs. They made their way up above the surface and outside of the walls in an attempt to find some tasty humans to devour, and eventually found the hiding spot of the unfortunate innkeeper and his family. The innkeeper had a concealed trapdoor under the bed in his chamber. The gibs smelled the live humans and tore open the door. The gibs do not have any treasure, but in the 10x10 hidden chamber the innkeeper has a set of silver worth 1,200 gp, a small coffer with 10 pp, 51 gp and 235 sp. There are also four weeks rations, a barrel of water, and a small keg of ale in the room.

GIBS, 5 (These chaotic neutral creature's vital stats are HD 1d10, HP 6, and AC 10. Their primary attributes are physical. They attack with short swords for 1d6 damage, and always receive +1 to hit and damage when using their own weapon).

AREA 15: APPLE ORCHARD

The orderly rows of trees and split rail fence surrounding them identify this area as an orchard. As you approach the orchard you hear the soft hum of insects. The branches of the trees hang heavy with ripe fruit and your mouths water at the thought of eating something other than the stale bread and salted meat of your iron rations.

The orchard is the home of a hive of giant bees. If the group enters the orchard and picks some of the apples, a group of 3-12 giant bees attack. If the party searches, they discover the hive at the center of the orchard in a very large tree. There are several more large bees there, and the PC's will almost surely suffer casualties unless they use caution. Creating a large source of smoke to calm the bees or using the cover of darkness (since bees will not fly in the dark) will diminish the risk. Of course, honey raiders may still be stung in the dark, but fewer bees attack. If the hive is smoked, the party can collect several pounds of honeycomb.

CK'S NOTE: The honey can be a nice break from trail rations, but can also be traded to Grond, the leader of the Red Axe clan of orcs (see Outer City, Area 16). He wants it to make honey mead. He will have a much more favorable opinion of the party if they offer, or otherwise trade, it to him.

GIANT BEES, 3-12 (These neutral creature's vital stats are HD 3d8, HP 11, and AC 13. Their primary attributes are physical. They attack with their stings which do 1d4 points of damage. Their special ability is poison, which forces a stung character to make a constitution save or take an additional 1d6 points of damage, and a second constitution check the next round or take an additional 1d4 points of damage and get swollen and sick, rendering them helpless for 1d4 minutes).

AREA 16: HUGE BRICK BUILDING

Ahead of you is a huge brick building that appears almost untouched by the recent chaos. The building sits parallel to the city wall and faces, on the southeast, the destroyed city gate. The different colored bricks delineate the original structure from the various additions built on to it. A faded sign above the large double doors draws your attention. The sign depicts a cloud blowing a swirling blast of air toward the earth. The wind thus created is effortlessly propelling a smiling traveler dressed in ancient garb. Judging by its size, this must have been one of Gaxmoor's most popular inns. Steps lead up to a sturdy wooden porch that runs the length of the structure. As you are about to approach the building, a glimpse of movement catches your eye. Four humanoid shapes are crouched in the shadowy recesses of the porch.

Four orcs of the Red Axe clan are guarding the entrance to their leader's headquarters. Grond of the Axe, the leader of the Red Axe orcs, is inside drinking mead with his shaman, Utzug, his three remaining sergeants and six orc guards. They are engaged in a raucous game of throwing axes (similar to darts).

If the party decides to try to find another way into the tavern they will discover that all the windows are solidly shuttered and the back door is locked (open locks CL 4). If they gain entrance using stealth, they can observe the main room and see the orcs sitting around an ale-soaked table with several axes lying nearby.

If the orcs guarding the entrance are somehow drawn away or defeated quietly, the orcs inside continue their carousing. If a rogue successfully listens at the door (CL 2) they hear loud voices speaking in orcish punctuated by meaty thwacks (the axe striking the target) along with an occasional female voice (two human serving wenches/slaves). A frontal assault by a novice party will surely end in heavy casualties. If the adventurers attack, the noise will summon orcs from Area 21 within 2-20 melee rounds.

If the party decides to attempt to parley with Grond, he will be somewhat receptive. He is looking for allies to help him defeat the hobgoblins that occupy the southwest corner of Gaxmoor. The party will need to tread carefully with Grond, but several approaches might work: bribery, flattery, intimidation, etc. You might require appropriate charisma, intelligence, or wisdom checks depending on the approach the characters use. Grond very likely sends them off to gather honey in the apple orchard (see Outer City, Area 15) to receive his help and to keep him from killing them outright. Grond loves honey mead and he has recently run very short of the brew. Surprisingly, Grond makes excellent mead, far better than the beer the Black Feather band brews (see Inner City, Site 27).

Several human females are busily refilling tankards and avoiding groping hands. If they get the opportunity, the party can speak with them to gain some general information. The women are citizens of Gaxmoor and only speak the ancient Imperial language. They beg for the group to help them and their children who are kept locked upstairs. They will warn the PC's that Grond is very powerful and he also has a shaman with him.

There are stairs in the back hallway that lead into the cellar. The cellar of the tavern is where the loot is stored. On the other side there are several barrels. Some of the barrels appear to have the lids removed and the glint of coins can be detected.

On one side of the dirt-floored cellar is some sort of crude altar recessed in an alcove in the wall. The shrine is clearly devoted to the orc deity. If anyone without orc blood enters the alcove shrine area they trigger a *glyph of warding* (blasting 5d4 of sonic damage) that is placed on the entryway. This noise will alert the orcs above that someone is in the cellar. The altar is stained with the blood of the citizens of Gaxmoor. The area has been *desecrated* in order to conduct rites dedicated to evil. Human skulls are heaped at the base of the shrine. Any good cleric will want to make sure that this shrine is destroyed somehow.

GROND, ORC CHIEFTAIN (He is a lawful evil exceptional orc with the abilities of a 9th level fighter whose vital stats are HD 9d8, AC 18, and HP 68. His primary attributes are physical. His significant attribute is strength 16. In combat he strikes with his +2 battle axe, which he is specialized in, for 1d8 +6 points of damage. He wears a suit of +2 breastplate, carries +2 battle axe which he won from the previous Red Axe clan chief and is the symbol of his authority, 2 potions of cure moderate wounds, one potion of neutralize poison, a gold septum ring (250 gp) and a thick gold chain with an eagle pendant (1750 gp). He also has the key to the padlock on the buried chest.

UTZUG, ORC SHAMAN (He is a lawful evil exceptional orc with the abilities of a 5th level cleric whose vital stats are HD 5d8, AC 15, and HP 43. His primary attributes are mental. His significant attribute is wisdom 15. In combat he fights with his +1 spear for 1d6 +1 damage. His special ability is darkvision, and he has the light sensitivity trait. He wears a suit of chainmail, carries a large steel shield and a +1 short spear (the chosen weapon of his dark god), a scroll of cure light wounds x4, and a potion of invisibility.

Utzug currently has the following spells prepared: 0- detect magic, detect poison, endure elements, first aid 1st- bless, shield of faith, sound burst x2 2nd - darkness, silence 3rd - cure serious wounds).

ORC SUB-CHIEFS, 2 (These are two lawful evil exceptional orcs whose vital stats are HD 4d8, HP 18, and AC15. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage. Their special ability is darkvision, and they have the light sensitivity trait. They wear scale mail shirts and carry medium steel shields, wield battle axes and daggers, and each has 13 gp and 28 sp).

ORCS, 4 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear breastplates with crude red axes painted on them, battle axes, and three javelins each, a backpack, 3 days of poor quality rations, a waterskin, and each has 1-3 gp and 2-12 sp).

TREASURE: There are four barrels filled with 7,000 cp and 5,000 sp, and three barrels of honey mead. Buried beneath the barrels in the cellar are two large chests.

The first chest has a simple padlock (open locks CL 3). It contains 1,800 gp.

The second chest is made of hard wood and is ironbound. It has a more complex lock built into it (-3 chance for a rogue to open the lock). This chest is trapped. There is a simple poison needle trap on the latch (CL 8, save vs. poison or take 4d6 damage and lie sickened for 1d4 hours) and has a glyph of warding cast upon it. If a non-orc opens the chest the spell is triggered (5d4 fire damage). The chest contains: 3,500 gp, 10 gems (100 gp each), diamond (5,000 gp), and two pieces of jewelry (5,000 gp and 7,500 gp). The false top of the chest contains a leather scroll case. Which within is a magical cleric scroll: restoration (4th), raise dead (5th), blade barrier (6th). If the chest is hacked open, 1-3 spells on the scroll will be destroyed.

AREA 17: STABLES

The large wood and limestone structure ahead appears to be the stables. It is a large brick building to the south. The smell of rotting straw and musty stalls wafts through the air as you come closer to the large wooden double doors.

The stables were looted long ago and little of value remains. A character with leather working skills could salvage a saddle or two from the wreckage.

The only item of value is a dirty horseshoe nailed to the top of the doorway pointing upward (a symbol of luck) outside the double doors to the southeast. The horseshoe is fairly small (to fit a small pony) and has a silver chain attached. It is not noticeable in any way unless someone is detecting magic or says that they are carefully examining the doorway. It is a lucky talisman, which when worn around the neck bestows a +1 to all saving throws.

AREA 18: CLUSTER OF DILAPIDATED HUTS

A scattering of huts in various states of ruin mark the far northeastern limits of the city. The huts are small constructs of wood with roofs of sod.

The outer huts are the lair of several small centipedes. Each hut has 2-8 of these centipedes living in the sod roof. If the party investigates the huts the centipedes will drop down on them from above. In the middle of the cluster of huts lives a huge centipede (30' long). This is the mother of all the smaller centipedes and it will be quickly drawn to any combat in the area (3-12 melee rounds). There is nothing of value left in the area.

SMALL CENTIPEDE (These neutral creature's vital stats are HD 1d2, HP 1, and AC 10. Its primary attributes are physical. They attack with their bite that does 1 point of damage. Its special ability is poison, which makes victims of its bite make a constitution save at +3 or take an additional point of poison damage, then make another save the next round or take a further point of damage and lose 1 point of strength for 2d4 minutes).

MONSTROUS CENTIPEDE (This neutral creature's vital stats are HD 4d8, HP 18, and AC 16. Its primary attributes are physical. They attack with its bite that does 1d10 damage. Its special ability is poison, which makes victims of its bite make a constitution save or take 1d6 damage, then make another save the next round or take an additional 1d6 points of damage and lose 1d4 point of strength for 2d4 hours).

AREA 19: WOODEN COTTAGES

A group of sturdy wooden cottages surround a large copse of mighty oak trees. These buildings appear to be in better shape than the destroyed huts to the north. The cottages are single story constructs with small sheds scattered throughout. You scan the area ahead of you and see no signs of life. Doors hang open suspended from broken hinges, shutters have been smashed, and the occasional gleam of white bone are testimony to the fate of the peasants who lived here.



Hiding in the copse of trees is a hobgoblin patrol from Area 35. They are well-camouflaged and not easily spotted (spot check CL 8). There are six regular hobgoblins with longbows and battle axes and their leader, Gorlag. They are scouting out the orcs in preparation for an attack.

The hobgoblins find the orc presence in Gaxmoor an insult. Gorlag's leader, Harlapp (see Inner City, Site 65) has ordered him to capture some orcs for information and entertainment in the Coliseum. The hobgoblins will not initiate an attack on the PC's unless they are spotted. Gorlag is willing to talk to the PC's if they use diplomacy, bribes, or a few credible threats. You might require a few charisma checks (CL between 5 and 12, depending on the approach the characters use). He will use the party to help him capture some orcs if possible. In return, he could give them information on the city and the factions competing for supremacy. If the PC's are particularly helpful to Gorlag, he may even get them in to see the games at the Coliseum. Gorlag is extremely jealous of his "superior" and he will cooperate with the party if they are willing to help him eliminate Harlapp in order to become the new leader.

GORLAG, HOBGOBLIN CHIEFTAIN (This lawful evil creature's vital stats are HD 3d8, HP 24, and AC 15. His primary attributes are physical. He attacks with a long sword that does 1d8 points of damage. His special ability is darkvision. He wears steel breast plate, carries a large steel shield, a long sword, and 2 daggers. He has 4 gp and 12 sp on his person).

HOBGOBLINS, 6 (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Two of them have longbows that do 1d6 points of damage. Their special ability is darkvision. They have steel breast plates, small shields, long swords, and 3 javelins each. Two of them have longbows and a quiver with 12 arrows. They each have 1d4 gp and 1d6 sp).

AREA 20: DEMOLISHED BUILDINGS

The houses in this area have been torn down and the serviceable pieces of timber carried off. Piles of discarded sod and a few pieces of rotten wood are all that remain of many buildings. A well-used trail leads off to the southwest toward some sort of small river or drainage canal.

The sobekki in Area 23 have harvested the wood and stone from these buildings to keep the creek sewage ditch maintained. There is a 10% chance that the PC's encounter a work detail from Area 23. The work detail consists of eight sobekki armed with javelins and axes. They do not attack the PC's, and if the PC's initiate hostility they attempt to flee. If the party keeps their weapons sheathed and appear friendly, the sobekki may speak with them and take them back to their village (see Outer City, Area 23) to speak with the chief.

SOBEKKI, 8 (These lawful neutral creature's vital stats are HD 2d8, HP 11, AC 11. Their primary attributes are physical. They attack with a bite for 1d4 points of damage, or with hand axes for 1d6, or at a range they hurl javelins for 1d4 points of damage. They swim well (40 ft) and hold their breath for 4 times as long as a human. These sobekki have none of their special war paint. They are vulnerable to cold).

AREA 21: STURDY STONE BUILDING

A sturdy stone building sits on the south side of the road next to the gate. Broken barrels, smashed pottery, and other debris is scattered around the main entrance area.

This building was once an important government office used to monitor trade and collect tariffs. It is well constructed, with reinforced shutters and doors. It is now the barracks for the Red Axe orc clan led by Grond. There are 90 regular orcs housed in the building. The PC's can hardly fail to detect noise if they stop and listen near the building. The orcs are resting and not particularly vigilant in keeping guard. If the party approaches from either side (NW or SE) they cannot be seen. If they approach the front door, the orcs are alerted and will be armed and ready to fight in five rounds. The Red Axe clan is well trained and will fight intelligently.

ORCS, 90 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail with crude red axes painted on them, battle axes, and three javelins each, a backpack, 3 days of poor quality rations, a waterskin, 1-3 gp and 2-12 sp).

AREA 22: HOLE IN THE WALL

Through the trees you notice a break in the city wall. Someone or something caused a large section of the wall, about 20 feet wide, to collapse. A couple of heaps of stone overgrown with moss are scattered in the vicinity of the breach. You can see a large building directly to the west inside the wall. The building seems to be in good condition.

Hidden in one of the piles of stone and moss is an otyugh. The otyugh is well camouflaged and perfectly still (spot check CL 12 to notice him). The creature waits for the last member to pass through the hole before striking. The otyugh hiding spot provides ½ cover to the monster, but limits his attacks to within 10' of the pile of rubble. It has no treasure of its own, but there is a gold brooch in the shape of an eagle with ruby eyes worth 1,750 gp well hidden in the refuse (spot CL 8).

OTYUGH (This neutral creature's vital stats are HD 6d8, HP 34, and AC17. Its primary attributes are physical. It attacks with two tentacles for 1d8 points of damage, or its bite for 2d4 points of damage. Its special ability is disease, which forces victims of its bite to make a constitution save or contract a disease and also after the encounter, and every creature present for the encounter must likewise succeed in a constitution save or come down with a disease, and improved grab, which forces victims it hits with a tentacle to make a strength save or be immobilized for one round, pulled to the creature's maw, and automatically bitten until the victim can escape, and 60 foot darkvision).

AREA 23: DRAINAGE FROM CITY

A large culvert pierces the ground near the city wall bringing sewage water from the city out into a large canal. The canal is lined with smooth gray stone blocks and appears to be quite deep. The whole system is undamaged and well maintained. Out of the corner of your eye you detect some kind of motion on the north bank of the canal.

Characters watching carefully will be able to identify some sort of bipedal-scaled creatures jumping into the water.

As your party approaches the canal you see signs of occupation in the area. There are trails paralleling the canal as well as one leading off to the north. The paths along the canal have several offshoots apparently dead ending at the water's edge.

This is the home of Gaxmoor's sobekki workers, a primitive race of crocodilian humanoids. The people of Gaxmoor domesticated them to maintain the sewers and aqueducts in the city. Long ago they took to dressing in clothing similar to the people of Gaxmoor (Ancient Roman style) and speaking the Imperial language. The sobekki take their duties very seriously and still repair the canal as necessary.

The sobekki leaders believe that the recent hardships are a test of the gods, who they believe wish for the sobekki to keep doing

their duty in the name of maintaining the city. Their dwellings are underneath the banks of the canal. These are built much like a beaver's lair, with a submerged entrance into an air-filled chamber hollowed out under the bank of the canal. Hsithra's two large crocodiles guard the entryway. The entry hall is a 40'x40' chamber with a beautiful mosaic tile floor. The sobekki have a small village under the bank that consists of several small living chambers, a great meeting hall, and Hsithra's throne room. The sobekki like to use vibrant colors to accentuate their homes. Mosaic tiles depicting various nature scenes are common throughout the village.

The sobekki have suffered significant losses from the humanoid occupation of Gaxmoor. Only 40 male sobekki remain in this village. There are also 30 females and 15 non-combatant children in the area. A vicious hobgoblin raiding party attacked, and the whole village felt the loss of several egg laying females, as well as the loss of many eggs. They have also faced repeated attacks from Grond's orcs and Harrg's gnolls. The stalwart sobekki often battle the muhroydians in the sewers, but prefer to avoid combat when possible. Hsithra will gladly help the PC's if they agree to hunt down and kill the humanoids in the area.

The leader, Hsithra, views humans favorably and tries to assist the PC's if they are friendly toward the sobekki. He does not want to risk his people, but the sobekki can provide the PC's with food and a safe place to rest, and provide some limited information on the major groups in Gaxmoor. They know of Grond, the hobgoblins, the muhroydians, and the "winged death" (gargoyles). The sobekki are too weak to drive off the humanoid invaders or the strange winged creatures that came from the caverns below Gaxmoor. They pray for divine intervention and hope the gods of Gaxmoor will deliver them from their woes. They have survived by hiding when confronted with overwhelming numbers, and diligently defending their village.

The sobekki den can only be entered from a submerged tunnel in the canal. Hsithra's two large crocodile companions guard the entrance, and the tunnel has a boulder trap (find traps CL 5, 4d6 damage from falling boulders, dexterity save CL 5 for half damage). Attacking the sobekki den should be difficult. If the PC's decide to take them on – they will set booby traps on individual huts, and fight from cover and ambush whenever possible.

CK'S NOTE: If the party suffered a casualty, a player could play a sobekki character from this village if the CK allows such races as PC's in his campaign. The sobekki can be the springboard for getting the PC's involved in adventures, beginning with the humanoids on the outskirts of the city, and eventually into the sewer system to confront the muhroydians.

Hsithra and the sobekki can provide the players with rations, simple weapons, and some basic equipment (torches, rope, sacks, etc.) at 200% of the regular price. Hsithra is also capable of manufacturing potions. At the CK's discretion, he could have some for sale to the PC's at premium prices.

The civilized sobekki worked closely with the people of Gaxmoor. City officials often paid them with a dried, shredded mushroom substance. This fungus is smoked by the sobekki and gives them a sense of euphoria; they call it skysmoke. The sobekki greatly

miss this substance. They know that Jaelius, a merchant who lived in the city (see Inner City, Site 69) possessed the substance in great quantities. If the PC's can locate some of the substance, Hsithra will trade them the healing potions and be more willing to assist them against the muhroydians. The sobekki are very loyal to the governor and if any player is an Imperial, or has orders from the governor in hiding (see Citadel, Location 11), they will be looked on very favorably!

HSITHRA (This is a lawful neutral exceptional sobekki, with the abilities of a 4th level druid, and the following vital statistics: HD 7d8, HP 44, and AC 17. His primary attributes are physical. His significant attributes are strength 17 and wisdom 13. In combat he uses his magical +2 trident for 1d8+4 points of damage, or his magical +1 dagger for 1d4+3 points of damage. He swims well (40 ft) and can hold his breath 4x longer than a human. His special ability is war paint that gives him +2 to hit and damage and +2 AC. He is vulnerable to cold. He speaks Sobekki, ancient Imperial, and the Druidic language. He wears reed armor (+1 AC), carries a +2 trident, a +1 dagger, and possesses 9 potions of cure light wounds, 2 potions of water breathing, and a horn of fog. He currently has the following spells prepared: 0- create water, detect neutrality, detect poison, light 1st – animal friendship, entangle, obscuring mist 2nd – hold animal, summon swarm).

HSITHRA'S CROCODILES, 2 (These neutral creature's vital stats are HD 3d8, HP 16, and AC 15. Its primary attributes are physical. They attack with a bite for 2d4 damage and a tail slap for 1d12 damage. Their special abilities are twilight vision, and roll, which forces victims of their bite to succeed at a strength save or be dragged underwater and held unless they can escape, slaying the victim in 2-5 rounds during which the crocodile does automatic bite damage every round).

SOBEKKI SUB-LEADERS, 3 (These lawful neutral creature's vital stats are HD 4d8, HP 23, and AC 16. Their primary attributes are physical. They attack with a bite for 1d4 points of damage, or with long swords for 1d8. They swim well (40 ft) and hold their breath 4x longer than a human. Its special ability is war paint that give them +2 to hit and damage and +2 AC. They are vulnerable to cold. They wear reed armor (+1 AC), and carry long swords and small wooden shields).

SOBEKKI WARRIORS, 40 (These lawful neutral creature's vital stats are HD 2d8, HP 11, and AC 16. Their primary attributes are physical. They attack with spears for 1d6 damage. They swim well (40 ft) and hold breath 4x longer than a human. Their special ability is the war paint they wear, that gives them +2 to hit and damage and +2 AC. They are vulnerable to cold. They wear reed armor (+1 AC), carry light shields and spears).

AREA 24: POOL AT A BEND IN THE CANAL

Here, the canal turns into more of a sluggish stream. The banks are not lined with stone as they are further up toward the city, and the bend in the stream has formed a brackish pool. The ground has become a spongy marsh beneath your feet. Tall reeds and willows bend in the breeze as you approach the edge of the pool. Thoughts of doffing your gear and taking a refreshing dip in the cool water swim through your head.

This area is home to a dangerous shambling mound. The merciless plant-thing holds still until the adventurer's pass near the reeds and attacks the PC's from the rear. It takes advantage of any PC foolish enough to strip down and go in the water.

SHAMBLING MOUND (This neutral plant creature's vital stats are HD 8d8, HP 48, and AC 20. Its primary attributes are physical. It attacks with 2 slam attacks that do 2d8 points of damage. Its special abilities are blending, as they are virtually undetectable when lying still in a swamp, constriction, which forces a victim of both of its slam attacks in one round to make a strength save or be grabbed and pulled to the creature, and then be constricted for 1d8 points of damage per round until the victim makes another strength check and escapes, electrical conversion, where gains 1 hit dice and an additional +1 bonus on all attacks and saves instead of taking damage when struck with an electrical attack, cold resistance, and regeneration 2 points per round while it is in swamp or marsh).

TREASURE: The swamp pool has an assortment of items lying on the bottom from the creature's previous victims. To find some or all of these items is very difficult, as it is 25 feet deep and the water is murky. Player's must swim to the bottom of the murky water and sift through the muck to find anything. Depending on how they plan to accomplish this, you might require several strength, constitution, or wisdom checks. Each time they find one random treasure.

SWAMP POOL TREASURES

Roll a d8 for what is found when the challenge has been accomplished.

- 1 +1 dagger
- 2 Bronze trident
- 3 Backpack with 300 gp
- 4 Potion of water breathing
- 5 Ring of sustenance
- 6 Jeweled silver brush with jasper, moonstones and peridots (650 gp)
- 7 Crystal skull (500 gp)
- 8 +2 shield

AREA 25: HALF CAVED-IN INN

A large devastated two-story building stands in front of you. This formerly sturdy timber and plaster construction is halfway collapsed. An intact stairwell is visible on the north wall of the building. Debris covers much of the floor.

The building has suffered a lot of structural damage and is in a precarious condition. Characters should approach cautiously.

The floor creaks under your feet as you enter the building. Nothing appears to be left intact on the ground level. The entrance to any lower levels must be buried somewhere beneath the debris.

If anyone weighing over 200 lbs. heads upstairs to investigate, the floor collapses. Any character falling through the floor suffers 1d6 damage. Additionally, the first level floor may also give

way beneath the force of falling bodies (d6, on a 1 or 2 the first level floor gives way). The dirt floor is soft enough that the PC's will not suffer any additional damage, however they will be stunned for 0-3 rounds (1d4-1).

If the party does not fall through the floor and decides to search the rubble, it will take them 1-4 turns to find the trap door to the cellar. The wooden stairs leading down have been destroyed so the party will have to climb down if they wish to investigate further. If the party takes time to look around the cellar from the trap door they might see the mushroomies in the far corner. The only valuable item in the cellar is a set of dwarven-sized half plate armor.

The cellar is the home for five mushroomies. The PC's will see pale, slightly luminescent shapes surrounding them. In the dim light, the creatures resemble dwarves with odd wide-brimmed hats on their heads. A closer examination with proper lighting reveals that these creatures actually have a large mushroom-like head. The mushroomies are peaceful and will attempt to parley with the adventurers, but if attacked they will defend their lair.

The mushroomies don't have any treasure, but there is a rough-hewn tunnel leading from the cellar toward the west. The tunnel is relatively small (about 4' diameter) and leads to Area 26 of the Inner City, a ransacked mansion inside the city walls. In this tunnel is a patch of strangely phosphorescent red mushrooms (two per PC). If eaten these mildly poisonous mushrooms (constitution save CL 1 or lose one point of constitution for 11-30 minutes) give the recipient complete darkvision for 8 hours, with the minor side effect of turning the whites of their eyes a bright glowing red. A druid can identify the fungus with their nature lore ability.

MUSHROOMIES, 5 (These neutral creature's vital stats are HD 6d4, HP 17, and AC 12. Their primary attributes are physical. They attack with both fists for 1d6 points of damage each. Its special abilities are spores that they can puff into a 30' radius for various effects (pacifism, enemies must make a constitution save or enter a state of pure pacifism; hallucinogenic, constitution save or be effected as if under the spell hypnotic pattern; fear, constitution save or fall into utter terror as if under the effects of a fear spell).

AREA 26: ABANDONED WOODEN SHACKS

A collection of crudely constructed wooden shacks marks the outskirts of Gaxmoor. The shacks appear to be in various stages of ruin. Some of the buildings are burnt; others have been knocked down entirely. A few of the shacks still stand more or less intact.

One of the shacks is the home to three giant ticks. They have made a nest in a pile of rotting wood and fallen sod roofing. They scuttle out and attack anyone investigating within ten feet of their home.

GIANT TICKS, 3 (These neutral creature's vital stats are HD 2d8, HP 11, and AC 15. Their primary attributes are physical. They attack with their bite doing 1d4 points of damage. Their special attack is blood drain, and victims of their bite lose 1d4 points of damage per round until the tick drains blood equal to its hit point total (11), at which point they detach and wander away).

AREA 27: WEARY TRAVELERS' RESPIRE INN AND STABLE

This large rustic building stands amazingly intact despite the destruction that surrounds it. A sign depicting a dusty traveler garbed in brown and green leaning on a stout staff hangs above the door. Strange letters are carved into the bottom of the sign. The building has two stories constructed out of large rough-hewn timbers. The door and shutters appear to be shut fast.

This stout building temporarily serves as the camp for a group of six elves. They too have been sent to investigate the sudden reappearance of Gaxmoor. They have barred the doors and windows and are resting at the inn. The elves are alert and will be up and fully armed within 5 melee rounds after any disturbance.

The group consists of five regular elves and Ahlrand, their leader, a 2nd level ranger. The elves have six light warhorses in the back room of the inn. Ahlrand was dispatched to scout the city and bring back information as to the strength and composition of the humanoids in Gaxmoor. They are deciding whether or not to take action.

The elves are guarded towards any strangers, but are not hostile unless provoked.

CK'S NOTE: The CK can use one of the elves as a replacement character if they have lost one of their number.

AHLRAND (He is a chaotic good 2nd level elf ranger whose vital stats are HD 2d10, AC 17, and HP 17. His primary attributes are strength and dexterity. His significant attributes are strength 13 and dexterity 17. He fights with his long sword for 1d8 points of damage, or at a range with his longbow for 1d6 points of damage. His special abilities are the elvish traits. He wears studded leather armor, carries a long sword, a small wooden shield, a longbow, a quiver with 5 +1 arrows and 15 standard arrows, a backpack with 3 weeks hard rations, clothes, and other sundries. In a belt pouch he has 20 gp and 4 sp).

ELVES, 6 (These chaotic good humanoid's vital stats are HD 1d8, HP 5, and AC 15. Their primary attributes are physical. They fight with a long sword for 1d8 damage, or at range with longbows for 1d6 damage. They wear studded leather armor, and carry small wooden shields, long swords, a longbow, a quiver with 20 arrows, a backpack with rations, clothes and other sundries. Each also has a pouch with 8 gp and 15 sp.)

AREA 28: COPSE OF SQUAT TREES

The wind gently sways the branches of this copse of squat, broad limbed trees ahead of you. Thick underbrush grows beneath the branches of the trees and limits your view of the area. The sound of water to the west provides a faint burbling background noise as you survey the lush vegetation. Perhaps this would be a comfortable place to rest and have a meal.

The copse is home to a giant wolverine. The wolverine will not bother the party unless they trespass into the copse of trees. Once

angered, the wolverine will attack the party tenaciously, pursuing them if they run away. The only way to be rid of it is to slay him or leave a large amount of fresh meat behind to distract him.

The adventurers may be able to find a way to calm the animal down long enough for them to escape, if they have the right skills or spells. The wolverine has no treasure, but it did recently kill a bugbear and drag its corpse into the center of the trees near its den. The bugbear is partially devoured but still has on an intact boiled leather breastplate and a pouch with 24 gp. The breastplate appears to be of high quality with a burnished bronze emblem (Imperial Eagle) inlaid on the chest. The armor was made for the special scout units of the Empire long ago. This is +1 leather armor of quickness, which bestows a +1 bonus on initiative.

GIANT WOLVERINE (This neutral creature's vital stats are HD 4d8, HP 29, and AC 14. Its primary attributes are physical. It attacks with its bite for 2d4 points of damage. Its special ability is blood rage, allowing it to continue attacking until it is reduced to -10 hit points. Once the wolverine is reduced to negative hit points, it gains a +2 bonus to all attack and damage rolls).

AREA 29: BOAR'S NEST

A scattering of willow trees and thick brush line the river banks. As you near the thickets a sudden sound of branches breaking and the thud of many feet alert the party that all is not well. Twenty feet off to your right is a pack of boars, a tusker with his mate and six piglets.

Both the male and female are vicious and will make one attack run at separate party members. They'll try and find a weak point in the marching order or attack the flank as they attempt to allow the young to break through. If the male boar is wounded in the fight, he tries to drop his opponent and then gore them for two more attacks to make sure they are dead. He then tries to run away and rejoin his family.

WILD BOARS, 2 (These neutral creature's vital stats are HD 2d8, HP 10, and AC 16. Their primary attributes are physical. They attack with their tusks for 2d6 damage. Their fierce aggressiveness allows them to attack as 5 hit dice creatures. Their special ability is twilight vision).

AREA 30: SOUTHERN AQUEDUCT

The burbling of rushing water draws your attention as your party approaches an area of lush vegetation and low-branched willows. Through the screen of leaves and tall grass you see the sparkle of sunlight off the flowing water.

The stream here is relatively fast flowing and about 6-8 feet deep. There is a broken sewer grate submerged beneath the water in this area. A careful search is necessary to reveal the existence of the grate. The grate is hanging loose and can be pulled all the way off (strength check CL 8); of course the character must be underwater to do so. The sewer outlet leads to areas inside the walls (see map below, Sewers of Gaxmoor), through the sewer system beneath the city. Swimming is possible but is somewhat difficult due to the current.

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Characters will have to travel 60 feet underwater before they break water again. This leads them to the sewers (see map below, Sewers of Gaxmoor). If the PC's search the West Side of the bank there is a chance for a ranger to detect tracks (CL 4). If successful, they find tracks leading off to the east. The sobekki, from Area 23, investigated this grate only hours ago. An additional successful search for tracks is necessary to lead the party to Area 32.

AREA 31: SEWAGE GRATE

The water rushes swiftly out of the city's aqueduct into the river here. A large metal grate is clearly visible near the surface of the water. Tendrils of green vegetation wave in front of the grate caught in the current but stuck on the crossbars. Due to the swift current and murkiness of the water, it is difficult to see how deep it is here.

A giant pike lives here near the bottom of the river where the current is not as strong. The pike attacks anyone who swims in this area. It attempts to surprise its victim, attacking to swallow them whole. If it swallows a character or suffers damage it flees the encounter. No treasure to be found here but the pike is a good source of food.

All the drains lead to the sewer system. Point-to-point movement is possible within the system; however, the likelihood of encountering a wandering monster is great (see The Labyrinth below).

GIANT PIKE (This neutral aquatic creature's vital stats are HD 5d8, HP 24, and AC 14. Their primary attributes are physical. They attack with their savage bite for 2d4 points of damage. Its special ability is swallowing whole, and victims of their bite attack must succeed on a strength check or be swallowed by the monster. Any creature swallowed suffers 1d4 points of damage per round from digestive acids and suffocates in 10-20 melee rounds regardless of hit points).

For Further details, see Appendix B: New Monsters.

AREA 32: HUTS ON THE OUTSKIRTS

These huts mark the southern limit of the city of Gaxmoor. They are constructed from a hodgepodge of wood, thatch, and reeds. The buildings appear to have been left largely intact. Apparently not even the invading scum thought these humble dwellings were worth pillaging.

A group of eight wild sobekki rest in one of the huts. They were scouting the area looking to see if their tribe should attempt a raid. These sobekki are savage and have nothing to do with their civilized cousins in Outer Area 23 (see Outer City, Area 36). The sobekki wear simple reed loincloths and decorate their bodies and faces with colorful pigments. These pigments are made from powerful herbs known only to the sobekki (see below). They also have javelins (captured from Imperial soldiers).

These creatures will jump out of their hiding spot, hurl javelins and then charge into combat. The sobekki are brave as long as they remain uninjured. However, if severely wounded (reduced to 4 hp or less) the individual will flee. Likewise, if four or more creatures are killed or run away, the whole group attempts to escape.

SOBEKKI, 8 (These lawful neutral creature's vital stats are HD 2d8, HP 11, AC 14. Their primary attributes are physical. They attack with a bite for 1d4 points of damage, or with spears for 1d6, or with javelins for 1d4 damage. They swim well (40 ft) and hold their breath for 4 times as long as a human. Their special ability is their war paint that gives the user +2 to hit and damage and +2 AC. They are vulnerable to cold. They wear reed armor (+1 AC), carry light shields, spears, and two javelins each. Each sobekki also has one unused application of their hroosh war paint).

AREA 33: RUINS

A large pile of rubble is all that remains of this building. It is difficult to ascertain what purpose this structure once served. The upper story has been consumed by fire and the stone walls are mostly toppled over into mounds of stone.

The CK should have PC's roll a spot check (CL 2). If anyone succeeds continue reading.

As you cautiously move forward you notice light glinting off of something in the rubble.

The glinting object is a silver platter (100 gp value) that has been carefully placed there by the kobolds in Area 34. The kobolds have constructed a 10-ft deep, covered pit-trap in front of the platter. The idea of the trap is to lure a creature into the rubble where they will fall into the pit and/or be ambushed from the rear (see Outer City, Area 34). Anyone attempting to grab the platter has to make a dexterity save (CL 7) or fall in (1d6+2 points of damage from the stakes at the bottom). The kobolds in Area 34 then attack the PC's from the rear.

AREA 34: DESTROYED HUTS

Here is another knot of flimsy wood and sod shacks on the edge of the city. Several of the huts have been vandalized and knocked down; only a handful remain intact. The ground is strewn with debris, evidence of the horror that has fallen on the inhabitants of Gaxmoor.

This is the encampment of the remaining kobolds. The band suffered heavy casualties fighting the Imperials as well as in battles with the larger humanoid raiders. There are 21 kobolds

in this encampment that are led by warrior-chief D'banlix and Bruuzzk, his wizard.

If the sentry in Area 35 warns the kobolds of an approaching group, they lie in wait for the PC's. They have prepared hidden positions that give their enemies a -4 on their surprise checks. They wait for the PC's to enter the trap area to attack. The ten crossbowmen launch a volley of quarrels while the rest charge in to the rear of the party.

D'BANLIX, KOBOLD LEADER (He is a lawful evil kobold whose vital stats are HD 4d4, AC 15, and HP 12. His primary attributes are physical. He fights with his long sword, doing 1d8 points of damage. His special ability is 60' darkvision, and he has the light sensitivity trait. He has a long sword, 2 daggers, and a belt pouch holding 14 gp).

BRUZZK (He is lawful evil kobold with the abilities of a first level wizard whose vital stats are HD 1d4, AC15, and HP 4. His primary attributes are mental. His significant attribute is intelligence 16. In combat he fights with a dagger for 1d4 points of damage. His special ability is 60' darkvision, and he has the light sensitivity trait. He possesses a dagger, a ratty spell book, and a pouch with 20 gp and 17 sp.

He currently has the following spells: 0 – detect magic, message x2, prestidigitation 1st – burning hands, magic missile x2).

KOBOLDS, 21 (These lawful evil creature's vital stats are HD 1d4, HP 2, and AC15. Their primary attributes are physical. They attack with spears that do 1d6 damage. Ten of the kobolds have light crossbows which do 1d6 damage. Their special ability is darkvision, and they have the light sensitivity trait. They have leather armor, spears, and daggers. Ten have light crossbows, and each of them has 6 bolts).

AREA 35: PILLAGED TINKER'S SHOP

This small store has been thoroughly looted. The front door has been smashed in and lies splintered in the entry. From the scattered wreckage it appears this was a tinker's shop. An assortment of pots, pans, and broken utensils litter the ground. Inside, the store has been turned upside down, and nothing seems to have been spared.

There is nothing of value in the store. A kobold sentry is hiding on the rooftop watching the road. If he sees anyone approaching he scrambles down the tree in the back of the building and runs to Area 34 to get the kobolds into their ambush positions. He has the same stats as the kobolds in Area 34.

AREA 36: THE SWAMP

As you follow the aqueduct downstream to the west, it terminates in a series of rivulets that eventually disappear into an assortment of bogs and pools. The ground is getting soft and squishes around your feet. Tall reeds and swamp grass replace the prairie vegetation, and a small game trail leads off to the west.

If the party boldly saunters up the trail they are noticed by the young braves of the wild sobekki village. Once they spot the adventurers, they quickly organize an attack. If instead the group uses scouting and caution, the scouts may make a spot check (CL 8) to see some sobekki slipping off towards the village. From there the party may retreat or prepare for battle.

If discovered, the PC's are attacked by 20 sobekki coming out of the reeds. Four other warriors riding medium crocodiles make a flank attack from behind the party.

The trail leads to the savage sobekki village that totals 30 young male fighters as well as 12 aged males, 40 young females and 9 matrons. Scurrying about on all fours are 68 young. The warriors are armed with two bone tridents and a club. The young and females have only clubs. This tribe of sobekki is completely hostile and relishes the taste of human flesh! If the PC's are overly cautious and do not press the attack when they encounter the sobekki, the chief arms himself with the reed armor and magic trident from his hut (see Inner City, Site 13).

The Chief's hut is in the center of a large stagnant pond and is composed of assorted logs, reeds and mud. The entrance is twelve feet under the murky water.

KRO-BRUK, SOBEKKI CHIEF (*This lawful evil creature's vital stats are HD 4d8, HP 25, and AC 15. His primary attributes are physical. He attacks with a bite for 1d4 points of damage, or with his magical +1 trident for 1d8+1 points of damage. He swims well (40') and can hold his breath for 4 times as long as a human. His special ability is war paint that gives him a +2 to hit and on damage, and +2 AC. He has enough war paint for six uses, which last a turn each. He is vulnerable to cold. He has reed armor (+1 AC), his +1 trident, and a dagger.*)

KRU-GAR, SOBEKKI SHAMAN (*This lawful evil sobekki is the tribal shaman and his vital stats are HD 3d4, HP 11, and AC 14. His primary attributes are mental. He attacks with a bite for 1d4 points of damage, or with his club for 1d6 points of damage. He swims well (40') and can hold his breath for 4 times as long as a human. His special ability is war paint that gives him +2 to hit and on damage, and +2 AC. He has enough war paint for 3 uses, lasting 1 turn each. He has a club, his bone holy symbol, and a silver ring (12 gp).*)

Kru-gar has the following spells: 0-light, detect magic, first aid, ghost sound 1st – cure light wounds, sleep, prayer).

SOBEKKI, 12 (*These lawful evil creature's vital stats are HD 2d8, HP 11, AC 14. Their primary attributes are physical. They attack with a bite for 1d4 points of damage or a club for 1d6 damage, or at a range with bone tridents for 1d6 points of damage. They swim well (40 ft) and hold their breath for 4 times as long as a human. Its special ability is war paint that gives them +2 to hit and damage, and +2 AC. They each have enough war paint for one use. They are vulnerable to cold.*)

TREASURE: The chief keeps an assortment of baubles and trinkets from previous unfortunates that encountered the wild sobekki. The floor of his hut is covered with three feet of water and all the items are scattered amongst the mud and rushes. Searching the hut stirs up the mud and makes items progressively more dif-

ficult to find, requiring a higher intelligence check by one each time (first CL 6, then 7, then 8, etc.). CK's should re-roll any duplicates until a new result is generated (see table below).

- 1 String of 28 Pearls (2,800 gp total value).
- 2 Plate armor of the Deep.
- 3 Sobekki Skull (Histhra's Grandfathers) if returned to Histhra it puts his ancestor's soul to rest. The party gains +4 to all interactions with the friendly sobekki.
- 4 Oar from a boat.
- 5 +1 Trident.
- 6 Necklace of human hands, very little flesh on the bones.
- 7 5,000 gp blue diamond.
- 8 Bone wand of Burning Hands (8 Charges).
- 9 Tome of Clear Thought (thoroughly soaked, a wisdom check (CL 10) must be made to keep it intact while moving or drying it out. Otherwise, it loses its magic).
- 10 Honest Ern's Youthful Badge of Morality (see Appendix D, New Magic Items).
- 11 Leather sack filled with rune stones of Predestination (see Appendix D, New Magic Items).
- 12 Ivory wand with a Death's Head. Necromantic talisman of the undead, 21 charges (see Appendix D, New Magic Items).
- 13 Full reed battle armor. This armor has been blessed by ancient sobekki shamans and grants +4 AC to a sobekki. And, it gives *protection from arrows*, as the spell. Other humanoids may not wear this armor due to its unusual shape.
- 14 Fishscale robes. These carefully sewn together ceremonial robes give off magic since they have been enchanted to draw fish blindly towards the wearer. This is of great use during the village's major fishing expeditions. The giant pike that inhabit these waterways cannot resist this lure!
- 15 Enchanted skull of heroic sobekki chief. This skull animates and bites any holder (as a 4 HD monster for 2d4+6) who is not the chief of the village.
- 16 Corroded bear trap. This copper trap will deal 3d10+6 points of damage to the finder (dexterity save CL 8 to avoid trap) plus they must roll a d20. On the result of a 1 they have lost either a foot or a hand! This trap is so old and corroded that it has a 50% chance of being destroyed every time it's triggered. It weighs 35lbs.
- 17 8 piece band stones of Clacking (see Appendix D, New Magic Items).
- 19 Expertly crafted bronze short sword with jewel encrusted scabbard. It has a 1,000 gp emerald in pommel and 12 pink pearls, 100 gp each, on the scabbard.
- 20 +3 Composite longbow. It needs to be restored or it will break (10% chance per use). To repair, it will take an experienced craftsman a week. Plus, 200 gp worth of materials.

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AREA 37: WEST AQUEDUCT

You hear the sounds of fast flowing water bubbling up from underground pipes of the western outlet for the city aqueducts. The deep, stone-lined waterway leads due west, widening the further it goes.

The grate is submerged 15 feet below the surface of the water. It is solidly in place, on this side, and cannot be easily dislodged. It has an AC of 15 and 40 HP.

AREA 38: BREACH IN THE WALL

There is a gaping hole, some 10 to 15 feet wide, in the 40' high wall of the city. Debris and rubble are strewn about this breach in the wall. A large building can be seen about 50 feet through the wall and past it is a stand of low trees.

There is a medium giant spider lurking in the rubble. It was about to create a web for itself, across the breach, when it sensed the approach of the PC's. Now it hopes to catch and paralyze them for a quick meal. The spider has no treasure.

MEDIUM GIANT SPIDER (This neutral creature's vital stats are HD 3d8, HP 14, and AC 15. Its primary attributes are physical. It attacks with a bite that does 1d6 points of damage. Its special abilities are poison, forcing victims of its bite to make a constitution save or take 1d6 damage the first round, and must make a second save the next round or take 1d4 damage and face paralysis for 2d6 hours, and webs that it can spin from 5 to 60 square feet).

AREA 39: BREACH IN THE WALL

The city wall was pierced here somehow by the attacking humanoids. The wall has a 10 foot diameter hole punched through it. Debris litters the area around the breach. A small stand of white beech trees is visible in the city beyond.

This entrance is unguarded.

AREA 40: BREACH IN THE WALL

You stand at yet another point where the savage humanoids pierced the city wall. This section of the wall is completely crumbled, leaving a gaping hole 25 feet wide. The rubble is piled up to about 5 foot in height, and climbing it is difficult. Through the hole and slightly off to the right, you see a large white circular stone building with many pillars. The structure is roughly 250 feet away. Straight ahead you see a fairly large square structure with 50 foot wide steps leading up to it. Off to your left you see a large two-story building with heaps of trash lying about. To your immediate right you see several looted small shops.

Waiting for anyone foolish enough to climb in the rubble is an ochre jelly. It attacks the first person to climb in the breach.



OCHRE JELLY (This neutral creature's vital stats are HD 6d10, HP 44, and AC 14. Its primary attributes are physical. It can only move 10' per round, but it can climb at that rate as well and often attacks by falling on its prey. They attack with acid doing 1d4 points of damage. Its special abilities are constriction and splitting, where electric and slashing attacks cause it to split into two identical blobs with its original hit points divided equally between the two halves. Its acid damage potential is halved as well).

TREASURE: Scattered in the rubble are the following items left from previous victims. An extensive search reveals the following: 2-200 gp, a short bow, 18 arrows, a scroll tube with 3 cure light wounds scrolls, and a pearl of power (level 2). It takes 1-3 minutes to find each individual item.

AREA 41: BREACH IN THE WALL

You find another breach in the wall. This hole is about 15 feet wide and there is rubble heaped to either side of the hole. The invaders trampled a clear pathway in the grass, leading to a large building.

No immediate danger awaits the PC's.

AREA 42: NORTHWESTERN GATE

You stand on a marvelously smooth roadway paved with square blocks of pale gray stone. Even as you ponder on the work that must have gone into making such a road, your eyes wander to a massive portal up ahead. The twin bronze gates that guarded the city stand wide open. Battle scars mar the smooth metal work and give testimony to the recent assault. The arched gateway reaches its zenith at about 25 feet and is at least as wide. At the top of the archway, leering down upon all who enter the city is a large imp-like statue. Beyond the gate you see a second large statue standing near the high tower.

The “statues” are two gargoyles from the Labyrinth using the gate as an ambush site. If the party examines the statues from the ground, give them a wisdom check (CL 10) to notice something amiss. They wait for the PC’s to go into the city and then swoop down on the rear of the party hoping to catch some dinner.

GARGOYLES, 2 (These chaotic evil creature’s vital stats are HD 5d8, HP 28 and 33, and AC 16. Their primary attributes are physical. They attack with 2 claws for 1d3 points of damage, their bite for 1d6 points of damage, and a gore attack for 1d4 points of damage. They fly at 75’ per round. Their special abilities are freezing, which allows them to remain perfectly still and makes enemies wisdom checks (CL 10) against them for surprise, and 60’ darkvision).

AREA 43: NORTHEASTERN GATE

You stand on a marvelously smooth roadway paved with square blocks of pale gray stone. The twin bronze doors that once guarded the city stand wide open. The arched gateway reaches its zenith at about 25 feet and is at least as wide. Various debris and litter are strewn about between the two large buildings that flank the gate.

Examination of the litter reveals broken ale kegs, bones (human and other), and many footprints of human-sized creatures. If the PC’s do not use stealth, the orcs (Area 16 and 21 of the Outer Ring) will arm themselves and come out to attack in 6-10 rounds.

AREA 44: WESTERN GATE

The meticulously constructed roadway is paved with finely smoothed square blocks of pale gray stone. As you gaze down the road your eyes wander to the massive portal up ahead. The twin bronze gates have been twisted and shattered by a powerful force. The damage appears to be from the recent assault on the city.

If it is daytime and the PC’s have not aroused the ire of the hobgoblins then they may quietly sneak through the gates without the guards from inside Gaxmoor halting the group. If they are loud and careless, then a battle will ensue within 6-12 rounds.



THE GRAVEYARD

A wall of well-manicured hedges rises up before the party as you approach this odd collection of buildings on the outskirts of the city. Approaching closer you realize the hedgerow partially hides a sturdy wrought iron fence. The black-painted fence is approximately 12 feet tall and topped with sharp bladed points. Through the shrubbery you can make out narrow, stone-paved paths leading from one small stone building to another. You see many statues decorating the entrances to the buildings. On the north side of the area is a large well-paved road that leads up to a massive ornate gate piercing the hedgerows. The gate is shut fast, locked and has an additional chain and padlock securing it. The dead bodies of four gnolls litter the area.

These creatures are actually gnoll zombies who haven't been added to the troops of Lamesh. The newly animated corpses could not be moved because the necromantic rites have not fully taken hold of these zombies. Treat them as normal zombies. A rogue can pick the two locks fairly easily (CL 1).

GNOLL ZOMBIES, 4 (These neutral evil undead creature's vital stats are HD 2d8, HP 11, and AC 12. Their primary attributes are physical. They attack with a fist slam that does 1d8 points of damage. They are slow, never gaining initiative and always acting last in any given round).

CK'S NOTE: Only those of some monetary means are buried in the graveyard. Those who left no contingencies or had family unwilling to pay for the honor of a proper burial were burned in the city fire pit. Most of the crypts are for families rather than individuals. Many of the graves outside the crypts are for lesser family members or loyal retainers. Where the graveyard was once the protected resting place of the honored deceased it is now the home of the evil cleric Lamesh Ryholden. He is bringing the deceased citizens of Gaxmoor back to some semblance of life as members of his undead army.

STATUES: Throughout the graveyard statues decorate and commemorate many of the crypts and mausoleums. Even the most humble of grave sites have some engraving or a bust displayed. The larger buildings have many sculptures and reliefs capturing past moments of Imperial life. Great skill and craftsmanship have gone into the creation of these magnificent works. Unlike much of the stonework within Gaxmoor, the effects of the elements are quite noticeable in the graveyard. Details of the older sculptures are softened and inscriptions blurred by wind and rain. It should be evident to anyone examining the graveyard that stonework and statues were important to the Imperial culture.

CRYPT 1: THE SOOTHSAYERS

This monument to the past residents of Gaxmoor is still in excellent condition. The bronze on the front gates is only now beginning to tarnish and it seems to be locked with a chain and padlock as well as two locks built into the door. A large dome rises out of the center of the roof. You also notice that the outside stonework has recently been painted scarlet.

This huge building contains a planetarium in the domed rotunda. The planetarium springs to animation when someone enters the crypt. The sun, moon, and stars shine with arcane light and move by means of the magic properties of the dome itself. Four doors lead from the rotunda; two to the east and two to the west. Each door is a 5 foot high arched affair with sculpted stone lintels that lead downstairs. A lock secures the doors (open locks CL 3), except for the east door which has been locked and *fire trapped* by a 12th level wizard (see below). Beyond each door are stairs that curve down into dark passages.

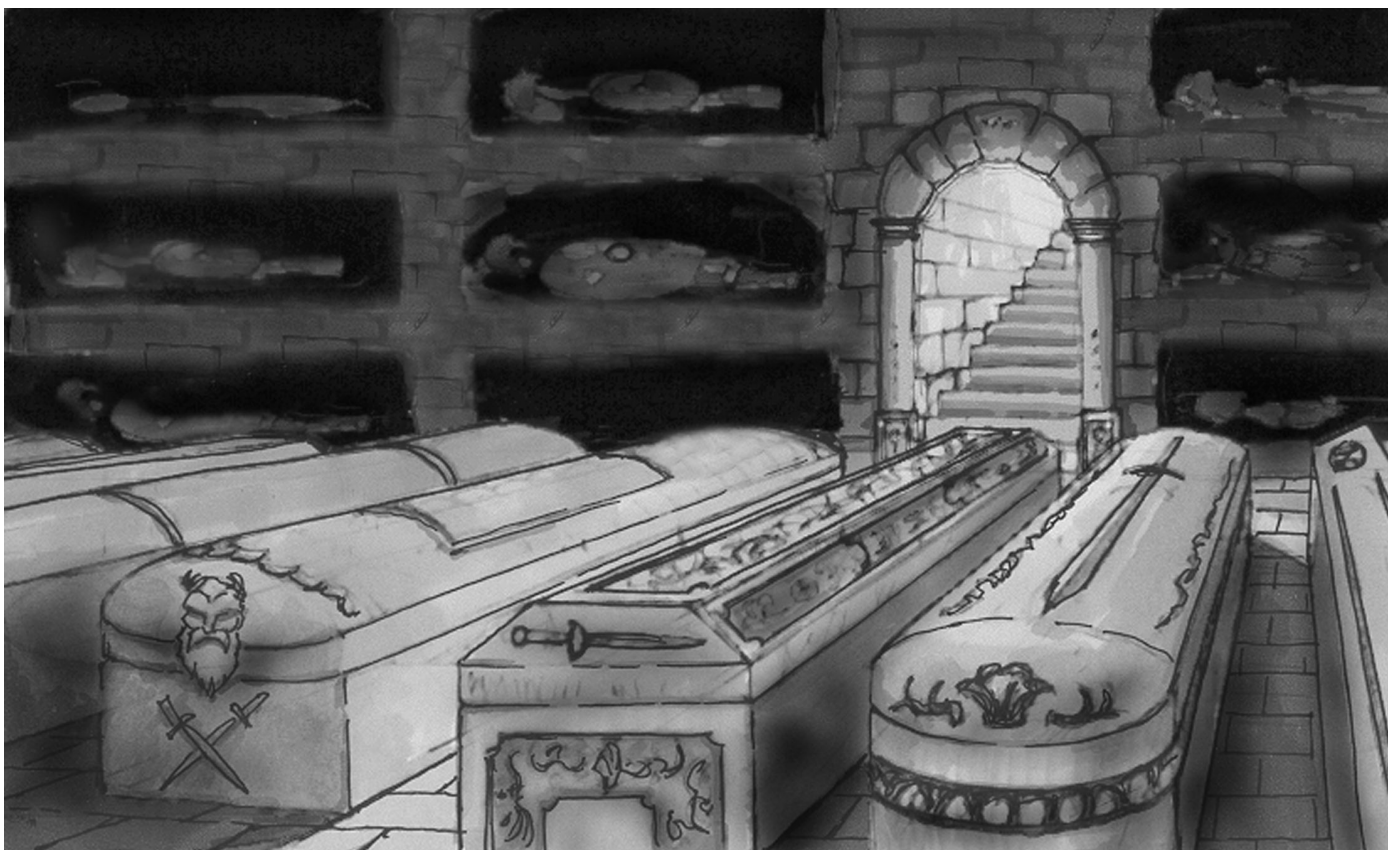
Each of the north, south and west passageways end after about 100 feet and contain a series of niches, spaced periodically, in the walls. There are 12 niches in each passageway. Each niche contains the remains of a former citizen of Gaxmoor. If the bodies are looted they have one of the following valuables (allow only two per passageway) (roll 1d8):

- 1 Ring value 1-100 gp
- 2 Necklace 1d20 X 50 gp
- 3 Silver coffer 50 gp value. Trap! There is a poison needle on the latch of the silver coffer. If it is opened without first detecting and disarming the trap, the needle injects the poison, and the victim must make a constitution save (CL 8) the first round or take 1d6 points of damage, and a second constitution save (CL8) the next round or take an additional 1d6 points of damage and grow sick, taking a -2 on all saves and ability checks for the next 1d4 hours. The coffer contains a vial of perfume 100 gp value
- 4 Imperial medals 1d8 X 10 gp. These are personalized and may affect meetings with Imperial citizens
- 5 Ornamental +1 bronze short sword, with the special ability to *detect evil*, as the spell, 3 times per day
- 6 Two gold pieces over the eyes
- 7 Breastplate, ornamental silvered 900 gp
- 8 Leather bound book (valuable to collectors or to Site 66, the Inner City)

Each item should only be found once. If the same number is rolled twice nothing of interest is discovered.

THE EASTERN DOOR: This door has a *fire trap* (cast by a 12th level wizard). If the door is opened without being disarmed it triggers the *fire trap*, causing, 1d4+12 points of damage, dexterity save (CL 12) for half damage. Beyond the door is a long hallway much like the others, but it terminates in a hexagonal chamber, 60' x 60'.

The room is illuminated by a pale bluish glow that emanates from the very stone itself. The ceiling is decorated with a glowing map of the constellations in the sky. In the center of the chamber is a stone pedestal with a magnificent diamond resting upon it. The walls of the room hold niches within which lay the bodies of men dressed in dark blue.



The diamond is magically trapped (CL 15 for a rogue to discover). If a PC looks at the diamond he sees a pattern of reflections resembling stars in the sky. If anyone touches the diamond, the protective wards are activated, the stars on the ceiling suddenly glow more brightly and hurtle down exploding in fiery sparks (8d6 damage, dexterity save CL 10 for half). The Diviner's Diamond is worth 50,000 gp (see below).

Each wall holds the bodies of the past soothsayers of the governor. The deceased are wearing dark blue silk robes with silver stars and have platinum necklaces with moon medallions (500 gp). The body across from the entrance has a spellbook clutched across his chest. He is garbed in similar robes with colorful planets stitched into the material. Around his neck is a platinum necklace with a six-pointed star medallion (1,000 gp). He also has a platinum ring with a blue star sapphire (500 gp) set in it. The book is protected by a complicated heavy clasp/locking mechanism (open lock CL 12). The spellbook contains the following: 1st - *comprehend languages*, *identify*, 2nd - *detect thoughts*, 3rd - *tongues*, 4th - *detect scrying*, *scrying*, 5th - *faithful hound*.

NOTE: the constellations are a bit different here due to the slow passage of time in Gaxmoor. Any player schooled in modern divination and/or astronomy notices this. At this time, if the party does not know that time passed slower for the city than the rest of the world you may impart this to the players.

DIVINER'S DIAMOND: This device aids in the casting of all divination spells. To gain its benefits, the possessor of the diviner's diamond must first attune themselves to the diamond.

Attuning to the diamond requires the caster to keep the gem in close contact at all times and to spend an hour each evening under the stars studying constellations. The character must make a successful intelligence check (CL 20, minus 1 CL for each evening spent in contemplation of the stars) to become attuned to the diviner's diamond. A failed check means they must start the process over. Once attuned to the diamond, the caster casts *divination* as if they were three levels higher. The possessor also gains one extra use of the *divination* spell per day.

CRYPT 2: THE BERUS AOLIS (SEE MAP P. 106)

A large building constructed out of huge blocks of alabaster stone occupies the west side of the pathway. Wide stone steps run the entire width of the building and lead up to a columnar breeze way. The columns are carved from some strange sea green stone and are decorated with gold rings at the head and foot.

Several statues catch your eye as you mount the stairs of this memorial building. A statue of a muscular Imperial with a full beard is gesturing to an odd-looking assistant. An inscription underneath him reads: "Master Engineer, Berus Aolis." The assistant is a bipedal crocodile of some sort. Further inside are more statues of humans and these strange creatures. All are positioned so as to appear to be doing some sort of construction. In the center of the sculpted scene is a 10-foot shaft with a sturdy bronze and wood platform suspended on a block and tackle device above the pit. It is the only obvious way down.*

* The creature is a sobekki (see Appendix B: New Monsters).

The rings are only plated in gold and are of no real value. This building is dedicated to a prominent family of engineers in Gaxmoor. The statue of Berus Aolis Maximus, the designer and engineer of the aqueducts in Gaxmoor, is the first statue the PC's notice upon entering the building.

The shaft leads down to the burial chambers of the Aolis family.

The catacombs below this magnificent structure are round corridors resembling large sewage tunnels and branch off of one main east-west corridor. All the tunnels are tiled with a fine grade of stone and are decorated with bas-relief carvings similar to those in the mausoleum above.

ROOMS A- D: Each of the four rooms on the north and south sides of the corridor mark the burial chambers of the Aolis family. They have no doors, only archways. Each room is 20 foot in diameter, spherical and holds four stone sarcophagi each, with a gold plate secured to the lid. The gold plate contains the name of the deceased, year of death, and their major accomplishments (i.e. built the grand theatre or designed royal Governor's Palace, etc.). The lids are quite heavy (strength check CL 7 to open). The rooms have the accouterments that an engineer would need in the afterlife. There are well-constructed tools, large sheets of parchment, and charcoal pencils, crowbars, hammers, levels and the like. The crowbar can aid the PC's in any attempt to open the sarcophagi (+2 to strength check attempts).

Each sarcophagi contains a decayed corpse. A thorough search of each tomb will yield some treasure. Roll once for each sarcophagus to determine what is contained in it.

- 1 Gold medallion with a fortification pictured on it (400 gp)
- 2 Jade inlaid goblet (200 gp)
- 3 Burial gown sewn in silver and gold (100 gp)
- 4 Book on building drainage tunnels and a map of the sewer lines beneath Gaxmoor (does not reflect recent additions or muhroydian tunnels)
- 5 Gold armband with emerald inlays (2,000 gp)
- 6 Silver hammer and chisel decoratively etched (350 gp)
- 7 Empty
- 8 1d4 Exploding stones. The Imperial engineers used these fist-sized dull green rocks when tunneling. Pushing the black spot on the rock causes it to explode forcefully (in two rounds) for 3d6 damage in a 30' radius, dexterity save for half damage.
- 9 Expert-made harp with platinum inlay (value 6,500 gp)
- 10 Trap (CL 8). If the sarcophagus is opened before the trap is disarmed it releases insanity gas that fills the chamber in one round. Everyone in the chamber must make a constitution save (CL8) or act as if under the *confusion* spell for 1d4 rounds.
- 11 Expert-made stone working tools
- 12 Book containing knowledge of construction

Trapped room:

The corridor continues for 60 feet where it ends in a spherical chamber. There is water running into and out of the room via small drainage pipes. The water is only a few inches deep at the edges and about 5 feet deep at the center. A narrow ledge leads around the chamber. The room resembles a sewage access chamber in the city. A statue of Berus Aolis is on a small pedestal in the center of the 40 feet diameter room. He is holding a real trident in his right arm as if ready to strike a foe. The statue also wears a brilliant gem-encrusted gold pendant around its neck.

The pendant is a cheap copy of the badge given to Berus by the Emperor.

This room is trapped (CL 10). The floor underneath the water has pressure plates. When a PC (weighing 100 lb. or more) wades up to within twelve feet of the pedestal, the arm of the statue strikes forward delivering an electrical charge into the water. Anyone in contact with the water takes 8d6 electrical damage. If anyone actually makes it up to the statue and climbs on the pedestal, it will begin to sink into the floor. Thirty feet back up the tunnel a bronze portcullis will come crashing down, sealing off the exit. The portcullis is AC 18 and has 20 hit points. The thirty feet of tunnel drops to a 45-degree angle, sliding anyone on it down into the room. A strength check (CL 10) allows anyone to climb ten feet back up for each success. Water rushes into the chamber filling it to the top in three turns. The water drains back out and the room returns to its normal state after 15 minutes have elapsed.

BERUS AOLIS' BURIAL CHAMBER: Ten feet away from the entrance there is a pressure plate that lowers a globe with continual light from the ceiling. It lights the whole 30' x 30' room.

As you approach the open room a glowing globe descends from the ceiling, brightly lighting the whole room. Then the visage of Berus Aolis appears at the entrance and speaks a phrase in the Imperial tongue. He then turns and disappears into the chamber.

The image is an illusion, and it resets itself each night at midnight. The phrase it says translates to "Welcome Aolians. Enter, pay your respects, and ask for guidance and protection."

Outer Chamber:

In the center of the room is a sealed sarcophagus made of heavy marble. The room looks like a study in a comfortable country villa. Frescoes depicting various magnificent buildings decorate the walls. Some of the frescoes are of buildings in Gaxmoor, but others are unidentifiable. Scrolls lie on a large desk, containing notes and sketches of engineering projects. Blueprints of sewers and aqueducts are also spread out in the room. Four large pottery jars are in the corner. They are sealed with heavy oiled canvas.

The sarcophagus is made of heavy marble (over 4,000 lb., the lid is 1,000 lb). The easiest way to open it is to use crowbars and



lever it off (strength check CL 15, +4 if a crowbar is used), or deliver sufficient damage to destroy it (AC 15, 60 HP) or by use of a magic spell. The sarcophagus is empty.

The jars contain old wine that has turned to vinegar.

A small shrine is setup in front of the large sarcophagus. It contains various offerings of gold, gems and incense. There are 38 gp, 5 gems (diamond: 2,000 gp, 3 emeralds: 500 gp each, and 1 pearl necklace; 30 pearls at 100 gp each), and 14 sticks of finest incense (125 gp total).

A secret door against the back (west) wall leads to the real burial chamber (spot check CL 10 to find secret door).

SECRET CHAMBER: The secret door has a *glyph of warding* placed on it. Blast Glyph: 7d4 of sonic damage (wisdom save CL 7 for half) within 5 foot radius unless the words “Revelation is a journey, not a destination” are spoken in the Imperial tongue prior to opening the door.

The inner chamber is a circular room approximately 30 feet in diameter. A large, ornately carved sarcophagus dominates the room. The sarcophagus is on a raised platform about five feet off the floor. There are steps leading up to the foot of the sarcophagus. On the opposite side of the dais is a small shrine. Five candles and two incense pots rest near the shrine. An ornate set of armor hangs on the wall to the south with an iron chest resting on the floor nearby.

A *magic mouth* is triggered by an attempt to open the sarcophagus. It says; “Death to all who violate the sacred rest of Berus Aolis” in the Imperial tongue.

The gold lid on the sarcophagus is carved and painted to create a lifelike image of Berus Aolis. The lid is heavy and requires a group effort to move it aside (at least three characters must make a strength check CL 15 at once to move it). The lid is also protected by a *glyph of warding* (spell glyph with a 7d6 lightning bolt, dexterity save CL 7 for half damage). The first person to attempt to open, lift, or slide the lid triggers the spell.

The body of Berus Aolis is contained in the sarcophagus. His skeletal corpse is clothed in the remains of fine garments. He holds a silvery trident in the crook of his right arm. A large gold pendant hangs on his neck. This is the badge of office given to Berus by the Emperor so many years ago. It is in the shape of the Imperial eagle with a ruby for an eye (value 10,000 gp). The pendant is magical, bestowing the wearer with the ability to breathe water, a swim speed of 20', and a +5 charisma bonus when interacting with any civilized sobekki (see below, Appendix B: New Monsters).

The walls of the chamber are decorated with finely woven tapestries depicting the ancient skyline of Gaxmoor. Many of them show the aqueducts partially completed, with work crews and scaffolding surrounding many of the structures. There are a total of 6 tapestries each worth 500 gp and weighing 15 lbs.

A finely polished set of armor consisting of breastplate, crested helm, and greaves is hanging on the wall. The armor, a fine suite of custom +1 bronze breastplate, has a golden eagle inlaid on the chest. The rack is trapped (CL 12). The rack holding the armor is weight sensitive. If anyone removes the armor, the room spins rapidly approximately 5 feet. Triggering the trap causes the door into the burial chamber to move over and reveal an alcove. In the alcove is a clay golem commanded to kill any trespassers in the burial chamber!

The golem will not leave the burial chamber even to pursue the violators. The only thing that will hold the golem at bay is the smoke from the incense at the shrine. The incense does have a faint aura of magic and keeps the golem ten feet away. It can burn for a total of five minutes. The only way to get the room to rotate back is to place the armor or its equivalent weight back on the rack.

CLAY GOLEM (This neutral construct creature's vital stats are HD 9d10, HP 60, and AC 22. Its primary attributes are physical. In combat it slams opponents for 3d10 damage. Its special abilities are immunity to magic, allowing the golem to ignore all spell effects except for the following: move earth inflicts 3d12 points of damage to it, and drives it back 30 feet; disintegrate affects the clay golem as the slow spell, and inflicts 1d12 points of damage (physical save negates); earthquake prevents the golem from moving and inflicts 5d6 points of damage. It can only be struck by +2 or greater magical weapons).

TREASURE: There is a large iron chest in the northern section of the chamber. The latch has a mechanical trap (CL 16). Opening the lid without disarming it causes poison gas to rapidly fill the entire chamber. The PC's must make a save every round they are

in the gas or suffer 3d6 points of damage as the toxin bursts blood vessels in their bodies. The gas dissipates in 1-2 turns.

The chest contains 500 gp, a small pouch with 10 diamonds worth 500-5,000 gp each, a chime of opening, a +1 dagger, and a scroll tube. The scroll tube is made of jade and has an air tight cap (value 200gp). The tube has a glyph of warding cast on it (12th level caster, spell glyph casts a *summon lesser monster*, determine monster randomly). The scroll has the following spells: *water breathing*, *neutralize poison*, *prayer*, *raise dead*, *heal*, and *restoration*. The chest has a false bottom containing a manual of bodily health.

CRYPT 3: THE FLAXUS CLAN

You follow the stone-paved pathway as it gently curves toward a small mausoleum. The entryway is barred by a formidable portcullis and flanked by a pair of red-veined marble columns on either side. Through the bars of the portcullis, in the shadowy recesses, a small door is visible. The family name Flaxus is inscribed in block letters above the portcullis.

The control mechanism to the portcullis is hidden behind a secret sliding access panel in the right marble column (spot check CL 10 to notice). If this is discovered the portcullis can be easily raised by depressing the lever. The door to the building is locked (CL 12). It can be forced open with great difficulty and noise (strength check CL 10). Contained in the mausoleum are several skeletal remains of the Flaxus family. The remains are wearing tattered remnants of fine clothes. A search of the bodies will reveal a ruby brooch (worth 1,500 gp) and an ivory scroll tube (300 gp value) with the following scrolls: *cure light wounds* x3, *lesser restoration*, and *cure serious wounds*.

CRYPT 4: THE CARETAKER'S RESIDENCE

This building stands out amongst the many stone monuments and mausoleums. The main house is comprised of two stories with a gabled roof. The building is painted dark green with white trim and shutters. A smaller building stands close to the north side of the residence. It appears to be some sort of small barn or a work shed. The pleasant sound of wind chimes floats through the air as your party approaches.

The building is well built and relatively undisturbed. Hanging from a hook beside the front doorway is a set of glass wind chimes. This small chime is meant to be handheld and makes a lovely sound when walking. It has divine etchings and symbols of the Traveling Lord, scratched into the glass. Striking the charm evokes a *protection from evil* up to seven times, after which it shatters. It radiates abjuration.

Because the graveyard has avoided much of the destruction that has befallen Gaxmoor, the house is in relatively good shape. The house has a foyer, sitting room, dining room, kitchen and pantry on the first floor with all the typical household accouterments. The second story has three bedrooms, a functioning bath, and

a study. The study has books on Gaxmoor's history in the Imperial language. Anyone able to read Imperial, and spends several hours going through the texts, will recognize family names on the crypts. Many of the books contain the family histories of Gaxmoor. Also, anyone who reads the books learns that the door to the Panorius Crypt (see Outer City, the Graveyard, Crypt IX) has a protective ward cast upon it. The password is also revealed, "Revelation is a journey, not a destination," as well as the knowledge to enter the tomb one must be wearing the symbol of the Traveling Lord- or suffer greatly. Give hints as to other features of the crypts as you see fit.

The pantry is stocked with foodstuffs equivalent to 30 days rations and contains 25 bottles of good wine (value 500 gp total). The study has a desk with a locked drawer (CL 10). The drawer contains a key that opens the front gate of the graveyard and four vials of acid. There are also 25 sheets of paper and twelve ounces of ink and several fine quills.

CRYPT 5: XERXES DICCUS (SEE MAP P. 107)

A small ebony-hued building sits on the southwestern outskirts of the graveyard. The building appears to be in good condition and remains apparently undisturbed. The walkway up to the squat building is paved with red-veined and black marble tiles. Rats squeak and bound away as you approach this mausoleum. The arched entryway contains an iron bound dark wooden door. The door has a large lock in the center of it.

The door lock is extremely intricate (CL 20).

This is the crypt of the vampire, Xerxes Diccus, the bastard son of an ancient Emperor. The mayor of Gaxmoor thought it was more prudent, and politically correct, to seal up Xerxes rather than slay him outright. With the help of his court wizard and priests he fashioned this eternal prison.

Once through the door the party is met by an inner door coated in solid silver (5,000 gp worth of silver if melted down). This door is locked as well (CL 20). The door is etched with many carvings and symbols in the Imperial language. If a comprehend language spell is cast the cryptic message is revealed:

"This is the eternal banishment of Xerxes Diccus. Open not this portal for fear of your mortal soul!"

The rest of the writing is magical in nature. If a *read magic* spell is used the party learns the writing and inscriptions are a ward against incorporeal forms and negative energy.

If the PC's do more than just a cursory examination and reading of the inscriptions they hit the anti-tampering wards put on the crypt. *Explosive runes* are incorporated into the first layer of wards (6d6 damage, dexterity save CL 12 for half).

If a PC attempts to search the silver door or pick the lock a special illusion is triggered. The illusion is of a terrifying demon throwing open the door with a howl and crackle of flames around his body. He says, "Thank you for freeing me fools! Now come to me and re-

ceive your reward. It has been centuries since I have tasted human flesh!" The illusion affects all five senses, and is amazingly realistic.

If the PC's don't run away, but rather choose to interact with the illusion, they get to make a wisdom save (CL 15) to disbelieve. This illusion has been bolstered with special esoteric magic: anyone who believes the illusion of the demon takes real damage from it. The illusory pit fiend attacks anyone within 20 feet of the door. It is not able to affect anyone outside of that area. The illusion will disappear after 20 rounds.

ILLUSIONARY DEMON (*This unique illusionary creature's vital stats are HD 13d10, AC 18, and HP 80. It is immune to fire, cold, and weapons of less than +1 enchantment. Its primary stats are mental. It attacks with both of its brutal flaming claws for 2d6 points of damage.*)

If the PC's bypass the illusion somehow, they discover a door behind the layer of silver. This door is not locked, but it has a glyph of warding cast upon it (CL 12, 12d4 electric damage, wisdom save CL 12 for half damage).

This third door opens into a short corridor approximately 10 feet long. The walls of the crypt are ten feet thick and made of stone with a layer of lead in the middle. The corridor leads to a richly decorated 30' x 30' chamber with an ebony hued stone coffin in the center. There are several pieces of furniture, including a desk and a wine rack.

If the PC's manage to enter the crypt without setting off any traps, then Xerxes is asleep in his coffin. The coffin has a heavy stone lid which is locked (CL 10). Xerxes has fashioned a small hole at the foot of the coffin that leads into a larger hollow where he can hide in gaseous form if necessary (spot check DC 10 to discover the hole). Otherwise the vampire will be awake and waiting for the PC's in gaseous form. He is furious at having been sealed in the crypt for centuries and is starving for blood! He focuses his attacks on any good-aligned cleric or paladin if possible.

If he is severely damaged or obviously outclassed, Xerxes flees if possible. He summons rats from the graveyard, transforms himself into a rat, then scuttles outside and clambers down a rat hole. If it is daylight, he takes 3d6 non-regenerative damage from the sun's rays before he can get to safety. He flees to the city at nightfall and sets up a new lair, taking over Ro'dan and the muhroydians; if they are still active in the campaign.

XERXES, VAMPIRE (*This chaotic evil vampire has the abilities of a 6th level wizard, and the creature's vital statistics are HD 8d12, AC 20, and HP 66. It can only be hit by magical weapons of +2 or better. Its primary abilities are physical and mental. In combat it uses its slam attack for 1d6 points of damage. Its many special abilities are; blood drain, requiring an opponent hit with the slam attack to succeed as a strength save or be held in the vampire's grip, the next round to be brought to its mouth where he bites and does an automatic 1d4 points of damage per round, healing the vampire of one point of damage for every point he drains, and causing euphoria in the victim so it ceases to struggle to escape; energy drain, causing living*

creatures hit by the bite attack to instantly lose two levels (or two hit dice), and an additional hit die every round the vampire is able to continue draining blood; children of the night, allowing it to summon a swarm of bats, rats, or 3d6 wolves once per day which arrive in 2d4 rounds; dominate, which forces creatures who look into its eyes to make a charisma save at a -2 penalty or suffer the effects of a permanent duration charm person spell; create spawn, which brings slain victims of the vampire's bite back as vampires under the original vampire's control if the vampire chooses to do so; alternate form, which allows the vampire to assume the form of a large canine, large bat, or (special to Xerxes) a large rat; gaseous form at will and whenever it is reduced to zero hit points, spider climb at will, and its vampire vulnerabilities. The creature must retreat from garlic, reflective surfaces, or holy symbols of good deities, which cause them to recoil for 1d4 rounds. Exposed to sunlight, the vampire is rendered powerless and unable to move or attack, and after six rounds of exposure it bursts into flames and turns to ash. Likewise immersion in running water slays the vampire in 3 rounds, losing 1/3 of its total hit points per round. A stake through the heart kills it as long as the stake remains in place, and once staked it can be killed by removing its head, filling the mouth with holy wafers, and burying the corpse in consecrated ground.

Xerxes has the following spells memorized: 0- dancing lights, detect magic, detect poison, mending, prestidigitation 1st – burning hands, magic missile x3, shield 2nd- acid arrow, detect thoughts, mirror image, ray of enfeeblement 3rd – haste, hold person, lightning bolt).

POSSESSIONS: ring of mind shielding, wand of identify (49 charges), bag of holding (type II), and his spell book (which contains all of the spells Xerxes has memorized plus the following: the remainder of the zero level spells, 1st – jump, summon familiar, read magic 2nd – rope trick, shatter 3rd – haste, tongues). Assorted fine garments (12 sets 8,000 gp value), black pearl ring set in platinum (3500 gp), and platinum belt with emerald buckle setting (7,500 gp).

The chamber contains two fine tapestries (500 gp each), an ornate vase (250 gp), and expertly crafted wood furnishings. There is a cabinet rack of ancient wine that is covered in dust, as is the set of four gold and gem encrusted goblets (6,000 gp). The wine has long since turned to vinegar. The following items are laid out on a large desk in the southwest corner of the chamber: nine books (one is Xerxes's spell book, the other eight are volumes of classical poetry and drama), a necklace (periapt of wound closure), a purple prism (ioun stone), a silver ring of swimming, and a pair of bracers of deflection.

CRYPT 6: THE TRAVELING GOD

This stone pavilion is certainly ancient, but has withstood the march of time better than many of the other buildings nearby. The structure is about 25 feet in diameter and is open to the air on all sides. In the center of the memorial is a statue of a middle-aged bearded man smiling down on you as you walk up the steps. The man is depicted in mid-stride with a staff raised high in his right hand. There is an engraved plaque on the base of the statue.

The plaque is inscribed in the Imperial language. Reading the plaque should give some clue about the staff, and the role of the Traveling God in removing Gaxmoor from harm.

“The Traveling God, in his infinite wisdom, strode down from on high to save Gaxmoor from the ravages of the barbarians. He gave of himself to protect his faithful servants and left his own staff to safeguard them. He said unto his faithful travelers; “I shall return to you when the time is right and the turmoil is past. Then you shall be returned to the world and I will reclaim that which is mine.”

There is nothing of value here.

CRYPT 7: RUINS

This ancient memorial has been violated. The heavy hammered bronze door is lying in front of the entrance, apparently pried off of its hinges. Statuary is tipped over and broken pieces litter the area. The flora surrounding the crypt is trampled and abused.

Lamesh (see below) has looted and carried off the bodies. A ranger may be able to determine that at least a dozen creatures, some with clawed feet (skeletons) and at least one large heavy creature (ogre-ghoul) were responsible for the disturbance at this site (track CL 5).

CRYPT 8: THE TIBERIUS FAMILY (SEE MAP P. 107)

Nestled near the center of the graveyard, behind the large domed crypt, stands a rather small rectangular stone building. The building is similar to many of the others in the graveyard. Broad red marble steps lead up to a breeze way lined with columns made from the same marble. A set of double doors on the north wall appears to be the only means of entry. Many statues are inset with niches along the walls of the building. All of the statues are representations of short, hawk-nosed men wearing martial gear—greaves, breastplates and carrying swords, axes or spears. A name is inscribed over the double doors that lead into the family crypt.

This is the crypt of the Tiberius family, and their name is inscribed over the door in Imperial. The Tiberius family was renowned in Gaxmoor for their many great military leaders.

The double doors are made of a sturdy bronze construction and are locked (CL 20). The doors open into a 10' foot wide corridor terminating at a door about 20 feet ahead. This interior portal is trapped. A secret compartment next to the door hides the disarming device (spot check CL 15 to adventurer's declaring they search).

If anyone opens the door without disarming the trap, then the corridor turns into a slide, tumbling the PC's backward down into a pit which opens behind them. Anyone making a dexterity save (CL 15) can grab onto the wall or floor and does not fall. All others fall 20 feet into a pit, suffering 3d6 points of damage. The slide-pit drops all victims into a 20' square room. The west wall is barred like a prison cell with an iron gate (lock CL 15) in it. The bars are very old and a weak spot can be found if the

PC's actively look for it (spot DC 10 if they search).

PC's passing through the bars find a staircase which in turn leads to the sarcophagus in room B (see below).

CK'S NOTE: Tripping the trap sets off a pyrotechnic display set on top of the crypt. Whistling flares will fly up into the air and burst in a sparkling shower. This was used to alert the authorities if anyone tried to violate the Tiberius crypt.

A: The Crypt

The 50' by 50' crypt contains two doors, one each to the left and right of the entrance, and twelve large stone sarcophagi. Each sarcophagus has lids carved with the likenesses of ancient Imperial warriors.

The lids of the sarcophagi can be forced open with a strength check (CL 12) or knock spell. Within each sarcophagus are figures that hold an ancient weapon (10% expert-made) and 200-1,200 gp worth of jewelry. One of the sarcophagi (determine randomly) has a poison gas trap (CL 6). When the lid is popped open, anyone within ten feet needs to make a constitution save (CL 7) or temporarily lose 2-12 points of constitution, which return at a rate of one per hour. Victims failing the first save must make a second save (CL 7) or lose one point of constitution permanently.

B: Prison Entrance

This small 10' x 20' chamber has one lone sarcophagus. This is carved similarly to the ones in the outer chamber. This is actually a secret entrance to the barred prison room. The lid can't be forced off without a combined strength check (CL 20), yet it can easily be opened using the knock spell. Any characters coming up to the crypt from the trap area must attempt to break out in a similar fashion.

C: The Guardian Chamber

Your light reveals a 20' by 20' room that has a single sarcophagus and a dusty suit of full plate armor standing in the corner with a bastard sword clutched in its gauntlets.

The armor is a magical guardian placed here by an ancient warrior to protect his earthly remains. It attempts to kill anyone touching it or the sarcophagus in the room. It fights with a +2 bastard sword and wears gauntlets of ogre power; the prized possessions of the deceased. The armor will turn to dust when defeated, but the magical gauntlets and the magical broadsword will fall to the ground unharmed. The sarcophagus contains a jeweled scepter made of gold with 5 encrusted rubies (5,400gp).

ANIMATED ARMOR (This unique construct's vital stats are HD 10d8, and AC 18. Its primary attributes are physical. Its gauntlets of ogre power give it strength 18. It attacks with a +2 bastard sword for a total of 1d10 + 5 points of damage. Its special abilities are immunity to poison, disease, subdual damage, ability damage, energy drain, death effects, sleep, charm, and other mind influencing effects).

D-E: Empty Chambers

There is nothing of value or interest here.

CRYPT 9: PANORIUS FAMILY CRYPT

This large sturdy stone building seems to be less ornate than many of the crypts surrounding it. The plain gray stone blocks are mostly undecorated, although there are many statues around the outside of the building. The statues are all of men in sturdy traveler's garb, many carrying staves. As you approach the building you feel an odd tingling sensation of supernatural power surrounding it. Inscribed in the stone above the door in large letters is a name. Carved on either side of the name is a robed man striding easily through the sky on a gust of air.

This is the crypt of the Panorius family. The family was dedicated to the worship of the Traveling God and many of them were court advisors to the governor. The crypt entrance is a large wooden door reinforced with strong bronze bands (strength check CL 12 to shove open, AC 20, 25 HP). The door does not appear to be locked. However, the area has been magically warded, preventing all *scrying* or *teleport* effects from working in this crypt. In addition, creatures entering this place without using the password feel wracking pain, and take 10d6 damage (wisdom save CL 20 for half damage). The adventurers may make an intelligence check (CL 2) to recall the proverb of the Traveling God. The password is "Revelation is a journey, not a destination." Speaking the password allows creatures to bypass the mystic defenses in this place.

The interior of the crypt is lit by several magical (continual flame spell) torches hung on the wall. The walls are decorated with many carvings (see full description below). There is an altar dedicated to the Traveling God on the far side of the chamber. Directly across from the entrance is a door.

The room contains no valuables and anyone desecrating the area by disturbing the dead incurs a curse (wisdom save CL 10 to avoid). The curse causes the character to have their base movement rate decreased by 10 feet and suffer a -2 initiative modifier for a period of 1-6 days. Additionally, the next time the offending characters attempt to flee an encounter, they will instead charge the danger at an increased base movement rate (+10 feet).

The carvings on the wall seem to tell a tale, like stained glass windows in a church. The first two reliefs show scenes of an ancient Imperial army engaged in battle with a barbarian horde on an open field. The next carving depicts the Traveling God on a cloud descending to the city of Gaxmoor. This is followed by a scene of the governor and his court paying homage to the god. The fifth relief shows the Traveling God placing his staff in the center of a model of Gaxmoor as he rises through the air away from the city. The last carving depicts Gaxmoor floating in the middle of nothingness.

The altar is a simple block of stone with some carvings of various travelers, pilgrims and merchants going through different environments. There is a silver platter and a cup on the altar.

If the PC's pray for help, or guidance, from the Traveling God at the altar- a pair of sandals from the Traveling God appears (see below). Only one pair of these magical sandals appear no matter how many characters pray at the altar. If the PC's make an offering of food and wine (or beer) on the altar, they will be bestowed with a blessing, and gain a +1 to all saving throws and a +2 bonus to their initiative for their next battle. If the altar is defiled or the items stolen from the crypt then they will be cursed as above (wisdom save CL 15) permanently (or until *remove curse* is used).

SANDALS OF THE TRAVELING GOD: This set of magical footwear appears to be a simple pair of leather sandals with long laces that reach up to mid-calf. However when they are donned the wearer gains several benefits associated with the Traveling God.

- 1 Pass without Trace at all times
- 2 Move at normal unencumbered movement rate regardless of weight actually carried (up to max weight)
- 3 Dimension Door 1/day as 20th level caster
- 4 Fly 1/day as 20th level caster
- 5 Water Breathing 1/day as 20th level caster
- 6 Gain +1 bonus to all intelligence and charisma checks

For further stats see Appendix D: New Magic Items.

The door leads to a room filled with the past remains of the Panorius family. The bodies are dressed in the simple garb of traveling pilgrims.

CRYPT 10: GENERAL CRACIUS NUBIUS FINAL RESTING PLACE

In the northeast corner of the graveyard stands an odd looking mausoleum. The building is constructed of black-stained wood with broad leaves covering the roof. The stone flagged pathway leading up to the entrance is lined on either side with tall flickering torches stuck in the ground. The entrance to the crypt resembles a snarling fearsome ape-like visage carved in the same dark wood that makes up the walls. The glowing eyes of the hideous creature stare down at the pathway. The mouth of the carving is the actual entrance to the building. A door can be seen in the darkness behind the glistening teeth of the carved head.

The torches are lit by *continual flame*, and they light the path up to the snarling bestial head that serves as an entrance to this building. The head will radiate a strong magical aura if detected. The ape head is a powerful guardian to the general's crypt (trap CL 10). If characters attempt to pick the lock before the trap is disabled, the teeth of the mouth, really a portcullis, will

come crashing down, causing 4-24 damage and disrupting any attempt to pick the lock (dexterity check CL 10 to leap away before the portcullis strikes). If the party finds and throws the secret switch, the ape-like carving's eyes close and the trap is disabled (spot check CL 12).

A dank, earthy odor permeates the crypt. Torches, similar to the ones outside, light the interior. The flickering torchlight reveals a crude and rather primitive looking interior room. The walls are constructed from wood and the floor is packed earth. The room is approximately half of the crypt's total size. It is filled with assorted jars, wooden boxes and bolts of cloth. All of the items are chaotically piled and the pale glimmer of human remains contrasts sharply with the dark interior.

A beaded curtain serves as a doorway into another chamber across from the entrance. The piles of boxes, jars, and crates are full of molding foodstuffs; wine turned to vinegar, tents, pioneer tools and rope. All of the gear contained in this crypt is very old and of questionable usefulness.

The beaded door leads into the burial chamber of General Cracius. The burial chamber is in good condition.

Before you stands the preserved figure of a warrior sitting on a backless chair set upon a dais. He is dressed in a strange combination of Imperial armor and barbarian decoration. A leopard pelt is draped over his shoulder, the face has traces of red face paint, and he has a carved club in his right hand where one might expect to see a gladius sword. The dead warrior's left foot rests on top of a large silver coffer.

The rest of the room is decorated with bits of armor and weaponry that must have accompanied General Cracius on his far-flung campaigns to the edges of the Empire. Low rough wooden tables and squat folding chairs line the hall and many frightful wooden masks decorate the walls.

The general is dead and quite harmless. However, there are four undead bar tangi buried just beneath the ground in front of the dais. Anyone stepping up to the dais will be grabbed totally by surprise by two of the apes as they burst from the ground! The other two will burst from the ground if anyone else approaches or if more than one PC goes up to the dais.

UNDEAD BAR TANGI, 4 (These neutral creature's vital stats are HD 4d8, HP 19, and AC 14. Their primary attributes are physical. They attack with two claws that do 1d6 points of damage. Their special ability is grab, which they automatically do whenever they hit a victim with both claws. Victims make a strength save or be held fast, rendering them helpless and giving the creature a free bite attack at that opponent. The bite does 1d6 points of damage. Victims must make a strength check to escape the grab, otherwise the bar tangi bites every round until they escape. These creatures are undead, and have all the undead immunities).

The deceased general's armor is a bronze breastplate +2 worked with silver and has a golden Imperial eagle on the chest. His club is the legendary magic weapon known as Vastek.

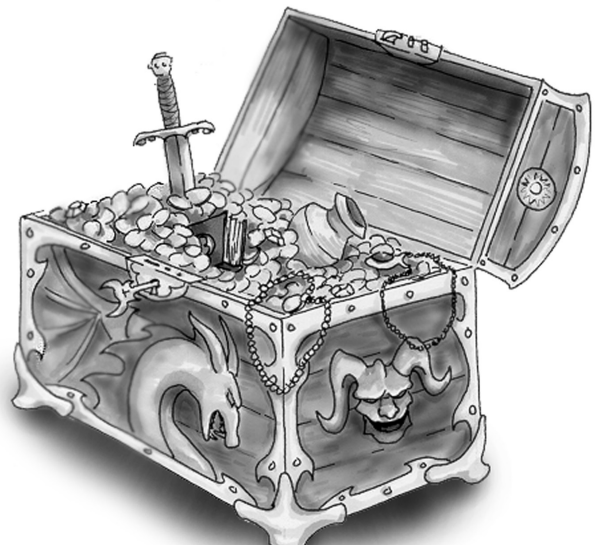
VASTEK, +2 MAGICAL CLUB: The club is 2 ½ feet in length and is carved to resemble a fearsome native warrior. The club is a +2 magic weapon with intelligence and special abilities. The club grants the wielder +2 on initiative, and +1 on AC when used in combat. Additionally, the club grants +4 strength to the wielder only, once per day for three hours. Alignment: CG, (the wielder must be CG or one step away from such and be willing to change to that alignment for the club to grant its power, otherwise the club's magical abilities do not work). The club has intelligence 9 and can speak the Uguri tongue, a near-extinct language.

Furthermore, there is a wooden mask on the wall that radiates magic. The mask is carved and painted to look like a savage warrior from the southern jungles. If anyone wears the mask, they are instantly transformed into a barbarian three levels higher. The PC must make a wisdom save (CL 10) or lose control of their mind. If the PC fails this save they go into a rage and attack anyone within sight. They make a new save every turn to see if they gain or lose control. The only way to remove the mask is by *remove curse* or to reduce the effected character to below zero hit points.

CRYPT 11: THE GNAEUS FAMILY CRYPT

The statues outside this crypt have been knocked over and the gateway has been bashed open. The family name "Gnaeus" is inscribed above the broken gateway. A foul odor, like a scent of the grave, wafts out of the lichen stained stone building.

Lamesh (see below) uses this crypt as one of his holding areas for the undead. There are 6 zombies and 14 skeletons in the main chamber of the crypt. The undead spring to attack any living creatures that enter the chamber. Lamesh has stolen everything of value from this crypt and carted it off to his new lair in Crypt XII.



ZOMBIES, 6 (These neutral evil undead creature's vital stats are HD 2d8, HP 11, and AC 12. Their primary attributes are physical. They attack with a slam attack that does 1d8 points of damage. They are slow, never gaining initiative and always acting last in any given round).

SKELETONS, 14 (These neutral creature's vital stats are HD 1d12, HP 5, and AC 13. Their primary attributes are physical. They attack with short swords for 1d6 points of damage. Their special abilities are the undead traits, and their skeletal forms giving them only half damage from slashing or piecing weapons).

CRYPT 12: THE AGYLLIZ AND THE LAIR OF LAMESH (SEE MAP P. 108)

This mausoleum seems to be far older than the others in the graveyard. It may even have belonged to the first ruling family of Gaxmoor. The deep green color of the grate and the angle of doors barely hanging on their hinges reinforce this belief. Inscribed in the stone above the door, much faded by wind and rain, is the name "Agylliz." The entryway between the grates and the inner doorway has some remnants of peeling white paint. The inner door beyond the grate seems to have fallen in from a combination of time and the elements.

The entryway leads down to the largest and oldest crypt in the graveyard. The grate is unlocked and may be opened with a strength check (CL 4). Opening the grate causes a tremendous squealing, as the hinges grind against one another. The noise echoes throughout the graveyard.

This is the new home of Lamesh Ryholden, an evil half-orc cleric. He is carrying out many disturbing necromantic experiments and evil rites in the graveyard while using the bodies of Gaxmoor's prominent citizens as his troops. His new army is scattered among the various crypts throughout the graveyard waiting for his signal to gather and attack.

He has broken from the alliance with Grond, the leader of the Red Axe orcs, and Utzug the orc shaman who replaced him (see below). He seeks to create undead cohorts so that he may gain control over Grond and sacrifice Utzug to Narrheit, the god of chaos. Then he plans to bring the Red Axe clan of orcs to prominence under the guidance of his grim lord, steering them away from the "false worship" of the orc deities.

CK'S NOTE: The CK may decide to have an Imperial character recognize a friend or relative among the undead servants of Lamesh.

Lamesh sends his 8 skeleton guards as a blocking force while he uses his spells. After attempting *hold person* on any good clerics he summons monsters to aid him and, if possible, casts *bless* and *prayer* before joining the melee.

Lamesh's masterwork, though, is no surprise to the party as they have met it before. Two of the three original ogre-ghouls he controls are feasting in the antechamber off of his main chambers.

They enter the fray on the 3rd round of action or commotion.

Lamesh's shrine receives a *desecrate* spell every day, precisely eight hours before the cleric rests for his spells, giving a -3 penalty to attempts to turn undead. Undead fighting in the crypt receive a +1 to attack, damage, and saving throws. Undead created in the shrine get +1 hit point per hit die.

LAMESH RYHOLDEN (He is a chaotic evil 7th level half-orc cleric whose vital stats are HD 7d8, AC 20, and HP 47. His primary attributes are strength and wisdom. His significant attribute is wisdom 16. He strikes with his +2 cursed backbiter spear at +2 to hit, doing 1d6 + 2 on a successful strike. But, on an attack roll of a 1 the spear turns and strikes himself. His special ability is 60' darkvision. He wears +1 full plate armor, and carries an expert-made buckler, his +2 cursed backbiter spear, an expert-made crossbow with 12 expert-made bolts, a silver holy symbol of his dark god, a pearl of power (2nd level), and the following spells on scrolls – detect magic x2, detect poison, read magic, protection from good, resist elements, comprehend languages, and dispel magic. Also in his possession are assorted inks and paper (for scroll preparation), and four gems worth 500 gp each.

He currently has the following spells: 0- detect magic, endure elements x2, first aid x2 1st – bless, cure light wounds x3, shield of faith 2nd – bless, hold person x2, silence 3rd – prayer, magic circle against good 4th – harming circle).

HE ALSO POSSESSES THE NECROMANTIC CROWN OF QUENTIS (EVIL): This simple circlet of golden snakes provides an evil cleric with the ability to create and command twice the normal number of undead. The crown also bestows the ability to create undead as per the spell once per week at 2 times caster's level. This is how Lamesh has been able to create the dreaded ogre-ghouls. Anyone wearing the Crown for more than an hour must make a weekly wisdom save (CL 15) or lose a point of constitution. Upon reaching zero constitution the character is completely transformed into a ghoul!

Lamesh's troops:

SKELETONS, 8 (These neutral creature's vital stats are HD 1d12, HP 5, and AC 13. Their primary attributes are physical. They attack with short swords for 1d6 points of damage. Their special abilities are the undead traits, and their skeletal forms, which give them only half damage from slashing or piecing weapons).

OGRE-GHOULS, 2 (These chaotic evil undead creature's vital stats are HD 4d8, HP 33, AC 14. Their primary attributes are physical. They attack with two claws that do 1d3 points of damage, and a bite that does 1d6 points of damage. Their special abilities are 60' darkvision, and paralysis, which forces any creature (other than an elf) that it hits with a claw or bite to make a strength save or be paralyzed for 1d4+1 turns).

CRYPT 13: THE MAGERIS FAMILY TOMB & THE LAIR OF THE LICH (SEE MAP P. 108)

This is truly an ancient structure. Wind and rain have left their mark on the squat pale grayish marble. The details of the many carvings and inscriptions on the edifice are dulled to the point of incomprehension. The only entrance is a tall, narrow bronze door. A layer of green verdigris discolors the door.

This is the crypt of the family Mageris, famous for providing court wizards to the governor of Gaxmoor. The door is heavily ensorcelled against unwanted intrusions. If the PC's examine the door they will see that there are many eldritch sigils inscribed in the door. A wizard making a successful intelligence check (CL 8) determines that there are wards against extraplanar intrusions as well as corporeal ones.

The protections include an illusion that activates when anyone touches the door. The illusion appears to be an old robed figure that asks, in the Imperial tongue; "Who dares disturb the crypt of Mageris? Be gone fools or pay the price for your insolent trespasses!"

The door is locked, and has a magical trap (CL 17 to find and disable). A *phantasmal killer* spell is triggered by anyone touching the lock mechanism (caster level 7).

The doorway leads into a brightly lit and highly decorated chamber approximately 40' x 40'. Continual flame torches light



the room, one on each wall. There are detailed carvings of various robed figures engaged in magical activities. The carvings tell the tales of prominent mages in what must be the Mageris family, much as stained glass windows in earthly cathedrals. There is a slender wooden door directly across the entrance to the crypt.

The doorway leads to a 10' x 30' hallway, lit as the previous room. The hallway dead ends in a blank stone wall. Busts and statues line the hall. The central statue is of Luscious Maximus Mageris, the patriarch of the Mageris family.

The walls have poorly concealed secret doors (spot CL 5), one on each side. Behind these doors are illusions of stairs leading downward into the depths. These illusions conceal 50 foot deep spiked pits (dexterity save CL 5) to avoid falling. The unfortunate victims of the trap take 5d6 falling damage and land on 1d4 spikes (which strike as 10 HD monsters), that do 1d6 damage per spike that scores a successful hit.

The statue of Luscious Maximus Mageris has a far better secret door concealed behind it (spot check CL 12). If touched by anyone from the Mageris bloodline, the statue slides inward to reveal narrow stone steps. An Imperial spellcaster character may be a Mageris if the CK is so inclined. Otherwise the door is treated having a *hold portal* (20th level caster).

The stairs behind the statue lead down to a pentagonal chamber, where all the walls are 15 feet in length. Each wall has a door in the middle of it except for the wall with the stairs. The walls around the doors are magnificent frescoes of planar creatures, each themed to an element: fire, air, earth, and water.

The paintings are works of exacting realism, and the fire mural is warm if touched. There is writing beneath each of the murals. The murals actually contain large elementals, trapped here by the Mageris family to guard their ancestors' remains. Anyone reading the inscriptions below the murals releases the elemental from the mural. The elementals are furious at being captured and attack anyone in the room.

EARTH ELEMENTAL, LARGE (This neutral creature's vital stats are HD 8d8, HP 44, and AC 19. Its primary attributes are physical. It attacks with 2 slam attacks that do 2d8 points of damage. Its special abilities are earth mastery, which gives it maximum damage with its slam attacks against opponents touching the ground, but a -4 attack penalty against flying or swimming creatures, and earth glide, which allows it to move through solid earth at its normal movement rate).

AIR ELEMENTAL, LARGE (This neutral creature's vital stats are HD 8d8, HP 38, and AC 18. Its primary attributes are physical. It attacks with 2 slams that do 2d8 points of damage. Its special abilities are air mastery, which gives it a +1 to hit and +2 damage on flying creatures, and whirlwind, which allows it to transform itself into a whirlwind once every 10 turns and remain in that form for 4 rounds, during which it traps creatures who fail a dexterity save. Trapped creatures take 2d8 points of damage per round, and it can have up to 8 creatures trapped at once. Trapped creatures can only try to escape).

FIRE ELEMENTAL, LARGE (This neutral creature's vital stats are HD 8d8, HP 40, and AC 18. Their primary attributes are physical. It attacks with 2 slam attacks that do 2d6 points of damage. Its special abilities are burn, inflicting an extra 1d6 of burn damage with a successful slam attack and allowing them to ignite any non-magical combustible material they touch).

WATER ELEMENTAL, LARGE (This neutral creature's vital stats are HD 8d8, HP 35, and AC 19. Their primary attributes are physical. It attacks with 2 slam attacks that do 2d6 points of damage. Its special abilities are water mastery, giving it a +1 to hit and on damage against creatures in water, but a -4 penalty on attack and damage rolls when fighting on the ground, drench, which allows it to extinguish non-magical fires with a touch and magical fire as dispel magic, and vortex, which allows it to transform itself into a whirlpool once every ten turns, provided it is underwater).

Each door has a *hold portal* cast by a 15th level wizard. Behind the doors are short passageways terminating in circular chambers, 30 feet in diameter. Each chamber is decorated according to the element associated with the door (i.e. Fire: flames etched into the wall, lots of red and orange, Water: waves etched in the stone work, lots of blue and green, etc.). Each room holds the remains of several spellcasters of the family Mageris. Each room has 300-1800 gp worth of jewelry, and there is a chance of finding more. One person in the group gets to make a spot check (CL 5). If they are successful the PC will find one of the items on the table below. Each chamber has only one of these items:

- 1 **Belt of Many Pouches:** 6 small pouches appear to be large enough to hold 6 coins; however they can actually hold up to 6 pounds, and the belt's weight never changes (5 pounds)
- 2 1-10 Gemstones worth 100-1,000 gp
- 3 **Scroll:** 2-7 Wizard spells of 1-5 level
- 4 **Ornate jade scroll case** (1,000 gp), trapped with *fire trap* (10th level caster). The case contains a scroll of *wall of force*
- 5 **Ring:** 100-1200 gp, 10% chance of being magic (determine type randomly)
- 6 **Book:** Scholarly work concerning spellcraft knowledge (wizards gain 200-1,200 experience points after a night of reading the work (XP awarded once per wizard)
- 7 **Book:** traveling spellbook. Contains 2-12 combat type spells of 1-4 level
- 8 **Feather token:** bird
- 9 **Feather token:** cursed whip. Appears as a normal feather token until activated. It then attacks the activator as a dancing weapon
- 10 **Rod,** determined randomly
- 11 **Ioun Stone** (clear spindle)
- 12 **Scroll:** 10% 7 spell levels, 65% 4 spell levels or 25% Cursed: Reader is teleported one mile straight up upon opening the parchment

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The Air Element burial chamber: In the center of the chamber is a large stone sarcophagus. The plaque on it states that this is the resting place for Luscious Maximus Mageris. A wizard making a successful intelligence check (CL 5) discovers that sarcophagus is worked with magical wards to protect and prevent ethereal and incorporeal invasion. The sarcophagus radiates a strong magical aura. The sarcophagus is sealed with lead at the seam, but can be forced open with a strength check (CL 12). When the lid is opened, the PC's find a secret set of stairs which lead down beneath the crypt.

The stairs descend 70' and terminate in a small 20' x 30' laboratory with bubbling flasks, stopper decanters, etc. Flickering *continual flame* torches in copper sconces on the wall light the lab. There is a door across from the stairs.

The door leads into a 30' x 40' chamber that serves as the study/bedroom of the lich, Luscious Maximus Mageris. The lich hears the party prying the lid off of the sarcophagus and entering his quarters. He casts *tongues* so he can communicate with the group.

The party finds Luscious sitting in his chamber reading an ancient tome. The tome is actually a spell book, from which he casts *mass suggestion* to get the party to consider him a friend. He is not interested in fighting with the invaders, so he uses his powers to facilitate a conversation with them if at all possible – entombed in this crypt for over a millennia, this former patriarch of the Mageris family is eager for information and will inquire as to the party's purpose and their odd appearance. He also seeks to be updated on the major events of the last centuries and the current state of affairs in the lands around Gaxmoor.

When he is through asking questions, he gives the party a gift. If the PC's acted courteously, he gives them his bag of wondrous rune tiles. If they were rude, he feigns thankfulness for their company and offers them the bag of cursed rune tiles. Either way, Luscious will use any remaining *mass suggestion* to make the party think that drawing tiles is a good idea.

Luscious has no interest in killing the PC's. Now that he can come and go as he pleases, he sees the adventurers as potential future pawns as he inserts himself into the affairs of Gaxmoor.

If the PC's are foolish enough to attack Luscious, he defends himself vigorously. First, he releases the demon that he has trapped in service to him. He uses *feeblemind* against any spellcasters, then he brings his wand to bear, polymorphing party members into harmless animals as strategy dictates. If he is hard pressed, he escapes with his broach of ethereality, and will find a new place to dwell while he patiently concocts his revenge against those who dared try to destroy him.

Luscious has little interest in pursuing PC's out of his chamber, so if they flee he closes the sarcophagus lid, uses *hold portal* on it, then plans an orderly exit of his long-time prison.

LUSCIOUS MAXIMUS MAGERIS, LICH (This neutral evil creature has the abilities of a 16th level wizard, and its vital stats are HD 18d8, HP 126, and AC 25. His primary

attributes are mental. He attacks with a chilling touch for 1d10 damage. His special abilities are fear aura, which paralyzes creatures with five or fewer hit dice with fear, with no saving throw, paralyzing touch, which forces victims of its touch attack to make a successful strength save or be permanently (until dispelled) paralyzed, rejuvenation, which allows the lich to reform his body one day after he dies as long as his phylactery is not destroyed. His robe of the archmage gives him a +4 bonus to all saving throws, and a +2 enchantment bonus on caster level checks made to overcome spell resistance, and spell resistance 9.

Mageris has the following possessions: several spellbooks which together hold all 1st, 2nd, 3rd, and 4th level spells, plus his memorized spells of level 5 - 8th level plus 1d4 random spells from each of those levels, a brooch of etherealness (1/week the wearer can use ethereal jaunt as 16th level caster), a robe of the archmage, a ring of wizardry (1st level), a ring of spell turning, a wand of polymorph (35 charges), platinum headband with blue emerald, (his lich's phylactery, 50,000gp).

Mageris has the following spells memorized: 0- arcane mark, detect magic x4, prestidigitation x2 1st - charm person x2, comprehend language, erase, floating disc, identify x2, hold portal, magic missile x2, protection from good, shield x2, unseen servant 2nd - detect thoughts, enhance attribute, invisibility, levitate, ray of enfeeblement x2 3rd - clairaudience/ clairvoyance, dispel magic x3, nondetection, suggestion 4th - arcane eye, minor globe of invulnerability, remove curse, wall of ice 5th - feeblemind, hold monster, teleport, wall of force 6th - mass suggestion x2, project image 7th - finger of death, limited wish, vanish 8th - maze, power word blind).

ULTHAL DEMON (This chaotic evil creature's vital stats are HD 8d8, HP 50, and AC 23. Their primary attributes are physical. They attack with 2 claws for 1d4 points of damage, a bite for 1d4+1 damage, or a scythe for 1d8+1 damage. Its special abilities are immunity to elements, which makes all fire and cold based attacks do half damage against it, immunity to poison and charm effects, invisibility (as the spell, 3x/ day), and spell-like abilities (animate dead (once per day), detect thoughts (upon command), dispel good (2x/day), speak with dead (upon command).

WONDROUS RUNE TILES: Each person may draw 2-4 tiles (For the effects of each tile chosen see Appendix B: New Monsters).

CRYPT 14: THE HOUSE OF DAEDALUS ANTONITUS

This structure seems to be in far better condition than others in the graveyard, it is circular in shape, resembling a miniature coliseum. The low outer wall surrounding the building is painted a bright blue. As you approach the entrance you notice letters carved in the stone above the doorway. The entryway is a long arched tunnel leading up to a grated portcullis. The hallway is magnificently carved with scenes of gladiatorial combat.

The doorway inscription reads, "Antonitus" and can be made out if anyone in the group can read Imperial writing.

A winch mechanism to raise the gate is clearly visible near the end of the tunnel. A similar mechanism is on the other side of the gate. The gate leads into a miniature arena complete with sandy floor. Skeletal remains, many of which boast antiquated weapons and armor, occupy the seats.

Daedalus Antonitus animates as a special undead creature if anyone violates his seat of honor (i.e. touches or attempts to steal any of his possessions). Daedalus' corpse still has scraps of leathery skin over most of his body and his once close cropped hair has grown down to his shoulders. The portcullis will slam down and a number of skeletal warriors (equal to the size of the party animate to attack the PC's).

DAEDALUS ANTONITUS, ADVANCED SKELETAL WARRIOR

(This chaotic evil undead creature's vital stats are HD 5d10, HP 45, and AC 16. Its primary attributes are physical. It attacks with a +2 heavy flail for 1d10 + 2 points of damage. Its special abilities are immunity to mind-controlling spells, SR 15, skeletal forms, giving them only half damage from slashing or piercing weapons, fear, which forces all creatures under 4 HD to make a charisma save or be effected as if by a fear spell, and higher HD creatures must make the save but gain a bonus equal to their level minus 4. Daedalus wears a bronze breastplate and carries a +2 heavy flail. He has a belt studded with rubies with a large golden buckle, with an image of a gladiator with his foot on the chest of a defeated opponent and his gladius raised in salute (750 gp), and a magical gold armband that provides +2 to AC).

SKELETAL WARRIORS, number equal to the party (These chaotic evil undead creature's vital stats are HD 2d10, HP 17, and AC 18. Their primary attributes are physical. They attack with bronze short swords for 1d6 points of damage, or with tridents for 1d8 points of damage. Their special abilities are immunity to mind-controlling spells, SR 15, skeletal forms, giving them only half damage from slashing or piecing weapons, fear, which forces all creatures under 4 HD to make a charisma save or be effected as if by a fear save, and higher HD creatures must make the save but gain a bonus equal to their level minus 4).

CRYPT 15: ASIDLIUS MAUSOLEUM

A large rectangular building constructed of black stone occupies the southeastern corner of the graveyard. The building is relatively squat and lacks the pillars and columns that decorate so many of the other structures. As you look around the outside of the building you note it is remarkable for its lack of statuary, carving, or other decoration. The stone possesses a slight lustrous quality that reflects a faint twisted likeness of your faces. A small copper-covered door is set in the middle of the northwest wall. The door is secured with a large padlock.

This crypt was established by The Asidlius family, one of the founding families of Gaxmoor. The family worshiped the deity of fire, Ogotep. The door is locked (CL 12) and is constructed of hard wood with a beaten copper covering (AC 15, 60 HP).

The door leads into a 15' x 20' antechamber with a second heavy metal-covered door. The room is constructed of the same black stone as the crypt walls. The stone here is smoother and reflects light better than the outside walls. In the center of the floor, inlaid in silver, is a 5' diameter pentagram. The inner door is not locked, but it does have a magical trap (CL 18). When the door is opened, the antechamber fills with magical fire except for the area within the protective circle. The room is entirely filled, so there is no saving throw against the 6d6 fire damage.

The large inner chamber takes up the rest of the space in the crypt (40' x 65'). The room is illuminated by large black stone braziers spaced out every five feet around the edges of the room. Near the center of the chamber is a fifteen foot diameter pentagram inlaid in gold. There are alcoves to the left and right of the door.

In the left alcove next to the door is a shrine dedicated to the fire god Ogotepe. A golden statue of the deity, depicted as an anthropomorphic burning pyre, sits against the wall.

The right alcove contains a small gold and black stone table (5,000 gp, weighing 400 lbs). On the table is a one foot basalt stone rod (see below), and a necklace of fireballs (Type V). The wand is used to open the cover to the central pit.

If the rod is waved near the protective circle, the spells within the circle are activated. A wall of flames rises up from the circle and then drops away revealing a very irritated noble salamander. Krish' Ak was originally summoned as part of a religious ritual the Asidlius' were conducting. Unfortunately, the family was executed by an Imperial decree just before the ceremony could be carried out. This happened five centuries previously.

The salamander spent the bulk of his imprisonment brooding on the mortals who wronged him. The creature is furious at this treatment and looks to savagely burn any and all mortals it can. Circles of protection are inlaid in gold on the floor. The basalt rod can be used in conjunction with the protective circle to command the salamander. To properly use the rod to contain the creature, a wizard will have to make a successful intelligence check (CL 15), otherwise the salamander attacks.

The protective circle provides a barrier (AC 18, 40 HP) to the salamander.

If the PC's have figured out how to operate the basalt rod they have a chance to force the salamander into service. The PC wielding the rod must command the creature to obey him in the salamanders own language. The salamander must make a wisdom save (CL 10) or it is forced to stop its struggle. The salamander agrees to perform one task for the wielder of the basalt rod in return for its freedom. The basalt rod is a dedicated religious object and is not particularly useful outside of the crypt. However, it does provide 12 points of fire resistance to the possessor.

KRISH'AK, NOBLE SALAMANDER

(This chaotic evil creature's vital stats are HD 15d8, HP 112, and AC 19. Its primary attributes are physical. It attacks with a giant-sized +3 long spear for 1d10 + 3 points of damage, or with a tail slap for 1d6 points of damage. Its special abilities are 60' darkvision, constrict, which forces a victim of its tail slap to make a strength save or be constricted with no chance of breaking free, taking 1d4 points of constriction damage and 1d6 points of heat damage until dead or released by the salamander, heat, which gives it an extra 1d6 points of damage with any attack it makes, and it is immune to fire damage and enchantment effects. It is also vulnerable to cold, taking x2 damage from such attacks).



THE TANNERY



This large walled structure stands apart from the great ramparts of the city. Here, 12 foot high walls stretch between several flat roofed buildings. Battlements and catwalks can be found on the roofs of these buildings, though not on the walls between them. The compound has two gates – one on the southeast corner, the other on the northwest – with large wooden doors, which are closed.

The tannery compound is located in the southwest corner of Gaxmoor and has avoided much of the destruction that the rest of the city has succumbed to. It is presently the base of operations for Tempros Granger, one of the governor's men, who is attempting to get the governor out of the city. It is advised that encounters in this area be kept to a minimum so the characters can use it as an area for rest, recuperation, defense, gathering supplies, and the like.

The Tannery is undefended. There is a 50% chance that Tempros is inside when the characters arrive. He can be used as an NPC or a replacement character.

The gates have been closed and barred by Tempros, who uses a rope to climb off of building 'E' before returning to Gaxmoor (assuming he isn't in the compound).

Inside, the characters find an open compound surrounded by five houses. In the center of the compound are half a dozen plain pillars. They have various hooks, anchor bolts, and rings attached to them. The pillars were used to hang, stretch, and generally work leather products the tannery so diligently fashioned.

Each building is abandoned. There are no outside windows in the buildings themselves (only windows to the interior compound) and all have small trap doors and ladders giving access to the roof.

A: *This building is a tool shed and work shop.*

There are a large variety of leather working tools, including cutters, tongs, rope, scissors, heavy gauge needles and the like within.

B: *Benches, tables, and one great fire pit with bellows reveals the main workshop of the compound. Abandoned projects lie everywhere, many of them half rotted and ruined.*

There is little of value here, save a few cords of firewood.

C: *Two large open doors reveal stables. An old wagon sits in the middle of the building. Some tack and harness remains, as well as some hay.*

Tempros is readying the wagon for use by the governor. A careful examination reveals the axle to be freshly greased (spot check CL 11).

TEMPROS GRANGER (He is a lawful neutral 5th level fighter whose vital stats are HD 5d10, AC 19, and HP 42. His primary attributes are strength, constitution, and wisdom. His significant attribute is strength 17. He fights with a +2 heavy flail for 1d10 + 2 points of damage. He wears a suit of +4 breastplate, and carries a +2 heavy flail, a +2 spear cursed backbiter, a +1 dagger, three potions (cure light wounds, cure serious wounds, and swimming), a continual flame torch, a backpack, a set of caltrops, 3 daggers, flint and steel, a grappling hook, a small steel mirror, a belt pouch 60; rope, a bar of soap and 2,107 gp).

Description: Tempros is 29 years old, stands 5'11" and weighs about 170 lbs. His hair is black and worn short cropped. His eyes are gray and his skin a light olive complexion. He has average looks but a somewhat rough looking face and body (from combat and fights), a gruff military manner; long scar on his right arm. No phobias, no close friends or dedicated foes.

D: *A narrow door provides egress to this sturdy building. Within are several long tables with benches and chairs. Cabinets line the walls. Jars, boxes, crates and other storage containers are everywhere. The room obviously served as a supply room and lab.*

This building provides the party with access to several valuable spell components. The CK should use his/her best judgment as to what specific material may be found, and in what quantities.

Tempros has also hidden away four 1-gallon barrels of beer, two 40-pound sacks of corn meal, two 40-pound sacks of flour, and two 5-pound bags of salt for his journey. These are all hidden under a table in the southwest corner.

E: *A heavy stench rises from the building. It only gets worse when you enter beneath the wide doors. Large hooks, attached to the ceiling, reveal what can only be a slaughter house.*

This is the compound's slaughter house. There is nothing of value here.

THE WALLED CITY OF GAXMOOR, THE INNER CITY

Unlike outside the walls of Gaxmoor, there are very few (if any) wandering monsters inside the walled portion of the city. If the party is drawing attention to itself roll a d20; on a 1 they have attracted a gargoyle or two on the hunt.

Harecules has not been seen outside the palace grounds for some time, and his absence has created a power vacuum. Most of the bands and their leaders are trying to maintain what they have, steal whatever they can from the others, and rise to dominance. Each independent leader has established their own sphere of influence in Harecules' absence. To further complicate things, many stray troops have been captured and placed in the "games" (see Inner City, Site 20) that they all like to watch. In addition, there is a company of professional soldiers with no loyalties whatsoever: the Black Feather band, a group of high price mercenaries who are no longer under contract. The group responds viscusly to attacks, but they never fight to the death or risk losing their future chance at power. Many times the groups have angrily come out face to face only to back down as a third party watches in the wings.

This is an explosive atmosphere waiting for another major player to change the situation.

SITE 1: THE WATCHTOWER

This large stone pillar reaches some 120 feet into the air. You can see the upper deck of the tower has a balcony stretching 360 degrees around the top of the square turret. Sounds of bickering can be heard emanating from the top of the watchtower.

The watchtower is staffed by 14 hobgoblins. They have been playing a game of dice and are currently scuffling with each other over five skins of ale and who owes what to whom. Not only are these guards supposed to be watching for enemies, but they are also the crew for the two light catapults at the top of the watchtower. If the party is spotted and has fought with any of the hobgoblins before, the hobgoblins may decide to launch a catapult assault on them (CKs discretion. See Firing Chart for Catapults).

FIRING CHART FOR CATAPULTS

The catapults can throw boulders from 360' to 720.' The strike pattern varies, first roll a d8 for distance

1	10' short	5	Correct distance
2	20' short	6	10' long
3	30' short	7	20' long
4	Correct distance	8	30' long

Once distance is determined, roll another d8 for the accuracy:

1	10' left	5	On target
2	20' left	6	10' right
3	30' left	7	20' right
4	On target	8	30' right

Damage is 6d6, dexterity save (CL 8) for half damage.

HOBGOBLINS, 14 (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Two of them have longbows that do 1d6 points of damage. Their special ability is darkvision. They have steel breast plates, small shields, long swords, and 3 javelins each. The pair with longbows have a quiver with 12 arrows each. They each have 1d4 gp and 1d6 sp).

SITE 2: TROOP BARRACKS

This must have once been immaculate parade grounds; now the area is filthy and squalid. The smell of blood and unwashed bodies fills the air. The doorway to the barracks is wide open.

The barracks are actually occupied by hobgoblins, 48 at night and 73 during the day. If the party encounters them during the day they are resting and unprepared to fight, unless the party has done something nearby to alert them. If the encounter is in the evening, then the hobgoblins are preparing for a raid or patrol and will be armed and ready for action.

TREASURE: Among the piles of gear and personal items in the barracks are the remains of a fine silver set (heavily dented but worth 1,250 gp) as well as a fine tapestry, depicting a pastoral scene of a man waving at a shepherd boy across a mighty river. A successful intelligence check (CL 10) reveals this as an ancient Ballurian tapestry by the famous weaver Sergioante Velluvius (5,000 gp). Otherwise, it will be mistaken as a good tapestry worth 500 gp.

SITE 3: THE INN OF PLENTIFUL PORTIONS

Smoke wafts from the chimney of this large stone and timber structure. The many windows and doorways are all closed tight. The building shows the signs of the recent attack, but is in generally good condition. A sign hangs above the doorway depicting a large wooden table heaped with sumptuous victuals and silver goblets.

This luxurious building is controlled by Panchmo and now serves as the home of 16 bugbears. The bugbears control the goblin horde, bullying them to ensure that Panchmo's orders are obeyed. As reward for such service, each bugbear has a goblin slave. The goblins loathe their position and gladly escape if opportunity presents itself. In the event of a battle, the goblins do not assist the bugbears, instead attempting to slip off and grab the bugbear's loot. They only fight if the party tries to stop them from escaping with the treasure.

BUGBEARS, 16 (These chaotic evil creature's vital stats are HD 3d8, HP 15, and AC 17. Their primary attributes are physical. They attack with morning stars for 2d4 points of damage, or at a range with a javelin for 1d4 points of damage. Their special abilities are 60' darkvision. They each wear breast plate armor, and carry morning stars, and 3 javelins).

TREASURE: The bugbears have the strongbox from the mint. This huge chest has 3,578 gp and 6,324 sp. One bugbear wears

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a cloak of charisma (+2) pinned about his waist in a make-shift loincloth under his armor. Another wears a diamond ring through his nose (1,000 gp).

SITE 4: OFFICER'S VILLA

This fine villa was undoubtedly once the home of an important personage in Gaxmoor, but the beautiful hedges and flowerbeds, which were arranged so artistically around the building, have been trampled and largely decimated. The remaining fauna grows wild and unchecked. A cage is suspended high above the main entrance. The cage shifts occasionally, giving evidence that something alive is trapped within those bars. As you cautiously inch forward for a better view you see that a man is imprisoned in the small cage. He has long filthy hair and is emaciated. He looks gaunt and unwell, his uniform in tatters.

The poor unfortunate is Colonel Tiberius, who was the officer in charge of the city guard when Gaxmoor was attacked by the hordes of humanoids. He stood his ground to organize a defense and was knocked senseless. He is now a favorite toy of the bugbear Panchmo.

If a player is an Imperial, the CK should stress the need to rescue this popular commanding officer. If rescued, Tiberius may assist the party on one mission after he is healed and rested. Or, if a party member has been killed, he may be used as a new character starting as a 3rd level fighter. He is obviously motivated to seek revenge for the brutal death of his family and he wants to rescue any other Imperials captured by these vile fiends.

TIBERIUS (He is a lawful good 3rd human fighter whose vital stats are HD 3d10, AC 11, and HP 21 (currently 6). His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 16).

Inside the villa is Panchmo Sargiles, the sub-chief of the bugbears under the command of Harecules. He has four bugbear sergeants with him, as well as his pet owlbear, Gr'root. Panchmo uses a bastard sword in one hand while in the other hand he fights with a bronze +2 short sword. The studs on his impressive masterwork studded leather armor are 48 gems (100 gp each). If the gems are removed, the armor loses its masterwork quality. This armor fits any larger-than-average character up to 8 feet in height.

PANCHMO SARGILES, BUGBEAR SUB-CHIEF (He is a chaotic evil bugbear with the abilities of a 6th level ranger and 3rd level rogue whose vital stats are HD 11d8, AC 19, and HP 72. His primary attributes are physical. In combat he fights with a broadsword in one hand, taking a -2 to hit for a total of +9, and doing 1d10 damage, and a +2 bronze short sword in the other for -3 to hit, for a total of +8, for 1d6 +2 points of damage. His special abilities are 60' darkvision. His favored enemies are humans. He wears expert-quality bronze studded leather armor encrusted with 48 gems (100 gp each), and carries a bastard sword and a +2 bronze short sword).

GR'ROOT, OWLBEAR (This neutral creature's vital stats are HD 5d10, AC 15, and HP 47. Its primary attributes are



physical. In combat it attacks with two claws for 1d6 points of damage and its bite for 2d6 points of damage. Its special ability is improved grab, which forces a victim of both its claw attacks in a single round to make strength save or be caught in the owlbear's hug for 2d8 additional points of crush damage. The victim can attempt to break free of the hug every round, but until he frees himself the owlbear does crush and bite damage to them automatically each round).

Panchmo has his pet with him at all times. Gr'root has a collar (actually a belt for a human) made of sobekki hide and studded with fire opals (10,000 gp).

BUGBEAR SERGEANTS, 4 (These chaotic evil creature's vital stats are HD 5d8, HP 33, and AC 17. Their primary attributes are physical. They attack with morning stars for 2d4 points of damage. Its special ability is 60' darkvision. They wear leather armor, carry small shields, and wield morning stars. Each has 3 javelins and carries 4d12 gp).

TREASURE: The only things of value to be found within are the provisions that the leader of the bugbears thought particularly delicious; four barrels of Black Feather Stout, a tasty beer.

SITE 5: RUINED VILLA

Heaps of stone and charred beams are all that remain to mark what was once, undoubtedly, a lovely villa. The structure has been burned and large portions have collapsed. The ravaged condition of this building makes it appear to be somewhat hazardous to explore.

Anyone exploring the ruins cause more walls to give way (6d6 damage, dexterity save CL 8 for half damage).

SITE 6: HOME OF COLONEL TIBERIUS

Overtaken stone flowerbeds, withered shrubbery and trampled vegetation surround this grand manor home. The garden was assuredly a mark of pride for the former residents, but now it is partially destroyed and beginning to go wild. The house has fared no better than the surrounding gardens. The windows have been smashed and even the door lies broken. The whole scene is one of disarray. You can smell unwashed bodies and urine from the edge of the ruined garden.

This building houses a group of drunken bugbears. This group is all drunk, and is incapable of putting up much of a fight, each taking a -2 penalty to hit. Unless the party makes its presence known before they enter, when combat begins it will take each bugbear 1d4 rounds to get his weapons and prepare to defend itself. One bugbear lays passed out on the broken dining room table, still clutching an open 3/4 empty bottle of aged cognac from the Colonel's liquor cabinet. The bugbear has a heavy pick tucked in his belt and a concealed +1 dagger. The master bedroom has the skeletal remains of the Colonel's wife and three children. A large frying pan lies discarded nearby, the weapon of last resort for a mother trying to protect her children.

BUGBEARS, 4 (These chaotic evil creature's vital stats are HD 3d8, HP 15, and AC 17. Their primary attributes are physical. They attack with morning stars for 2d4 points of damage, or at a range with a javelin for 1d4 points of damage. Their special abilities are 60' darkvision).

SITE 7: RUINED DRAINAGE HUT

This small public structure has been ruined by fire. The horrid aroma seeping up out of the ruins gives you an idea of the old purpose of the structure. This must have been a sewage conduit which is now broken. Thick foul liquids are pooled around the area making it a place you would rather not investigate.

All the sewer houses and sewer drains lead into the sewer system and point to point movement is possible with a very likely wandering monster encounter (see The Labyrinth below).

SITE 8: RUINED HOUSE

It is difficult to guess what this fire-ravaged structure might once have been. What still stands looks unstable and dangerous to enter.

Exploration causes the floor to collapse, sending the PC's to the basement. A successful dexterity save (CL 10) avoids the fall; otherwise the victim suffers 3d6 damage.

SITE 9: WEALTHY HOME OF A CLOTH MERCHANT

This must have been the residence of a prosperous merchant before the sacking of the city. Detailed carvings on the front columns, a tall hedgerow surrounding the front lawn, and a marble fountain all contribute to the elegance of the manor. However, what lives here now has no sense of style or decorum. The windows are boarded over with a hodgepodge of materials and cloth that has been wedged in the cracks to block out any natural light.

The building is infested with goblins! A hoard of 240 goblins fills this building from the basement to the upper level. These are the shock troops of Harecule's army. The hoard is organized into divisions of 30 goblins, each led by an elder guard. The goblins are generally lazy and disorganized when not under the direct supervision of other leaders, such as the bugbears or hobgoblins. This foul bunch has little treasure left. They spent most of their meager share buying beer from the Black Feather mercenaries (see Inner City, Site 27). Each goblin has 1d6 sp.

Hess, the goblin shaman lives in the master bedroom of the manor. He has two acolytes with him, and they have a shrine dedicated to Narrheit set up in their quarters. They use a set of silver candlesticks (125 gp) and a jeweled dagger (1,200 gp) during their sacrifices to the evil deity.

HESS, GOBLIN SHAMAN (He is a lawful evil shaman whose vital stats are HD 4d6, AC 18, and HP 18. His primary attributes are mental. His significant attribute is wisdom 14. He fights with a light mace for 1d6 points of damage. His special ability is 60' darkvision. He wears a chain shirt, carries a small iron shield and a light mace, and wears a stone holy symbol. He has in his possession the following spells on scrolls: cure light wounds x3, and hold person. He also has 5 vials of unholy water, a pearl ring (500 gp), and a pouch with 25 gp and 20 pp.

He currently has the following spells: 0- detect magic, detect poison, first aid, mage hand 1st- cure light wounds, magic missile, shield 2nd - darkness, mirror image).

GOBLIN ACOLYTES, 2 (These lawful evil creature's vital stats are HD 1d6, HP 5, and AC 16. Their primary attributes are mental. They attack with light maces for 1d6 damage. Their special ability is 60' darkvision. They wear scale mail, carry small wooden shields, light maces, and wear wooden holy symbols.

The acolytes have the following spells: 0- detect magic, detect poison, first aid, mage hand 1st- cure light wounds, shield).

GOBLINS, ELDER GUARDS, 8 (These lawful evil creature's vital stats are HD1d8, HP6, and AC 16. Their primary attributes are physical. They attack with hand axes that do 1d6 points of damage. Their special ability is 60' darkvision. They wear scale mail, carry small wooden shields, and have two hand axes each. Each also wears a gold bracelet (250 gp) with the image of their foul god).

GOBLINS, 240 (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with morning stars that do 2d4 points of damage, or at a range with javelins that do 1d4 points of damage. Their special ability is darkvision. They each carry a morning star and 3 javelins).

SITE 10: THE DEEP WELL

All those that enter the city's primary water source will feel the coolness from the depths below. Stone steps spiral down into the darkness threading their way around the 70 foot wide circular hole. A rather large hole has been torn in the ceiling as if it were burst apart from the inside. You hear a reverberating echo from deep within the cool cavity, possibly some bird of prey.

This is an entrance to the Labyrinth (see below). If too much time is spent near or within the well a d6 should be rolled and on a roll of 6 a Gargoyle is encountered either coming from or going to the well.

SITE 11: GLADIATORIAL TRAINING SCHOOL

A rather dreary nondescript building surrounded by a 20 foot high bronze fence occupies the northwest corner of the city. The courtyard is filled with wooden combat sparring dummies, many of which are hacked up and splintering. Apparently no one has been repairing any of the equipment here recently. The building, however, must be occupied because smoke is rising from the chimney. You smell some unidentifiable meat cooking inside. (See map, p. 109)

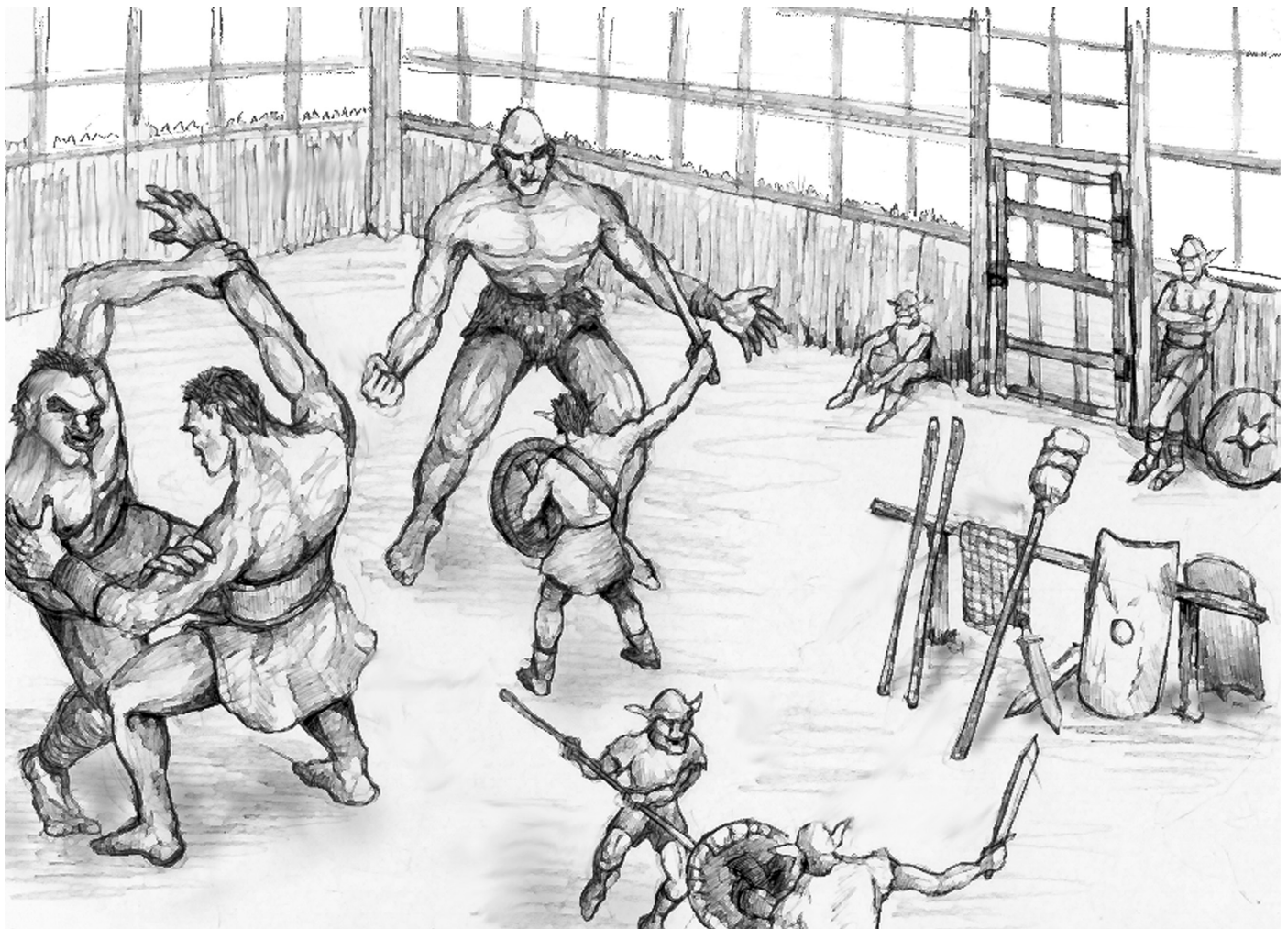
This is a slave holding pen providing fresh victims for the games. Of course, slaves are made to do manual tasks until they are pulled screaming to their fates. What the adventurers smell is the slaves cooking assorted meats and baking other treats for the humanoids. If the slaves fail to do one of their chores to the hobgoblins' satisfaction, the slave is killed and eaten.

The guards are made up of one bugbear overseer and 12 hobgoblins. If attacked, they try to sound the alarm by blowing the signal horn on the wall, bringing bugbear and goblin reinforcements to bear against the PC's. It takes the bugbears 4-24 melee rounds to show up, and the goblins 6-36 melee rounds (they don't want to be the first to respond to a dangerous situation).

The prisoners include: an old man (the governor's chef), 7 orcs, 1 hobgoblin, 3 goblins, 2 wild sobekki, an ogre, 7 muhroydians, and a young noblewoman named Claudia.

CK'S NOTE: Claudia may either be a helpless damsel or, if needed, a replacement Imperial of any class for a new player character.

If given a chance to escape, the wild sobekki may attempt to kill anyone blocking their way to the swamp and they do not talk or assist the party. If the party goes to the swamp after freeing these wild sobekki, they do not attack out of hand.



The hobgoblin and goblins actively fight against the party if given a chance to try and gain back their freedom. If asked, the orcs will assist the PC's, otherwise they look for an opening to bolt and run. The muhroydians fight everyone until a chance to escape looks good. The ogre, named Arturo, (see Inner City, Site 68) is filled with anger over being imprisoned. Panchmo decided to do away with him because he believed Arturo was plotting against him. The ogre will fight until all the goblins and bugbears are slain.

BUGBEAR OVERSEER (This chaotic evil creature's vital stats are HD 3d8, HP 22, and AC 18. Its primary attributes are physical. It attacks with a morning star for 2d4 points of damage, or at a range with a javelin for 1d4 points of damage. Its special ability is 60' darkvision. He wears breast plate armor, carries a small wooden shield, a morning star, and 3 javelins).

HOBGOBLINS, 12 (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision. They have steel breast plates, small shields, long swords, and 3 javelins each. Two of them have longbows and a quiver with 12 arrows each which they fire for 1d6 points of damage. They each have 1d4 gp and 1d6 sp).

ARTURO THE OGRE (This chaotic evil creature's vital stats are HD 4d8, HP 30, and AC 16. His primary attributes are physical. He attacks with his huge fists for 1d10 points of damage until he can find something to arm himself with. Its special abilities are 60' darkvision and twilight vision).

The stats for the other slaves should be rolled independently as needed.

There is nothing of value in the building.

SITE 12: RANSACKED HOME

The integrity of this structure is poor at best. Fire has ravaged most of the timbers and large parts of the building have collapsed into the basement.

Anyone digging or climbing through this ransacked home must make a dexterity save (CL 5) or fall into the basement for 3d6 damage.

SITE 13: THE COLOSSEUM (SEE MAP P. 109)

A magnificent structure stands before you. This huge building appears to be an arena much as the ancients used for competitions. Undoubtedly this was the site of many a gladiatorial combat! And it seems that the invaders are fans of such sport as well. You can hear the rumble of bass drums, the blare of horns, and the harsh shouts of voices raised in boisterous celebration. As you take a closer look you see the open roof of the Coliseum has been covered by a patchwork tarp made from a disgusting amalgamation of hides, skins and pelts. No rhyme nor reason was used in the construction of this device; as cattle and horse hides are intermixed with orcs, goblins, and human skins. After a moment of shock and horror, it occurs to you that you can use the chaos and confusion of this event to get a better look at the evil which has infested Gaxmoor.

Games are in progress the first time the party finds the Coliseum. On subsequent visits, the games may be held only if some players have been captured or if the group agrees to a contest of strength in the Coliseum. This is a deal that the adventurers will be hard pressed to win, as these evil beings have no sense of honor and will try to ensure the PC's are slain (in an entertaining fashion if possible).

As the party approaches, seven sobekki workers fight for their lives in the arena. The largest sobekki is Hsarrth, the son of the sobekki leader, Hsithra (see Outer City, Area 23). If the party can rescue Hsarrth they will earn the complete cooperation of Hsithra and his village. The sobekki prisoners are engaged in a fierce combat with 2 bar tangi (see Appendix B: New Monsters).

Lying in bloody piles on the sand covered floor are the bodies of four sobekki and eleven orcs; casualties from the first fight. The survivors are to face four gnolls who are being punished for sleeping while on guard duty.

If the party decides to assist the sobekki, a roar passes through the crowd. Panchmo silences the crowd by banging the large bronze gong next to his chair. The gnolls are sent out immediately to battle the PC's. Every round the crowd throws 1d6 missile weapons at the party. To escape being mobbed by the assorted humanoids and their leaders, the party has to create some sort of confusion or concealment, such as a *fog cloud*. This action will undoubtedly heighten the alertness of the goblins and motivate the various factions to be more cooperative with one another.

The audience is packed with half of the available total number of goblins, gnolls, bugbears, and all their surviving leaders. There is a makeshift grill pit on the south wall of the Coliseum. Eight goblins are busy cooking the recently slain combatants. Periodically, four of them will run out to grab another body for the grill. Other goblins are walking through the stands selling the fresh meat and skins filled with Black Feather Stout.

Seated in the place of honor at the north end of the Coliseum is Panchmo Sargiles. He is surrounded by his personal guard of bugbears with Hess (the goblin shaman, see Inner City, Site 9) and his entourage on his right. To the left, on his dais is the large bronze gong used to signal the release of the next wave of creatures to battle in the Coliseum. All the goblin totems and flags are arrayed nearby.

Severed heads on spears and blood-painted symbols adorning tattered squares of cloth decorate the area. A group of hobgoblins are beating out a rhythm on a set of four large kettledrums, punctuated by blasts from large hollowed out cattle horns. A fifth drum of special construction is there, but is not currently being played.

DRUMS OF DREAD: The drums are made with wood cut from a druid's grove, with elf skin stretched across for the head and stitched with dryad intestine. This drum is an evil talisman dedicated to Narrheit and sounded only in battle. The dreadful sound of this drum bolsters all worshipers of the dread god Narrheit within the area of effect (120'), giving a bonus 1d8 temporary hit points, +1 to attack rolls and a +1 to saving throws against fear

effects. All these benefits end when the beneficiaries can no longer hear the drums. All good-aligned creatures in the area of effect must make wisdom save (CL 2) or take a -2 on attack rolls, saving throws, and ability checks for as long as they hear the drums.

Panchmo will have the drums sounded if the party is doing too well or takes the fight to the stands.

Attacking the troops in the Coliseum would be suicidal.

HSARRTH, SOBEKKI CHIEF (He is a lawful neutral creature with the abilities of a 4th level ranger whose vital stats are HD 4d8 , AC 16, and HP. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 20. He fights with a trident for 1d8 points of damage, or with his bite for 1d4 points of damage. He swims well (40 ft) and can hold his breath for 4 times as long as a human He currently does not have any sobekki war paint. He wears reed armor (+1 AC) and carries a small wooden shield, and currently carries a trident).

SITE 14: THE HALL OF HEROES

This is another open building protected from the elements by a stone roof and held up by rows of pillars. Inside stands a series of statues depicting ancient warriors, with writing etched into the stone below each figure. Many of the figures seem to be from an even more distant past than the rest of the ancient city.

Near the center is a very old statue of Hezu Narvium, a martyred hero of Gaxmoor. The PC's can make an intelligence check (CL 12) to recognize the statue – clerics treat their intelligence as a primary attribute for this roll. A cleric of the Urnus Gregaria gains a +10 bonus to the roll. Otherwise, he is just another heroic sculpture.

Hezu Narvium was a powerful cleric of Urnus Gregaria, the God of Travel, who died in a great battle against an invading army of northern barbarians. The statue is garbed in plain brown robes with clerical vestments draped around its shoulders. Hezu has his gnarled staff held aloft and appears to be in the middle of invoking some divine power.

If a non-evil PC prays to the statue or attempts to implore Hezu for help, the statue animates into flesh. The statue tears off a small piece of his scapular (a part of his clerical vestment) and hands it to the character. Hezu tells the PC to invoke this talisman when threatened by evil foes. When used, the player will have a *holy aura* spell (15th level caster) cast upon him or her. Hezu assists the party only once.

SITE 15: THE CITY PARK

Nestled between the two ornate temple buildings is a pleasant little garden with a large pool and two statues. The pool seems to have been for public use, perhaps to cool off in the heat of the day. The statues are of a young man and a woman openly frolicking amongst the shrubs and flowers. Many of the plants are now trampled down, but the beauty of the place yet remains.



There are no encounters or anything of importance to the PC's here but for the possibility of fresh water.

SITE 16: THE PUBLIC ORATORIO

This stone pavilion is open to the winds, which have packed it with leaves. The peaked stone roof is held up by a series of stone pillars. Well-worn stone benches mark this as a public meeting place. Images of men and women gathered together in free and open debate come to mind. In a series of outer benches, the commoners must have gathered to listen to all that transpired within. Hardly the system of government practiced by the current occupants of Gaxmoor. There is a clear glass case on the podium.

In the clear glass case (magically hardened: AC 20, HP 20) is an open scroll. This edict grants the right of free and open speech to all lawful citizens of Gaxmoor. The edict also grants immunity for seditious speech as long as it is confined to the Public Oratorio and is not used to incite rebellion.

In fact, the Edict is a powerful magic device that compels people reading it to speak from their heart. Anyone reading the document must make wisdom save (CL 15) or be forced to reveal their deepest secrets and feelings to those around them. Additionally, anyone within a 50 foot radius of this Edict suffers a -10 modifier to any saves versus all forms of scrying or divination magic. These edicts were standard tools used by the city guards to monitor and control any potentially dangerous thoughts amongst the populace at large.

SITE 17: TOTALLY RUINED HOME

Yet another building destroyed in the fiery blaze caused by the servants of evil lies in front of your group. Little remains standing, and what does is badly burned. Something has beaten pathways leading from this ruin going both toward the Coliseum and toward the Circus Maximus. Some band of evil scum must have its lair in a nearby building.

Anyone who digs or climbs through the rubble must make a dexterity check (CL 5) or fall through the floor taking 3d6

points of damage. The track has been made mostly by those creatures tramping to and from the "Circus" events.

SITE 18: THE GALLOWS TREE

What was once a pleasant fruit orchard has been transformed into a gruesome scene. Instead of succulent apples or pears, one tree has several human corpses hanging from its branches. Below the bodies you see freshly turned dirt. It appears that some madman has decided to plant a garden beneath a gallows tree.

This is the garden of Evander the wizard. He is a talented alchemist and grows mandrake root for use in the brewing of several potions. It is common knowledge that mandrake grows best beneath a recently hanged human (intelligence check, CL 2). When the supply of mandrake runs low it is best to stay out of sight!

SITE 19: THE VINE ENCRUSTED MANOR (SEE MAP P. 105)

If it weren't for the windows and the regular shape of this building you would think that nothing but assorted vegetation claimed this space. This grand two story manor house has been swallowed up in a proliferation of ivy and other creepers. An occasional glimpse of stone is visible beneath the flora as you stride toward the entryway. The lawn and surrounding shrubbery are well maintained and do not appear to have been vandalized.

Evander, the evil wizard and alchemist, has set up shop in this old mansion. He came with the invading army in hopes of discovering long lost secrets concerning arcana and potions. He has settled here in this quaint old ivy covered mansion.

A magic mouth is activated upon entering the premises; "WHO DARES ENTER THE ABODE OF EVANDER, UNINVITED?" This serves to warn the master of the house that someone is in his sanctum. He scrys the entryway and cast defensive spells in preparation for combat if he sees a battle scarred party of adventurers in his home.

The front door is *arcane locked* (12th level) and is of solid oak-manufacture (AC 15, HP 20). All the windows are securely shuttered and *arcane locked* (12th level, AC 12, hp 15).

Evander is completely engrossed with alchemy experiments at the moment. The basement of the residence serves as his laboratory and is filled with many bottles, flasks, bubbling beakers, and the like. He has enslaved (charmed) a large earth elemental to guard his precious laboratory. The wizard has completed the following potions: *spider climb*, *water breathing*, *neutralize poison*, and *blur*. None of the bottles are labeled and the PC's need to cast *detect magic* to identify them as completed potions from the array of unfinished mixtures.

Evander is currently working on a unique regeneration potion. He needs the blood of a troll and dirt from a vampire's coffin to be

able to manufacture the potion. He offers the party one of these potions if they bring him both of these ingredients. Whether he lives up to the deal depends on the strength of the group. If the party manages to defeat Evander, the recipe for his new alchemical experiment is the latest entry in his alchemical journal.

EVANDER (He is a neutral evil 12th level human wizard whose vital stats are HD 12d4, AC 16, and HP 36. His primary attributes are dexterity, constitution, and intelligence. His significant attribute is intelligence 20. He tries to avoid hand to hand combat, but if pressed he fights with his concealed +2 dagger for 1d4+2 points of damage. He wears a +4 cloak of protection (as a ring of protection), carries a staff of the woodlands, possesses a ring of earth elemental command, a ring of invisibility, a bag of holding (type III), a dusty rose ioun stone, an iridescent spindle ioun stone, a wand of burning hands (22 charges), a wand of ice storm (7 charges), a rope of entanglement, Lothian's Book of the Woodlands (filled with his spells), and a concealed +2 dagger.

He currently has the following spells memorized: 0- *detect magic* x4, *endure elements*, *prestidigitation* 1st- *change self* x2, *comprehend languages*, *floating disc* x2, *shield* 2nd- *darkness*, *detect thoughts*, *enhance attribute*, *fog cloud*, *see invisibility* 3rd - *clairaudience/clairvoyance*, *dispel magic* x2, *gaseous form*, *suggestion* 4th- *arcane eye*, *fear*, *minor globe of invulnerability*, *wall of fire* 5th- *cloudkill*, *passwall*, *teleport* 6th - *chain lightning*, *mass suggestion*).

EARTH ELEMENTAL, LARGE (This neutral creature's vital stats are HD 8d8, HP 49, and AC 19. Their primary attributes are physical. They attack with 2 slam attacks that do 2d8 points of damage. Its special abilities are earth mastery, which give it maximum damage with its slam attacks against opponents touching the ground, but a -4 penalty to flying or swimming creatures, earth glide, which allows it to move through solid earth at its normal movement rate).

SITE 20: THE CIRCUS MAXIMUS

A large alabaster stone structure dominates this section of the city. This massive oval building was undoubtedly used as some kind of public meeting place. Several sets of wide steps lead up to arched portals. You cautiously creep up the steps and peer inside the building. The interior is open to the sky and has many rows of stone benches surrounding the center. As you examine the layout, you realize that this place was used to hold sporting competitions. A race track runs around the interior and there are sandpits and other assorted equipment in the center. The place has been used recently - litter, spoiling food, and other refuse clutter the benches and the walkways everywhere. Blotches of rust color mar the sandpit in the center of the amphitheater. A chariot lies smashed off to one side and weapons are strewn about the place. Obviously no civilized games have been held here recently.

The Circus Maximus is so small that the owners had to set it up for each particular event, changing it for the needs of the entertainment it featured that day.

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Now the orcs use it without cleaning up the mess from their last festivities; hence why the destroyed chariot, vaults, jump pit, and wrestle ring equipment lay scattered about haphazardly.

This is where the orc group holds games occasionally with captured hobgoblins or other victims. This is always a risky proposition since Heracles's goblinoid troops are slightly more powerful than the two orc clans. The orcs hold their games the day after Panchmo holds an event at the Coliseum, counting on the goblin horde's hangovers from consuming mass quantities of Black Feather Stout to keep them out of the action so the orcs can enjoy their sport in relative safety.

The gnolls, under Harrg, have been going to both events. Harrg is attempting to play the two sides to his advantage and is on good terms with both factions (see Inner City, Site 24).

CK'S NOTE: Half of all the available orcs from both clans attend a "sporting event" as well as 75% of the orc leaders. If the gnolls are still playing the hobgoblins and the orcs against each other, then twenty gnolls as well as Harrg and Clasch will be at the Circus Maximus during any event.

SITE 21: THE HOME OF BONES

What was once a lovely little home is now the resting place of hundreds of dead creatures. Bones from all sorts of creatures, as well as humans and humanoids fill the door and windows. This chaotic tangle of so many mismatched skeletons is a grim reminder that the invaders show no mercy.

At first glance there is nothing of note in this building. It is used as a place to dump the trash from the games at the Circus Maximus. Inside the building, amongst some of the earlier deposits of bodies and trash, is a magical long sword (DC 15 Search).

TREASURE: Long sword of goblin slaying +1: This is a goblin bane sword (+3 vs. goblins) that glows when goblins are within 60'.

SITE 22: THE COIN AND PRECIOUS METALS EXCHANGE CENTER

Only strewn rubble marks the place where a stone building once stood. Broken picks, shovels, and a few homemade tools, litter the area. The floor of this building has been excavated and the walls have collapsed. No section of the floor is intact with some of it dug out over ten feet in depth. Someone went to a whole lot of trouble in searching for some sort of buried treasure.

There is nothing of note in this area, but if the PC's spend a great deal of time here they may attract attention from the neighboring power groups as well as wandering monsters/patrols (see Site 24).

SITE 23: TAX AND TITLE OFFICE

A few charred timbers and badly scorched stones give evidence to another act of arson by the savage humanoid invaders. You wonder at how the building remains standing after such an intense fire. A stone marker in front of the place has a picture of a scroll or edict with the Imperial eagle stamped on it. This place must have housed some sort of records office. If so, hundreds of years' worth of records were doubtless consumed in flames in a matter of minutes.

Anyone who enters this weakened structure must risk a dexterity save (CL 12) or fall through the interior ruins into the basement below for 4d6 damage. If someone successfully gets to the basement they find a fresh tunnel (the work of muhroydians) leading off towards Grain Press Mill (Site 25A below).

SITE 24: THE GREEN INN (SEE MAP P. 110)

A banner, hanging outside this large building, depicts a gladiator wearing green, holding his trident up in victory, looking down on the form of an enemy wearing a blue loin cloth. Smoke can be seen coiling up the chimney as well as from several broken windows. The sound of many loud voices blend with that of the instruments, vaguely resembling the death cries of cats. You see a gnoll, slouched over, heaving his guts out against the side of the building. (see Map, p. 55)

The Green Inn is the home of the gnoll mercenary group. Fifty-seven gnolls serve under the vicious gnoll leader Harrg and his toadying sidekick Clasch. They work as a team, killing any gnolls who seek to rise above the pack.

Harrg is under the control of Harecules but he secretly despises his lowly position and has been having secret meetings with the orc leader, Grond (see Outer City, Area 16). The talks are deadlocked since neither trusts the other. Harrg sometimes captures small groups of hobgoblins or orcs and trades them to the other factions for goods.

HARRG (He is a chaotic evil exceptional gnoll with the abilities of a 6th level ranger, whose vital stats are HD 6d8, AC 18, and HP 54. His primary attributes are strength and constitution. His significant attribute is strength 15. He fights with a +2 battle axe for 1d8+2 points of damage. His special ability is 60' darkvision. His favored enemies are elves. He wears +1 studded leather armor, carries a +2 battle axe, an expert-crafted short sword, a short bow, a quiver with 15 arrows, and a necklace of elf ears).

DESCRIPTION: Harrg is huge, a wild-eyed gnoll that enjoys killing and destruction even more than most of his kind. He and his partner Clasch venerate Narrheit, and this devoutness is the crux of their friendship. Harrg is ambitious and is looking to expand his band of gnolls by killing off Panchmo or Vegg and taking over their position. His studded leather is notable due to the dark red color of the leather and blackened metal studs. The armor was dyed in elf blood to attain its peculiar color, and is one of Harrg's prized possessions. He displays his necklace of ears (all elfen) prominently on his chest at all times.

On two of the ears the ears are gold hoops (50 gp each) and a diamond earring (1,500 gp). In combat he attacks elves first if at all possible. Harrg likes to hurl himself into combat fighting two-handed. He also likes to cut down the weakest opponents first, as others soften up the tough opponents. He then engages the weakened opponent and takes full credit for defeating them.

CLASCH (He is a chaotic evil exceptional gnoll with the abilities of a 4th level cleric whose vital stats are HD 4d8, AC 18, and HP 25. His primary attributes are constitution and wisdom. His significant attribute is wisdom 17. He fights with a +1 light mace for 1d6+1 points of damage. His special abilities are 60' darkvision. He wears a full chain suit, carries a +1 large iron shield, a +1 light mace, and wears a large gold necklace (250gp each), a platinum armband (750gp) and a pair of ruby earrings (1500gp).

He currently has the following spells: 0- detect magic, first aid x3
1st- cure light wounds x2, shield of faith 2nd – aid, hold person).

DESCRIPTION: Clasch worships Narrheit, the lord of chaos and destruction. He dresses in an eclectic mix of old equipment and finery pilfered from the city. Clasch relishes combat and will get into melee as soon as possible. He prefers to prepare for battle by casting *shield of faith* and *hold person* on the toughest looking opponent. He wields a +1 mace and carries a +1 medium steel shield.

GNOLLS, 57 (These chaotic evil creatures vital stats are HD 2d8, HP 9, and AC 15. Their primary attributes are physical. They attack with their battle axes for 1d8 points of damage or can slam for 2d4 points of damage. Their special ability is darkvision, which extends 60'. Each wears a suit of scale mail and carries a large shield and a battle axe. Four of them have short bows and 12 arrows that does 1d6 points of damage. Each one has 1d10 gp and 1d20 sp).

CK'S NOTE: The first time the Green Inn is found by the party, twenty of the gnolls will have gone to either the Coliseum or the Circus Maximus. They will come running if there is the sound of battle at the Green Inn.

TREASURE: Upstairs in Harrg's room are 3 boxes filled with the remainder of his loot. The treasure consists of 3,420 cp, 1,200 sp, and 144 gp, as well as three barrels of Black Feather beer. Haarg invested the rest of his wealth in Feather Stout and honey mead. The cellar contains smoked meat of some kind, four barrels of Black Feather Stout, and two barrels of honey mead. Fourteen of the gnolls each have one 100 gp pearl, all that remains from a victim's necklace. The miscellaneous coins found on the gnolls total 9 cp, 300 sp and 23 gp.

SITE 25: THE OLD MILL AND GRANARY

(SEE MAP P. 111)

A. As you look through the broken door of what must be the oldest grain mill of Gaxmoor, you see a huge round stone with a long wooden shaft extending from the center. You also see yokes and assorted tack for very large animals. Otherwise, the structure is empty.

This is the grain press (mill), where either an oxen team or slaves were used to make flour. With the decline in population, as well as the introduction of the water mill (see below), this structure rarely saw any use.

B. A new door has been placed on this round stone building. A massive padlock is clearly visible as you approach the building's entrance.

The lock is of excellent quality and in great condition (open locks CL 15). The Black Feather band (see Inner City, Site 27) lays claims on all the grain contained within for brewing their beer. They have warned off the other groups not only with the threat of violence but the more potent danger of having their beverage supplies cut off!

C. Another new door has been placed on this round stone building. The massive padlock is clearly visible as you approach the building's entrance.

This is a round stone building with a new door. It has a huge padlock keeping it shut.

Another masterwork lock keeps this empty silo safe (open lock CL 15). The Black Feather band has used all the grain stored in this silo to make beer. They have left the lock on the door out of habit- than for anything else.

D. A new door has been placed on this round stone building. A massive padlock is clearly visible as you approach the building's entrance. Obviously someone wants to protect something of value contained within.

This door has the same style padlock as the other silos (open locks CL 15).

After they open the door:

A foul odor greets you as you open the door. You see eight bloated old muhroydian carcasses and a heap of dead giant rats scattered around the floor.

If the players check the corpses, give them a clue that a very powerful poison was used to kill the muhroydians (intelligence check CL 3 to notice blackened veins and tongues turned purple). The Black Feather band discovered the muhroydians here in the near empty silo. This was the start of a war between the two groups. The battles occur often, almost weekly, as armed groups head over to the new mill (see Site 66) to forage for more grain. The muhroydians tend to retreat quickly, because they fear the potent poison of the Black Feathers. They would love to destroy the hated interlopers and save the remaining grain for themselves if the opportunity arose.

SITE 26: THE RANSACKED MANSION

This once lovely mansion has been thoroughly ransacked. All the windows and doors have been shattered and the remains are strewn all about the grounds. Any large sections of wood which were in the home have been removed. And, the remains of a big bonfire are visible along with cracked human bones that litter the front yard.

The rubble strewn basement has a partially blocked passage leading out to the Half Caved-in Inn (Area 25).

SITE 27: THE RESTORED VILLAS

(SEE MAP P. 119)

You see a freshly painted villa. The area immediately surrounding the villa is clean and neat. A row of several twelve foot tall sharpened stakes, hammered into the ground in front of the villa, grab your attention. Whoever lives in this building has impaled a variety of humanoids on the stakes, dealing out a slow, cruel punishment. On one stake an orc is still vigorously wiggling and on a neighboring stake a hobgoblin is feebly twitching. Most of the other poles have corpses in different stages of decomposition. Peering down from the roof of the villa are four humans with bows. The bowmen all wear felt caps with a large black feather on one side. (see Map, p.117)

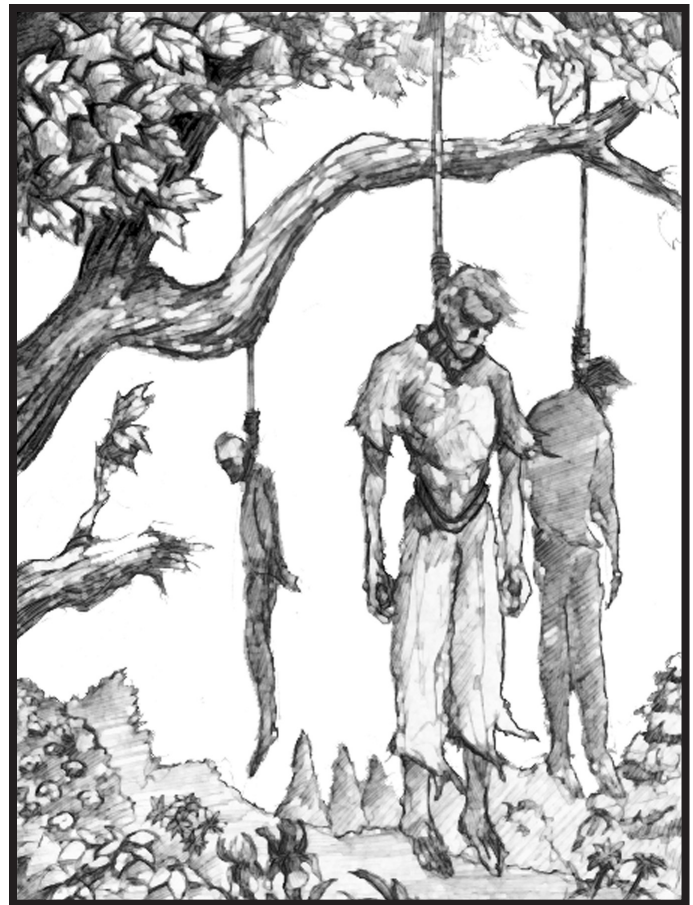
This is the base of the Black Feather band. These are men who have given up their pasts for profit. These men are all longbow men and each carry blood leech extract (see below) to poison their clothyard shafts. John of the Sure-Eye, the current leader, is a mercenary with few scruples.

These Black Feathers moonlight as brewers! The band is brewing bitter black beer in the villa. They have pieced together a copper brewing vat and distilling equipment from within the wreckage of the city. They make regular raids on the Old Granary to obtain fresh supplies of grain. The aqueducts are still functioning in this section of the city which makes the brewing process much easier for the group. Both the assorted goblin groups and the gnolls are purchasing their drink from the Black Feathers. Demand far exceeds the supply amongst this band of evil scum- and prices are high. These men are competitive businessmen - if the PC's can somehow convince them of the profitability of helping them, the band may agree.

CK'S NOTE: The orcs have their own honey mead operation going outside the walls (see Outer City, Area 16), and surprisingly, Grond's mead is better than the beer.

The Black Feather band are willing to sell their goods to the PC's if they are willing to pay the exorbitant prices. The band are instantly suspicious of the PC's and try to find out how they managed to survive alone in this dangerous environment. They may look on the PC's as bad for business if they are killing off their clientele. John of the Sure-Eye may decide to enlist the PC's assistance in some venture that is actually a ruse designed to get rid of them, perhaps having them walk into an ambush on the way to do John a task.

Black Feather Stout prices: 1 gp per quart, 30 gp per 10-gallon keg or 250 gp per 100 gallon barrel.



BLOOD LEECH POISON: All members of the Black Feather band use poison on their weapons. This poison is obtained from the blood leech and is a nerve-affecting poison which causes paralysis before death. Poisoned victims must make a constitution save (CL 5) or take 1d3 dexterity loss and 1d3 constitution loss, then make a second save one turn later to avoid a further 1d3 dexterity and 1d3 constitution loss. The poison affects the victim each and every time it enters the bloodstream. Each member of the band has one vial (5,000 gp per vial) of this poison, and each vial may coat two weapons or ten arrowheads. The poison is very difficult to obtain as the leaches, from which it is extracted, will only latch onto live prey and they are only found in the deepest darkest swamps. Generally, prisoners and/or animals are lowered into certain parts of the swamps and once they stop thrashing, are pulled out. The accompanying leaches are then harvested and milked of their poison.

The Black Feathers Commanders, Archers

FREDERICK "THE BEAR" (He is an exceptional neutral evil 6th level fighter with the abilities of a 2nd level cleric whose vital stats are HD 6d10, AC 20, and HP 44. His primary attributes are strength, constitution, and wisdom. His significant attribute is strength 18. In combat he uses an expert-crafted long sword for 1d8 points of damage, or at a range he uses his expert custom-made heavy crossbow that fires two bolts at once for 1d8 points of damage each (this attack requires two hit rolls). He wears +1 splint mail and a +1 ring of protection, and carries a +1 small wooden shield, and has the aforementioned long

sword and crossbow, a continual light torch, has a case with 6 +1 crossbow bolts, 12 expert made crossbow bolts, and 20 standard crossbow bolts, a potion of invisibility, three scrolls (read magic, guidance, protection from good), a heavy horse with studded leather barding and a light horse, both with full tack and saddle, and two vials of blood leech poison.

He currently has the following spells: 0- detect poison x2, light, purify food and drink 1st – cure light wounds, sanctuary).

RECO “RED” (He is a neutral evil 4th level fighter whose vital stats are HD 3d10, AC 18, and HP 15. His primary attributes are strength, dexterity, and constitution. His significant attribute is dexterity 16. In combat he uses an expert-crafted long sword for 1d8 points of damage, or at a range he uses his composite short bow for 1d8 points of damage. He wears breast plate armor and carries a black iron buckler, carries an expert-crafted long sword, an expert-crafted composite short bow, a quiver with 10 +1 arrows, 17 expert-craft arrows, 2 vials of blood leech poison, and has a light horse with full tack and studded leather barding).

MAXIMILLION “MAX” (He is a neutral evil 3th level fighter whose vital stats are HD 3d10, AC 18, and HP 18. His primary attributes are strength, dexterity, and constitution. His significant attribute is dexterity 17. In combat he uses an expert-crafted long sword for 1d8 points of damage, or at range he uses a composite short bow for 1d8 points of damage. He wears breast plate armor and carries a black iron buckler, carries an expert-crafted long sword, an expert-crafted composite short bow, a quiver with 5 +1 arrows, 15 expert-crafted arrows, 10 normal arrows, 2 vials of blood leech poison, and a light horse with full tack and studded leather barding).

ARCHERS, 37 (These neutral evil creature’s vital stats are HD 2d10, HP 14, and AC 17. Their primary attributes are physical. They attack with composite long bows for 1d8 points of damage, or in melee with long swords for 1d8 points of damage. They wear breastplate armor and carry bucklers, a long sword, a composite long bow, a quiver with 1 +1 arrow and 35 standard arrows, 2 vials of blood leech poison, and a light horse with full tack and studded leather barding).

SITE 28 A: THE RESTORED VILLAS

The villa ahead of you is an oddity in this war ravaged city. The building seems to be an island of normalcy in the middle of destruction. A fresh coat of paint has been applied and the grounds are neat and well groomed. Four human men-at-arms stand guard near the front gate. The guards are wearing matching sets of blackened iron breastplates and steel helms. The snorting and occasional nicker of horses can be heard somewhere to the rear of the building. The guards are looking at your group, but don’t appear to be particularly concerned with your presence.

These are the Black Halbardiers, a part of the Black Feather band mercenaries (Site 27). These fighters protect the deadly archers in combat. The Black Halbardiers are led by Lieutenant Harold Stonefist. He is a veteran commander and leads his men intelligently. The squad leaders, James “Mad Dog” Dixtex and

Loki Pellanore, each lead twelve halberd men. The halberd men always have at least four of the Black Feather archers on lookout in the upper level. The entire company responds in 1-4 rounds if there is an attack or the alarm is raised.

The Black Halbardiers and Commanders

HAROLD STONEFIST (He is a neutral evil 6th level human fighter whose vital stats are HD 6d10, AC 18, and HP. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 16. He fights with a two-handed sword for 2d6 damage. He wears +1 plate mail, and carries a two-handed sword, wears a gold belt buckle encrusted with gems (850 gp), and has 32 pp, 47 gp, 22 sp, & 7 cp).

JAMES “MAD DOG” DITEX, LEADER OF THE FIRST SQUAD BLACK HALBARDIERS (He is a neutral evil 3rd level human fighter whose vital stats are HD 3d10, AC 17, and HP 21. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 16. He fights with +2 cursed berserking long sword for 1d8+2 points of damage. He wears a suit of expert-made banded mail, carries an expert-made buckler and an expert-made halberd, 2 vials of blood leech poison, and a light horse with full tack and studded leather barding).

LOKI PELLANORE, LEADER OF THE SECOND SQUAD OF THE BLACK HALBARDIERS (He is a chaotic evil 3rd level human ranger whose vital stats are HD 3d10, AC 17, and HP 24. His primary attributes are strength, dexterity and constitution. His significant attribute is strength 17. He fights with a +1 human bane long sword for 1d6+1 points of damage. He wears a +1 mail shirt, carries an expert-made buckler, an expert-made halberd, a light crossbow, 5 +1 crossbow bolts, 10 normal crossbow bolts, a heavy horse with full tack and barding).

FIRST SQUAD HALBARDIERS 12 (These neutral evil creature’s are all 2nd level human fighters whose vital stats are HD 2d10, HP 17, and AC 16. Their primary attributes are physical. They attack with halberds for 1d10 points of damage. They wear steel breastplate and carry halberds, and 2 vials of blood leech poison each. Each has a light horse with studded leather barding as well).

SECOND SQUAD HALBARDIERS, 12 (These neutral evil creature’s are all 2nd level human fighters whose vital stats are HD 2d10, HP 17, and AC 16. Their primary attributes are physical. They attack with halberds for 1d10 points of damage. They wear steel breastplate and carry halberds, and 2 vials of blood leech poison each. Each has a light horse with studded leather barding as well).

SITE 28 B: MERCENARY’S STABLES

A large cobblestone and wood building occupies the space behind the fine villa to the east. This is quite obviously the stable for the nearby residence. The neighing of horses and the sound of shod hooves striking the wall echoes from the building. A large set of double doors lead into the barn.

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Inside are one-hundred sixty-eight horses (14 heavy horses, 60 light horses, and 88 packhorses), as well as the saddles and tack for them all. Each of the warhorses also has studded leather barding hung nearby. This place is packed with grain, corn and straw. Four women are caring for the animals during the day, three are prisoners and the fourth is Liza, the current concubine of the leader of the Black Feathers, John of the Sure-Eye. She will try and raise the alarm if someone tries to rescue the women.

SITE 29: DILAPIDATED MANOR

Another once splendid manor house stands before you. From the size of the estate, this must have served as the dwelling of one of Gaxmoor's prominent families. Unfortunately evidence of the foul presence of evil humanoids is apparent. An elegant carriage is turned on its side in the front yard. Cracked bones litter the area, some animal and others human. The manicured lawn has been trampled and is brown from abuse.

This is the lair of a small splinter group of hobgoblins. There are thirty-two of them, led by a smallish hill giant named Durn. Durn and his band are deathly afraid of Fairclaw the dragon (see Inner City, Site 36).

The hobgoblins feel exposed, separated from the rest of their kind and have low morale. If the PC's seriously wound Durn, the Hobgoblins flee. The group has spent most of its stolen gold on Black Feather beer.

CK'S NOTE: Many of these hobgoblins could be in Site 34A or 34B, at the CK's discretion.

DURN THE HILL GIANT (This chaotic evil creature's vital stats are HD 9d8, HP 62, and AC17. Its primary attributes are physical. He attacks with his giant club for 2d8 points of damage, or with two fists for 1d6 points of damage each. Its special abilities are twilight vision and rock throwing, which allows him to throw boulders up to 330' for 2d8 points of damage).

HOBGOBLINS, 32 (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision. They have steel breast plates, small shields, long swords, and 3 javelins each. Eight of them have longbows and a quiver with 12 arrows each which do 1d6 points of damage. They each have 1d4 gp and 1d6 sp).

TREASURE: Durn carries a large sack filled with knick-knacks that he thinks are valuable, along with 450 gp and 172 sp. Durn uses a +2 small shield as a plate upstairs in his quarters. Some sort of humanoid flesh is charred and half-eaten on it when the PC's search the area (spot check CL 5 to find the shield unless a detect magic is used).

SITE 30: RELATIVELY MODEST HOME OF RO'DAN

Before you stands a modest example of architecture, obviously less elaborate than the normally opulent homes and villas of this part of the city. While the door to the building is hanging by just one hinge, it otherwise doesn't look very disturbed, probably since there wasn't much to steal and the target looked so plain.

This is the home of Ro'dan, a dangerous wererat, who has lived here since before Gaxmoor came to our dimension. This rogue was the leader of the thieves' guild in the city of Gaxmoor as well as the head of Labyrinth below the city, the muhroydians (See below, Beneath Gaxmoor, The Labyrinth). In the attack, the invaders sacked his home, though he easily avoided the bloodshed and fled into the sewers. Now he is keeping an eye on the Black Feather band. He wishes to minimize his losses when the band next makes a raid on the granaries.

Ro'dan is in rat form spying on the Black Feather band when the players come close. With him are twelve rats, which he uses to cover his retreat if threatened. He then uses his rat holes to the sewer system to go into his hidden bolt hole (Site 66a). Ro'dan attempts to avoid being noticed during any combat at this location.

CK'S NOTE: In the basement is a secret passage to the sewer system that eventually leads to Ro'dan's Underground Lair.

RO'DAN THE WERERAT (He is 7th level rogue infected with lycanthropy whose vital stats are HD 7d8, AC 17, and HP 41. In his human form, he wears studded leather armor giving him an AC of 14. His primary attributes are physical. His significant attribute is dexterity 16. In his rat hybrid form, he fights

with his bite for 1d4 points of damage, or with his short sword for 1d6 points of damage. His special abilities are twilight vision, regeneration 1, the curse of lycanthropy, which forces human combatants damaged by his bite to make a constitution save at a penalty equal to ½ the amount of damage inflicted by bites, with a failed save meaning the victim becomes a wererat in 28 days, disease, which causes victims of his bite to make a separate constitution save or come down with a debilitating disease that incubates for a week prior to the manifestation of symptoms, and then reduces the victim's move by ½ and causes a penalty of -2 on attack rolls, armor class, and all saving throws and has a duration of a month, alternate form, which allows it to assume human form once per day while retaining his twilight vision, and rat empathy, allowing him to summon 1d6 rats that arrive 1d6 turns later. Wererats take double damage from silver weapons. He wears studded leather armor and carries a short sword).

GIANT RATS, 12 (These neutral creature's vital stats are HD 1d4, HP 1, and AC 13. Their primary attributes are physical. They attack with a bite that does 1d2 damage. Their special abilities are twilight vision and disease, which inflicts victims of their bite with a disease if they fail a constitution saving throw).

31: SEWER HOUSE

A vile stench emanates from this small stone structure. Disgusting liquids have formed puddles in the low points around the building. Apparently the custodian of this waste removal building is no longer fulfilling his responsibilities.

The sewer houses and sewer drains all lead into the sewer system and point to point movement is possible with a very likely wandering monster encounter (See below, Beneath Gaxmoor, The Labyrinth).

SITE 32: MANSION

This once grand mansion has seen better days. The large building has trash and debris piled around the outside. Evidence of some kind of struggle is evident from the trampled shrubbery and flowerbeds. Shutters are smashed in and broken weapons lie in the dirt. Heavy curtains block your view into the windows. On the south side of the mansion is a grand stairway leading up to an ornately carved wooden door with a heavy bronze knocker.

This is the home of a faction of goblin and human brigands. This group splintered off from the larger tribe lead by Panchmo. There are sixty-eight goblins and twelve brigands living in the mansion with their leader Jobu One Eye. Jobu was the toughest of the ogres allied with Vegg and the Bone Crusher clan. He grew weary of the arrangement and left with a good portion of the loot.

Jobu and his fledgling group have many enemies in Gaxmoor, so they remain constantly vigilant. During the day, four brigands with twenty goblins keep watch in front and back. They quietly wake their cohorts if they see an approaching threat or sound a horn if speed is essential.

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At night, most of the motley band is awake and active. Goblins are on guard at night, watching all sides from the second story of the mansion. The leaders are most likely drinking and gambling during the evening hours.

Besides Jobu, there is a goblin shaman, Derrug, and Faeruss the wizard, the surviving spellcaster from the brigand group. The surviving brigands are tougher than the average human outlaws. They stay together to guard Faeruss, Derrug, and Jobu during any major combat. The troops gather in a defensive circle around the spellcasters.

The brigand group has a good relationship with the Black Feather band. The Black Feathers sell their brew to them for less than they charge the humanoids. The brigands always have a good supply of the dark brew on hand, which keeps their morale quite high. They currently have a barrel of the black beer in Jobu's quarters.

The goblins have a dozen human women and children as prisoners they keep locked in the basement. The prisoners are a combination of slaves and, if necessary, food. The women attempt to escape as soon as any opportunity presents itself.

JOBU ONE EYE THE OGRE (This chaotic evil exceptional creature's vital stats are HD 10d8, HP 64, and AC 18. His primary attributes are physical. He attacks with an expert-made two-handed sword that does 2d6+3 points of damage. Jobu's special abilities are 60' darkvision and twilight vision. He wears heavy piecemeal armor, carries a large steel shield and his two-handed sword, and wears a belt pouch with 40 pp).

DERRUG, GOBLIN SHAMAN (This lawful evil creature's vital stats are HD 4d6, HP 19, and AC 15. His primary abilities are mental. He attacks with a light flail that does 1d6 points of damage. His special abilities are 60' darkvision. He wears a filthy mail shirt, carries a light flail, and wears a silver holy symbol.

His spells are 0- detect magic, first aid, light, prestidigitation 1st- cure light wounds, magic missile, shield 2nd- aid, web).

FAERUSS, WIZARD (He is a chaotic evil 5th level human wizard whose vital stats are HD 5d4, AC14, and HP 21. His primary attributes are dexterity, constitution, and intelligence. His significant attribute is intelligence 13. In combat, he fights with a staff for 1d6 points of damage, or at a range with darts for 1d3 points of damage. He wears an amulet of natural armor +4, six darts, a staff, and his traveling spellbook (containing all of the spells he has memorized plus 1d6 spells of 1st level, 1d4 of 2nd level, and 1 3rd level spells, determine randomly).

He currently has the following spells memorized: 0- detect magic, detect poison, light, mage hand, prestidigitation 1st - burning hands x2, comprehend languages, magic missile, shield 2nd scare, web 3rd - fireball)

BRIGANDS, HUMAN MALE 1ST LEVEL FIGHTERS, 12 (These neutral evil creature's vital stats are HD 1d10, HP 5, and AC15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or light crossbows that do 1d6 damage. They each wear a mail shirt, carry long swords, light crossbows, and 12 bolts. Each has 1d8 gp).

GOBLINS, 68 (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with morning stars that do 2d4 points of damage, or at a range with javelins that do 1d4 points of damage. Their special ability is darkvision. They each carry a morning star and 3 javelins).

TREASURE: 7,500 sp and 1,500 gp in nine large chests secreted in the wine cellar, alongside three full barrels of black beer. The leaders carry and/or wear the rest of their treasure.

SITE 33: CISTERN

A tall cylindrical structure rises up from the ground. Arched stone causeways carry water to and from the structure. Metal steps wrap around the outside of the building leading to a catwalk at the top.

(If the PC's investigate the top continue)

A cool breeze wafts up from the depths of the water cistern. The echoes of the sounds your group make are magnified fivefold.

This is the main cistern from the aqueducts of Gaxmoor.

SITE 34 A: HOBGOBLIN GUARD POST

Where once the clean parade grounds of the troopers existed now is a filthy sty. The smell of blood and unwashed bodies fills the air. The doorway to the barracks is wide open.

The barracks are actually occupied by thirty-two hobgoblins of Durn's band (Site 29). If the party encounters them during the day they are resting and off their guard, unless the party has done something nearby to alert them. If the encounter is in the evening, the hobgoblins are armed and ready for action.

If any trouble occurs they report it to Durn, who likely gives them orders on how to respond.

SITE 34 B: STABLES

You hear the sound of metal striking metal coming out of the stable building before you. The smell of a coal fire is in the air.

If anyone thinks to check, there are plenty of spaces between the boards to see what is happening within. Three humans, a captive blacksmith and two teenage males, are attempting to



repair piles of arrows (145), javelins (20) and long swords (12), while shackled by their ankles. Two bored hobgoblins are playing mumblety-peg off to the side, neglecting their prisoners.

CK'S NOTE: If the party rescues the smith and then needs a new player character, the smith may be chosen and rolled up with these modifications: he has +4 to his strength roll, +1 to his charisma roll, -2 to his wisdom roll, and -3 to his intelligence roll. The player may choose the new character's class.

SITE 35: FIRE RAVAGED RUIN

This structure has been completely burned down. The skeletal stonework of the building looks very unstable and to try and dig through the rubble would take hours even with the proper equipment. Whomever or whatever was inside has been thoroughly consumed in the previous blaze.

Nothing of any real interest is in this area. Anyone digging in this ruin must make dexterity save (CL 5) or take 2-12 points of damage from falling rubble.

SITE 36: THE GRAND THEATRE

This theatre is the second largest public structure in all Gaxmoor, surpassed only by the Grand Coliseum to the northwest. As you admire the skill that went into building this theater, a deep voice echoes from within the building. It sounds like the Imperial tongue. Then the voice changes to a higher timbre.

(If any of the players can understand the Imperial language tell them these words are what they hear).

In the deep voice; "Oh, Tullia Fustenus, how can you look so smug as the rain of fire falls upon our dear land, is revenge so sweet that it can overcome your loyalty to the Empire and even your people! Would you live in a world free from constitutionality?"

Then the higher pitched response; "You, Gnaeus Marcellus, would place the welfare of the country above that of my family who this nation has so brutally betrayed."

At this point a ball of fire bursts in the air above the center of the theatre.

Before you, in the ruined theatre, is a handsome fellow with flaming red hair and a long glistening neck. He stands over seven feet tall.

This is the new home of Fairclaw the half-red dragon/half fire giant. He is still rather young, only equivalent to a 13-year-old human in intellect. He thinks of himself as a great playwright. He also takes great pleasure in roasting his critics. Fairclaw is an arrogant being who is concerned solely with his own entertainment. He agreed to come with Harecules on a whim and

soon became distracted by the Grand Theater. Fairclaw is like a spoiled adolescent who is used to getting what he wants. If someone dissatisfies him he turns on them, as soon as it fits him, with spells or his fiery breath. He does not immediately attack anyone approaching him unless they are an obvious threat.

He wants people to appreciate his work at the theatre. Completing his acting ability and creativity is bound to keep him from attacking. However, he is fickle and one wrong comment will earn the PC's a *fireball*. After the *fireball* though he will forget the attack if the players don't react negatively!

Fairclaw is a dangerous opponent. He is skilled in the use of the broad sword, has a natural breath weapon and is a wizard as well! Although he is very dangerous if provoked, Fairclaw desires fame and recognition more than combat.

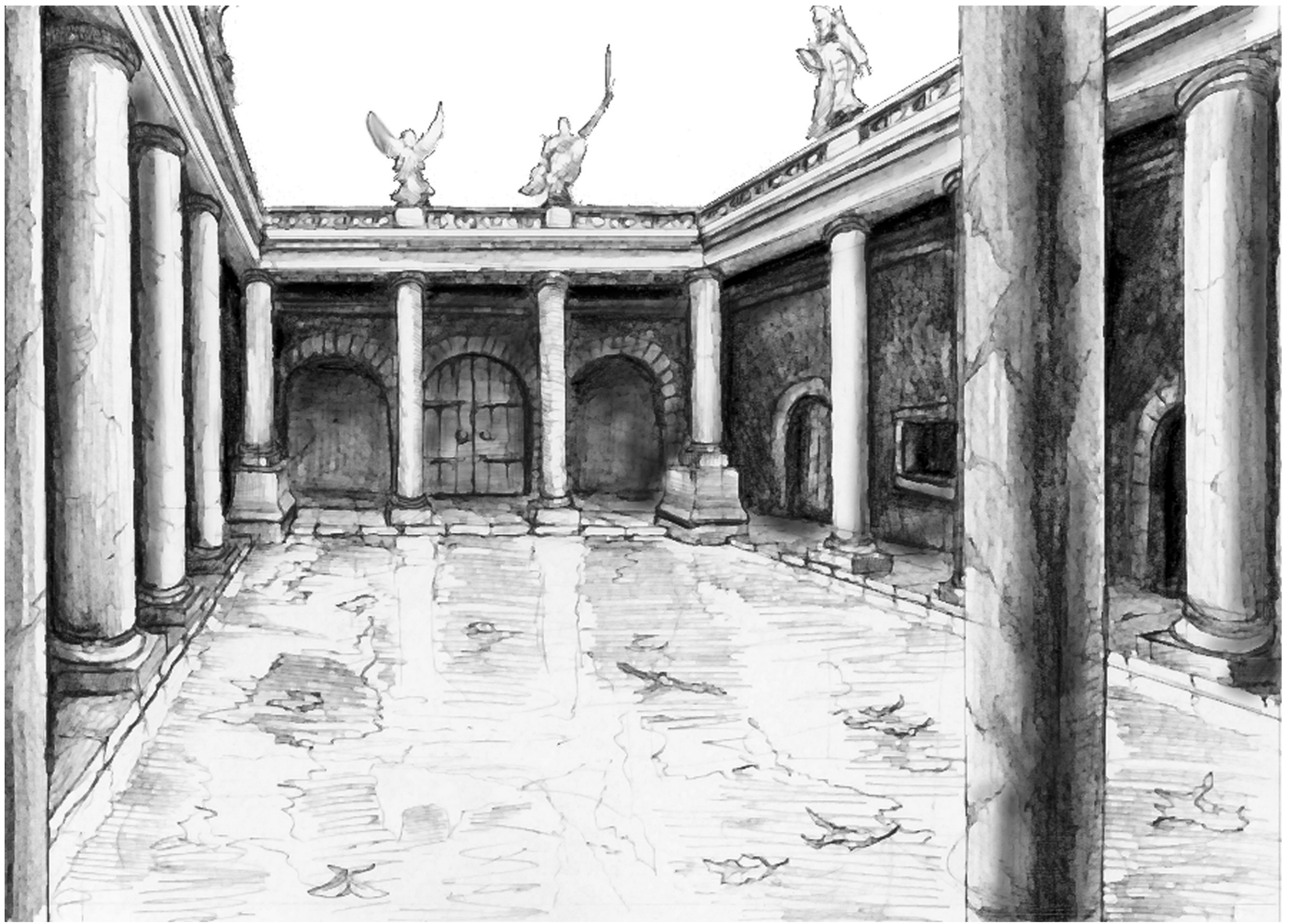
FAIRCLAW (He is a chaotic neutral half-dragon, half-fire giant with the abilities of a 6th level wizard whose vital stats are HD 6d8, AC 19, and HP 46. His primary attributes are mental and physical. His significant attribute is strength 23. In combat, he fights with his +2 broad sword for 2d4+2 points of damage, or with two claws for 1d6 points of damage and a bite for 1d4 points of damage. His special abilities are immunity to fire, paralysis, and sleep effects, a breath weapon, allowing him to breathe a cone of fire once per day that does 6d12 points of damage, dexterity saving throw for half, his ability to fly at 90' per round, and twilight vision. He is vulnerable to cold. He speaks the common tongue, as well as the languages of dragons, fire giants, and he is learning Imperial common. He has the following possessions: a heavy gold necklace with a ruby pendant (15,000 gp), his +2 broad sword, a ring of counterspell (lightning bolt), potion of cure serious wounds, a bag of holding (type II), four scrolls: magic mouth, charm monster, cone of cold, hallucinatory terrain), 500 pp, 2 books on drama and acting, 1 collection of plays, and his spell book (containing only the spells he currently has memorized).

He currently has the following spells: 0- arcane mark, dancing lights, ghost sound, prestidigitation 1st- burning hands, identify, magic missile, read magic, shield 2nd- mirror image, protection from arrows, pyrotechnics, web 3rd- fireball x3. He cast one fireball before the player's arrived).

SITE 37: TRINKET SHOPS

Here is a collection of small shops, many of which appear to have sold small baubles. Signs depicting foodstuffs, wine, and trinkets lie broken in the dirt or hang crooked on abandoned storefronts. The shops and stalls look as if they were hit by a tornado. A broken child's toy lies with a fork stuck in it. Pottery shards are scattered over tables turned to kindling. Graffiti covers the interior walls and much of it seems to have been drawn in blood, and worse: much of it is misspelled!

There is nothing of value here.



SITE 38: THE PUBLIC BATH

The sound of water splashing on tile can be detected as your party approaches a large ornate marble structure. There are wide stone steps leading up to a columnar breezeway on all four sides of the building. The columns are decorated with scenes of an aquatic nature. Colorful and exotic fish swim with beautiful mermaids and trident-wielding mermen. Water is trickling down the steps and has formed large stagnant puddles at the base of the building. The steps rise up to a large open area containing four large pools. The floor is covered in colorful mosaics depicting scenes of seafarers and the like. It appears as if two of the pools have been damaged in the recent attack. Water leaks out on the floor and, as before, the water is stagnant and green with algae.

This is the home of twenty-five gebelmensch. They live in the stagnant pools and pounce out to attack anyone that approaches to investigate. They are cowardly by nature and prefer to strike only if they outnumber their victims by three to one.

They are not currently allied with any faction in Gaxmoor. They are looking for someone to attack Ro'dan and the muhroydians in the sewer system so they can move into bigger quarters and

create a permanent lair for themselves. The sobekki find gebelmensch to be a delicacy. In the leader's bag is a figurine of wondrous power (ebony fly) which reminds him of his favorite food. Each gebelmensch carries 1-6 gp and 3-18 sp.

GEBELMENSCH, 25 (These neutral creature's vital stats are HD 1d8, HP 5, and AC 12. Their primary attributes are physical. They attack with javelins for 1d4 points of damage. Their special ability is jump charge, making an attack where it jumps at an opponent the equivalent of a charge attack.)

For more see Appendix B: New Monsters.

SITE 39: THE RANSACKED INN

What was once a lovely home has been ransacked. Anything that wasn't nailed down is gone, and some parts of the house have been removed for one reason or another. The building still looks sound and you can see that water still flows to it.

There is nothing of value here, but the building can be used for shelter. It has running water.

SITE 40: JAEIUS'S TRADE SHOP

Broken trinkets and trade goods litter the area as the contents of this once flourishing store found little attraction to the new owners of the city. A large untended sunken garden behind the store is filled with tree limbs, dirty water, and is covered with fungus.

Behind the house is a garden gone wild. This was once the home of Jaelius and his garden is full of mature mushrooms that, when dried and shredded, make the skysmoke the sobekki so desperately crave (see Area 23). Several pounds can be harvested by the PC's and used for bargaining chips, trade goods, or other uses.

If someone in the group is checking out the litter (spot check CL 0) they will find a torn down sign. The sign reads "Jaelius's Trade Goods" in Imperial.

SITE 41: COMPLETELY FIRE RAVAGED RUIN

This structure has been completely burned down. The skeletal stonework of the building looks very unstable and to try and dig through the rubble would take hours even with the proper equipment. Whomever or whatever was inside has been thoroughly consumed in the fire.

Nothing of any real interest is in this area. Anyone digging in this ruin must make dexterity save (CL 5) or take 2-12 points of damage from falling rubble.

SITE 42: COMPLETELY FIRE RAVAGED RUIN

This structure has been burned down. The building looks very unstable and as with so many buildings in Gaxmoor, digging it out would take hours if not days.

Much as in Area 41 above, there is nothing of any real interest in this area aside from fire wood. Anyone digging in this ruin must make a dexterity save (CL 5) or take 2-12 points of damage from falling rubble.

SITE 43: THE COPPERSMITHS

A large metallic casting of a hammer hangs above the doorway of this little shop. It is now turning green with verdigris from neglect. The storefront looks like it was vandalized much as the rest of the buildings in the city. The door hangs on a single hinge and the windows are shattered. Axe marks and broken arrow shafts decorate the exterior of the building.

This is the right flank guard post for the Bone Crusher orc clan (Site 44). Twelve orcs are stationed here. They are replaced every twelve hours, so a quiet entrance may be accomplished if the party uses caution. Otherwise, the orcs shout an alarm bringing their companions (Site 44) over in 2-8 melee rounds.

ORCS, 12 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail and carry battle axes, and three javelins each, and 1-3 gp and 2-12 sp).

SITE 44: THE BLACKSMITH

A rustic building occupies the lot between what was a row of shops in a happier time. The building sports a large chimney composed of fieldstones. The lower halves of the walls are also made of the rough stones. Large log timbers make up the rest of the walls and ceiling. A sturdy door, shut tight, bars the front entrance.

If the party circles around to the rear of the building, a large stable door is visible.

This is the home of forty-five orcs of the Bone Crusher clan. If provoked they fight while 1-4 members rush off to warn Vegg the chief (see Inner City, Site 51).

They have been playing "Slam Da Hammer on the Forge" game. Everyone puts up a gold piece and tries to spook the other's hand off the anvil, without causing the recipient to bleed or be wounded; you win if you successfully avoid flinching five times, or when you get your hand crushed.

ORCS, 45 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail, carry battle axes, have three javelins each, and 1-3 gp and 2-12 sp).

SITE 45: THE OLD STABLE

What was undoubtedly once a well-kept stable is now a chaotic wreck. Arrows, axes, and spears stick out of the walls as if it were a beast with quills. A pungent stench of strange spices emanates from the building, overpowering the musty scent of livestock.

This has now been made into the orc dining hall and is filled with the litter of horse bones. Inside are five orc cooks stirring a huge black stew pot. If attacked they attempt to flee, trying to get to one of the main Bone Crusher units for help.

ORCS, 5 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 13. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear studded leather armor, carry battle axes, and have 2-20 sp each).

SITE 46: THE RANCID APARTMENTS

The wind shifts so that you are downwind from the fine apartment buildings ahead. A curiously powerful stench, a mix of rotting meat and unwashed bodies, assaults your senses. The grounds around the building are littered with discarded trash, bones, and withered flowerbeds. You hope the wind quickly changes back and blows the stench away from the party.

Six ogres from the Bone Crusher clan live here. The chief of the Bone Crusher clan, Vegg, does not trust other orcs to have key leadership positions in the clan. He fears that they might try to kill him and take over, much as he did to his own chief, so he has entrusted his secondary leadership to these six ogres. They are his aces in the hole against both the hobgoblins and the Red Axe orcs.

OGRES, 6 (These chaotic evil creature's vital stats are HD 4d8, HP 26, and AC 16. Their primary attributes are physical. They attack with huge clubs for 1d10+3 points of damage, or long spears for 1d8 +3 points of damage, or with its huge fists for 1d10 points of damage. Their special abilities are 60' darkvision and twilight vision. Each has a huge club, a long spear, and 4d12 gp).

SITE 47: THE LESSER APARTMENTS

A squat and plain two-story structure stands before your party. It is notable for its lack of detailed stone carvings, statuary or marble. There are some overgrown shrubberies, trampled and abused like most everything else in the city. The common appearance of these quarters did not spare it from the ravages of the humanoids and, like its neighboring buildings, it is in a general state of ruin. However, you note that all of the shutters on the windows are intact and secured.

The apartments have been converted into the barracks for thirty-eight orcs of the Bone Crusher clan. They have no "outstanding leader" types among them due to Vegg's purging all of the former leadership in the clan when he took over. Consequently, they have low morale and run away if the PC's kill eight or more of them without suffering a casualty themselves.

ORCS, 38 (These lawful evil creature's vital stats are HD 1d8, HP 6, and AC 14. Their primary attributes are physical. They attack with battle axes doing 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail with crude red axes painted on them, battle axes, and three javelins each. Each carries 1d20 sp).

SITE 48: THE UPSCALE APARTMENTS

By the fine stonework and small balconies you can see this structure used to house some of the city's lesser gentlemen. The smell of ammonia and other pungent odors permeates the air around the building.

This is still another barracks of the Bone Crusher clan, containing forty-four orcs. The orcs in these quarters are leaderless and suffer from low morale. They will break and run if they lose ten orcs without inflicting at least one casualty.

One orc has a finely crafted ivory flute hidden in his bedding (spot check CL 5). This is actually a magical flute, the Dancing Horn (see New Magic Items, P 100).

ORCS, 44 (These lawful evil creature's vital stats are HD 1d8, HP 5, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail with crude red axes painted on them, battle axes, and three javelins each. Each also has 2d6 sp).

SITE 49: NERVOUS GUARDS

A fine building showing signs of recent repair attracts your attention. The crude quality of the maintenance work stands in sharp contrast to the high quality of the original builders. A door fashioned from several pieces of scrap lumber is ill-fitted to the door frame. Many of the shutters are partially or wholly repaired with rough, unpainted wood. All the lower windows are shuttered and appear to be nailed shut. In contrast, the upper windows are open and the breeze plays with the curtains.

This guard post holds seventeen orcs of the Bone Crusher clan. With a successful spot check (CL 5) a character sees one of the guards in the upper window. These orcs are very cautious and take guard duty seriously. They have all the doors nailed shut, requiring a strength check (CL 10) to open, and use ropes to enter or leave via windows on the 2nd story. They are concerned that the mysterious creature that wiped out the last guard post will get them (see Site 50). The orcs have twelve flasks of oil to hurl down on attackers.

ORCS, 17 (These lawful evil creature's vital stats are HD 1d8, HP 5, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail with crude red axes painted on them, battle axes, and three javelins each. They have a crate with 12 flasks of oil, and a tinderbox. They have 1d4 gp and 1d12 sp each).

SITE 50: THE REMAINS OF AN ORC GUARD POST

The remains of several orcs are splayed out around this building. Both doors seem to have been splintered open and the orcs inside were torn limb from limb. Some very putrid orc flesh remains, but on the whole the bones are split and huge bites were taken from the victims. Coins lie scattered about on the floor.

There are 5 gp and 159 sp on the floor. The orcs were attacked and eaten by the two trolls in Site 56.

SITE 51: THE GAUDY PAVILION

This building is gaudily splashed with bright red paint. Colorful drapes, tapestries, and rugs hang from every window as if the court jester were suddenly appointed chief decorator! The effect is obscene and offensive to anyone with an ounce of taste. A drawing of a skull with a large section of the top caved in decorates the space above the large double doors. The dwelling was obviously damaged during the attack. However, someone has made a crude attempt to repair the damage. Raw woodwork and rough stone masonry, all splashed with red paint, mark recent repairs.

This is the home of Vegg, the chief of the Bone Crusher clan. Vegg became leader of the clan when the last chief died in the assault. He is busy enjoying his new position, lording over the former retinue of the chief he displaced. Vegg dresses in a garish fashion somewhat like a pirate. He wears sashes of bright silk on his biceps and around his head. He thinks of himself as incredibly handsome and witty.

The manor is occupied by Vegg, Shar'Muush the cleric, 27 orc veterans, 20 non-combatant female orcs, and four half-orc non-combatant slaves.

VEGG, ORC CHIEFTAIN (He is a lawful evil exceptional orc whose vital stats are HD 5d8, AC 18, and HP 35. His primary attributes are physical. In combat, he fights with a +1 heavy flail for 1d10+1+1d6 points of damage. His special abilities are 60' darkvision, and he has the light sensitivity trait. He wears a full chain suit +1, carries a +1 flaming heavy flail (as a flaming sword, it does an additional 1d6 points of damage, 2d6 versus cold-based creatures), a small iron shield, and has a pouch with 12 gp and 51 gp hanging on a leather thong around his neck).

SHAR'MUUSH, SHAMAN (He is a lawful evil creature whose vital stats are HD 4d8, AC 17, and HP 24. His primary attributes are mental. In combat, he fights with his spear for 1d6 points of damage. His special ability is 60' darkvision, and has the light sensitivity trait. He wears a full chain suit, a small helm, carries a large steel shield, a short spear, and carries a horn of goodness/evil, a potion of endure elements, a pair of matching gold bracelets (100 gp), a wooden holy symbol, and a pouch with 47 sp).

He currently has the following spells: 0- detect magic, endure elements, first aid, prestidigitation 1st – cure light wounds, magic missile, sound burst 2nd – hold person, web).

ORCS, SUB-CHIEFS (4) (These lawful evil creature's vital stats are HD 3d8, HP 18, and AC 17. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or a spear for 1d6 points of damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear chain mail, carry battle axes, a haversack with assorted personal effects of no value, and has a pouch with 25 gp).

ORCS, 27 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage, or at

a range they use javelins that do 1d4 damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail, carry battle axes, three javelins each, and 1-3 gp and 2-12 sp).

SITE 52: ORC'S SLAVE PENS

This rundown two-story building reeks badly, as the sewer house is behind it. All the windows are boarded up with scavenged pieces of scrap wood. Orc guards are posted at the four corners of the building. The guards are alert, looking around frequently. A plaintive wail can just be heard from within the confines of this dank house. The scream was muffled, but you are almost certain it came from a human female.

This is the slave pen of the Bone Crusher clan. Inside, forty-four humans and eighteen children are chained together in the main room. These prisoners have been subjected to terrible torments, and they all just wish to escape to safety. Bol'Dak the Cruel heads the twenty orc guard detail at the slave pens. She is exceptionally vile, even for an orc, and relishes her duties. She wears a blood red leather skirt and silk blouse over her armor. Her thigh boots have 4" spikes and she carries a whip as well as a long heavy flail at her side. This woman is truly feared by all she contacts- even her own orc associates. She punishes any disobedience of her commands by torture and sometimes she rewards good behavior with the same.

BOL'DAK THE CRUEL, ORC OVERSEER (She is a lawful evil exceptional orc whose vital stats are HD 4d8, AC 15, and HP 27. Her primary attributes are physical. Her significant attribute is strength 21. In combat, she fights with a +1 heavy flail for 1d10+1 points of damage. Her special abilities are 60' darkvision, and she has the light sensitivity trait. She wears a mail shirt, carries her +1 heavy flail, and wears a thick black belt around her waist (this is a magically cursed item that changes the sex of whoever puts it on. It only works one time per wearer, and its effects cannot be reversed without a wish spell or divine intervention), and a gold, gem-encrusted buckle (1,750 gp).

ORCS, 20 (These lawful evil creature's vital stats are HD 1d8, HP 7, and AC 14. Their primary attributes are physical. They attack with battle axes that do 1d8 points of damage. Their special ability is darkvision, and they have the light sensitivity trait. These orcs each wear scale mail, carry battle axes, and have 1d4 gp and 1d12 sp).

SITE 53: SEWER BUILDING

The foul stench of excrement permeates the air as you near this small square building. The ground is soft and makes sucking noises as your party walks toward the entrance. Sewage water has formed reeking puddles in front of the partially open entrance. It is obvious that this building has lacked recent custodial attention.

All the sewer houses and sewer drains lead into the sewer system and point to point movement is possible, with the very likely wandering monster encounter (see The Underworld).

A hungry pair of otyughs are currently inside the building enjoying a sumptuous meal. They have been well fed due to all the recent carnage and are healthier than the average specimen. They have nothing of value.

OTYUGHS, 2 (These neutral creature's vital stats are HD 6d8, HP 34, and AC17. Their primary attributes are physical. They attack with two tentacles for 1d8 points of damage, or its bite for 2d4 points of damage. Its special ability is disease, which forces victims of its bite to make a constitution save or contract a disease and also after the encounter every creature present for the encounter must likewise succeed in a constitution save or come down with a disease, and improved grab, which forces victims it hits with a tentacle to make a strength save or be immobilized for one round, pulled to the creature's maw, and automatically bitten until the victim can escape, and 60 foot darkvision).

SITE 54: THE EXPLODED BUILDING

A major battle occurred here and mighty magics were employed. This building has been blown apart, scattering stones up to 50 feet away. The connecting aqueduct system is also totally destroyed.

There is nothing of value in the ruins.

SITE 55: PYRAMID CIRCUS

An odd and amazing structure greets your gaze. A small pyramid dominates this part of the city. Its slanting stone walls rise sixty feet high and the base covers approximately a hundred feet on each side!

The old Pyramid Circus is considered too dangerous for any of the humanoid groups. The small pickings that the establishment offers make it worthless.

This establishment was run by the Nubius family and was stocked with many beasts from General Cracius Nubius exotic expeditions. The beasts were trained to obey only commands given in the Uguri tongue, a near extinct language (the magic club "Vastek" can speak Uguri; see above, Outer City, Crypt IX). The creatures were released from their cages and now run loose throughout the structure.

A young woman (age 16), Janius Nubius, is the only survivor of the family. She feeds her wards by leading them forth on daring raids against small bands of humanoids. Her "children" are quite vicious and do not hesitate to attack. If Janius is rendered unconscious or killed, all the animals attack until destroyed. Janius's menagerie includes: eight bar tangi, four lions and a pack of thirteen wild dogs. She rides on the back of a huge elephant

from where she sends forth her arrows into any humanoid scum that her children flush out of hiding.

Janius is slightly insane after seeing so many of her friends and family killed and has reverted to an almost feral existence (a remove curse is necessary to bring her back to full sanity!). Much gentleness and care are necessary if she is to be made into an ally!

CK'S NOTE: A druid's *speak with animals* spell results in the beasts ignoring the druid.

JANIUS NUBIUS (She is a true neutral (normally neutral good) 2nd level human ranger whose vital stats are HD 2d10, AC 17, and HP 16. Her primary attributes are dexterity, constitution, and wisdom. Her significant attribute is dexterity 16. In combat, she fights with her +1 short sword for 1d6+1 points of damage, or at a range with a +1 composite short bow for 1d6+1 points of damage. She wears a suit of +3 leather armor, carries a +1 short sword, a +1 short composite bow, a quiver with 36 arrows. She also wears a string of 32 pearls (32 x 100 gp each). All of these items are artifacts from the family's earlier explorations).

ELEPHANT (This neutral creature's vital stats are HD 7d8, HP 49, and AC 15. Their primary attributes are physical. It attacks with 2 tusks for 2d6 points of damage, or 2 stamps for 2d6 points of damage, or with its trunk for 1d6 points of damage. Its special ability is twilight vision).

BAR TANGI, 8 (These neutral creature's vital stats are HD 4d8, HP 22, and AC 14. Their primary attributes are physical. They attack with two claws that do 1d6 points of damage. Their special ability is their grab, which they automatically do whenever they hit a victim with both claws. Victims make a strength save or be held fast, rendering them helpless and giving the creature a free bite attack at that opponent. The bite does 1d6 points of damage. Victims must make a strength check to escape the grab, otherwise the bar tangi bites every round until they escape).

LIONS, 4 (These neutral creature's vital stats are HD 5d8, HP 33, and AC 15. Their primary attributes are physical. They attack with 2 claws for 1d4 points of damage, and a bite for 1d10 points of damage. Its special abilities are its rake, allowing it to attack with two rake attacks with its hind legs with an additional +3 bonus to hit after a successful bite attack, with each rake attack inflicting 1d4+2 point of damage, and twilight vision).

WILD DOGS, 13 (This creature's vital stats are HD 3d4, HP 9, AC 12. Its primary attributes are physical. They attack with a bite for 1d4 damage).

SITE 56: THE QUIET HOME

Before you stands a building little damaged by the ravages of war. The building doesn't have the usual signs of vandalism and rough treatment that mar the rest of Gaxmoor. Even the grounds surrounding this peaceful house are in good condition. You notice the grass is almost completely undisturbed in front of the manor house.

This is the nest of two runaway trolls. They arrived during the city's assault and live in the basement of the house. They leave by the basement exit when hunting their prey.

Inside the brush and wood are nestled many objects from their previous meals, the most precious of which is a +3 bronze breastplate.

HILL TROLLS, 2 (These chaotic evil creature's vital stats are HD 9d8, HP 48 and 42, and AC 16. Their primary attributes are physical. They attack with 2 claws for 1d4 damage and a bite for 2d6 points of damage. Their special abilities are 60' darkvision, twilight vision, rend, which allows it to fiercely dig at victims of two claw attacks in the same round for an additional 1d4+1 points of damage, regeneration, which allows it to heal two hit points of damage per round from all attacks except fire and acid, even bringing them back from death in 3d6 rounds until its body is destroyed utterly).

SITE 57 A & B: DESTROYED GUARD POST AND STABLES 58: COMPLETELY FIRE RAVAGED RUIN

This one-time guard post, with its connecting stables and other buildings in the area, has been blown apart and severely burned. Whatever caused this is not something you wish to see for yourself.

Fairclaw the Half-Dragon entered the city by the Southwest gate on his way to the Grand Theater and destroyed both buildings. There is nothing of value here.

SITE 59: THE HAUNTED VILLA

The villa before you seems to have been left alone after the initial attack. Unlike so many other areas, the grounds around the villa are free of bones and other rubbish. As you enter the ornate mansion a ghostly voice booms; "Who dares to intrude on the High Priest of Urnus Gregaria?"

Anyone who enters this haunted villa needs to make wisdom save (CL 5) or flee when the shade that occupies the manor materializes.

If a cleric, or paladin, in the party worships Urnus, the apparition attempts to converse with them. The ghost explains why he is haunting this place and how he unmade the spell which held Gaxmoor in the pocket universe. He then relates that he was seduced by a lovely demonic temptress into revealing the nature of the Staff of Urnus Gregaria (see below, Finding the Staff of Urnus Gregaria). The knowledge he so eagerly divulged caused the removal of the city from the pocket dimension and allowed the dark forces to destroy the lovely Gaxmoor.

If the party speaks with the apparition, he reveals he cannot be exorcized and his soul is now in the keeping of the demoness Tracassa. The vile demon holds his soul in a jewel around her neck. She is somewhere below Gaxmoor seeking to obtain the Holy

Staff for her own foul purposes. The apparition tells the party that for him to be freed the gem must be removed from the demon and brought back to this villa and then together with the Staff, he must perform the final religious ceremony undoing the error he so foolishly made. If they aid him, the party may have the Staff of Urnus Gregaria, as well as other blessings as their reward.

The "ghost" is actually Tracassa, an evil demoness. She was cursed by the high priest of Urnus when he discovered his folly. Tracassa attempts to recruit the party to help her retrieve the Staff of Urnus Gregaria. She sent her demon follower (Negabuhazur) in search of the staff, but he has not returned. She used *change self* to appear to be the ghost, and her invisible alignment ability makes her true nature impossible to discern with magic.

No matter what powers she invokes she is trapped in this place due to a curse which draws her back to this villa. Only the Staff can overcome this divinely bestowed curse.

Of course, once Tracassa has the Demon's Soul Gem and the Staff of Urnus she bursts into her proper form and *teleports* in a cloud of smoke back to her home plane. Tracassa is the mother of Harecules. She respects his power but has no motherly feelings toward him at all. She plans on stealing the Staff for herself before her wretch of a Cambion son can get his hands on it.

TRACASSA (She is a chaotic evil unique demoness whose vital stats are HD 9d8, AC 20, and HP 56. Her primary attributes are physical and mental. Her significant attribute is charisma 20. In combat, she attacks with two claws for 1d4 points of damage, and a bite for 1d3 points of damage. Her special abilities are rake, which inflicts an additional 2d6 points of damage on any victim struck with both of her claws in the same round, invisible alignment, which makes it impossible to discern her true nature with detect evil or similar magic spells, demonic resistance, which reduces any damage she takes from fire, cold, acid, and electric attacks by half and makes her immune to weapons of less than +1 enchantment, detect thoughts within 80' at will, spell like abilities (darkness, teleport, doom, persistent image – 1x/day). Her teleportation currently only works within the mansion due to the curse).

TREASURE: Tracassa keeps the items from the old priest, even though she can't use them: a suit of +1 full plate armor with a permanent *protection from evil* effect, a staff of healing (10 charges), and 125 gp in a small locked box.

SITE 60: THE STRIPPED HOME

This house is completely stripped. The doors and shutters are stolen, probably for use in a bonfire. The windows are bare of any drapes or curtains and you catch a bit of movement inside.

This guard station is set up to defend the back approaches of the goblin holds against the Bone Crusher orcs. Inside are eight hobgoblin longbow men, 20 goblins, two wolves and a bugbear. The bugbear keeps these humanoids vigilant in their guard duty.

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The post is difficult to sneak up on due to the presence of the wolves. They smell most anyone approaching the building and will begin barking.

BUGBEAR (This chaotic evil creature's vital stats are HD 3d8, HP 15, and AC 17. His primary attributes is physical. He attacks with a morning star for 2d4 points of damage, or at a range with a javelin for 1d4 points of damage. His special ability is 60' darkvision. He wears breast plate armor, carries a morning star, and a quiver with 5 javelins. He carries a whip on his belt and has a pouch with 24 gp and a 10 gp gem).

HOBGOBLINS, 8 (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attribute is physical. They attack with long swords that do 1d8 points of damage, or longbows that do 1d6 damage at range. Their special ability is darkvision. They have steel breast plates, small shields, long swords, longbows, and a quiver with 12 arrows each. They each have 1d4 gp and 1d6 sp).

GOBLINS, 20 (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with morning star that do 2d4 points of damage, or at a range with javelins that do 1d4 points of damage. Their special ability is darkvision. They each carry a morning star and 3 javelins).

WOLVES, 2 (These neutral creature's vital stats are HD 2d8, HP 11, and AC 13. Their primary attributes are physical. They attack with their bite for 1d8 points of damage. Their special abilities are twilight vision, scent, track, and trip, forcing victims of their bite to make dexterity save or be pulled to the ground, automatically losing initiative the next round).

SITE 61: THE WELL KEPT MANOR

Before you stands yet another oddity of Gaxmoor. Next to all this ruin and abandon is a well maintained stone structure. For some reason, the humanoid scum haven't spread their graffiti or destruction here.

This is the home of a group of cyclopes that Harecules uses as the blacksmiths for his army. These hateful creatures are quite skilled in blacksmithing, but to coerce them into organized activity is another thing. It has taken someone of Harecules' great power to terrorize them into his employ.

The cyclopes have no compunction about killing anything, but they take captives to enslave whenever possible. They have no leader amongst themselves and act independently, refusing to obey orders from any but Harecules.

They will fight the characters to a point, but if the battle turns against them they flee to the Citadel- to their master (see Site 11).

CYCLOPSES, LESSER, 12 (These chaotic evil creature's vital stats are HD 5d10, HP 33, and AC 15. Their primary attributes are physical. They attack with great clubs for 1d8+2 damage. They have poor depth perception, and receive a -2 penalty on all to hit rolls).

TREASURE: Scattered around the lair are the following items: +2 mail shirt, +1 studded leather armor, a javelin of lightning, +1 long sword, and +2 heavy pick. Each has 2d6 100 gp gems, 2d4 X 10 gp and 1d6 X 10 gp.

SITE 62: FIRE RAVAGED HOME AND BROKEN STATUE

Apparently the inhabitants of this house boarded up the entrances and tried to put up a fight. From the looks of the pulled up shrubbery and fire ravaged walls, they were all smoked out or burned to death. Only the foundation and some charred timbers remain. Once the statue of some human stood before the home, but it has been broken off and perhaps used as a battering ram on the home. Only the broken legs stick out of the wreckage of this structure.

There is nothing of value there.

SITE 63: HARLAPP'S HIDDEN BOOTY

This two-story villa seems to be shut tight. The windows are shuttered and have boards nailed across them. The front door is similarly boarded up from the outside. It appears that something very dangerous has been locked inside.

If the party checks the back door they find a metal reinforced sturdy wooden door with a heavy padlock sealing the rear entry-way into the house (lock CL 19, door is AC 15 and has 35 HP).

This is really a hidden stash of slaves and goods. Harlapp, the hobgoblin chieftain (Site 65), came upon a rich merchant and his family trying to sneak a wagon out of the city. He took the time to secure all the merchant's valuables in this villa and was therefore late in the attack on the Shapely Siren. Panchmo was very upset at the failure to crush the Shapely Siren and punished the Hobgoblins severely.

Everyone in the building is sealed in without a way to leave. Six of Harlapp's hobgoblins guard the loot, resentful that they pulled such miserable duty. The merchant's wife (age 37), three daughters (aged 20, 17 and 13) and a son (aged 15) are prisoners/slaves.

6 HOBGOBLINS (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision. They have steel breast plates, small shields, long swords, and 3 javelins each. They each have 2 gp and 6 sp).

TREASURE: Harlapp managed to pilfer four bolts of silk (50 gp each), 60 bottles of fine wine (10 gp each), and two ivory tusks (total 200 gp) from the merchant. The wife has two diamonds (base 1,000 gp), four emeralds (base 500 gp) and a string of 20 pearls (100 gp each) hidden under a loose stone in the kitchen floor (spot check CL 12).

SITE 64: THE DARKENED HOME

The grounds surrounding this spacious manor house are littered with broken weapons, discarded tools, and bones. The vegetation is trampled and many dirt paths are beaten across the grass. The windows are shuttered, and many have bits of cloth jammed in the crevices to totally block out any light. The sides of the building are stained from refuse poured out of the upper windows. Overall, the building has a dirty and discordant aura about it.

This is the den of the “lowly” goblins. The place is packed from cellar to ceiling with the diminutive vermin. This troop is led by two goblin brothers, Snerg and Filch, both of whom bully the 143 regular Goblins. The brothers rule the goblin horde by fear. They are cowardly, as most bullies truly are. They rarely lead the way into any battle unless forced to do so by Panchmo. Snerg and Filch are difficult to tell apart, both having flat faces and beady red eyes. Their skin is a dark orange color and pock-marked from many blemishes and warts.

The front door has a poorly concealed net trap. Anyone coming in this way is whisked up in a net and suspended above the door, unless they make a successful spot check (CL 5). A rogue searching for traps automatically finds this trap. The back door is the usual entrance and exit for the inhabitants. A ranger attempting to track automatically sees the heaviest amount of traffic is toward the back door.

SNERG & FILCH (These neutral evil twin exceptional goblins have the abilities of 3rd level rogues and their vital stats are HD 5d6, HP 21, and AC 13. Their primary attributes are physical. Their significant attributes are dexterity 15. They attack with short swords for 1d6 points of damage. Their special abilities are darkvision 30'. They each wear identical suits of leather armor and carry short swords and two daggers. Each carries their personal treasure: a total of 35 pp, 50 gp, and a gold and silver tiara (1,500 gp).

GOBLINS, 143 (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with morning stars that do 2d4 points of damage, or at a range with javelins that do 1d4 points of damage. Their special ability is darkvision. They each carry a morning star and 3 javelins).

SITE 65: THE SHUTTERED HOUSE

This once elegant mansion is in slightly better condition than the building to the south. The shutters of this home are all closed and, like many of the other buildings nearby, assorted pieces of cloth have been jammed into the window cracks. The grounds here are in a state of neglect, but it is not completely trampled. A disturbing display is arranged near the front door of the building: eight severed hobgoblin heads are mounted on spears, four on each side of the entrance.

This is the home of 45 Hobgoblins. Their leader, Harlapp, is sick with terror that he may be killed by his master, Harecules, for the

failure in the assault on the Shapely Siren. By the time Harecules could gather another force, one of the several orc bands had invaded the territory. Harecules, annoyed, had to put off the assault to deal with the orcs, and now the scuttlebutt is that he is looking to replace Harlapp at the earliest opportunity. His fear might make him easier to deal with, if the PC's offer him some way to

HARLAPP, DISGRACED HOBGOBLIN CLAN LEADER

(He is a chaotic evil exceptional hobgoblin whose vital stats are HD 4d8, AC 18, and HP 30. His primary attributes are physical. His significant attribute is dexterity 16. He fights with his expert-make long sword for 1d8 points of damage, or at a range with his longbow for 1d6 damage. His special abilities are darkvision 60'. He wears a coat of plates, carries a large steel shield, wields a long sword, has an expert-made longbow with a quiver of 6 +2 arrows & 12 expert-make arrows, and has a small sack of gems hidden inside his armor containing: 2 camelians (50 gp), a piece of amber (100 gp), and a black star sapphire (1,500 gp).

45 HOBGOBLINS (These lawful evil creature's vital stats are HD 1d8+1, HP 5, and AC 15. Their primary attributes are physical. They attack with long swords that do 1d8 points of damage, or at a range they use javelins that do 1d4 damage. Their special ability is darkvision. They have steel breast plates, small shields, long swords, and 3 javelins each. Fifteen of them have longbows and a quiver with 12 arrows each which they fire for 1d6 points of damage. They each have 2 gp and 3 sp).

SITE 66: THE GRAIN SILOS

The survival of any city is dependent upon its ability to feed its citizens and the empire was always known for its huge grain storage bins. These large stone silos reach upward some 60 feet, as well as delving deep into the ground. They are each 30 feet in diameter.

The grain storage facility is now infested with mutant two-headed rats and their masters, the muhroydians.

A. This is the main grain mill for the city of Gaxmoor. It is obviously more modern in design, for a finely crafted grindstone is still turning, powered by the water supplied from the aqueduct.

A secret tunnel leads to the hidden lair of the leader of the muhroydians, Ro'dan (see Inner City, Site 30) is buried in the northeast section beneath some grain (spot check CL 13).

B. The silo wall here has a large hole knocked in it. The hole starts three feet off the ground and reaches a full twelve feet in height. The hole is easily ten to twelve feet wide as well.

This silo is connected, via a tunnel, to the graven image shop (Outer Walls, Site 4) and to the other silo (C). The tunnel slants upward to the granary floor. There is little grain left in this silo and it appears as if a lone muhroydian is scooping up what remains into a leather sack made of cured human skin.

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If the PC's are not very quiet when entering the area, their presence alerts the muhroydians and they run silently through a hole in the silo wall to the underground sewers.

If the PC's are quiet and listen they hear a guttural murmuring and grinding, punctuated by heavy breaths (wisdom check CL 5 to hear this). If the PC's carefully investigate the silo by looking through the hole, they see an occasional muhroydian carrying a full sack (made from human skin) into the neighboring silo (C). They travel via the underground tunnel from one silo to the next, pull the grain up and dump it around the edge of the silo.

Of course, if the party's actions allowed the lone muhroydian to escape, he is going to summon help (see C).

C. THE LAIR OF THE OBSCENE ONE: *The Obscene One is a grotesque aberration of a muhroydian cursed by the dark powers of gluttony and avarice to endlessly gorge itself in an attempt to satisfy its bottomless hunger. These dark, unfathomable beings have granted this creature power commensurate to its loathsomeness. It is immense past the point of absurdity, weighing hundreds of pounds. The brown gorger muhroydians have adopted the Obscene One as a holy icon. The Obscene One completely consumed the grain contained in the neighboring silo and is working on this one. If the party has made noise, or allowed the lone muhroydian to escape, the Obscene One is invisible (spell casting ability) sitting in the center of the bare floor. The muhroydians have dumped grain around the edge of the silo, making sure not to stray too close - the Obscene One has been known to feed on its own kind on occasion.*

The Obscene One is content to lure the PC's closer before unleashing an attack. He casts *protection from good* and then waits until the majority of the PC's are within twenty feet before he unleashes a wave of corruption. He next attempts to roll on nearby PC's to crush them.

THE OBSCENE ONE, ALTERED MUHROYDIAN (He is a neutral evil transformed being whose vital stats are HD 6d8, AC 16, and HP 41. His primary attributes are physical and mental. In combat, he attempts to crush opponents standing adjacent for 1d10 points of damage. His special abilities are darkvision 60', twilight vision, hive empathy, which allows him to act in concert with other members of his tribe within 30', even while silent and out of one another's visual range, wave of corruption, which allows him to send out a wave of corrupting energy in a 60' radius once per day, doing 2d6 points of damage to enemies in range and forcing them to make a wisdom save or be stunned for one round, unable to act, smother, which forces a victim of his crush attack to make a strength check or be pinned to the floor by his weight, where they take his crush damage automatically every round until they break free using a strength check at -4, spell like abilities (at will - detect good, detect poison, purify food and drink, 3x/day - hold person, invisibility, unhallow, cause disease, protection from good).

Possessions: The Obscene One was once a muhroydian and as such he had some possessions at one time. Stuck deep down in his belly rolls is a cloak of resistance +3. If the PC's cut the Obscene One open they will find, on a successful search (CL 5), a ring of feather falling from one of his previous meals.

MUHROYDIANS FROM SILO D, 3 *(These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with daggers for 1d4 points of damage, or with two claws for 1d2 damage, and a bite for 1d3 damage, or by weapon type. Its special abilities are 60' darkvision, twilight vision, stealth, which allows them to move silently when underground with a successful dexterity check, and hive empathy, which allows them to act in concert with tribe members within 30', even while silent and out of one another's visual range. They have shabby leather armor and three daggers each).*

The muhroydians in the tunnels nearby raise the alarm and rush to aid their living icon. In 4-16 rounds, ten muhroydians come out of the tunnel on the western end. If the lone muhroydian escaped, he alerts the nearby nest about intruders and returns with 24 muhroydians carrying one of their obese priests of the Devourer (use the same stats as Grome in Outer City, Site 4). Accompanying these muhroydians are 5-60 two-headed rats.

TWO-HEADED GIANT RATS, 5-60 *(These neutral creature's vital stats are HD 1d4, HP 2, and AC 13. Their primary attributes are physical. They attack with two bites that do 1-2 points of damage each. Its special abilities are twilight vision and disease, which forces victims of their bite to make a constitution save or contract a disease).*

D. *This 30 foot diameter silo is still half filled with cracked corn kernels. Dust is visible in the rays of light shining down from the access hatch in the roof.*

There is nothing of value in the silo.

E. *This 30 foot diameter silo has its door torn off the hinges. There are five dead muhroydians hanging from the top of the structure. The bodies are not too bloated and the odor is not overpowering yet, as they seem to be recently slain. You can see inside the silo and it is almost entirely filled with golden grain.*

This was the scene of the last fight between the muhroydians and the Black Feather band. Both groups want the grain for themselves and are willing to kill for it. The muhroydians are very put out over their failure to be able to stop these incursions. If the players investigate the wounds on the bodies of the muhroydians, they see evidence of discoloration around the wounds consistent with the use of a very toxic poison (wisdom check CL 1), which the Black Feather Band uses (see Inner City, Site 27-28).

SITE 67: THE OVERFLOWING WELL

This part of the aqueduct is in need of some repair. A steady stream of water flows out of the cracked roof and water lays pooled around both nearby statues, making the area extremely muddy.

Aside from a place to get fresh water, nothing else is of interest.

SITE 68: THE TRIPLE TIERED VILLA

An odd looking building looms before you. This triple-tiered structure has many spacious balconies attached to the third story. While observing the odd architecture you detect a glimpse of motion from one of them. There, a large figure tries to hide in the shadows of a doorway. You spy a glint of metal as he extends his arm forward and lets a long spear fly!

This villa is the hangout of a gang of six ogres. Their leader, Arturo, disappeared in a drunken stupor six days previously and hasn't come back (he is a prisoner at Inner City, Site 11). This band was loosely associated with Panchmo in the assault but now they have splintered off as an independent unit.

Arturo was in fact talking with the gnolls about killing Panchmo and becoming the power in Gaxmoor.

The six ogres bought a supply of brew from the Black Feather band and are very belligerent when encountered. The only way they become semi-friendly is if the party brings back Arturo. If Arturo is not with the party, they fight to the death.

One of the ogres is using a sack stuffed with clothing as a pillow in the bedroom of the villa. The sack has a bright red cloak with gold trim that is a magical cape of the mountebank.

OGRES, 6 (These chaotic evil creature's vital stats are HD 4d8, HP 26, and AC 16. Their primary attributes are physical. They attack with huge clubs for 1d10+3 points of damage, or long spears for 1d8 +3 points of damage, or with its huge fists for 1d10 points of damage. Their special abilities are 60' dark-vision and twilight vision. Each possesses piecemeal armor (too ragged to be salvaged) and 4d12 gp).

TREASURE: Hidden under a loose stone in the fireplace is a bag filled with 200 gp and a pearl ring worth 500 gp.

SITE 69: THE BOTTOM OF THE WASHOUT

It seems that torrential rains have enlarged an animal's tunnel under the wall. This may be an unguarded entry in and out of the Inner City. Assorted scrapes of refuse have washed into the hole, intermingling with piles of dirt and stones. Bits of armor, scraps of cloth and a few broken weapons litter the ground.

This is really a trap set up by a hungry purple worm. He has enlarged the hollow from under the walls which serves as a very simple but effective avenue for meals.

The passage stretches some 50 feet from front to back with the light from each entrance visible from the other side. In the very center, though, is a passage leading off to the North and in that side-passage the purple worm lurks, waiting for his prey. Any party member investigating the tunnel may be surprised (wisdom check CL 10 to sense the ambush) and attacked by the worm.

PURPLE WORM (This neutral creature's vital stats are HD 15d8, HP 97, and AC 19. Its primary attributes are physical. It attacks with its bite for 2d12 points of damage, and its sting for 2d4 points of damage. Its special abilities are swallow whole, which forces victims of its bite to make dexterity save at a -10 penalty or be swallowed whole, taking 1d20+10 points of damage, and an additional 10 point of acid damage, every round spent inside the worm. Victims must cut their way out with a light slashing weapon, dealing 30 points to the creature (AC 17 for this attack) to free themselves. In addition, their stinger is poisonous, and those struck take 2-24 points of damage, constitution save for half).

If the worm is vanquished, treasure may be found by moving it out of his lair and searching through the soft earth around its home. You may wish to give the PC's a hint by explaining that they see a scabbard or some such sticking out of the loose dirt alongside the worm.

TREASURE: A jeweled masterwork short sword and scabbard equal to 100 gp plus 6 gems (base 100 gp) and pommel stone (base 1000 gp), a steel scroll case with a scroll of 5 spells (*unseen servant*, *obscuring mist*, *stinking cloud*, *mnemonic enhancer*, and *cloudkill*). Also in the mix are 3-300 sp and 8-80 gp.

SITE 70: BROKEN AQUEDUCT

Water flows from several broken pipes, creating a bog within these walls, a perfect juxtaposition between the craft of Imperial engineers and the destruction brought by the invaders.

There is nothing of value here.

WITHIN THE INNER WALLS OF GAXMOOR: THE CITADEL

CK NOTES FOR THE CITADEL: The Cambion, Harecules, is patiently waiting for the infighting hordes of humanoid he brought to Gaxmoor to thin themselves out so he can take power of them all! He had fully expected this culling to happen during the initial attack, but the city was taken too easily and many of his mercenaries survived. They are now plainly in the way of his goal, the acquisition of the Staff of Urnus Gregaria. The Cambion has made several attempts to locate the powerful artifact but has been continually distracted by the conflicts between drunken bands of humanoids.

Harecules knows of Tracassa's capture (See inner City, Site 59). The fact that his mother is trapped means little to him, actually saving him the trouble of finishing her off once the Staff is found.

LOCATION 1: WESTERN GATE

As you follow the roadway through the noblemen's quarter, up ahead you spy the great Western Gate where it pierces the high wall of the Citadel. The gate leads to the opulent quarters of the Grand Temple of the Traveling God, Urnus Gregaria. Assorted governmental buildings dot the roadway before it terminates at the footsteps of a large building in the distance, which must be the Royal Governor's Palace. Immediately in front of you is a statue of Urnus himself. Someone has wretchedly vandalized the statue. Its staff has been broken off at the top and a human skull is placed on the jagged end. Such has become the welcome extended to travelers by Gaxmoor.

The road is largely deserted. There are no wandering monsters in this quarter.

LOCATION 2: TEMPLE OF URNUS GREGARIA

This fine marble structure is decorated with simple geometrical carvings and a few statues of common travelers and wandering minstrels. The building has obviously been ransacked and mistreated. A large pile of human bones is heaped at the base of the stone steps leading up to the main entrance. Blood and graffiti mar the sturdy pillars that support the roof. Crudely drawn stick figures depict vile acts and gruesome slaughter. There is no telling how badly the interior, of what must have been a Temple, has been defiled.

The first thing one usually sees upon entering a structure of the god of travelers is the wash basins and benches for the weary to clean themselves and rest upon. But here, things are in shambles. The lead pipes leading to the basins have been broken, and the water now flows along the floor until it spills out the sides of the temple. The basins are filled with decomposing parts of the unfortunate creatures that were foolish enough to get in the way of the gnolls and other humanoids. The stone table at the back, where all were welcome to give and take sustenance from the simple bounties of nature, is covered in muck and dried blood. The only solid wall is towards the back, where the



beautiful fresco of winding trails leading into the distance is now covered in assorted dirt and filth. Only a vague impression of what was painted on the wall may be made out under the grime.

CK'S NOTE: A stairwell may be accessed through a secret door in the fresco/back wall of the Temple (spot check CL 7 for anyone looking for secret doors).

LOCATION 3: PRISON (SEE MAP P. 120)

The odor of stale, stagnant air lingers around this dingy grey stone building. Narrow barred windows pierce the wall at regular intervals in the rectangular structure. It is obviously a prison. You can infer from the windows the cramped conditions and poor ventilation which must have been the daily fare of those unfortunate enough to be incarcerated by the Empire. A thick tree trunk is cast off to one side of the door. Evidently it was used as a battering ram to force open the double iron doors. The doors hang open before the darkness of the building's interior. (see Map, p. 119)

A troupe of treacherous ophidians resides in the prison. The older odor of rancid bodies is now intermixed with blood and rotting flesh. The combination of odors is nauseating to even the most hardened adventurer. The effect of these vile, combined odors forms a disquieting assault against the senses of the party. If the party makes a spot check (CL 8), point out that the prison is remarkably free of rats.

There are six normal ophidians led by Ssshruetha, a highly intelligent albino who has taught herself the skills of the illusion-

ist. The pack does not instantly attack intruders, but instead waits for them to enter the torture chamber in the basement. They are waiting in ambush in the rafters, hiding in deep shadow. Only PC's specifically stating they check the ceiling have a chance of seeing them (spot check CL 12).

Once the whole party enters, the ophidians make their move. Ssshruetha casts a *hold person* on the PC she deems is the biggest threat, then the entire band leaps down to attack. The warrior ophidians will engage in melee while the albino casts a *mirror image*, then joins in the attack. She is not above casting *invisibility* on herself and fleeing if the combat goes against the snake creatures.

SSSHRUEETHA, ALBINO OPHIDIAN (She is a chaotic evil exceptional creature with the abilities of a 5th level illusionist whose vital stats are HD 5d8, AC 19, and HP 37. Her primary attributes are intelligence and constitution. Her significant attribute is intelligence 16. In combat, she fights with her +2 glaive for 1d8+2, or bites for 1d3 points of damage. Her special ability is poison, forcing victims of her bite to make a constitution save – failure means that 2-12 hours later, the victim loses a point of constitution, and continues to do so every 1-4 hours until they reach zero and die, or a neutralize poison or cure disease is cast upon the recipient, at which point constitution points return at a rate of one per hour. She wears an outfit of many scales (see Appendix D New Magic Items), carries a +2 glaive, and wears a holy symbol made from humanoid bones.

She currently has the following spells: 0- dancing lights, dragon mark, ghost sound, light x2 1st – charm person, darkness, head fog, minor dark chaos, ventriloquism 2nd – blur, invisibility, mirror image 3rd – hold person).

OPHIDIANS, 6 (These chaotic evil creature's vital stats are HD 4d8, HP 21, and AC 15. Their primary attributes are physical. They attack with scimitars for 1d6 points of damage, or with a bite for 1d3 points of damage. Their special ability is poison, forcing victims of their bite to make a constitution save – failure means that 2-12 hours later, the victim loses a point of constitution, and continues to do so every 1-4 hours until they reach zero and die, or a neutralize poison or cure disease is cast upon the recipient, at which point constitution points return at a rate of one per hour. They have scimitars, daggers, and vile unholy symbols made from the bones of their enemies).

TREASURE: The ophidians hide their treasure in an iron maiden, in the torture chamber: 3 pieces of jewelry (platinum torque 2000 gp, jade broach 750 gp, and amethyst ring 500 gp), 28 sapphires (100 gp each), 1,425gp, and 3,874sp.

There is a difficult to see drawer under a torture rack (spot check CL 8). Inside is Ssshruetha's spell book, containing the following spells: : 0- detect illusion, dancing lights, dragon mark, ghost sound, light, magic aura 1st – change self, charm person, darkness, head fog, hypnotism, minor dark chaos, ventriloquism 2nd – blur, detect magic, invisibility, minor image mirror image 3rd – hold person, rope trick).

LOCATION 4: STATUE OF GENERAL KHORMANKA ASIDLIA

Most of the statues that you have seen thus far in your exploration of the city have been of perfectly formed humans. This work is of equal craftsmanship, but the man shown has three times the girth of the typical statue. This is the Empire's famous Eastern General, Khormanka Asidlia. The General has his baton raised high in the air as if demanding attention from all around.

If a character pulls down on the arm of the statue with 40 lbs. of force, it activates the mechanism that causes the statue to pivot to the side exposing a secret passage to the tunnels below (see the Labyrinth below) (spot check CL 10 to notice something strange with the statue).

LOCATION 5: GOVERNMENTAL WAY

Before you is the main entrance to the inner city of Gaxmoor; the Citadel. On either side of you are huge bronze statues of Imperial guardsmen. A similar placard is below each of the statues, with formal lettering in the Imperial language.

Translated, the placard on the left says, "Welcome to Governmental Way. Lawbreakers to the left." The one on the right proclaims, "Welcome to Governmental Way. Foreign coinage and trade goods must be taken to the right for bonding."

There is nothing of value here.

LOCATION 6: OFFICE OF WEIGHTS AND COINAGE

This is a structure that faced a major assault. Broken picks and shovels litter the ground as well as weapons and pieces of armor; evidence that this area was defended by the Imperial troops. The Entryway above the grand stairwell has a statue of an official holding a scale upon which he weighs coin on one side and wheat on the other.

The building has been thoroughly looted and burned out. There is nothing of value left here.

LOCATION 7: GOVERNOR'S PERSONAL STABLE

You see a very small but ornate structure that looks fine enough to house the gentle family of some minor noble. Instead, from the size of the doors and the earthy smell that emanates from the building, you can deduce that it must in fact be a stable.

Inside are four luxurious horse stalls, a tack and harness room, with a myriad amount of equipment of outstanding quality. The craftsmanship of the etched leather tack and harness must not have impressed the invaders: the bloated bodies of four magnificent chargers hang from the ceiling rafters. Examination of the scene reveals that the horses have been hung and slowly asphyxiated by

an immensely strong and cruel creature. If the players wish, they can find expert-made tack and saddles to outfit 18 horses.

LOCATION 8: CISTERN

The sound of rushing water and the cool radiance emanating from this cistern are further testimony to the skill of the engineers of Gaxmoor. Water still freely flows through the aqueducts into the cistern and out beyond to the Inner City.

The cistern also has an underground passage filled with water leading to the secret palace chambers so they have a constant source of fresh water. This passage has no bars or grates. While this leads down to the labyrinth beneath Gaxmoor, the access passages are too small for the gargoyles (see Under Gaxmoor, the Labyrinth) and are rarely used by the muhroydians due to the danger within the Inner Walls.

LOCATION 9: THE ROYAL GUEST PALACE

(SEE MAP P. 112)

Your mouths hang open as you gaze in amazement at the grandeur of this beautiful palace. Colored marble columns, blocks of granite, and many statues decorate the building. The entire edifice has been painstakingly carved by what must have been an army of master stonemasons and sculptors. The whole of the structure projects power, authority and opulence. A grand stairway leads up to an ornate entryway. Several spacious balconies dot the structure, all as richly decorated as the rest of the building. This is truly a manor for the wealthy born!

Visiting members of the highest ranking families or even members of the Imperial family would stay here when visiting Gaxmoor. No luxury was spared for the privileged. This is now the home of Harecules' personal troops from the Labyrinth.

Ruckothozandrew and Elixamanzonlith, two rogue, demonic siblings, command a company of elite warrior gnolls. None of these demons may summon any other of their kind since they have broken from their own kind. Elixamanzonlith and Ruckothozandrew are each 7 foot tall, and appear to be demonic amphibians with red and black scales and huge muscles. Note that neither of them can summon other demons – they have broken with their kind and lost that ability.

RUCKOTHOZANDREW, ROGUE DEMON (This chaotic evil creature's vital stats are HD 9d8, HP 67, and AC 22. His primary attributes are physical and mental. He attacks with his +4 mace of blood (see below) for 1d10+4 damage, or with two claws for 1d4 points of damage and a bite for 4-16 points of damage. His special abilities are immunity to elements, which makes all fire and cold based attacks do half damage against it, immunity to poison and charm effects, spell-like abilities at will: fear, levitate, detect magic, discern location, and telekinesis).

Ruckothozandrew's mace of blood is an evil artifact. It is a +4 mace carved from a single immense piece of blood-red ruby. The

mace gives its wielder the following special abilities: +2 on initiative checks, detect thoughts 3x/day, hold monster (only versus demons) 3x/day. The curse of the mace eventually takes over the wielder. Non-demons who possess it must make a wisdom save every day (CL begins at 1, but increases by one every day) – failure means their alignment moves one step closer to chaotic evil, and once its owner is chaotic evil the possessor becomes moved to worship demons and destroy the enemies of demonkind. Once the Mace is used by a non-demon to slay a foe, only a remove curse can allow its possessor to discard it, or even choose any weapon other than the mace of blood in combat).

ELIXAMANZONLITH, ROGUE DEMON (This chaotic evil creature's vital stats are HD 9d8, HP 67, and AC 25. Her primary attributes are physical and mental. She attacks with her sword +2 nine lives stealer (with the capacity to steal 3 more lives) for 1d8+2 points of damage, or with two claws for 1d4 points of damage and a bite for 4-16 points of damage. Her special abilities are immunity to elements, which makes all fire and cold based attacks do half damage against it, immunity to poison and charm effects, spell like abilities at will: fear, levitate, detect magic, discern location, and telekinesis. She possesses her long sword +2 nine lives stealer, and an amulet of natural armor +3).

ELITE GNOLL WARRIORS, 47 (These chaotic evil creatures vital stats are HD 4d8, HP19, and AC 17. Their primary attributes are physical. They attack with their expert-made battle axes for 1d8 points of damage or can slam for 2d4 points of damage, or can fire their expert-made short bows for 1d6 points of damage. Their special ability is darkvision, which extends 60'. Each wears a suit of chain mail and carries a large shield, a battle axe, has an expert-made short bow and a quiver with 2 +1 arrows, and 24 expert-made arrows. Each one has 1d10 gp and 1d20 sp).

TREASURE: Hidden in a chest beneath the floor of the main room is their treasure: 4,200 gp, 1,200 pp, 12,000 sp; a necklace worth 7,000 gp (spot check CL 10 to notice hidden trap door).

LOCATION 10: ROYAL GUARD BARRACKS

A splintered door lies in pieces inside this finely-crafted building. Uniforms and weapons are scattered about haphazardly inside what must have been a barracks. No corpses or bloodstains are evident within and it seems as if this building wasn't defended. The interior is thoroughly ransacked. The beds, chests and tables are broken. Even the ornately carved dark wooden bar has been chopped into kindling. Behind the bar is another broken doorway revealing stairs that lead down into the darkness.

This large ornate building is largely abandoned. It has been thoroughly ransacked by the marauding armies of Harecules and little of any value remains. The fixtures are still there, marble floors, banisters, and the like, but little else.

A secret passage exists, hidden behind a huge empty wine keg in the basement (spot check CL 15). This leads to an underground tunnel which traverses the city, coming out at the Shapely Siren (see Outer City, Site 7 & the Map of the Sewers below).

LOCATION 11: THE GOVERNOR'S PALACE (SEE MAP P. 113-114)

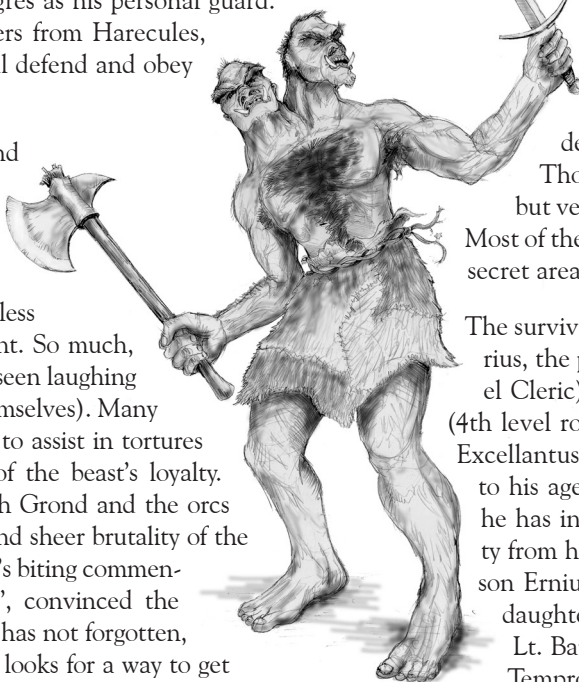
A more magnificent structure your eyes have never beheld! This majestic palace makes all your experiences outside Gaxmoor seem infinitesimal. The towering marble columns have been intricately carved and soar upward toward the heavens. The different colors and textures of the stone making up the Palace are incredible, and the artwork of the stonemasons is breathtaking. You are filled with a sense of awe at the power the Empire commanded at its zenith.

The Governor's Palace is the home of the Cambion Harecules, the one-time leader of the humanoid horde who had sacked Gaxmoor. Harecules is the product of the union of Saburo Sato, an ogre mage and the demoness Tracassa. Harecules has an ettin henchman named Snaggle/Smerk who accompanies him everywhere. His father, the ogre magi, and 110 gnolls are also in the Palace.

Saburo, Harecules ogre magi father, is very old and wise. He is a great traveler and is skilled both in wizardry as well as the clerical studies. He takes great pride in the drive and cruelty of his offspring. Now that he has finally pried him away from the distorted influence of his mother Tracassa, Saburo believes he and his son can loot and pillage their way across the world. It was Saburo who discovered the way to bring Gaxmoor back into the world from its protective universe. He knows of, and lusts after, the power of the Staff of Urnus Gregaria. With the staff in his hands he will be able to lead his son to ever-new opportunities. Together they would use their power to rule over the lesser folk of the universe!

Saburo has brought in twelve ogres as his personal guard. While they nominally take orders from Harecules, in any combat situation they will defend and obey only the ogre mage.

The ettin, called Snaggle and Smerk, is Harecules bodyguard. This creature veritably worships his master Harecules. The horrifyingly inventive ways the Cambion discovers to torture the helpless causes the ettin much amusement. So much, that hours afterwards, he can be seen laughing and talking amongst himself (themselves). Many times Harecules allows the ettin to assist in tortures and there lies the true nature of the beast's loyalty. Snaggle/Smerk used to work with Grond and the orcs of the Red Axe, but the power and sheer brutality of the Cambion, as well as the Cambion's biting commentary of Grond's "intellectualism", convinced the ettin to switch his loyalty. Grond has not forgotten, or forgiven this indiscretion, and looks for a way to get even.



The ettin is the only one who Harecules fully trusts and he is always at his master's side.

The gnolls are treated very poorly by the powerful personages in the Palace. They fill an almost slave-like role and they fear disobeying even the slightest command of Harecules. Woe to any who do not attend the Cambion's wishes with the utmost speed. Harrg and Clasch are kept away from these gnolls, as Harecules doesn't want them getting any silly ideas about their place in life.

One of the rooms in the Palace is the Library of Excellantus Pompium Mageris (court teacher and eldest living member of the Mageris family of court wizards). This vast sprawling library has all the necessary components for writing spells. The library includes every spell from the Castles & Crusades player's handbook, spread out over a dozen tomes.

Also, every sort of material needed for spell book replication or creation is in the library in great quantity. Many partially finished books lay about on the tables where the Governor's offspring were working on their studies when news of the attack struck. During the early morning hours of the day this is where the ogre magi sits and studies his spell books, while his ogre lackeys lay sleeping off their hangovers.

A special feature within the palace, behind a secret door in the Great Hall, is the "magical elevator" room. The little X box next to the courtyard has permanent *feather fall*, *levitate*, and *floating disc* spells cast on it. Individuals going in the secret room can be carried to any level they wish, slowly and gently. The elevator secretly connects levels 4, 3 and sublevel 1, as well as the hidden underground multiple access points within the inner walls (see map).

The Royal Governor, Protector of the Southern Mark, his Lordship Tyberius Mycellus Gelasius and his surviving staff are hidden in a secret area deep beneath the Palace. Those who are still with the Governor are few, but very loyal. He has fourteen people in his group. Most of the Royal Guard died to cover his escape to the secret area (see reference on Map for locale).

The survivors are his wife Chloe, her handmaiden Glorius, the personal healer Pretronus Curioso (9th level Cleric), the juggler/entertainer Hiddius Flaxulent (4th level rogue), the elderly teacher (98 years of age), Excellantus Pompium Mageris (7th level Wizard; due to his age and the decrepit condition of his memory he has in effect fallen back to the 7th level of ability from his once majestic 19th level), the Governor's son Ernius Gygantos Gelasius (3rd level wizard), his daughter Illysius Marius Gelasius (3rd level wizard), Lt. Barrius Protillus (5th level fighter), Centurion Tempros Ganger (6th level fighter), and four of the Governor's bodyguard (3rd level fighters). All of the



Governor's guardsman have bronze breastplates with a silver Imperial eagle on the chest. They all wear helms with purple brushes and short purple capes.

Once the party has freed or otherwise handled the Governor he attempts to enlist their aid in finding the Staff of Urnus Gregaria, Lord of Travel and Protector of Gaxmoor!

Over the secret door is a gigantic tapestry picturing a man with backpack and staff walking up the roadway to the city of Gaxmoor. However, if any PC moves the tapestry, it invokes a charm that disallows anyone to leave the entire area by any magical means, including *teleport* or *astral projection*. After the lead characters activate the effects of the charm, they should have an opportunity to recall some important information. The PC's might have discovered the password to this immensely powerful arcane ward if they read the books in the caretaker's library (see Outer City, Graveyard, Crypt IV). They must make an Intelligence Check (CL 15) to recall the proverb of the Traveling God. The password is "Revelation is a Journey, not a Destination."

The door is also protected by a *glyph of warding* with a 14d4 blast glyph. It is set to affect anyone not wearing the holy symbol of the Traveling God who touches the door.

Once the party succeeds in opening the door, they find that the stairs are a magical space all their own (See below, "Finding the Staff of Urnus Gregaria").

HARECULES, HALF-GIANT HALF-DEMON (He is a neutral unique hybrid being with the abilities of a 1st level wizard and 2nd level cleric whose vital stats are HD 18d8, AC 20, and HP 124. His primary attributes are physical and mental. His significant attribute is strength 26. In combat, he fights with his huge +4 two-handed sword for 3d6+4 points of damage, or with two slam attacks for 2d6 points of damage. His special abilities are his invulnerabilities, making him immune to weapons of +1 or less and granting him half damage from fire, cold, electricity, and acid, spell-like abilities (1x/ day: *astral projection*, inflict serious wounds. At will: darkness, detect good, detect law/ chaos), and 120' darkvision.

He possesses a neutral evil artifact +4 two-handed sword, which can cause fear (like the spell, as 9th level caster, 3x/ day), a ring of counterspells (currently set with a cone of cold), a ring of animal friendship, a belt of giant strength (strength 21), a portable hole (currently holding 20,000 gp), and a Tome of Pure Unadulterated Evil (an evil artifact that grants a 15,000 XP bonus to any evil character who spends 480 hours studying it over a period of 6 weeks unless they fail a wisdom save (CL 10), in which case the reader feels so foul that he attempts to commit suicide with either his best weapon or the most powerful spell he has access to, hopefully taking as many people with him as he can. Any good character who peruses the books vile pages takes 6d6 points of damage. Once an evil character reads the entire book, the book disappears, going off into the world to spread more misery), and his spell book, the Tome of Ish (with the following spells: 0- arcane mark, dancing lights, detect magic, detect poison, ghost sound, light, mage hand, read magic 1st

– charm person, magic missile, sleep, shield, unseen servant).

He currently has the following wizard spells memorized: 0- ghost sound, mage hand x2, prestidigitation 1st- shield, unseen servant.

He also has the following cleric spells prepared: 0- create water, detect magic, first aid 1st – bless, shield of faith).

SABURO THE OGRE-MAGI (He is a neutral evil exceptional creature with the abilities of a 5th level wizard and 7th level cleric whose vital stats are HD 17d8, AC 18, and HP 119. His primary attributes are physical and mental. His significant attributes are intelligence 20 and wisdom 18. In combat, he fights with his +4 huge feathered katana for 3d6+4 points of damage, or with his slam attack for 1d12 points of damage. His special abilities are 60' darkvision, twilight vision, regeneration, and spell-like abilities at will: invisibility, darkness, polymorph self (humanoid forms only), fly (12 turns per day), 1x/ day charm person, sleep, gaseous form, cone of cold (8d8 points of damage, dexterity save for half). He possesses a +4 feathered katana, a suit of +3 padded armor (this colorful armor is an artifact, and does not hamper spell casting at all. It shrinks to fit any wearer, and provides the wearer with spell resistance 2, and subtracts 3 points of damage from every attack they take from weapons of less than +1 enchantment), a wand of lightning bolt (50 charges), a wand of ice storm (50 charges), a bag of holding (type III), and spell components as well as spell books containing all arcana spells 1st through 3rd level). In his bag of holding is 3,000 gp and a sapphire gem worth 2,250 gp, and a large amount of spell components.

He currently has the following wizard spells memorized: 0- detect magic x2, light, mage hand x2 1st – alter size, hold portal, protection from good, shield, unseen servant 2nd -0 darkness, mirror image, protection from arrows 3rd – fireball, suggestion.

He also has the following cleric spells prepared: 0- detect good, detect magic x3, first aid 1- bless, command, protection from law, shield of faith, sound burst 2nd – darkness, hold person, silence, spiritual weapon 3rd – cure serious wounds x2, prayer 4th – sending).

SNAGGLE & SMERK, THE ETTIN (This neutral evil exceptional creature's vital stats are HD 12d8, HP 88, and AC 21. His/their primary attributes are physical. He attacks with his +2 battle axe for 1d8+2 points of damage and an expert-made two handed sword for 2d6 points of damage. Its special abilities are twilight vision, and it is impossible to surprise. He wears a huge suit of blue dragon scale mail, which gives him 10 points of protection from electrical attacks, carries a + 2 battle axe, and an expert-made long sword. His armor reduces his move to 30').

GNOLLS, 110 (These chaotic evil creatures vital stats are HD 2d8, HP 9, and AC 15. Their primary attributes are physical. They attack with their battle axes for 1d8 points of damage or can slam for 2d4 points of damage. Their special ability is darkvision, which extends 60'. Each wears a suit of scale mail and carries a large shield and a battle axe. Four of them have short bows and 12 arrows each, and they can fire arrows for 1d6 points of damage. Each one has 2d12 gp).

LOCATION 12: THE IMPERIAL MESSENGER'S STABLES

What was once a stable is being used as some sort of government warehouse. Stacks of wooden boxes and tables have dozens of different bottles of ink, quills, and used and unused stacks of paper are everywhere. You see a government official's seal next to a stick of sealing wax. It is a minor miracle this place hasn't been put to the torch!

The Governor had to be kept up on all the activities within the Empire and employed a small army of bureaucrats. Of course, with the moving of Gaxmoor to a minor pocket dimension this structure lost much of its original purpose.

Aside from the seal, there is nothing of any real value here.

LOCATION 13: THE SERVANTS GATE

You are looking at the lesser entrance that the commoners used to enter the Citadel. The wall isn't as ornately carved, nor is the archway as large as the other gates to the Citadel. However, the road seems to have received a lot more use than the main gates.

LOCATION 14: BREACH IN THE WALL

First you hear, and then you see several gnolls tossing coins against the remaining wall as they grumble loudly in their own tongue. Their pole-arm weapons are lying forgotten against the other wall as they push and fight over the results of the game.

Eight gnoll guards are busy gambling and conversing amongst themselves, and might be surprised by careful characters. The coins in front of them total 158 sp and 53 gp.

GNOLLS, 8 (These chaotic evil creatures vital stats are HD 2d8, HP 9, and AC 15. Their primary attributes are physical. They attack with battle axes for 1d8 points of damage or can slam for 2d4 points of damage. Their special ability is darkvision, which extends 60'. Each wears a suit of scale mail, carries a large shield, and has a battle axe).

LOCATION 15: THE BOTTOM OF THE WASHOUT

It seems that torrential rains have enlarged an animal's tunnel under the wall. This appears to be an unguarded entry in and out of the Citadel. Some assorted scraps of clothing and bits of armor, as well as some old broken weapons have been washed down the tunnel.

This is the same as Inner City, Site 69.

LOCATION 16: BLOWN BREECH IN THE WALL

The wall here has been blown inward by some violent explosion. Huge chunks of stone were tossed here and there in the blast. On the outside of the wall, the back blast destroyed the buildings, leaving the two villas a total ruin.

Nothing of value here; it is an entrance to the Citadel.

BENEATH GAXMOOR, THE LABYRINTH

GENERAL INFORMATION: The sewers beneath Gaxmoor are quite extensive. However, the majority of the sewer pipes, tubes, and tunnels are far too small to accommodate a human. Only the main service tunnels and major sewage arteries are large enough for a man to pass through. The muhroydians have dug small offshoots to the sewer lines, as well as widened out some areas to serve as living quarters in what has become a giant nest. The walls of the sewer have been decorated with crude carvings of a grotesquely fat humanoid, a fat red demon, emaciated giant muhroydians, and other disturbing scenes. The muhroydians are most heavily concentrated near the two grain storage facilities, with a smaller nest near Ro'dan's manor (see Inner City, Site 30). See point to point Map of the Sewers, page 114.

RANDOM ENCOUNTERS WITHIN THE SEWERS

The sewers are much busier than the other areas of the city and random encounters are more frequent. They occur on a roll of 1-2 on a d6 each time the party moves from one point to the next (see map). If any noise is generated within the sewers, in response to an encounter or for other reasons, there is a 5% chance per round of noise that another encounter is drawn to check out the action.

The most dangerous encounters will be the rogue water elementals that roam the sewers. The elementals were used, along with the sobekki, to maintain the extensive network of sewers underneath Gaxmoor. Since the wizards that controlled them are all dead, they are free to take revenge on the denizens of this plane for daring to enslave them.

RANDOM ENCOUNTERS IN THE LABYRINTH

Roll D100

01-08	Muhroydians, 2-12 with 1-8 two headed rats
09-14	Crocodiles, 1-4
15-23	Two-headed rats, 4-48
24-25	Giant pike
26-32	Snake, giant constrictor
33-45	Snake, venomous
46-47	Sobekki, 2-8 friendly hunting party
47-51	Sobekki, wild, 1d4; 25% chance of 1-2 medium crocodiles
52-53	Carrion crawlers, 1-2
54-60	Rats, 1-100
61-65	Gebelmensch, 3-12
66-70	Spider, medium, 1-4
71-72	Spider, large
73-77	Muhroydian with 4-40 two-headed rats (pack)
78-84	Water Elementals, 6 HD, 1-4
85-89	Water Elementals, 10 HD, 1-2
91-94	Screechers, 1-4
95-98	Giant Beetle, Stag, Large Vermin
99	Water Elemental, Huge
100	Ophidian, 1-4 (20% magic weapon or misc. magic item, check before battle)

A. NEST NEAR THE NEW GRANARY: A collection of three rough-hewn cul-de-sacs make up this nest area.

Room 1: *This rough-hewn chamber smells of dank earth and rotting meat. The room is strewn with the bones and other inedible remains of the muhroydian's victims. But far worse than this are the hordes of muhroydians bristling with weapons!*

There are several piles of straw and strips of cloth that serve as the nesting spots for the 46 muhroydians that live in this chamber. Hidden amongst the clothes and debris are 125 gp, 431 sp, and 2,193 cp.

They fight until 1/3 of their number is slain, then try to escape.

MUHROYDIANS, 46 (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with small scimitars for 1d6 points of damage, or two claws for 1d2 damage, and a bite for 1d3 damage, or by weapon type. Its special abilities are 60' darkvision, twilight vision, stealth, which allows them to move silently when underground with a successful dexterity check, and hive empathy, which allows them to act in concert with tribe members within 30', even while silent and out of one another's visual range. They have tattered leather armor, small scimitars, and a dagger each).

Room 2: This small oval chamber serves as the roost for the nest's 37 females and 158 young. The females fight as regular muhroydians, but only if attacked or in defense of the young. The young are nearly defenseless (AC 8, hp1) and scream for help if anyone intrudes upon the roost. All living muhroydians in the nest are drawn to their screams within 2-5 rounds. The muhroydians are so infuriated by the attack on the young that they gain a +1 modifier to all rolls (attack, damage and saves) against the PC's. The room is littered with excrement, humanoid bones, and scraps of cloth.

Room 3 - Shrine to Devourer God: The rough-hewn chamber is approximately 30 feet in diameter with only one apparent means of entrance or egress. An idol of The Obscene One sits in the middle of the room. Heaped about the twelve foot tall statue is the treasure of the muhroydians. Burst open bags of grain are stacked haphazardly, interspersed with piles of junk, but there are also hordes of silver, some gems and other treasures. Before the Idol, a fat priest prays fanatically as he leads two score muhroydians in prayer.

This room is both the nest's temple and home to the head priest of the Devourer God.

When the party enters the chamber, it is occupied by 39 muhroydians supplicants, kneeling in worship to the Obscene One Idol. The disgustingly obese priest, Raibee the Repugnant, spends his time writing fantastical works dedicated to the worship of his dread lord.

CK'S NOTE: These works are highly prized by all muhroydians in and around Gaxmoor. If presented to any muhroydian or related creature they garner a handsome price (up to 1,500 gp).

Anyone touching the statue is overcome with a ravenous hunger unless they succeed in making wisdom save (CL 7). This

madness forces them to instantly begin eating any and all organic material in sight (except the statue itself). If they do not have a week's worth of rations on hand, they resort to attempting cannibalism. The effected PC must consume a week's ration every hour or be stricken with mind numbing hunger. He, or she, gets to save once per hour to shrug off the effect, or it can be lifted with a remove curse or dispel magic.

Concealed within the statue is a clear spindle Ioun Stone- the antithesis of the muhroydians religion.

RAIBEE THE REPUGNANT (He is an exceptional muhroydian with the abilities of a 3rd level cleric whose vital stats are HD 4d6, AC 15, and HP 21. His primary attributes are constitution and wisdom. His significant attribute is wisdom 13. In combat, he fights with a scimitar for 1d6 points of damage, or with two claws for 1d2 points of damage and a bite for 1d3 points of damage. His special abilities are 60' darkvision, twilight vision, hive empathy, which allows them to act in concert with tribe members within 30', even while silent and out of one another's visual range. He is too heavy to employ the muhroydian stealth ability. He wears ill-fitting leather armor, carries a scimitar, two scrolls (comprehend languages and cure light wounds), a pouch with a single application of dust of illusion, and a second pouch with 13 gp, 6 sp, and 9 cp.

Raibee has the following spells: 0- detect good, detect magic, first aid, light 1st- protection from good, shield of faith 2nd- hold person).

MUHROYDIANS (These lawful evil creature's vital stats are HD 1d6, HP 3, and AC 15. Their primary attributes are physical. They attack with small scimitars for 1d6 points of damage, or two claws for 1d2 damage and a bite for 1d3 damage, or by weapon type. Its special abilities are 60' darkvision, twilight vision, stealth, which allows them to move silently when underground with a successful dexterity check, and hive empathy, which allows them to act in concert with tribe members within 30', even while silent and out of one another's visual range. They have ratty leather armor, small scimitars, and a dagger each).

TREASURE: There are 6,500 sp, eight pieces of bloodstone (50 gp each), three golden yellow topaz (500 gp), and a star ruby (1,000 gp). One of the bones piled around the statue is actually a divine scroll tube with 4 spells: 1st: cure light wounds, protection from good, hold person, and desecrate. The Idol is constructed of packed offal, gnawed bones and sinew. The grotesque sculpture is worked so as to resemble The Obscene One. The Idol is imbued with divine power and has some special qualities (detect magic and a wisdom check CL 15 to recognize curse).

B. THE MUHROYDIANS NEST nearest the old granary is somewhat smaller than the one near the Obscene One. It consists of only 45 males, 23 females, and 53 young. The nest consists of three chambers, much as the other nest. The first chamber serves as the sleeping quarters for the male muhroydians. The second chamber houses the females of the species and the young. The third chamber is smaller than the rest - only 10' x 30'. This serves as the kennels for the domesticated two-headed giant rats. A total of 67 of these creatures are kept in this kennel. They are

trained to act as sentinels, much as a guard dog would protect a home. They rush off in a chorus of squeaks to attack when any intruder is in the nest, thereby warning their masters of the danger.

TWO-HEADED GIANT RATS, 67 *(These neutral creature's vital stats are HD 1d4, HP 2, and AC 13. Their primary attributes are physical. They attack with two bites that do 1-2 points of damage each. Their special abilities are twilight vision and disease, which forces victims of their bite to make a constitution save or contract a disease).*

FINDING THE STAFF OF URNUS GREGARIA (SEE MAP P. 112)

Gaxmoor is built on a solid sheet of bedrock. This rock is so thick that many natural caverns exist under the city. These caverns are closed to the outside world, or were until the city engineers, working to deepen the city wells, not only found water, but discovered an entire ecological system of underworld monsters.

It was within these caverns that the engineers, at Urnus' demand, carved out a dome shaped room wherein the god placed a diorama of the city. There, Urnus worked the magic that teleported the City from the world to the pocket dimension. A raised pocket in the miniature Governor's Palace (within the diorama) is where the Staff of Urnus Gregaria was placed in order to command the spell that transported the city (see map, following page).

The Staff now lies upon the diorama, where it was hurled by the sorceries of Narrheit's counter spell.

To get to the final dome-shaped cavern within the diorama of Gaxmoor, the party must walk down the flight of steps found in the Governor's Palace.

They must first overcome a trap which, if they fail, propels the party to another pocket universe. This trap can only be bypassed by not allowing ones feet or shoes to come in contact with the steps (find trap CL 16, or a wizard can make an intelligence check CL 16 to understand the nature of the trap). Anyone who steps on the stairs is teleported to a small pocket dimensional jail where, trapped in fog-banked walls, they never find the path to go home, unless they wear the Sandals of Urnus Gregaria, or have a *gem of seeing*.

Trapped in here with any newcomers is the demon Negabuhazur, a Servant of Tracassa (Haunted Villa).

To get close to the diorama, one must walk backwards (or not be touching the ground). Otherwise, every step forward is instead added to the distance needed to travel. Every foot traveled by anyone touching the ground is but 1/10 the actual distance due to the powers of the noble earth lord. As an added difficulty, Crystrodium, a huge noble earth elemental, and his two earth elemental bodyguards, have made a pact to protect the area until the god's return.

While the initial offer seemed to his liking, Crystrodium is now irate with the length of time he has already lived in his "prison." He most certainly attacks anyone, even priests of Urnus

Gregaria, that he comes in contact with. He even contemplates assaulting the Traveling Lord himself; so great is his anger.

If the characters enter the room they can take the Staff or reinsert it in the diorama.

If the Staff is reinserted into the "pocket" within the diorama, a tremendous jarring will be felt as the whole is once more sent out of the plane. The Staff is fused into the diorama and may only be removed by *dispel good*, *dispel magic* (intelligence check versus CL 30), and a *prayer* while the Staff is held by a cleric of the Traveling God.

NEGABUHAZUR, ULTHAL DEMON *(This chaotic evil creature's vital stats are HD 10d8, HP 78, and AC 24. His primary attributes are physical. He attacks with 2 claws for 1d4 points of damage, a bite for 1d4+1 damage, or a scythe for 1d8+1 damage. Its special abilities are immunity to elements, which makes all fire and cold based attacks do half damage against it, immunity to poison and charm effects, invisibility (as the spell, 3x/ day), and spell-like abilities: animate dead (once per day), detect thoughts (upon command), dispel good (2x/ day), and speak with dead (upon command)).*

CRYSTRODIUM, EARTH ELEMENTAL LORD *(This neutral creature's vital stats are HD 21d8, HP 199, and AC 24. His primary attributes are physical. He attacks with 2 slam attacks that do 2d10 points of damage. Its special abilities are earth mastery, which give it maximum damage with its slam attacks against opponents touching the ground, but a -4 penalty to flying or swimming creatures, earth glide, which allows it to move through solid earth at its normal movement rate).*

EARTH ELEMENTAL, LARGE, 2 *(These neutral creature's vital stats are HD 8d8, HP 60, and AC 19. Their primary attributes are physical. They attack with 2 slam attacks that do 2d8 points of damage. Its special abilities are earth mastery, which give it maximum damage with its slam attacks against opponents touching the ground, but a -4 penalty to flying or swimming creatures, earth glide, which allows it to move through solid earth at its normal movement rate).*

If they take the Staff, they gain the following magic item:

THE STAFF OF URNUS GREGARIA

Urnus Gregaria, the patron god of Gaxmoor bore a magical staff of his own crafting. It served him in many capacities, but particularly when he traveled throughout the kingdoms of the world. He used the staff as a conduit for his spell crafting, but more importantly he used it to shift the wondrous city from its home plane to a protective pocket dimension. It is very powerful to any mortal who possesses it, but more so for druids or wizards.

- 1.) When used as a weapon the Staff gains +3 to hit and has a base damage of 2-16. It may also strike ethereal and astral opponents.
- 2.) The holder and his companions can pass through any terrain without leaving any tracks whatsoever.*

- 3.) The holder and his companions are protected from natural weather difficulties. They don't get wet from rain or snow, and the wind is always at the party's back. The holder alone gains the *endure elements* ability.*
- 4.) If on a road the party's movement rate is doubled.*
- 5.) The holder may never be lost. He always knows the path back to somewhere he has been.
- 6.) The holder may detect traps set along the road (as a rogue of their level, +10 to their detect check).
- 7.) The Final Strike Option: As a final retributive action, the wielder may break the staff (takes a strength check CL 1 to break), releasing destructive energy in all directions. Those within 10' take 150 points of damage while those within 50' take 75 points of damage.

* In situations where multiple people gain abilities these are granted to the holder and up to as many characters as the level of the holder. Use of this staff uses no charges.

In the hands of a druid these additional powers are available:

- 1.) The druid is able to cast spells as if he were two levels higher. The druid gains spell casting abilities as if he were two levels higher in terms of spells per day, and spell effects.
- 2.) The druid is always able to converse with natural animals and gains a +5 bonus on all charisma checks with such creatures.
- 3.) The druid gains the effects of the *freedom of movement* spell, as long as he is on a road.

In the hands of a wizard these additional powers are available:

- 1.) The holder is able to cast spells as if he were two levels higher. The spellcaster gains casting abilities as if he were two levels higher in terms of spells per day and spell effects.
- 2.) If the holder uses a personal *teleport* spell it is now considered as a *teleport without error*.
- 3.) The *gate* spell is now an 8th level spell for the holder.
- 4.) The holder alone may ignore the effects of a *time stop* spell.

STATUES AND POOLS WITHIN THE CITY (1-53)

To add to the chaos of the invasion, Aristobulus, an Eldritch Demigod who wields supernatural power, has enchanted several of the statues in the Lost City of Gaxmoor. He has imbued some of them with immense power. They retain this power as long as the statues remain within the confines of the city. Any attempt to remove them will instantly and permanently remove all of their magical power.

These modified statues are marked with an asterisk.

CK'S NOTE: Unless otherwise noted, all statues have AC 20 and 150 HP. Additionally, non-magical slashing and piercing weapons do only half damage against them. All of the statues radiate magic.

82 CASTLES & CRUSADES

1: STATUE OF THE PROUD SOLDIER WITH THE ADORING LAD

A statue of an Imperial soldier in full ceremonial uniform striking a triumphant pose overlooks the west gate of the city. The figure of a small lad carved from the same block of stone gazes up adoringly at the soldier. The whole sculpture radiates a feeling of nationalist pride, which is mostly lost to your group of contemporary onlookers.

2: DESTROYED STATUE

Whatever or whomever this statue once was can only be speculated, for it has been reduced to a pile of stones, none larger than two feet across.

3: COLONEL TIBERIUS

This is a marble statue of an Imperial officer in full military dress. The finely crafted embossed breastplate and jewel encrusted short sword mark the wealth of the subject.

4: WILD DOGS & BEAR.

A pack of onyx dogs has an onyx black bear cornered with his back to a real oak tree. Two of the dogs lie dead at the bear's feet.

If someone touches the bear it becomes real, as well as the dog pack. Anyone in the middle must fight the black bear and the seven wild dogs. All the creatures attack the party first before fighting with each other. Any animals "killed" revert back to statues in their original position. The statue can only animate once every 24 hours, resetting every night at midnight.

BLACK BEAR (This neutral creature's vital stats are HD 3d8, HP 18, and AC13. Their primary attributes are physical. They attack with two claws for 1d6 points of damage, and a bite for 1d8 points of damage. Its special ability is its hug, which forces victims of two successful claw attacks in the same round to make a strength save or be caught in the bear's crushing hug, allowing the bear to automatically bite the victim every round until he frees himself).

WILD DOGS, 7 (This creature's vital stats are HD 3d4, HP 9, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 damage).

5: A WITCH

This bronze statue is of a woman being burned at the stake. Below it is a placard proclaiming, "Unlicensed sorcery is punishable by death within the Imperium!" It seems as if the humanoid scum who have taken over the city have taken this idea to heart since the buildings and the trees next to the statue have all been torched recently.

If anyone brings flame within ten feet of the statue it acts as a conduit and the flame leaps onto the statue and sets off a huge fireball bursting 60 feet in all directions. The effect is lightning-quick and does 4d6 damage (dexterity save CL 7 for half), before extinguishing all flame sources within the area. This occurs every time flame is brought near.

6: THE HAPPY SOBEKKI

This stone statue and fountain show a party of four sobekki working under the guidance of an engineer of Gaxmoor. It seems to be a celebration for the efforts of the sobekki in the building of the aqueducts.

7: CITIZEN HOLDING A GARGOYLE PIPE

A representation of a startled citizen of Gaxmoor smoking a pipe stands carved in stone before you. But wait, you notice that the pipe is actually real and not carved out of stone! The pipe is made of bone and is carved in a gargoyle motif.

The pipe is a cursed item and anyone who smokes tobacco from the pipe will be turned to stone. Releasing the stone subject is easy however, for all you must do is remove the pipe from the statue and knock out the tobacco.

CK'S NOTE: Rescuing the present victim of the pipe could supply the party with any replacements they may need. The released person can be of any non-fighter type class or classes and have two levels of experience.

8: NAKED WARRIOR WITH GREAT SHIELD

A marble statue with its sword arm raised and a mighty shield held before him. The statue's pedestal has a bronze plaque with "Unbrus Vinci" carved upon it. It appears as if a fight recently occurred here as the bodies of two dead hobgoblins attest.

This is an ancient version of the berserker. Any PC who climbs up on the pedestal and touches the sword becomes a berserker. If the shield is also touched, they add +4 to their armor class for 4d6 rounds. Immediately in the berserker state, the PC leaps from the statue's pedestal to confront the nearest foe in sight. If there is no enemy, then the nearest disliked PC; failing that, anyone is game! Attacks when berserk are at +4 to hit, with damage bonus of +4. Berserk rage lasts for 4D4 rounds. A person is subject to this effect one time only, and once it wears off they lose all bonuses.

9: THE BENEVOLENT DICTATOR STATUE

This is a statue of the previous Emperor, Claudius Benevidicus, giving the life hand gesture to a gladiatorial contestant.

10: THE PHYSICIAN

Here is a statue of a man tending to a young nobleman. He is holding a staff entwined with two serpents and he is touching the young man's chest with the staff. On the bronze placard below it says, "Alexander Gigantos, the savior of Gaxmoor. During the red death of MCCCIXX he gave his life so that others may live. He will come back when needed most."

If a good character of clerical nature praises the works of Alexander and is genuinely moved, the statue comes to life. He passes the staff to the cleric saying, "Continue to heal the sick and wounded for this city needs your tender work." The snake staff of healing has the following powers (per day): four *cure light wounds*, two *remove disease*, and one *neutralize poison*. The staff also gives the holder the ability to *raise dead* if the victim has been dead for less than one hour per level of the cleric. However, this costs both the cleric and the beneficiary a level of experience. The holder must be of good alignment and each time the staff is used, it causes 1-3 points of damage to the wielder. The holder of the staff may not use it upon himself; he must use his own curative powers for that. Inscribed on the staff are the words "Physician Heal Thyself" in ancient Imperial.

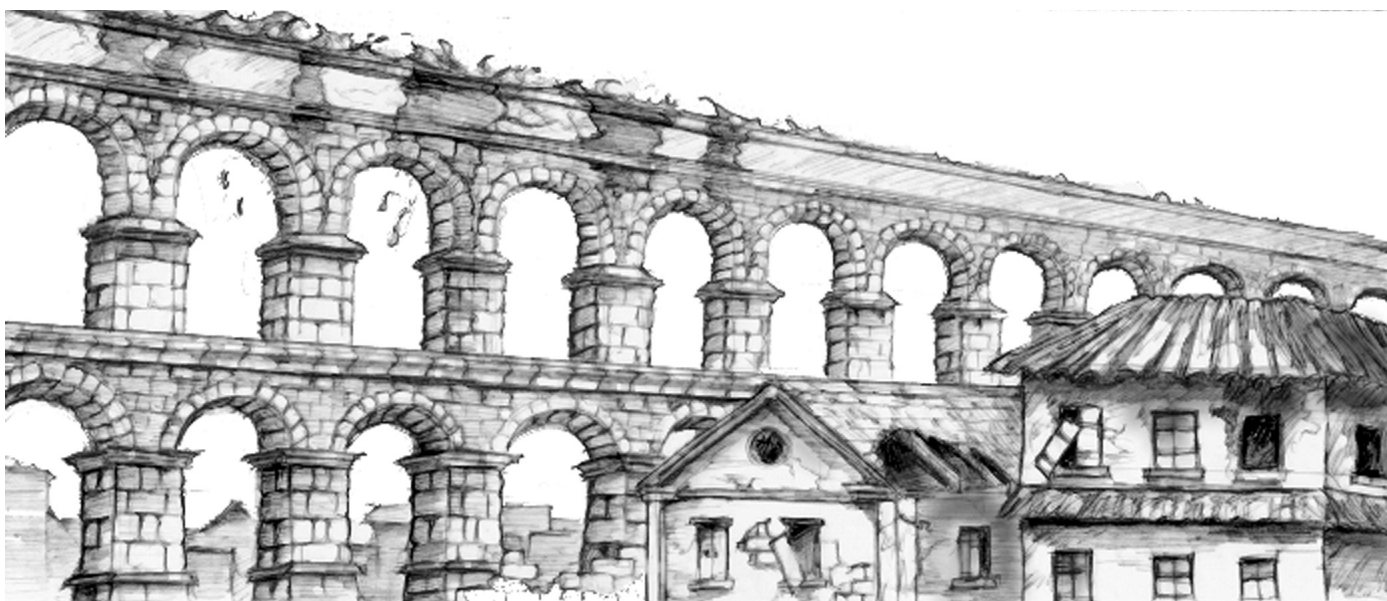
11: GUARDIAN LION

This noble-maned lion, cast in bronze, stands rampant and snarling, its great fangs exposed. His mouth is so wide that one could place their head within. A goblin skeleton lies before the statue with its skeletal hand severed at the wrist.

If a truly brave and noble PC dares to put a hand in its mouth he will, when next attacked by enemies and in grave danger (reduced to 25% of his hit points or fewer), find a ferocious lion fighting beside him and protecting him, disappearing at the end of the encounter. If the PC actually dared place his head in the lion's mouth, this guarding role will occur three times!

A callow and shiftier PC will be bitten for 2D6 damage (hand) 2D10 damage (head). A cowardly and evil one suffers twice that damage. After the initial encounter, the same person gets no benefit from any actions performed here. Any ill-meaning characters striking the statue are magically clawed for 2D4 damage per attack they make on the lion. Note: All character judgments are made by the CK based on player actions.

FEROCIOUS LION, SUMMONED CREATURE *(This neutral good creature's vital stats are HD 5d8, HP 40, and AC 17. Their primary attributes are physical. They attack with 2 claws for 1d4 points of damage, and a bite for 1d10 points of damage. Its special abilities is its rake, allowing it to attack with two rake attacks with the hind legs with an additional +3 bonus to hit after a successful bite attack, with each rake attack inflicting 1d4+2 point of damage, and twilight vision. It also shares empathy with the individual it has come to protect, and can be directed by them in combat).*



12: GARDEN & SUNFLOWERS

This bronze sculpture depicts a beautiful garden, with four tall sunflowers as the central theme.

If anyone comes into the “garden” area, the sunflower heads animate and begin firing heat rays, each covering one side (90 degrees) of the work (spot check CL 10 to notice them shifting to target intruders approaching the garden area). If a heat ray hits, it inflicts 3D6 damage. Range is only 30 feet, with a tight, targeted beam of one foot diameter. The “caster” (in this case the flower) must make a ranged attack at their opponent’s AC without the armor bonus. If the party braves this attack and cuts off the mobile flower heads, each has within a special wand of heat (temperature of ray is 212 F), having been part of the stalk supporting the head. The base number of charges in each wand begins at twenty (minus the number of charges the “flower” expended during the combat with the PC’s). Each can be recharged to a full 50 charges by activation of any fire-based spell “into” it while the wand is held. Each spell regenerates one charge. Each time the wand is fired, the holder must make constitution save (CL 6) to avoid taking 1d6 points of burn damage to their hand.

13: A NOBLEWOMAN IN THE PARK

This statue blends in so well with the stone bench she reclines upon that it gives the illusion of life. The woman is obviously a noblewoman, and she somehow looks frightened. There is still room on the bench, as if she were waiting for someone.

If a humanoid touches the statue of the noblewoman, its face animates and it speaks to whoever touched her in their native tongue; “Will you pledge your life to defend the helpless and frightened?” The statue asks. Only the one who touched the statue can answer. If they answer anything but in the affirmative, the statue goes rigid and will not animate again for another 24 hours. If they answer in the affirmative, a sudden thunderstorm

arises and it rains upon the whole city with lightning flashes all about. Out of the storm charges seven storm giants armed with coherent bolts of lightning. The PC’s have one round to react before the giants reach them. Have them roll initiative as if this was about to be a real fight! The giants get an automatic 1 on initiative. Any member of the party who flees the encounter is cursed for being a coward, losing 1-4 permanent hit points from their total. Any party member who makes a stand, prepares for the fight, or actually attacks the giants with a spell or ranged attack gains 1d4 permanent hit points to their total. Any PC who actually charges the giants gains 1d4 hit permanent hit points to their permanent total and one permanent point to one of their primary abilities. The storm, and the storm giants, disappear after one round. The statue never animates more than once in a 24 hour period, and each individual can only gain benefits from it once. Attempts made to trick the statue (such as bringing allies back and having them try the statue with foreknowledge of what will happen) results in all parties involved receiving a permanent loss of 1d4 hit points.

14: THE SLEEPING MAN

This bronze piece shows a man sitting at the Public Oratorio, but the artist seems to have had a sense of humor as it shows the distinguished gentleman asleep. Politics have always been a good answer for those who suffer from insomnia.

15: POLITICIAN

This bronze statue is of a plump man draped in finery, smiling blandly and with both hands spread open before him in an encompassing gesture. The stone pedestal bears a plaque with “Senator Zephyrian Flatulus” thereon.

Anyone touching the statue causes a cloud of undetectable gas to be released in a ten foot radius of the figure (trap CL 20). All

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within it are reduced to half normal intelligence and wisdom for one hour.

CK'S NOTE: Anyone who is asked for money or help when so affected is that much more likely to give what is sought.

16: THE DEATH OF A CHAMPION FOUNTAIN

The statues in the middle of the fountain are of two gladiatorial combatants. One has his head pulled back by his foe even as he looks towards the crowd for mercy. The victor holds his short sword ready to deliver the coup de grace.

17: THE ORNATE POOL

This may be the most impressive piece of artwork you have seen in Gaxmoor. A 40 foot pool surrounds the statues of young women pouring streams of water over one another. The detail put into this piece is altogether remarkable. It is good to see some semblance of beauty still surviving amongst this insanity.

18: THE WRESTLER

This marble statue is of a pair of strong young naked men who are in the process of executing a knuckle lock on each other. Neither man seems to have the advantage as of yet.

19: GIRL FLYING A KITE

Before you is a lovely white marble statue of a young girl flying a kite. She appears exuberant as she leaps in the air, laughter beaming from her face.

Anyone who touches this statue begins a transformation to gaseous form. This takes twelve seconds. The victim may control themselves, depending on the strength of the wind. Roll a six sided die:

- 1-2 No wind; the player may control his movement.
- 3-4 Light wind; the player may affect his movement but he will flow with the wind.
- 5-6 Strong winds; whip the player off to somewhere fun for the CK.

The effect lasts for twelve rounds. Anyone who actually touches the kite part of the statue will, upon return to non-gaseous form, find that they have a heavy silver and white marble "kite-shaped" necklace on their neck. This necklace is magical in nature and may not be removed until its ten charges have been expended, although it may be recharged up to twenty charges. For one charge the character transforms to gaseous form for up to 10 rounds. The statue only gives out one kite necklace per week, and never gives more than one to any given individual.

20: CHARIOTEER IN CHARIOT

This is a life-sized bronze statue of a chariot with three traces, two horses only, with its huge and muscular driver holding the set of three reins in one hand and a stout whip in the other.

To activate the magical effect, one PC must climb into the chariot beside the driver. At that moment, the next nearest PC within a 30 foot radius to the statue is instantly changed into a horse and hitched to the chariot! At the same time the vehicle and driver animate and are projected from the pedestal to the ground. "Excellent, brave warrior!" booms the charioteer. Why not assail the enemy!" At this point the charioteer whips the "horses" (each lash, given one per round inflicts one hp of damage to the PC-horse for a total of four rounds). The charioteer drives the vehicle into the Circus Maximus setting a mad pace, (racing speed 200 feet) as the chariot circles the whole race track. Any foes of the PC "warrior" in the chariot may be attacked as stated. The chariot and horses inflict 3D6 + 6 points of damage on all within its ten foot wide swath, as well as knocking the victim down for three rounds. The charioteer (AC 18, HP 66, attacks with whip as 9 HD monster attack with whip 1D4 +4 damage) also delivers whip attacks. The PC can attack any foe at a +3 to hit and +6 damage while so borne. After a complete circle is made, the chariot returns to its original position and de-animates. It only reactivates if a different humanoid takes the place beside the charioteer, and the animation only works once per user.

21: THE CHARIOT FOUNTAIN

The skill the sculptor shows was such that you wonder if this war chariot didn't meet a legendary basilisk. The whip of the driver is flicking towards the horses. The javelin thrower is in the process of pulling out another weapon from the quiver and finally, the archer takes a bead at the party. The whole is reflected in the pool below the statue. As a backdrop behind the chariot the fountain's water flows down over a miniature waterfall.

22: STATUE OF IMPERIAL TROOPER

Before you stands a representation of why the Great Empire lasted so many thousands of years. This statue is of an Imperial soldier, impressive and ready for battle. The sculptor paid close attention to his equipment; he looks to be capable of great mobility while responding to threats with melee or missile fire.

23: YOUNG MAN AND WOMAN

A fine bit of stonework shows a young man and woman arm in arm, their free hands raised upward and outward. Beaming smiles are on both faces and food and drink lay about their feet. Inscribed on the placard at the bottom are the words in the Imperial language.

Translated, the placard reads: "Welcome to Gaxmoor. May your stay be sweet and may your commerce be brisk."

24: BULL

This bronze statue depicts a huge, fearsome bull. The bull has his mighty horns raised high and his nostrils are widely flared. He must weigh several thousand pounds!

If anyone touches the statue, it gives forth a loud, brazen bellow. If fodder, including herbs, are placed near its mouth, it becomes animate. It then chews the food for 1-4 rounds, ignoring the one who made the "offering." The beast then leaps down from the pedestal (D3 for left, center, or right) inflicting 5D6 damage (dexterity save CL 15 for half damage) on up to 2-5 players in front of the statue and within ten feet of the pedestal. It never crushes the one who "fed it." This metal beast has a max range of 200 feet – if it charges beyond that distance it instantly returns to the pedestal, no longer animated. Any moving targets within range of the "charge" are attacked. The bull fights until there are no moving opponent within 200 feet. The animated bull does not attack any stationary creature. If the animated bull is defeated, it returns to the pedestal, a statue once more, and will not animate or react again for a week. If a PC within 30 foot radius of the statue taunts or makes a joke about it, the joker is struck by flying dung that appears out of nowhere, and stinks badly until washed off thoroughly with water and soap.

ANIMATED BULL STATUE (This neutral creature's vital stats are HD 10d8, HP 52, and AC 20. Its primary attributes are physical. It attacks with its slam attack for 2d6 points of damage. Its special abilities are construct traits and its immunity to magic, being immune to spells with the following exceptions: rock to mud functions as the slow spell for 2d6 rounds, mud to rock heals it of all damage, and stone to flesh destroys it utterly).

25: THE CAPTIVES

This bronzed statue shows what happened to those who tried to resist the might of the Empire. Three turbaned captives march in shackles while being prodded along by an Imperial soldier's javelin.

26: THE SPOUTING FISH POOL

This lovely fountain is still wholly intact. In the center of the pool is a large upright fish spouting water. The fountain of water cascades outward, much like refreshing rain. You can see small gold fish swimming about in the pool.

27: MINER

Before you is a marble statue of a miner with a pick and lantern. The sculptor seems to have really known his work, as the impression of dirt and toil seems to radiate from the figure. The statue's pedestal has a bronze plaque with "Cloudias Insubstantus MCCCLXI" written on it.

If the lantern is touched, a cloud of hallucinatory and obscuring gas surrounds the statue to a radius of 90 feet (Trap CL 15 to find/disable). All within a 30 foot diameter circle of the statue must make a constitution save (CL 15) or they share in a mass hallucination, as follows:

The statue comes to life, saying; "Clever diggers! Follow me!" He opens a hidden trapdoor beneath where he stood, descends beckons to you to follow.

If they follow:

Soon you find yourselves in a mine tunnel, and in no time you see a wall from which projects the multi-colored play of many sapphire crystals. He cautions; "As you harvest this treasure, be sure to be thinking positively!"

When one PC or another attempts to take something, the group is whisked back to the statue.

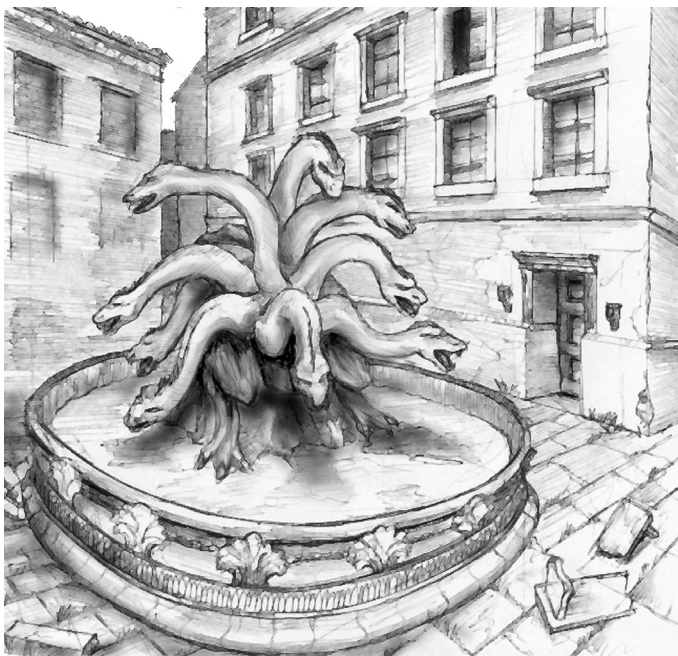
There is a real secret trap door that is operable if the statue is tipped forward. This reveals a ladder leading down one hundred and thirty feet to a 5 foot wide tunnel, leading off to the east some 60 feet and finally ending in a 15 by 15 foot rough-hewn chamber. This room is a moist natural cave with the walls covered in purple quartz crystals of no real value except to the crystal ooze that lives here. Unlike his gray cousin, he has a 10 intelligence and is telepathic, as well as having a voracious appetite. He is a prized pet of the Arch Mage Aristobulus. If the crystal ooze is overcome, he is covering a huge rough 5,000 gp sapphire. If the creature is near death, it mentally pleads for its life and offers the gem, which it gladly gives up if the PC's spare its life.

CRYSTAL OOZE (This ultra-rare ooze creature's vital stats are HD 4d10, HP 40, and AC 5. Their primary attributes are physical and mental. It attacks with acid for 1d8 points of damage. Its special abilities are constriction, where opponents must make a dexterity save or the ooze engulf a part of the and immediately begins secreting acid, doing its acid attack damage automatically every round to the creature if it fails a dexterity save to escape. In four rounds the ooze completely engulfs a man-sized creature, and after that the victim takes automatic double damage from the ooze. Unlike the common grey ooze, the crystal ooze has a 10 intelligence and is telepathic, being able to communicate with intelligent minds up to 60' away).

28: COWLED MAN WITH HAND EXTENDED

This is a bronze statue of a rogue. The gentleman seems to be making a hand signal with his left hand while stretching out his other as if to offer assistance.

This device was built by the thieves' guild as an escape mechanism for its members. One of the thieves' hands is making the thieves cant hand symbol that means escape. Anyone touch-



ing the extended hand while saying ;“ESCAPE” in the Imperial tongue is sent via *teleport without error* immediately to one of the two other rogue statues (41 or 53, determine randomly).

29: HEROIC FIGURE ON HORSE

You see a bronze statue of a mounted warrior, bearing a plaque with Imperial writing on it. The figure seems about to run off to the battlefield.

Translated, the plaque reads “Equistrus Rampus MCCXXCI” on it, and underneath “Charge the Foemen!”

If the word “charge” is spoken (in the Imperial tongue) while touching this work, the horse and rider animate. The beast and rider leap forward off the pedestal (D3 for left, center, or right) inflicting 5D6 damage (dexterity save CL 20 for half damage) on those unfortunate enough to be in front of the statue. The metal figures travel as fast as a heavy horse, going ahead for up to 150 feet before turning around and charging back to his pedestal. Any enemies of the creature who spoke the command word that are within range of the “charge” are attacked. The statue animates a maximum of once per day.

ANIMATED HORSE AND RIDER STATUE (*This neutral creature’s vital stats are HD 10d8, HP 70, and AC 20. Its primary attributes are physical. It attacks two hooves for 2d6 points of damage, and one swing from the rider for 2d6 points of damage. Its special abilities are construct traits and its immunity to magic, being immune to spells with the following exceptions: rock to mud functions as the slow spell for 2d6 rounds, mud to rock heals it of all damage, and stone to flesh destroys it utterly, and knockdown, which forces any target it strikes to make a constitution save (CL= the damage they took from the attack) or be knocked prone and stunned, unable to act for d13 rounds. If the creature is not destroyed before it returns to its pedestal, any wounds it sustains while animated are healed the next time it animates.*)

30: HYDRA FOUNTAIN

A magnificent granite statue on the West Side of the street draws your attention. A huge nine-headed hydra, with each head’s mouth open as if it’s about to pour liquid into the pool. The whole sculpture is about 20 feet in diameter. The statue itself is about 12 feet in diameter with the large water filled basin taking up the remaining space. The water appears to be about two or three feet deep. As you step closer to the pool you see several sets of humanoid bones resting in the bottom.

This magical fountain reacts if a humanoid touches one of the heads. The PC must be in the pool and may only effectively activate the magical properties of the statue if they are in front of the Hydra’s head. Roll a d12 to determine what issues forth from the head. Any activation of a Hydra’s head instantaneous-ly effects all players in the pool and is then transformed into normal water after one round- there is no way to harvest gallons of potions for later use!

MAGICAL PROPERTIES OF THE HYDRA

(**CK’S NOTE:** each player may activate a head once per day and each effect can occur only once per day. Consult the following table:

- 1 Water
- 2 Poison (constitution save CL 2 or die instantly)
- 3 Potion of neutralize poison (needs only touch skin to work)
- 4 Fire (4D8 damage in a 3’ x 6’ blast, dexterity save CL 8 for half damage)
- 5 Gems, 10D10, 10 gp each
- 6 Water
- 7 Acid (3D8 damage in a 2’ x10’ foot long blast, CL 8 save for half damage, item saves required)
- 8 Super Healing Potion (contact heals 4d8+7)
- 9 10d10 gp
- 10 Potion of Flying (needs only touch skin to work)
- 11 Wine
- Paralytic Gas (everyone within 30’ must make a constitution CL 8 save all within the pool fall in a coma for 10D10 rounds. They must be pulled out of the pool or drown).

31: THE MESSENGER

This iron statue of a man on a horse is some type of messenger. He is riding, hunched forward, with his hair flying back in the wind.

32: THE GHOSTLY CHARACTER

Standing to the east of the theatre you see a bronze statue of an actor in a ghost costume, playing the part of a spirit, or so it would seem.

Touching the statue causes it to animate. It appears to be just what it looks like; a man in a ghost costume. He stomps about, all the while speaking his lines from some ancient Imperial play. If the party listens politely to its recitation to the end, it takes a bow, then hands them a scroll of the playwright's favorite work (value 1,500 gp), after which it returns to its original position and de-animates. The scroll is quite valuable to Fairclaw or the Governor (Sites 36 & 11). If any member of the party says anything detrimental or nasty about the play, the ghost removes his sheet revealing a real ghost who shrieks his unearthly rage at the heckler before turning back to bronze. The victim must make a charisma save (CL 10) or take 2d10 points of damage, and loses 1d4 points of charisma. Charisma points return at a rate of one per day.

33: THE KITTEN CHASING A BUTTERFLY

This bronze statue is of a common house cat leaping from the flowers in an attack on a passing butterfly.

Have the players make a spot check (CL 5). If successful, then proceed.

You notice that the flowers next to the statue seem to have several dead butterflies lying about them.

Whoever touches this statue pops into a pocket dimension, which looks and feels like a gigantic garden with ten foot tall flowers. There they find themselves facing a terrifyingly huge lion. The lion pounces and fights to the death, pursuing the player through the garden if they flee. If the player is killed, another dead butterfly appears next to the statue. If he vanquishes the cat, he is magically transported back to the party with whatever damage he has taken – no time has passed, he appears to vanish and re-appear in less than a second. Survivors gain one permanent point of dexterity and the experience for the kill. If members of the party plan to abuse this boon the next individual who touches the statue finds he is fighting two lions and the next time another faces three, and so on, never “resetting” until someone dies in the pocket dimension. No matter how much time one visits the pocket dimension they can never gain more than one point of dexterity.

LION GUARDIAN OF THE POCKET DIMENSION

(This neutral evil creature's vital stats are HD 7d8, HP 45, and AC 16. Its primary attributes are physical. They attack with 2 claws for 1d4 points of damage, and a bite for 1d10 points of damage. Its special abilities are its rake, allowing it to attack with two rake attacks with its hind legs with an additional +3 bonus to hit after a successful bite attack, with each rake attack inflicting 1d4+2 point of damage, and twilight vision).

34: THE MIGHTY EAGLE STATUE

In this open courtyard you see a statue of a mighty eagle. While it might once have been attractive, its widely spread wings and head are now covered with guano from vengeful pigeons.

35: THE YOUNG BATHER

A marble statue of a young man wearing nothing but a towel stares at the large building to the south.

36: UNNAMED GODDESS OF LOVE

This is a marble statue of a beautiful and shapely woman with but wisps of a lower garment on. The sun beats down lovingly upon her up-turned face as she holds up fresh picked flowers and skips along the path.

If any PC climbs up the pedestal and touches the “goddess,” it briefly animates and slaps them hard across the face with a crack like thunder. The statue strikes as a 16 HD monster, and does 3d6 points of subdual damage on a successful strike, then de-animates. If the offending individual sincerely apologizes out loud to the statue, the statue briefly animates and smiles at them, and the victim gains 1d3 temporary points of wisdom, lasting 24 hours. The statue only animates once per day, and never twice in front of the same individuals.

37: SATYRS' WISHING POOL

This is a lovely marble basin filled with water, beautifully carved fish spout streams of water into the air, which splash down again in the basin. A few copper coins sit in the bottom of the basin. Around its edges perch a half-dozen satyrs, looking downcast and forlorn, sculpted in bronzed iron. A bronze plaque has words in the Imperial language.

Translated, the plaque reads; “Satyrs’ Wishing Pool.”

If the player's throw silver or copper into the water, they hear a brief flutter of pipe music, as if from a long way away. If they throw in gold, they hear a flute melody play, as if from somewhere nearby but just out of sight. If the player's throw at least 100 gp worth of any combination of coins, gems and jewelry, all of the wealth in the pool disappears and the satyr's animate, playing pipes and singing the Satyr's Lament, an impossibly beautiful tragic love song in the Imperial language. Individuals who hear it gain 100 XP, 500 if they understand the Imperial language. In addition, a bard hearing this song finds it unforgettable, and he can perform it as a part of his fascination ability, giving a -2 penalty on saving throws. The satyr's only animate once per day, and hearing the Satyr's Lament is only worth experience points once.

38: AMAZON WARRIOR

The figure of an athletic female warrior stands before you. The muscles of her arms bulge as she draws back an arrow in her short bow, aiming at some imaginary foe in the direction of the villa behind. Her curvaceous form is covered by two small pieces of chain mail.

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39: THE IMPERIAL ARCHER

This bronzed iron statue is of an Imperial archer preparing to shoot an arrow into the distance.

If the statue is touched, he releases an arrow and then pulls another from his quiver, immediately freezing back in place. The archer statue shoots the arrow at the toucher's enemies at +20 to hit (the bow is a +1 composite long bow). If no foe exists, then he will shoot one of the PC's, but will not shoot the individual who touched him. Damage is 1d8 + 1, and in all twenty touches may be activated before it ceases functioning due to lack of arrows. If the statue is destroyed while in the non-activated state, the bow will be useless since it is bronze. Only as the archer is firing is the bow wooden! If the Archer is killed, or an attempt is made to pull the bow out of the "live hands" (strength check CL 20) then the magic item is the reward. This may only be done while the statue is animated.

40: THE WEASEL

This is a bronze statue of a weasel standing up on its hind legs upon a ten foot square block of stone.

Anyone or anything of 100 lbs. or more, climbing or placed upon the block of stone, will activate the box trap (find/disable trap CL 20). The lid of the block springs open throwing whatever was on top of the block some 20 feet to the east (doing 2d6 points of damage, dexterity save CL 10 to roll with the fall for half damage). Once the lid is open a mummy leaps out in a startling arc, gaining + 6 to the initial initiative roll.

MUMMY (This lawful evil creature's vital stats are HD 7d12, HP 66, and AC 20. Their primary attributes are physical. They attack with their slam attack for 1d12 points of damage. Their special abilities are despair, forcing people who see them to save as if affected by a fear spell, and make a second wisdom save or be paralyzed for 1d4 rounds (humans get a +2 on this second save, and all individuals in a group gain a +1 bonus if the group members outnumber mummy present by at least 6 to 1), and mummy rot, requiring victims struck to make a constitution save or be infected with the magical mummy rot disease, during which magical spells and effects that restore hit points do not function on the victim, and causing victims to lose two points of charisma permanently each month, and eventually die 1d6 months after exposure if not cured. A raise dead spell brings them back to life. The mummy wears a ring of jumping).

41: COWLED MAN WITH HAND EXTENDED

This is a bronze statue of a rogue. The gentleman seems to be making a hand signal with his left hand while stretching out his other as if to offer assistance.

This device was built by the thieves' guild as an escape mechanism for its members. One of the thieves' hands is making the

thieves cant hand symbol for escape. Anyone touching the extended hand while saying "ESCAPE" in the Imperial tongue is transferred immediately to one of the two other rogue statues (28 or 53, determine randomly).

42: THE TRIPLE TIERED FOUNTAIN

This was a fountain of some elegance. While it was once functional, it is now only a shallow, green, scummy remnant of a pool. The algae are so thick that you cannot make out what is on the bottom of the pool.

There is nothing of value here.

43: NAMELESS BEGGAR

This is a granite statue of a ragged fellow with an extended beggar's bowl, and a crutch propping him up. There are bandages around his head and feet.

The first PC to place a copper coin in the begging bowl is granted good luck for the next hour. The coin vanishes, of course. The PC knows he is lucky, for he can sense it from his "good deed." Adjust dice rolls by +/- 2 in favor of the PC. If another copper is placed in the bowl, the one so doing gets misfortune instead, a +/-1 against him. They don't feel a special feeling. If a silver piece is put in another luck benison is given to the PC so doing, again only for the first such coin, with misfortune coming to subsequent silver coin donors. This sequence applies to gold and platinum coins as well. No PC can ever gain more than four luck benisons, one from each coin type. Once one of each type of coin has been placed into the beggar's bowl, no luck is possible to anyone that day, and only 24 hours thereafter will the function operate again.

44: THE HUSKY INNKEEPER

This marble statue was one of the first sites that travelers had when entering Gaxmoor. It is a large figure of a man wearing an apron holding four leather mugs full of ale. Below is a placard with an inscription in the Imperial language.

Translated, the inscription reads; "Welcome to Gaxmoor. May you find all you desire and enjoy plenty of our brew at the Weary Traveler Inn."

Anyone who touches the statue disappears from sight. He has been transported to a pocket dimension, simulating the venerable Gaxmoor institution, the Weary Traveler Inn. If he speaks the Imperial tongue he may buy food and drink and even rest for the evening. If not, he can obtain services by holding up money and going through gestures, but at double the cost; one silver per ale, 3 silver per wine, one gold for a meal, and three gold for a room (the innkeeper charges double if the PC uses non-Imperial coinage). If he tries to leave without having made



a purchase he finds himself walking back in the door, with no way to return to his own dimension. If he has bought anything, when he leaves through any exit he finds himself back at the statue with no time having gone by. Likewise, players that sit and take a meal, or even spend the night, find themselves fully refreshed, but once they exit they are back at the statue with no time having passed. An individual can only activate the magic of this statue once every twenty-four hours.

45: EXPLORER

This is a marble statue with an arm extended, pointing. The statue's pedestal has a bronze plaque.

Translated, the plaque bears the inscription; "Myopian Ingognitor, MCCCXXIV. Regardless of direction, seek the unknown."

The statue is a magic trick. If any PC queries it as to the location of some person, place or thing, the "explorer" turns and points; not at the named thing, but at the nearest dangerous encounter.

46: NOBLE FIGURE

This is a marble statue bearing a bronze plaque. In the robed figure's extended hand is a pair of dice.

Translated, the plaque reads; "Vasilius Rex, MCCMXII. Should it be yea? Or nay?"

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Anyone who touches the dice must roll a d10 to see what happens and then, any even numbered die to see whether the effects are positive or negative. Each character may only play once.

EFFECTS OF STATUE S46

- 1 gain/lose feeling of being strong, clever, and invincible (permanent +1/-1 to all wisdom saves)
- 2 gain/lose one spell if applicable (non-spellcasters roll again)
- 3 gain/lose feeling of being tough and invulnerable (permanent +1/-1 to all constitutions saves)
- 4 gain/lose feeling of shrewdness and improved memory (permanent +1/-1 to all intelligence checks)
- 5 nothing happens
- 6 gain/lose feeling of nimbleness (permanent +1/-1 to all dexterity saves)
- 7 gain/lose money equal to what is carried by the character
- 8 gain/lose 2d6 X 100 XPs
- 9 gain/lose one magic item-the character must have one to lose one
- 0 gain/lose warm feeling of being admired, lucky, and safety; change your charisma by one point

47: STATUE OF THE OFFICE OF WEIGHTS AND COINAGE

Before the group is a large statue showing an Imperial officer holding a plate of coins in his left hand, while his other hand is holds a sheaf of grain.

48: BOY AND DOG.

This scene depicts an urchin and a mongrel at play. The two seem to be involved in a game of fetch the stone.

If any PC within a 30' radius speaks disparagingly of it, or contacts either figure roughly, he is subject to attack. When a perpetrator within 30' of the statue turns his back on it the two figures animate. A phantom stone flies and a phantom bite is delivered. The stone always hits for 1d2 damage, and the bite always hits for 1d4 damage. The one so attacked will hear faint boyish laughter and the happy barking of a dog, but nobody else does, and the statues do not seem to animate.

49: IF PIGS HAD WINGS

This marble statue represents two winged swine standing on their hind legs, holding hands, apparently dancing. Below them stands an angry young woman holding a parasol. Inscribed on the base of the work are words in the Imperial Language.

Translated, the words on the base read; "If pigs had wings."

50: THE TRUMPETER

This bronze statue depicts an Imperial soldier blowing a large trumpet, battle pennants whipping in the breeze above his head.

If an Imperial character touches this statue, a trumpet blast peals forth, alerting all around for several hundred feet that something is amiss. As long as the Imperial character is non-evil aligned, he gets a special magical protection (1-4 melee rounds) after the party gets into their next combat. Eight Imperial soldiers appear as reinforcements to the Imperial who touched the statue. If he is killed, they pop out of existence. They last until killed or the encounter ends. Individuals may only ever benefit once from the magic of the statue.

IMPERIAL SOLDIERS, 8 (These are neutral good human 1st level fighters whose vital statistics are HD 1d10, HP 5, and AC 13. Their primary attributes are strength, dexterity, and constitution. They attack with short swords for 1d6 damage, or with their spears for 1d6 damage. They wear bronze breastplate, carry a gladius (short sword) and spear and large bronze shields).

51: THE WATER DRAGON

This stone fountain is of a large dragon sitting on a rock ledge above a pool of water. A steady stream of water gushes from its nose, washing over a barbarian spearman statue.

52: THE DJINNI

Before you stands a white marble statue, nine feet tall, carved from a single massive block of stone. Its lower half is a billowing gaseous cloud, but at the waist, it forms into the shape of a heavily muscled being. The creature wears nothing whatsoever, except for a large turban and a pair of thick armbands.

The statue animates into a djinni when touched by any humanoid. The djinni offers to grant a *wish* to them if they can answer a riddle. However, the djinni warns them that there shall be consequences if they fail to answer correctly, and he tells them that his friends cannot help him answer the riddle. Once the question is asked, they have but one minute to come up with the correct answer.

If the challenger successfully solves the riddle they get a *wish*. If the challenger fails to correctly answer the riddle, the djinni drains 1d4 hp permanently from the PC. A different humanoid can try for the wish with the same terms, but the riddle is always different. Once the statue grants a *wish*, it never animates again.

RIDDLE 1: "I am born through the ravenous destruction of my host, but shed no light. I cool as I ascend toward the heavens. I have been a tool of mankind, but I am deadly to the same if left in close confines."

The answer is: smoke.

RIDDLE 2: "There are two of us, one more noticed than the other; though we are equal throughout the span of a year. Who am I?"

The answer is: day and night.

If the first two challengers fail and other PC's attempt the challenge, draw riddles from outside sources.

53: COWLED MAN WITH HAND EXTENDED

This is a bronze statue of a rogue. The gentleman seems to be making a hand signal with his left hand while stretching out his other as if to offer assistance.

This device was built by the thieves' guild as an escape mechanism for its members. One of the thieves' hands is making the thieves cant hand symbol for escape. Anyone touching the extended hand while saying "ESCAPE" in the Imperial tongue is transferred immediately to one of the two other Rogue Statues (28 or 41, determine randomly).

STATUES WITHIN THE INNER WALLS OF GAXMOOR

54: PALACE GUARDSMAN

This bronzed iron statue is of an Imperial palace guardsman dressed in an ornate breastplate as well as a lion pelt. His fist is striking his chest in salute as if to an important official.

55: MESSENGER ON A PEGASUS

This bronzed iron statue is of an Imperial messenger riding on the back of a pegasus. He is carrying a baton from the Governor to back up the authority of his orders.

56: THE UNKNOWN GOD

This ornate marble piece shows a man of uncommon beauty holding a sword in one hand and grapes in the other. Below him is a miniature panorama of Gaxmoor and he is watching the actions of its citizens before deciding whether to use one hand or the other. Three humanoid skeletons lay next to the statue.

Touching this statue causes the PC to be immediately pulled to another dimension in front of the Unknown God to be judged for his actions. If the PC is somehow aiding the citizens of Gaxmoor, they are cured of all damage and/or disease as well as getting the equivalent benefit of these spells for 24 hours: *protection from evil*, *bless*, and *shield*. If the PC is ambivalent, not really helpful or harmful, they are kicked back to reality for 2d4 damage. If they are abusing Gaxmoor or its citizens, they feel the sword of judgment: 4d8 + 20 points of damage, and they are

roughly returned to the world as above. An individual can only ever be judged once by the Unknown God; touching the statue further causes nothing to happen.

57: EMPEROR CATHIUS BRUTIS IV SLAYING A GIANT

This work of art appears to be a stylized piece, likely commissioned by the Emperor or his descendants. The perfectly formed and muscular figure of an Emperor in cape and laurels, circles a wounded fire giant. The Emperor seems casually bored as he looks at the fallen giant, perhaps considering where to strike the fatal blow. A bronze plaque with Imperial writing is set into the base of the statue.

Translated, the plaque reads; "Emperor Cathisus Brutis IV Slaying a Giant."

Anyone defacing or attacking the statue finds himself transported to the Coliseum sometime in the distant past facing a fire giant. If others touch the statue in response they find themselves also at the same place and for each three thus transported another fire giant is paired off to fight them. Whenever a foe is beaten, the Emperor in the stands tosses down a reward. For the first giant killed the victors receive a fully charged wand of fireballs, and for each additional giant they receive a 1,000 gp Fire Opal. Whenever any party member is killed he is magically transported back to the statue. Otherwise, the party returns after defeating their opponents.

Defeated characters are teleported back dead or in the state of negative hit points.

FIRE GIANT (These lawful evil creature's vital stats are HD 12d8, HP 73, and AC 23. Their primary attributes are physical. They attack with either their giant broad swords for 5d6 points of damage, or with two fists for 2d8 points of damage. Its special abilities are their full immunity to fire, vulnerability to cold, twilight vision, and throwing rocks for 2d10 points of damage).

58: STATUE OF EMPEROR CATHIUS BRUTIS V

You come to a statue sculpted out of rose quartz. The statue depicts a short man, dressed in robes of state, wearing a crown. The bronze placard below has an inscription in ancient Imperial.

Translated, the inscription reads; "All hail Emperor Cathisus Brutis V, conqueror of the heathen at Elysia and warder of the Empire MCCCXCVII."

59: THE EMPEROR'S LION CHARIOT

This marble work is highly ornate and very large. It is clearly the Emperor riding in a beautiful chariot with two Imperial guardsmen. What is unusual in this work is the fact that two large lionesses draw this chariot.

60: STATUE OF THE GOVERNOR'S WIFE

You find a statue of a noblewoman. A statelier visage would be hard to imagine. The tall woman looks down her hawk-like nose at you, covered head to toe in jewelry. Several ravens perch on the statue, eyeing you suspiciously.

61: ANCIENT MAP

This bronze sculpture is an upright map of the ancient Empire.

62: IMPERIAL CHAIN GANG

This granite work is of six prisoners all chained at the ankles working under the cracking lash of a guard. In the background another guard rests drinking a skin of wine.

63: THE RIDE OF JUSTICE

This is a miniaturized stone representation of an elaborate execution. A prisoner is being placed between two catapults on top of the watchtower. The prisoner is chained arm and foot to two stones, one in each catapult. The catapults are aimed at a tree lined, smoking trash heap in the distance. The two crews wait for the synchronized command. There is a single phrase etched into the diorama in the Imperial language.

The phrase translates to; "Justice is Swift." Touching the phrase while speaking it in Imperial teleports an individual to the top of the hobgoblin watchtower (see Inner City, Site 1).

64: THE PILGRIM

This is a carved oaken statue of a traveler with his walking staff marching along a road. He is dressed in traveler's robes and has his hood pulled over his head.

This was a 3rd level druid that Aristobulus trapped in one of his mazes. As a bit of humor he has been suspended as an oaken statue. A remove curse or a dispel magic will release him from his state.

CK'S NOTE: If the players need a replacement character, he may be so used. Otherwise, he will reward the rescuers with a type II bag of holding and take his leave of the city!

65: THE TRAVELING GOD

This was a fine marble rendition of the Traveling Lord. It is a much finer version of a similar wooden statue across the road. Sadly it has been vandalized. The staff head has been broken off and a human skull now rests on the remainder of the staff. This most favored city of the God is truly in rotten straits when even the most holy of all art is so desecrated.

92 CASTLES & CRUSADES

66: HOLY MAN

This is a bronze statue of a ragged but pious looking fellow with his arm outstretched and a friendly smile on his face. A plaque on the pedestal has writing in the Imperial language.

Translated, the plaque reads; "The Venerable Solemnus Deo."

The magic in the statue is triggered by touching and asking the statue for some sort of assistance. If the PC's activate the statue by asking for a blessing, the statue animates and says: "Let it be as you request. Bless you servants of Gaxmoor." Each PC touching the statue is granted the effects of a *bless* spell for the rest of the day. If another request is ever made of the statue, the PC's touching the statue is unable to speak for one full day--this blessing of silence is given to the foolish and greedy.

67: THE STUDENT

This fine marble work is of a young priest sitting on a bench reading a scroll in the sunshine. A space remains on the other side of the bench for weary travelers.

Anyone who sits on the bench is suddenly surrounded by near blinding light and the student comes to life. He passes them the scroll to read. If they read from the scroll they must make a wisdom save (CL 10). If they fail, they are completely confused and lose a point of wisdom permanently. If they make the roll they gain insight and increase their wisdom by one point. The statue only works once per day, and an individual can only gain its benefit once.

68: ASSORTED FRUIT TREE

Before you stands a master work of bronze casting. It is sculpted to resemble a fruit tree. However, the fruits on the branches of this tree represent a variety of apples, lemons, limes, mangos, peaches, pears, plums, and even cherries hang ripe and succulent on the heavily laden branches.

The total amount of fruit per type on the tree is 3d4. Once taken off the tree, the fruit remains good for 2-5 days. Only one fruit of each type may be safely plucked from the tree per day. Once it is plucked it becomes "real fruit." This fruit is magical in nature and these are the attributes:

Apple: Know alignment of all PC's and NPC's for one hour.

Lemon: Make wisdom save (CL 15) or go into a bitter rage attacking the nearest person for 3-18 rounds!

Lime: Totally refreshed as if you rested eight hours and heal 4d6+4 HP.

Mango: Squeezed into the mouth of a fallen comrade equals a *raise dead* spell.

Peach: Permanent +1 to charisma! Subsequent consumption of additional peaches has no effect.



Pear: Become pear shaped - gain 40-160 lbs. Weight counts as equipment carried when calculating encumbrance and speed. Dexterity is reduced by one point per 40 pounds of weight until reduced to previous weight through diet and exercise.

Plum: Know the answer to one simple question.

Cherry: Become thoroughly intoxicated! The victim takes a -4 modifier to all die rolls for four hours, while gaining four points of temporary strength.

If more than one of the same fruit is picked on any day, the tree animates. The bronze treant bellows in rage and attacks the offending PC. The angry creature pursues the PC's three rounds. After that, it returns to its original spot and becomes a statue once again.

BRONZE TREANT (This neutral creature's vital stats are HD 7d8, HP 46, and AC 22. Its primary attributes are physical. It attacks with 2 slam attacks for 2d10 each. Its special abilities are construct traits and its immunity to magic, making it immune to spells, and its resistance to elements, allowing it to take only half damage from fire or cold attacks).

69: RECLINING COURTESAN

You gaze appreciatively upon the buxom statue of a young woman reclining on a sumptuous couch. The garments the sculptor fashioned on her do little to conceal the athletic figure that lies beneath. Her arm is outstretched and she beckons for someone to join her on the spacious couch.

Anyone who climbs up on the couch is instantly teleported to the madams sleeping chamber at the Shapely Siren (Outer City, Site 7).

70: PHILOSOPHER

Here stands a bronze statue of a man in robes, one hand raised in the air, and his mouth open. The other hand holds a plaque carved with dense writing in the Imperial language.

If the PC's have a means of translating, the plaque reads as follows:

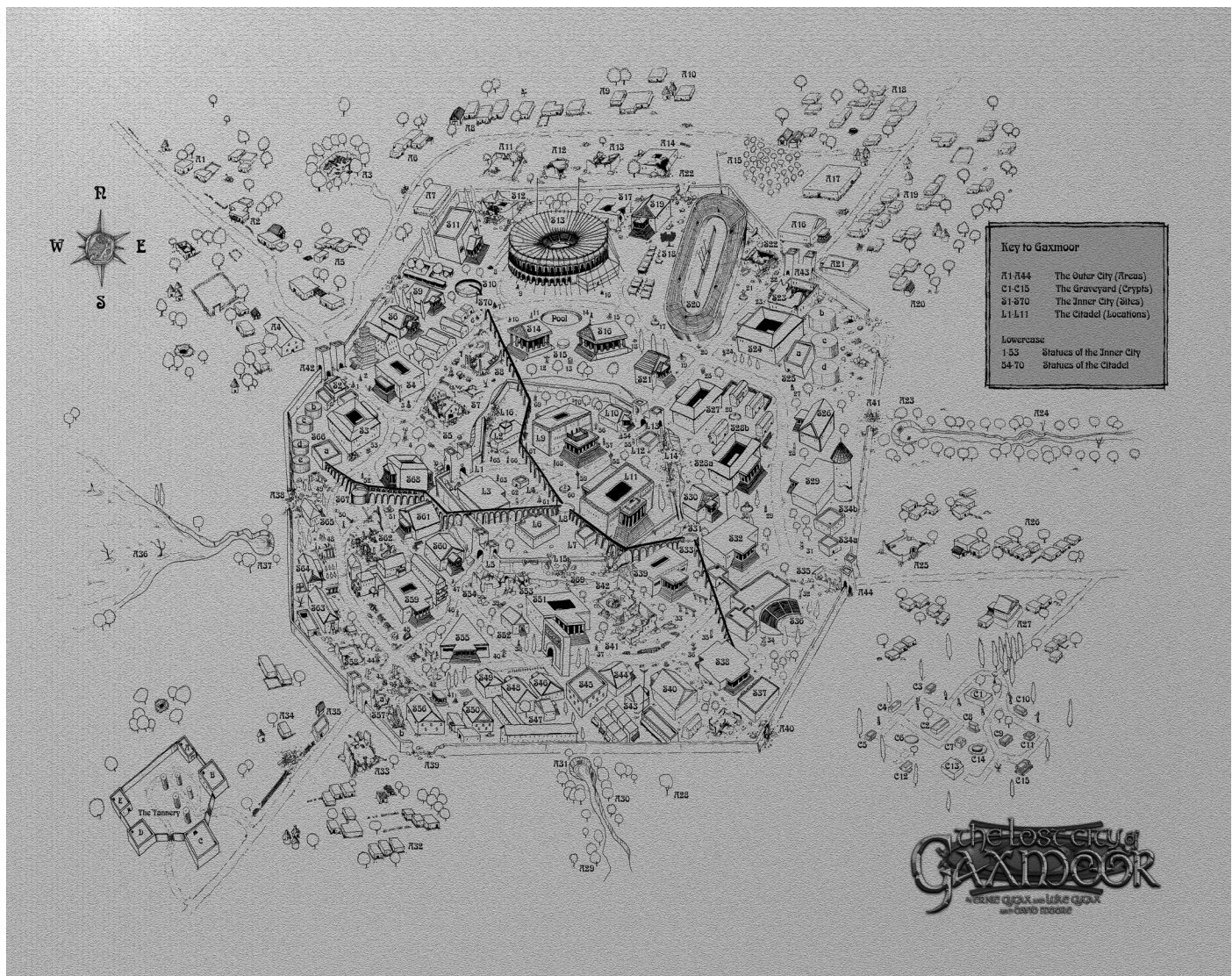
"Veritas Camerus MCLXII, Gather here, all you who would be taught and thus learn. Know you not, that the many paths of philosophy carry one from place to place, from hither to yon and back, in such manner as is commensurate with the stately pace of he who propounds? If you begin at nowhere, proceed to no place, are you not enhanced by such a journey? If not, why not? Only the fatuous and jejune, speaking in the true sense of that word, doubt the salubriousness of exercise. Hark then to my wisdom. As you clap with one hand at what you hear, reflect on purpose."

At this point, pause and say to the PC's; "There is more, do you wish to continue reading?"

Those that continue reading suffer the effects below. All party members within a 30 foot radius are included and the effects, which last 24 hours:

- -2 to all initiative die rolls. A negative initiative means that the PC loses the ability to act in the first round and will go on phase one of the second and all subsequent rounds.
- The PC reading the material gains the ability to entrance anyone listening to them. The PC must orate or lecture to a group of humanoids in a language that they are able to understand for the spell-like ability to be activated. As long as he keeps speaking, the audience will listen attentively (creatures with 5HD or more get wisdom save CL 10). The ability will work up to 100 feet in distance if the PC speaks loudly. Of course, any attack upon the audience breaks the spell.

Individuals can only ever be affected by this statue once.



APPENDIX A: THE HISTORY OF GAXMOOR IN THE WORLD OF AIHRDE

GAXMOOR, THE LOST CITY: Upon the ridges of the Massif stands the Lost City. There, no single lord claims sovereignty: a host of mercenaries, bandits, and humanoid invaders vie for power within the crumbling walls of the once proud city. Her ancient heraldry can still be seen inscribed on walls or upon the insignia of those still loyal to her, a gladius sword crossed with a sheaf of wheat set in an oval of stars.

OF THE NATURE OF THE CITY: The fasts of the Massif are littered with hidden valleys and dark caves. Iron and copper abound in its southern reaches, but the regions silver and emeralds are its most famed resources. In the north of the Massif are diamonds, the largest known the world over, and many a battle is waged over these precious deposits. But there too are found iron and copper. The rock is difficult to work and only engineers of phenomenal ability and the giants know how to unmake and remake it. This is the selfsame rock that was transported north and used in the building of The Wall Ancient, or the Wall Ethrum.

Within the Massif are the gently sloping plains of Illithrumia. These are well-fed grasslands, moist with all the flow from the Massif and very fertile. For the most part, the plains are open and clear with fantastic vistas of deep flowing bright green grasses. Along the edge of the Massif are copses of aspen and some towering dark green firs, while within the plains proper are small beech and oak glades, lakes, ponds, rivers, streams, and swamps. Into this quiet setting of small villages and farmsteads the powers of Narrheit have thrust the ancient city of Gaxmoor.

Gaxmoor has only recently returned to Aihrde (see below). It lies ensconced along the rim of a great mesa, within an ancient river valley, upon the western slopes of the Massif. At first glance it seems to be completely devastated city, but closer investigation reveals a set of solid double walls surrounding the city, with inner walls towering over the outer. Beyond these lie towers, gates, and buildings of an altogether anachronistic style, harking back to the days of the Aenochian Emperors.

A number of native denizens of Gaxmoor, descendants of the original inhabitants, struggle to survive against the invading armies of Narrheit. Only a few still hold out against the ravaging hoard. Sheila the Madam leads her band of survivors behind the marble walls of the Shapley Siren, which has so far been successful at holding the invaders at bay. A band of sobekki, still loyal to the city, have taken up residence under the great canal. Others survive in small groups or alone against the invaders.

In truth, the invading armies and the hosts of mercenaries in their employ war with each other as much as they do the Aenochian's. The whole city is rife with intrigue and power struggles. The orcs of the Red Axe clan dominate much of the city, but hobgoblins, gargoyles and other creatures struggle against them in crumbling ruins and largely deserted streets of this once greatest of cities.

Gaxmoor's secrets are in the hands of diabolical beings and the assorted vermin they brought with them. With no real resis-



tance to unite against, the various leader's selfish desires caused their armies to feud amongst themselves. Even so, the bands of humanoids and evil creatures that now plague the area are causing great harm to the lands of Cleves and the peoples who dwell upon the banks of Lake Orion. The war decimated border companies and inflicted terrible losses amongst the troops throughout the country.

In the face of all this destruction, the Count of Cleves, Eurich Gunshoff IV, has put out a general call for help. His pleas for assistance must now be answered by brave and bold adventurers. And for those heroic few a vast treasure lies hidden within the ruined city, along with the lost knowledge of Urnus Gregaria.

CITIES FROM THE PAST: The history of the great cities of the Empire is well recorded. During the early days of man, as the Aenochian Empire expanded, many great city-states dotted the frontier, and the wealth of Aihrde flowed into imperial coffers. Some Emperors ruled with a genuine concern for the welfare of their subjects, some ruled with greed and malice, some with indifference. The Aenochian Empire's wealth was so great that the authorities could afford to squander it. They built magnificent cities and fortresses, roads crisscrossing the land, walled towns, and mighty castles.

In general there was peace. The Empire waged sporadic wars with the tribes of hobgoblins and bestial orcs, and suppressed the occasional rebellion, but overall the Emperor's rule went unchallenged.

As the Aenochians conquered the lands of Ethrum, they constructed great fortress cities to guard their caravans and help pacify the conquered peoples. Gaxmoor was such a city. Built on the frontier of the Empire, north of Kayomar, the fortress city dominated the western approaches to the Empire. The city rapidly became a haven for travelers crossing from the Empire into the wilds. It served as the home of the followers of the deity Urnus Gregaria, and it received many of that deity's special blessings. Not a deity who coveted elaborate temples dedicated to his worship, Urnus Gregaria loved the city for its hospitality and games. Thus rest and diversions were offered to weary travelers before they continued their search of exotic goods and treasures.

After three centuries of rule, the Empire of Aenoch came to an end. Fierce nomads from the distant west settled upon the frontiers. These tribes harried the borders with constant war. Worse, ravagers in long ships sailing from the north, filled with lust for violence and a plunder, began pillaging the lands. These northmen became a constant plague for the twin peoples, even into and beyond the rule of the Winter's Dark. The Emperor expended great amounts of wealth to combat these foes and in so doing, stripped his lands of troops. The people of Ethrum rose in revolt, casting off the shackles of the Emperor's rule. Before the Emperor could muster the strength to combat them, his own nobles rose against him.

The Wars of Liberation caused much devastation on both sides of the Ursal straights. Imperial armies marched to and fro attempting to crush the rebellious subjects, and mercenary troops looted and plundered towns and villages. The land burned and her people were despoiled.

At the height of the war, the Tarvish leaders of the Ethrumians laid siege to the great fortress city of Avignon. For many long months they starved the city, but when this proved fruitless, their commanders led a bloody assault upon the walls, eventually breaching them and bringing the city down in flames. Much destruction then fell upon the folk of Avignon. Hostages were taken from the wealthy, soldiers looted, and a great host of lords and ladies faced death for serving the Emperor in far off Al-Liosh.

Eventually the Aenochian Empire, weakened by the alliances of her many enemies and the dissension of her conquered subjects, fell to final conflict with the Tarvish Emperors, a conflict that would ultimately destroy them both. Barbarism spread, and the stone of the old border cities became quarries for the small villages that sprung up from the remnants of former metropolises. The lack of any safe communication with the East spelled the doom for the remaining border outposts of the vanquished empires.

As fire, sword, and ultimately magic overtook the rest of the Aenochian Empire, the mighty patron of Gaxmoor decided that



his city must be saved. He accomplished this by removing Gaxmoor from its position in Aihilde, casting it into a pocket universe where time ran slowly. There it was to remain until such time as Gregaria's priests felt it safe to recall Gaxmoor to Aihilde.

Ages came and went, kingdoms rose and fell, yet Gaxmoor remained oblivious. In time of years, as is told in the Histories, Unklar conquered the world and the long days of Winter's Dark settled upon Aihilde. Even so, Gaxmoor hung in the world between worlds, between the sands of time. But when Unklar fell in the Winter Dark Wars, the world, born anew, came under the guiding hands of other powers, some far more sinister than even the horned god.

The powers of chaos took a stronger hold on the world than the Lord of Traveling expected, and over the centuries the methods of recalling the city fell into the hands of the followers of the selfish and malign Narrheit, an entity of darkest evil. It was thus Narrheit's followers that returned Gaxmoor to Aihilde for the foul purposes of their master.

As the hordes of humanoids and assorted villainous mercenaries of the dreaded Lord of Chaos fell upon the city, they discovered it was no burgeoning treasure house. Instead they found it in disrepair and only sparsely occupied, its citizens descending into decadence and barbarism. After some considerable slaughter, Gaxmoor was "pacified" and became a haven again...this time for evil!

APPENDIX B: NEW MONSTERS

BAR TANGI

NO. ENCOUNTERED: 1 or 2-5
SIZE: Medium
HD: 4(d8)
MOVE: 40 ft
AC: 14
ATTACKS: 2 claws (1d6)
SPECIAL: Grab
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 1
XP: 60 + 4

Bar tangi are muscle bound apes that stand about 7 to 8 feet tall. Their barrel chests and long limbs are covered in russet brown wiry hair. They have thick skulls with a prominent sagittal crest and heavy brow ridges. The mouth of a bar tangi is filled with sharp teeth that they employ when a victim is immobilized in their powerful grasp. They can walk upright on their hind legs, but shift to a shambling, knuckle walking gait when moving quickly.

General Cracius discovered these fearsome beasts while conquering the vast jungle in the far southern edge of the Empire. These intelligent flesh-eating apes roamed in small packs over large hunting territories. The ferocity of the bar tangi so impressed General Cracius that he captured and bred the beasts until he was able to domesticate them somewhat. They served as his guards and companions, much like hunting dogs.

COMBAT: The bar tangi, like their ape cousins, are excellent hunters and vicious fighters. Unlike most primates, bar tangi have the rudiments of a language and can communicate with one another or their master. This ability helps them coordinate their attacks.

GRAB: If a bar tangi strikes an opponent with both claws it receives an automatic chance to grab. The target must make a strength save or be held fast, rendering them helpless and giving the creature a free bite attack at that opponent. The bite does 1d6 points of damage. Victims must make a strength check to escape the grab, otherwise the bar tangi bites every round until they escape.

Undead bar tangi have all the same capabilities as a regular bar tangi except that they possess the undead immunities.

PIKE, GIANT

NO. ENCOUNTERED: 1, 1-2
SIZE: Large (20' long)
HD: 5 (d8)
MOVE: 30' swim
AC: 14
ATTACKS: Bite 2d4
SPECIAL: Swallow Whole
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal (aquatic)
TREASURE: Nil
XP: 120 + 5

Giant pike lurk near the bottom of lakes or underground rivers. They occasionally swim close to the surface in search of prey.



COMBAT: The giant pike's favored tactic is to swim underneath their target and surprise them. The pike attempts to swallow any medium or smaller target and retreat. Any creature swallowed suffers 1d4 points of damage per round from digestive acids and suffocates in 10-20 melee rounds regardless of hit points. A victim with a small edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space. Giant pikes have no lair or treasure.

GEBELMENSCH

NO. ENCOUNTERED: 1, 2-5, or 2-24
SIZE: Small
HD: 1 (d8)
MOVE: 20', 40' (swim)
AC: 12
ATTACKS: Weapon
SPECIAL: Jump charge
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 1
XP: 5 + 2

The gebelmensch are small amphibious humanoids, possessing elongated legs, webbed feet and vaguely lizard or frog like faces. They live in shallow stagnant pools, in swamps, or along the banks of slow moving rivers. They occasionally occupy the sewers of large cities.

They have primitive technologies, making their own shields and crude short swords and javelins. They do not build structures and occupy caves or tunnels if available.

COMBAT: They generally attack in swarms, preceding a charge with a volley of javelins. They are cowardly by nature and prefer to strike only if they outnumber their victims by 3 to 1.

JUMP CHARGE: When gebelmensch jump at an opponent the attack is the equivalent of charging. They get a +2 damage bonus if their attack is successful, but take a -4 penalty to AC for the entire round. Gebelmensch only need ten feet distance from their opponents to perform a jump charge.

MUHROYDIANS

NO. ENCOUNTERED: 1-20, 30-300 **SAVES:** P
SIZE: Small **INT:** Average
HD: 1 (d6) **ALIGNMENT:** Lawful Evil
MOVE: 20' **TYPE:** Humanoid
AC: 13 **TREASURE:** 1
ATTACKS: 2 claws 1d2, bite 1d3 or weapon **XP:** 5+1
SPECIAL: 60' darkvision, twilight vision, scent, hive empathy, stealth

Muhroydians, sometimes called rat-gnomes, are small, vicious humanoid creatures. Their bodies are covered in fur, usually grey or brown, and they have dark "masks" around their eyes like raccoons, giving them a naturally sinister appearance. They have sharp teeth, tiny claws, jagged ears that end in long points, and hairless tails. They use weapons, tools, and armor but rarely craft anything, instead relying on what they can scrounge and steal from other creatures. They often adorn themselves with markings of kohl and henna to show their tribal affiliation.

Muhroydians exist on the fringe of societies, constantly trying to undermine other races in their never-ending push to expand their territory. They are utterly ruthless with outsiders, and have no compunctions against using any dishonorable tactics against creatures of other races. When two tribes of muhroydians meet a guerrilla-style war breaks out almost instantly, and does not end until one group has vanquished the other, and subsumed the survivors into the victorious tribe. The leaders tend to be the toughest and most cunning individuals, and they gain prestige by expanding the tribe's territory and finding quiet, careful ways to slay their enemies.

Muhroydians speak their own language, and most can speak a bit of common, goblin, or orcish.

COMBAT: Muhroydians have a mean, cowardly streak, and attempt to avoid any combat when the odds are not in their favor. If at all possible they run from fights, regrouping and sneaking back to attack opponents when they have the advantage. If they cannot retreat, they fight using careful team tactics, working together to bring down larger opponents.

HIVE-EMPATHY: Muhroydians survive by tribal cooperation. In combat situations, muhroydians have a deep empathy for one another, and are able to utilize this to fight to best effect. While within 30' of one another, muhroydians of the same tribe can act in concert in complete silence and darkness, as if they were



speaking to each other. Muhroydians do not need to see one another to use this ability.

STEALTH: Muhroydians are naturally stealthy creatures and are extremely difficult to detect when they are in a familiar environment. With a successful dexterity check, a muhroydian moves silently when underground. In their home warrens, the CL of any such check is reduced by 4.

RU'AN (ELDRITCH GOBLINS)

NO. ENCOUNTERED: 1, 2-5 **SAVES:** P
SIZE: Small (see description) **INT:** Average
HD: 4 (d8) **ALIGNMENT:** Chaotic Evil
MOVE: 20' **TYPE:** Humanoid
AC: 15 **TREASURE:** 1
ATTACKS: Weapon **XP:** 270+7
SPECIAL: Darkvision 60', Giant form, Spell-like abilities

The ru'an are creatures out of legend, eldritch goblins from a bygone era. They first appeared during the Goblin-Dwarf Wars.

As the stories go, the ru'an were the size of men, clever and practiced in magic. They learned to shrink by magic, giving them the element of surprise in combat. However, their racial enemy gnomes quickly learned to penetrate their disguises, and these gnomes would lead raids to hunt the ru'an before they could become a battlefield threat. For this reason the ru'an hate and despise gnomes.

They are rarely seen in modern times, but do come forth once in a while to wreak havoc. They are fiercely loyal to each other and never leave one of their own behind. Like all the eldritch goblins, ru'an are immortal.

COMBAT: Ru'an are fierce fighters. If there are more than one of them they fight together, often anticipating each other's moves. When pressed, they can change into giant shape at will, and their equipment grows or shrinks to fit their size.

SPELL LIKE ABILITIES: The ru'an long ago developed magical ability. They can, once per day, cast the following spells as a 3rd level wizard: *pyrotechnics*, *scare*, *shatter*, *stinking cloud*. Note that the ru'an cannot use their spell-like abilities while in their giant form (see below).

GIANT FORM: Once per day, a ru'an can grow to the size of a giant, along with his weapons and armor. The size change gives them the following: +4d8 HD, +1 AC, +8 strength, +1d6 damage with all weapons (so a ru'an with a short sword does 2d6 damage with it in giant form), +20' movement. They can maintain their giant form for up to 1 hour. They can shrink back to their normal height (goblin size) at will.

SOBEKKI

NO. ENCOUNTERED: 2-8, 20-200 **SAVES:** P
SIZE: Medium **INT:** Average
HD: 2(d8) **ALIGNMENT:** Lawful Neutral
MOVE: 20' **TYPE:** Humanoid
AC: 14 **TREASURE:** 1
ATTACKS: Bite (1d4) or **XP:** 10 + 1
 Weapon (by weapon)
SPECIAL: War Paint, Cold Vulnerability

Sobekki are a primitive race of crocodilian humanoids that most sages believe to be extinct. A typical sobekki stands six feet tall with an equally long tail and weighs 300 pounds. Their thick hide is typically a dark green or grayish color. Their large powerful jaws are full of sharp teeth. Sobekki are excellent hunters and prefer to eat meat whenever possible. Sobekki are well adapted to their aquatic environment. They swim well (40 ft) and hold their breath for 4 times as long as a human. However, their large tails greatly hamper fast

movement out of the water. They often make their homes underneath the banks of warm rivers.

COMBAT: Sobekki are fierce warriors, especially if encountered in the water. They prefer to surprise their opponents by laying an ambush near a watering hole or river trail. They usually hurl missile weapons and then close in to use their powerful bite to finish the job. In the water sobekki attempt to drag opponents underwater and drown them.

WAR PAINT: Sobekki manufacture Hroosh war paint from the root of a plant found in the swamp and mixed into a paste of berries and tree bark. Applying it to themselves gives them a combat edge, but it makes them excessively aggressive, almost savage. The sobekki get +2 attack and damage and gain +2 AC when they use the Hroosh war paint. Use of the war paint makes a character more aggressive and warlike, and less likely to listen to reason or notice small details. Users always want to engage in hand to hand combat and charge the enemy unless they make a wisdom save (CL 6). Hroosh users are also less aware of the damage they have taken and will not retreat until reduced to 25% of their HP unless they make a wisdom save.

It takes a sobekki one round to apply its war paint, and its effects last for 1 turn. Warriors typically carry enough war paint for 1d3 applications. Hroosh has no effect on humanoids other than the sobekki.

TWO-HEADED GIANT RAT

NO. ENCOUNTERED: 1, 2-12, 10-100 **SAVES:** P
SIZE: Small **INT:** Animal
HD: 1(d4) **ALIGNMENT:** Neutral
MOVE: 30', climb 15' **TYPE:** Animal
AC: 13 **TREASURE:** 1
ATTACKS: 2 bites (1-2) **XP:** 1 + 2
SPECIAL: Disease

These mutant giant rats can appear anywhere. When they breed they have a 50% chance of passing the mutation on, hence hordes come into existence.

COMBAT: Two-headed rats generally fight in packs and only attack the dead, weak or wounded.

DISEASE: A successful bite may cause the victim to contract a disease. The most common of these diseases force the victim to make a constitution save to avoid contracting it. The disease's incubation time is 2d4 days and the victim suffers a -1 to dexterity and -1 to constitution until cured. The effects are cumulative daily until 0 is reached in either attribute which in turn results in unconsciousness and eventual death.

APPENDIX C: NEW MAGIC ITEMS

DANCING HORN (flute): The flute is carved with scenes of merry people dancing a lively jig. Only a bard may tap into the magical properties of the flute. The flute adds two to the difficulty of any creature attempting to save versus one their fascinate ability. In addition, once per day it may enhance one of the bard's fascination attempts. Instead of calmly sitting enrapt in the performance, victims who fail their saves are will dance merrily for one round per level of the bard, unable to defend themselves from attack.

DIVINER'S DIAMOND: This device gives the user a glimpse into the mysteries of the cosmos. To gain its benefits, the possessor of the Diviner's Diamond must first attune themselves to the diamond. Attuning oneself to the diamond requires the caster to keep the gem in close contact at all times and to spend an hour each evening out under the stars studying constellations. The character must make a successful intelligence check (CL 20, minus 1 CL for each evening spent in contemplation of the stars) to become attuned to the Diviner's Diamond. A failed check means they must start the process over. Once attuned to the diamond, the caster casts *divination* as if they were three levels higher. The possessor also gains one extra use of the *divination* spell per day.

DRUMS OF DREAD: The drums are made with wood cut from a druid's grove, with elf skin stretched across for the head and stitched with dryad intestine. This drum is an evil talisman dedicated to Narnheit and sounded only in battle. The dreadful sound of this drum bolsters all worshipers of the dread god Narnheit within the area of effect (120'), giving a bonus 1d8 temporary hit points, +1 to attack rolls, and a +1 to saving throws against fear effects. All these benefits end when the beneficiaries can no longer hear the drums. All good-aligned creatures in the area of effect must make wisdom save (CL 2) or take a -2 on attack rolls, saving throws, and ability checks for as long as they can hear the drums.

HONEST ERN'S YOUTHFUL BADGE OF MORALITY: This pin of a golden hand with three fingers pointing straight upward cannot be removed without a *remove curse* spell. Once a possessor puts it on, of their own free will, they feel compelled to total honesty and morality. The wearer must make wisdom save (CL 10) or he must tell the truth instead of a lie, or do a good deed/heroic act when the situation arises. This has no effect on the wearer's alignment – they are compelled to tell the truth or act heroically, even if they hate the fact that they must do so. The wearer will take heroic actions and tell the truth even if it means risking his or her life!

LONG SWORD OF GOBLIN SLAYING +1: This is a goblin bane sword (+3 vs. goblins) that glows when goblins are within 60'.

LUSCIOUS' WONDROUS RUNE TILES: Each person may draw 2-4 tiles. The person must draw out all of the tiles before any take effect. Roll the number of draws and record results. Read them off in order as the player pieces together his



fortune from the tiles. A plus sign indicates a positive tile, a minus sign, a negative. More than one person may draw from the Rune Bag if they do so immediately after one another. The tiles lose their magical properties after being used once.

The Rune Tiles of Misfortune force the user to draw forth twice as many tiles as desired and any positive results are lessened. Positive tiles are only effective if the user rolls two positive results in a row. The CK then decides which of the two works and which is inert. All negatives are effective.

- 1 - **Disease:** Afflicted with a disease
- 2 + **Wealth:** Gain 25 gems (10-100 gp each)
- 3 + **Health:** Gain 1 point of constitution permanently
- 4 + **Luck:** Gain +10 modifier to a check of your choice
- 5 + **Benefactor:** Gain XPs to raise character one level
- 6 - **Ghost:** Lose 1-3 levels (constitution save CL 5 to avoid effect)
- 7 - **Thief:** Lose all gems, jewelry and coins carried by character
- 8 - **Chaos:** change alignment to chaotic neutral or immediately lose level. If the PC is already chaotic neutral he must turn to lawful good or lose the level
- 9 - **Illness:** Lose 1-3 points of constitution for 1d6 weeks or until magically cured
- 10 + **Divine Favor:** You get a miracle. Ask immediately or lose the chance
- 11 + **2nd Chance:** The Character gets to reroll any one action of his choice
- 12 - **The Crone:** The character ages 10 years, gaining appropriate stat modifications as necessary

100 CASTLES & CRUSADES

- + Youth:** your character becomes 10 years younger CK note:
- 13** If the PC regresses to an adolescent or child, the stats should be modified to reflect the change
- The Scales:** Weigh your alignment versus your deeds.
- 14** If the PC's actions are in line with their alignment gain 1000 XPs. If their actions are opposed to their alignment lose 1000-4000 XPs
- + Fame:** Bards are singing tales of your glory- gain 1 point of charisma permanently
- Madness:** the drawer of this tile considers all others to be his enemies. He attacks all within 30' of him until a *remove curse* or *dispel magic* is used to counter the effects
- 17** **+ Insight:** Gain the effects of a *contact other plane spell* (caster level 16) immediately
- 18** **— Yin/Yang:** switches PC to opposite gender
- Infatuation:** The PC falls in love with the next person he sees and will do anything to protect or garner favor from that person. CK Note: Have a lot of fun with this and make the PC's roleplay it
- 19** **+ Power:** The PC gets an automatic 20 in combat against an opponent OR can choose to change an attack roll made against him to a 1. This can only be used once, and must be declared before damage is rolled
- 20**

NECROMANTIC CROWN OF QUENTIS (Evil): This simple circlet of golden snakes provides an evil cleric with the ability to create and command twice the normal number of undead. The crown also bestows the ability to *create undead* as per the spell once per week at 2 times caster's level. Anyone wearing the Crown for more than an hour must make a weekly wisdom save (CL 15) or lose a point of constitution. Upon reaching zero constitution the character is completely transformed into a ghoul!

NECROMANTIC TALISMAN OF THE UNDEAD: Ivory Wand with a Death's Head. (21 charges). It has the following functions, all as 8th level caster: *animate dead* for 1 charge, *detect undead* for 1 charge, *speak with dead* for 2 charges. The talisman grants +1 bonus to all turn undead checks. The Talisman attracts and angers the undead. Anyone possessing this talisman attracts undead creatures and will be attacked to the exclusion of all other targets (intelligent undead disregard this effect).

OUTFIT OF MANY SCALES: This form fitting outfit is made from the skin of an elder ophidian. The garment has a hood and covers the wearer's torso, including the hands, leaving only the face exposed. The outfit of many scales gives the wearer +4 on dexterity checks, adds a +4 AC (cannot be used with any form of armor), and a +4 to all saving throws versus poison. The garment carries a curse for non-ophidians who would use its power: they must make a wisdom save (CL 5) each time or day that the item is worn. One failure makes the wearer feel disoriented and he contracts the disease of snake transformation. If he is not magically cured within 24 hours he transforms slightly, taking on some aspects of the ophidian



(snake eyes, fork tongue, fangs, etc.). If two saves are missed the character becomes an ophidian in all ways, including adopting their alignment (chaotic evil)!

RUNE STONES OF PREDESTINATION: These magical stones allow the owner to get the benefits of an *augury* spell once per day (80% chance of success, 15% meaningless answer, 5% misleading answer). In addition after using the rune stones the owner is better focused and receives a +1 to any one roll that day. Once per week, the rune stones grant the owner the effects of a *divination* spell (80% chance of success, 15% meaningless, 5% misleading). The results are always a combination of 2-5 rune stones that give a clue to the question asked.

SANDALS OF THE TRAVELING GOD: This set of magical footwear appears to be a simple pair of leather sandals with long laces that reach up to mid-calf. However when they are donned the wearer gains several benefits associated with the Traveling God.

- 1 Pass without Trace at all times
- 2 Move at normal unencumbered movement rate regardless of weight actually carried (up to max weight).
- 3 Dimension Door 1/day as 20th level caster
- 4 Fly 1/day as 20th level caster
- 5 Water Breathing 1/day as 20th level caster
- 6 Gain +1 bonus to all intelligence and charisma checks.

THE STAFF OF URNUS GREGARIA

Urnus Gregaria, the patron god of Gaxmoor bore a magical staff of his own crafting. It served him in many capacities, but particularly when he traveled throughout the kingdoms of the world. He used the staff as a conduit for his spell crafting, but more importantly he used it to shift the wondrous city from its home plane to a protective pocket dimension. It is very powerful to any mortal who possesses it, but more so for druids or wizards.

- 1.) When used as a weapon the Staff gains +3 to hit and has a base damage of 2-16. It may also strike ethereal and astral opponents.
- 2.) The holder and his companions can pass through any terrain without leaving any tracks whatsoever.*
- 3.) The holder and his companions are protected from natural weather difficulties. They don't get wet from rain or snow, and the wind is always at the party's back. The holder alone gains the *endure elements* ability.*
- 4.) If on a road the party's movement rate is doubled.*
- 5.) The holder may never be lost. He always knows the path back to somewhere he has been.
- 6.) The holder may detect traps set along the road (as a rogue of their level, +10 to their detect check).

The Final Strike Option: As a final retributive action, the wielder may break the staff (takes a strength check CL 1 to break), releasing destructive energy in all directions. Those within 10' take 150 points of damage while those within 50' take 75 points of damage.

* In situations where multiple people gain abilities these are granted to the holder and up to as many characters as the level of the holder. Use of this staff uses no charges.

In the hands of a druid these additional powers are available:

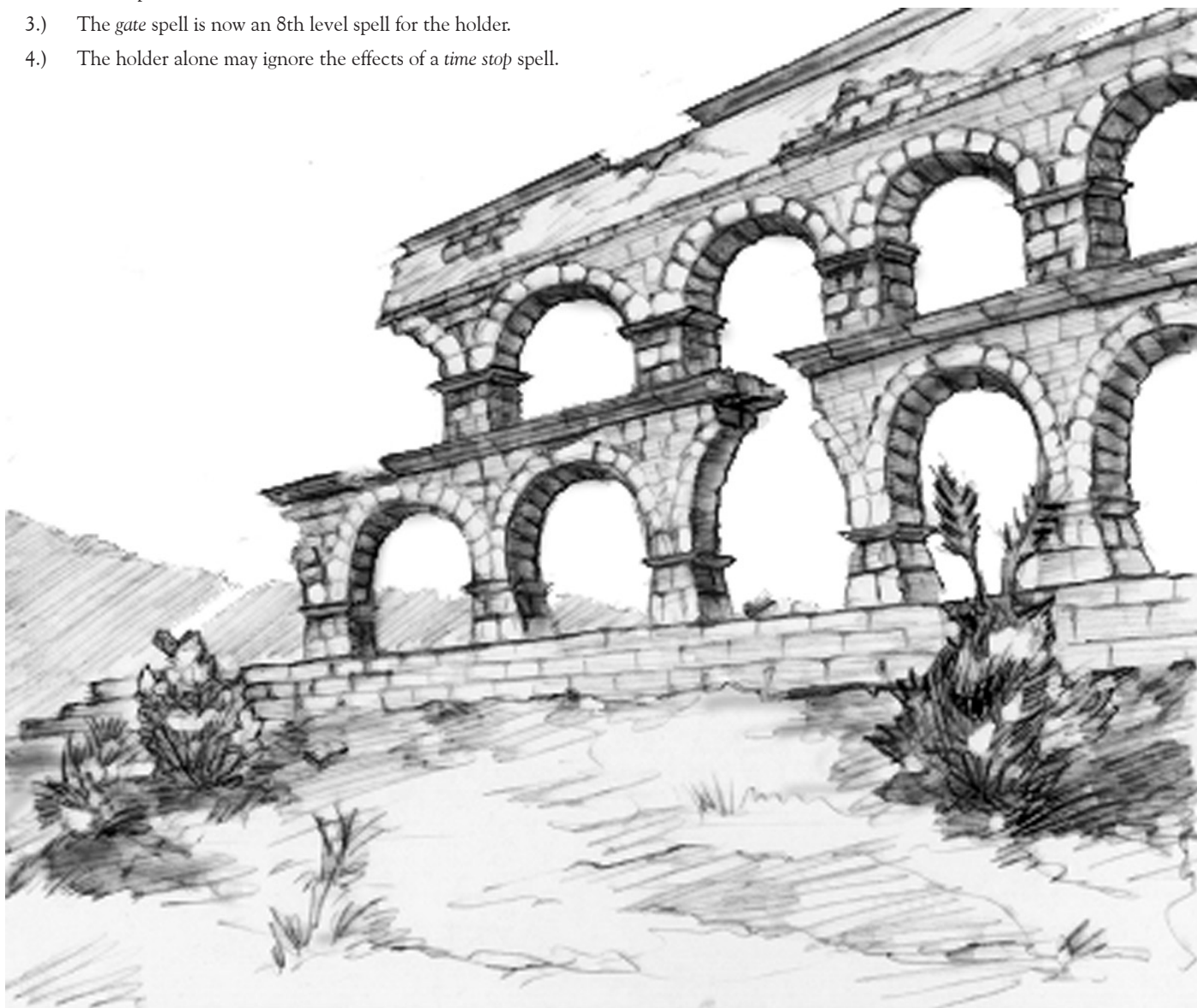
- 1.) The druid is able to cast spells as if he were two levels higher.
- 1.) The druid gains spell casting abilities as if he were two levels higher in terms of spells per day, and spell effects.
- 2.) The druid is always able to converse with natural animals and gains a +5 bonus on all charisma checks with such creatures.
- 3.) The druid gains the effects of the *freedom of movement* spell as long as he is on a road.

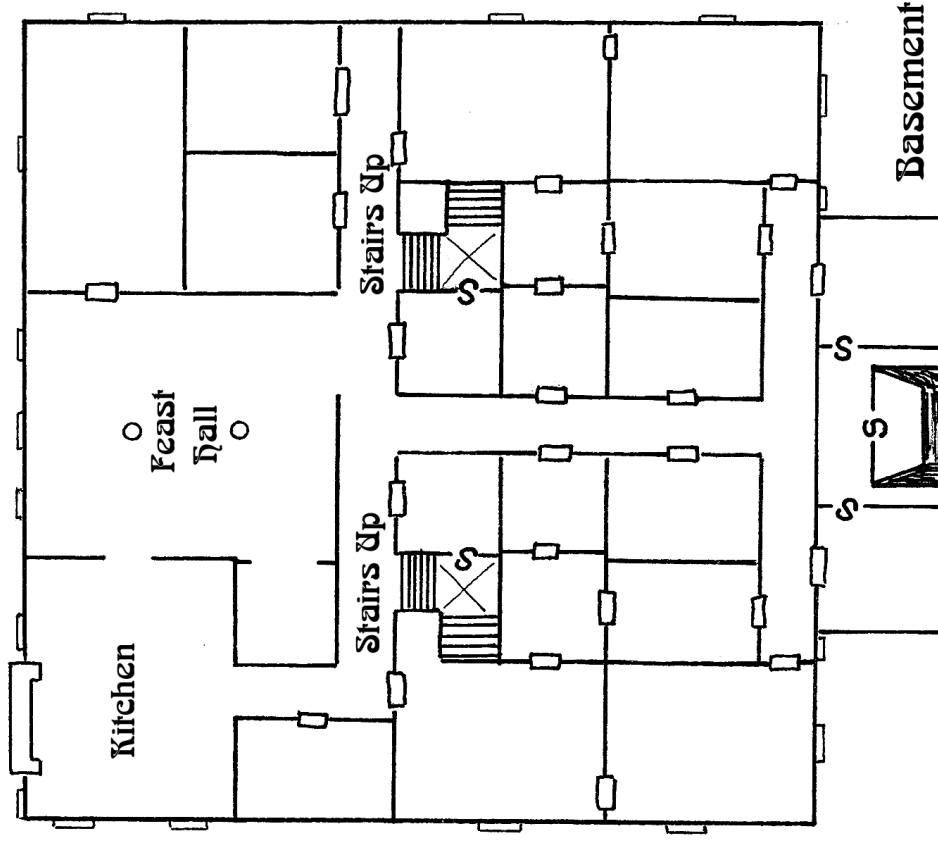
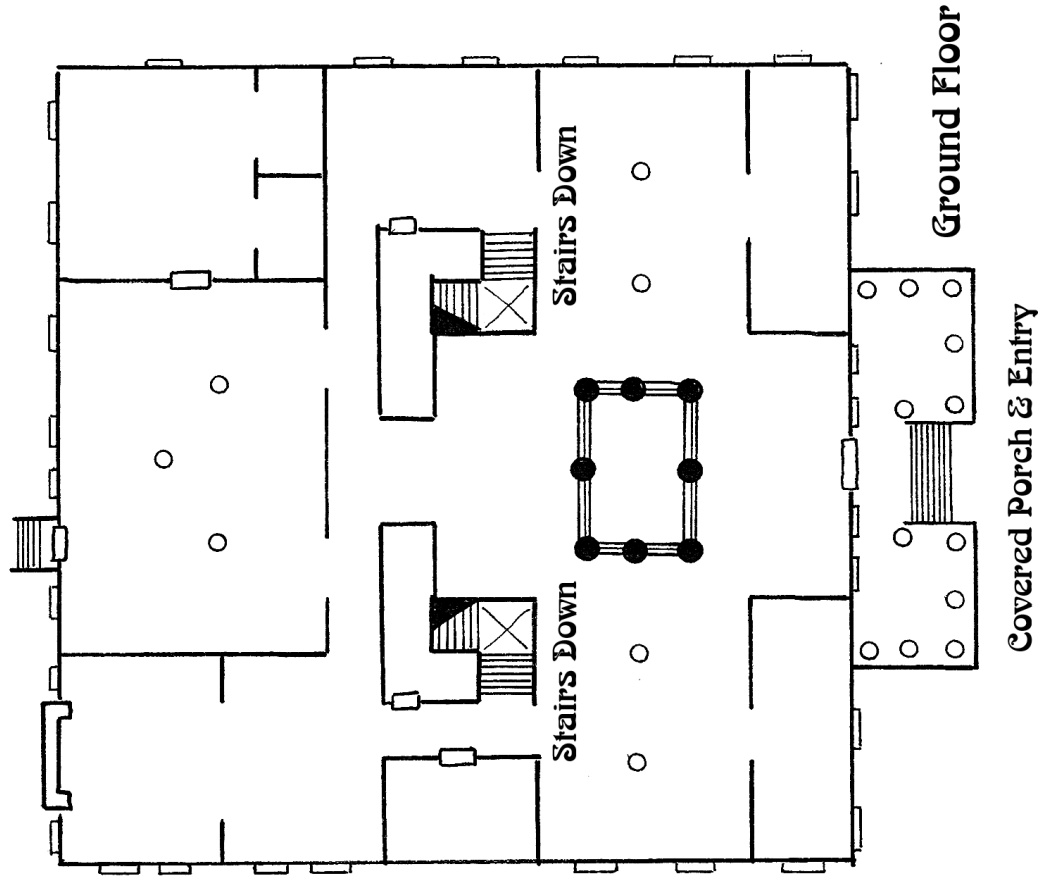
In the hands of a wizard these additional powers are available:

- 1.) The holder is able to cast spells as if he were two levels higher.
- 1.) The spellcaster gains casting abilities as if he were two levels higher in terms of spells per day and spell effects.
- 2.) If the holder uses a personal *teleport* spell it is now considered as a *teleport without error*.
- 3.) The *gate* spell is now an 8th level spell for the holder.
- 4.) The holder alone may ignore the effects of a *time stop* spell.

STONES OF CLACKING: 8 Piece Band. These finely polished rocks are skillfully arranged to make percussive music in the hands of a trained sobekki musician. Of course this music must be heard underwater to appreciate it and it takes some understanding of native cultures to enjoy.

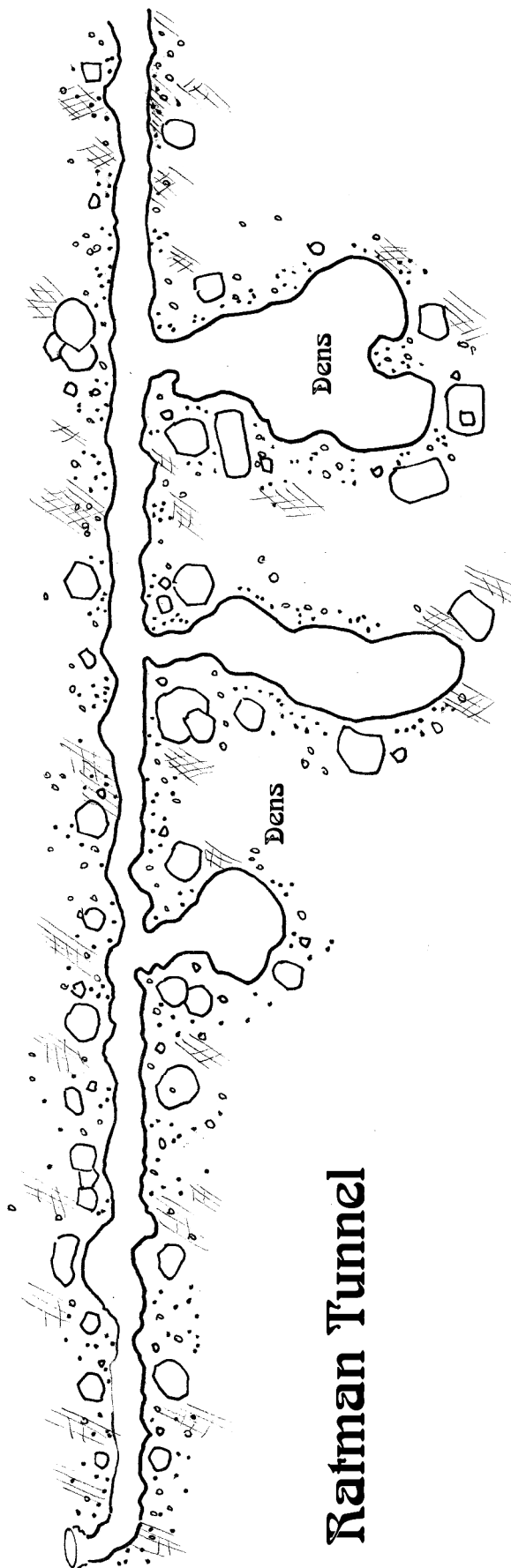
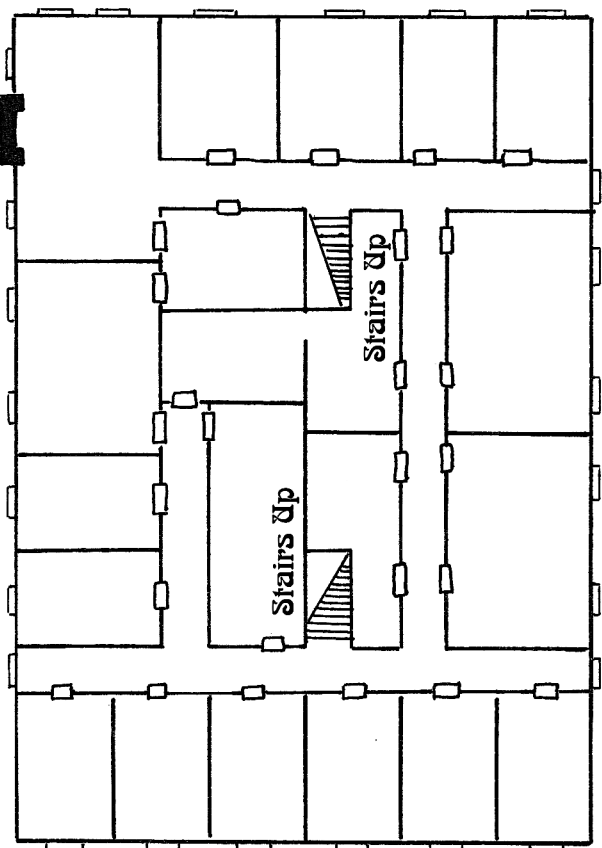
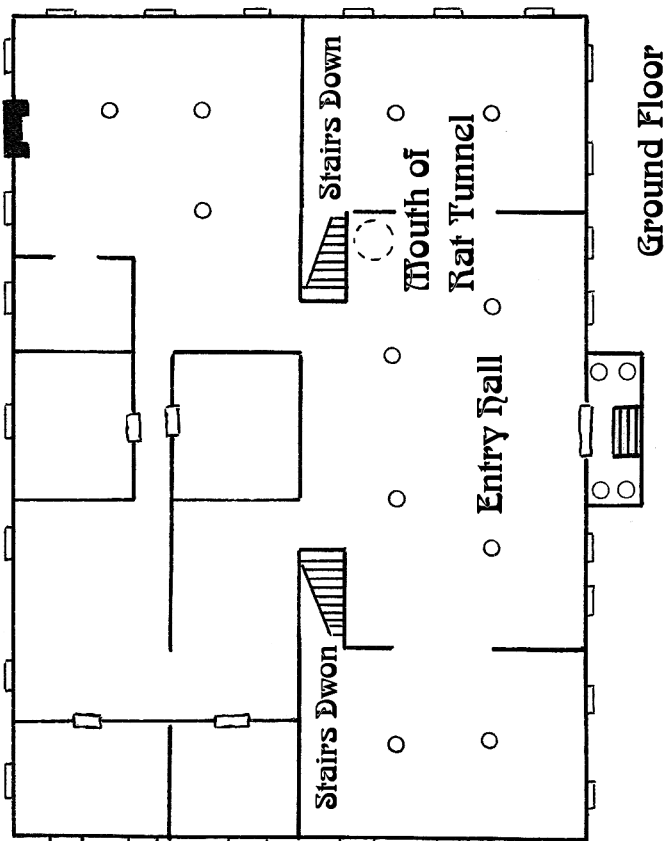
VASTAK, +2 MAGICAL CLUB: The club is 2 ½ feet in length and is carved to resemble a fearsome native warrior. The club is a +2 magic weapon with intelligence and special abilities. The club grants the wielder +2 on initiative, and +1 on AC when welded in combat. Additionally, the club grants +4 strength to the wielder only, once per day for three hours. **Alignment:** CG, (the wielder must be CG or one step away from such and be willing to change to that alignment for the club to grant its power, otherwise the club's magical abilities do not work for that wielder). The club has intelligence 9 and can speak the Uguri tongue, a near-extinct language.



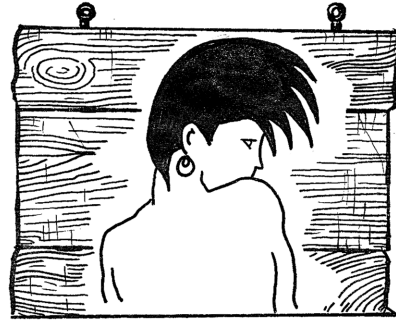
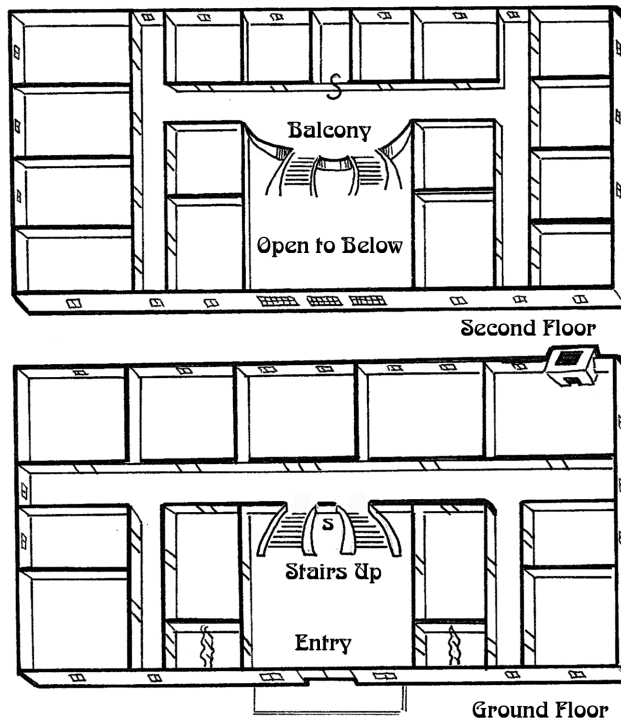


Typical Small Building

Small Building



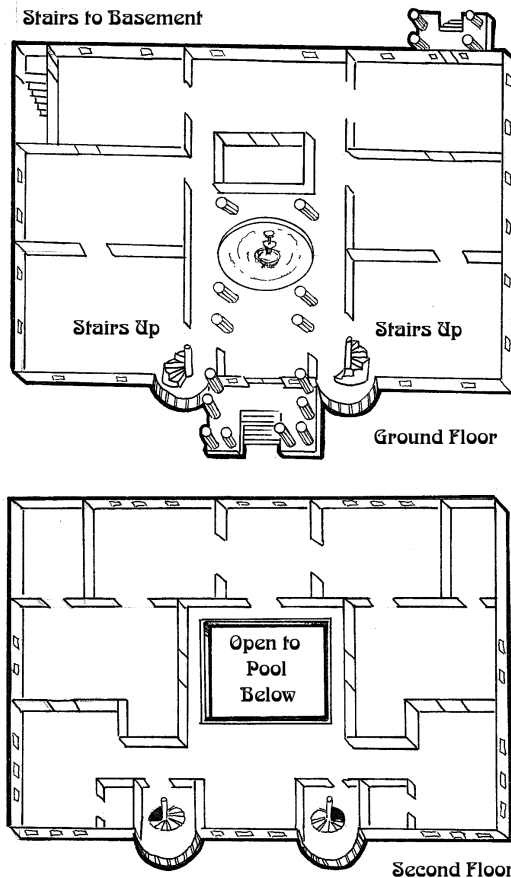
The Shapely Siren



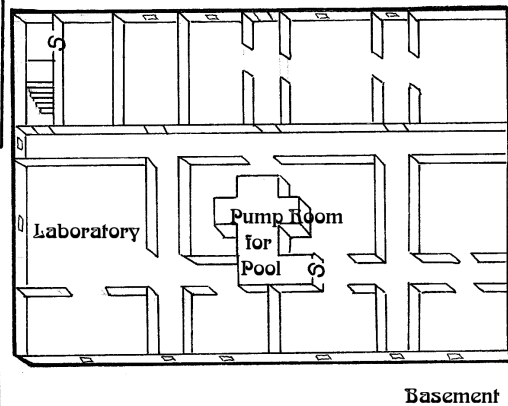
The secret door under the steps leads to a passage connecting the Shapely Siren with the Guard Barracks inside the Inner City (Location 12).

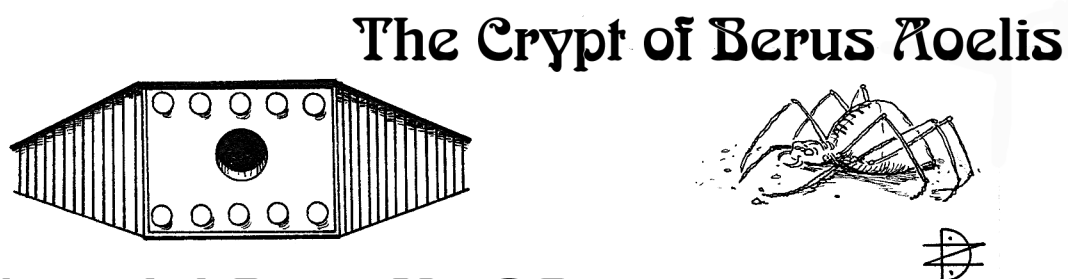
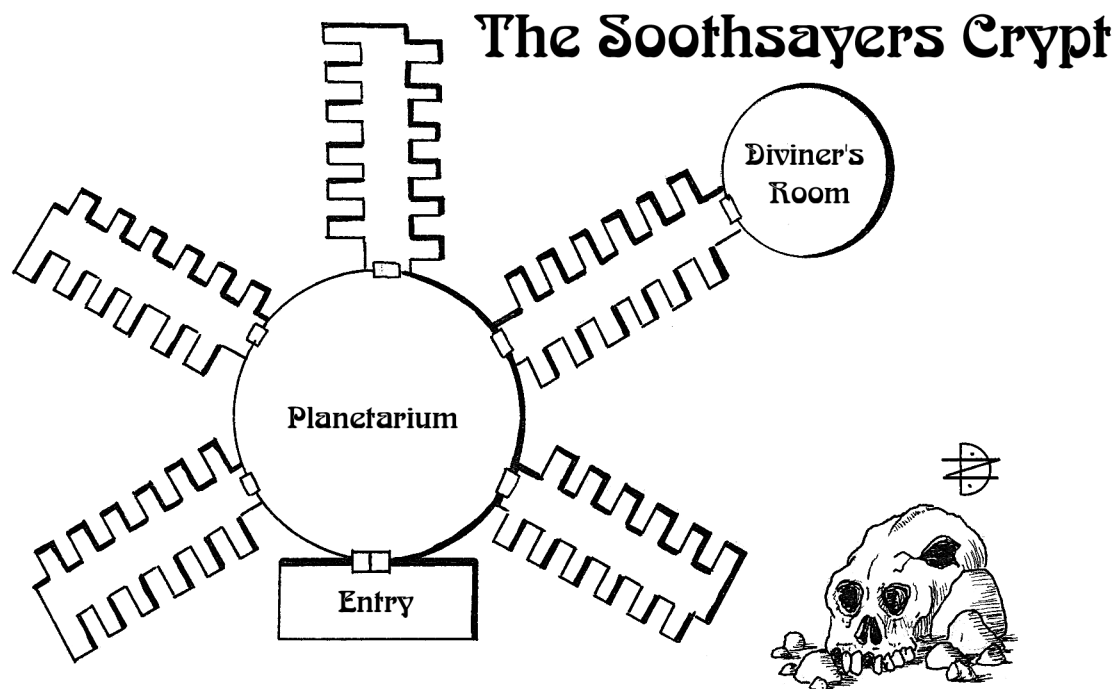


Stairs to Basement

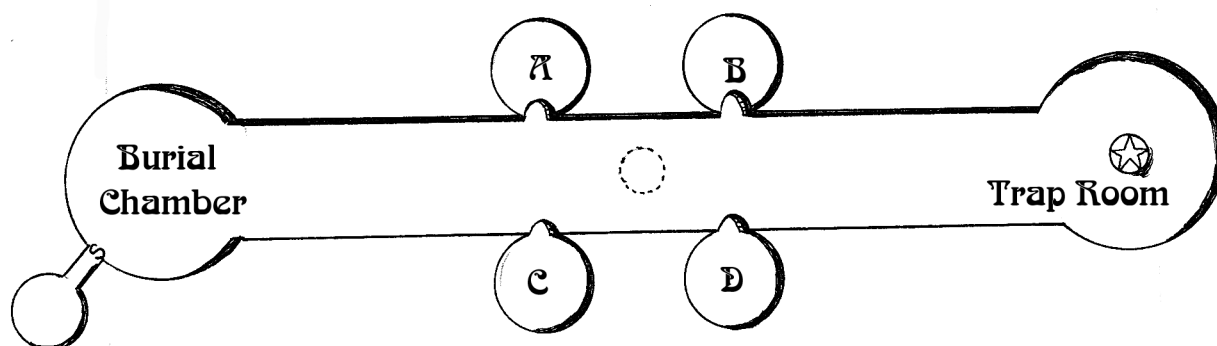


The Home of Evander the Wizard

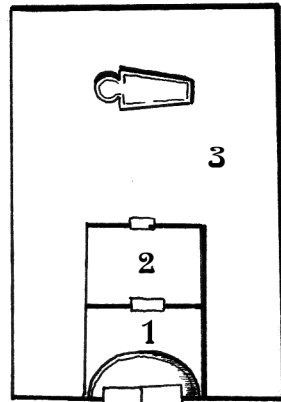




The Columnaded Breeze Way & Entry



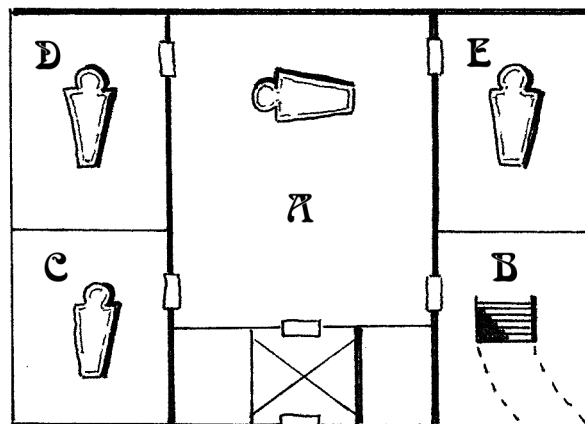
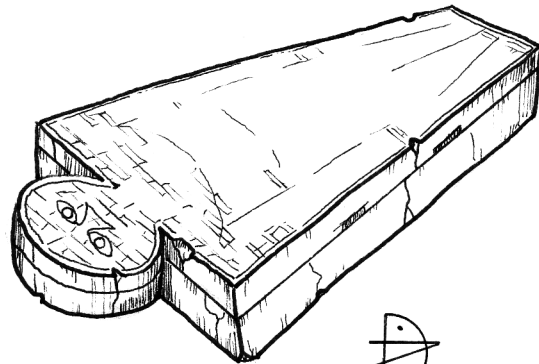
Final Resting Place of Berus Aaelis



Outer Door

- 1: Silver Door & Third Door
- 2: Corridor
- 3: Burial Chamber

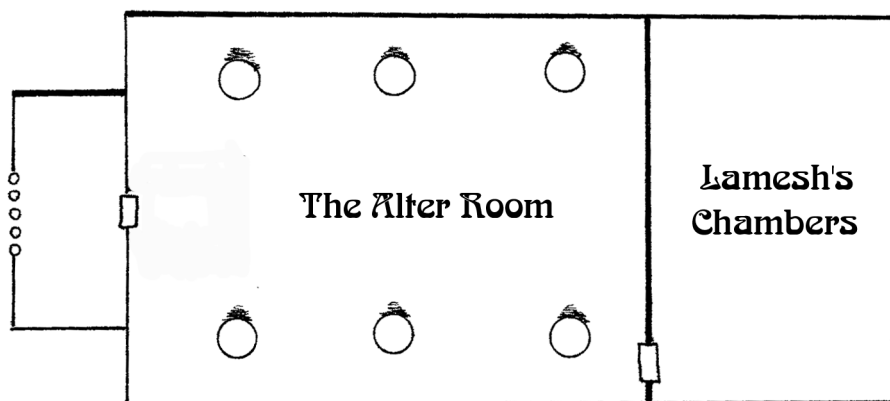
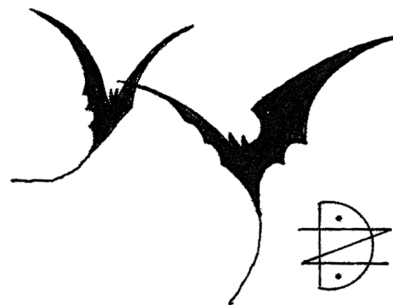
The House of Xerxes



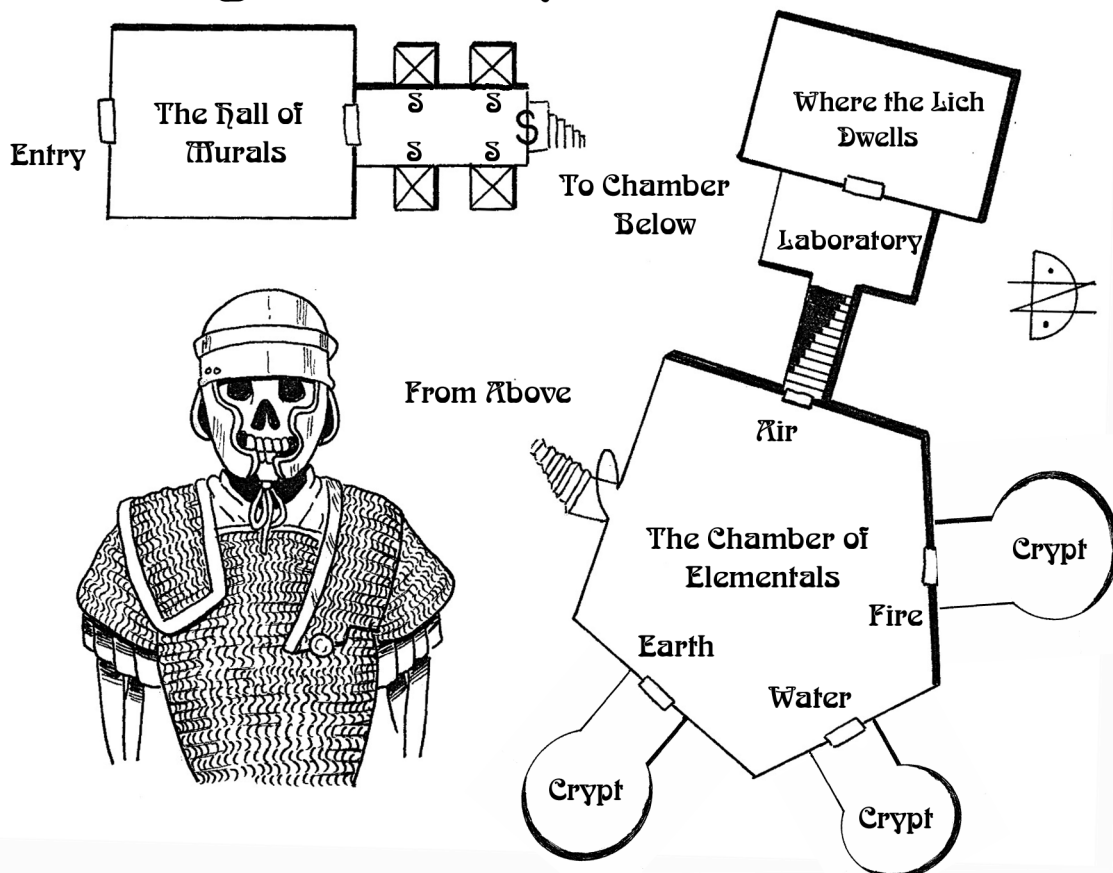
The Pit

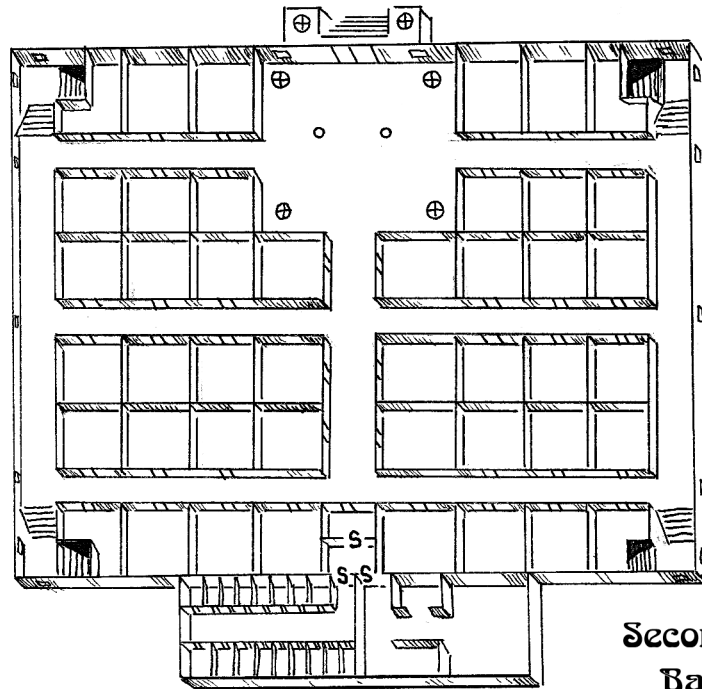
The Tiberius Family Crypt

The Agylliz & Lair of Lamesh

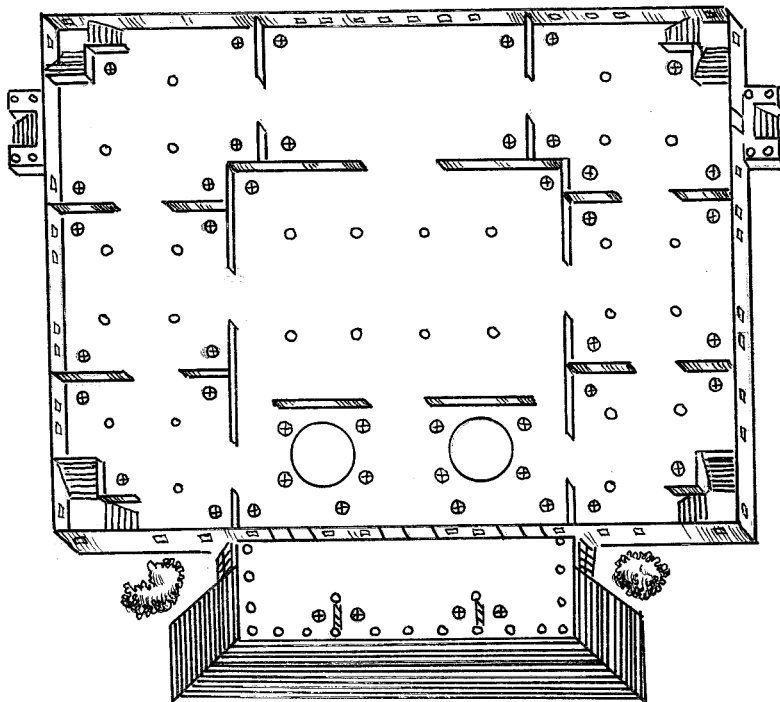


The Mageris Family Tomb

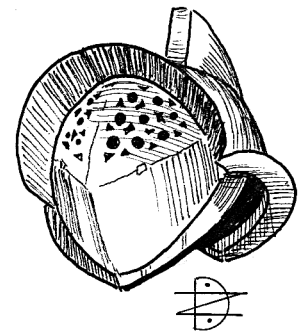




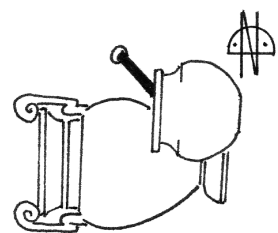
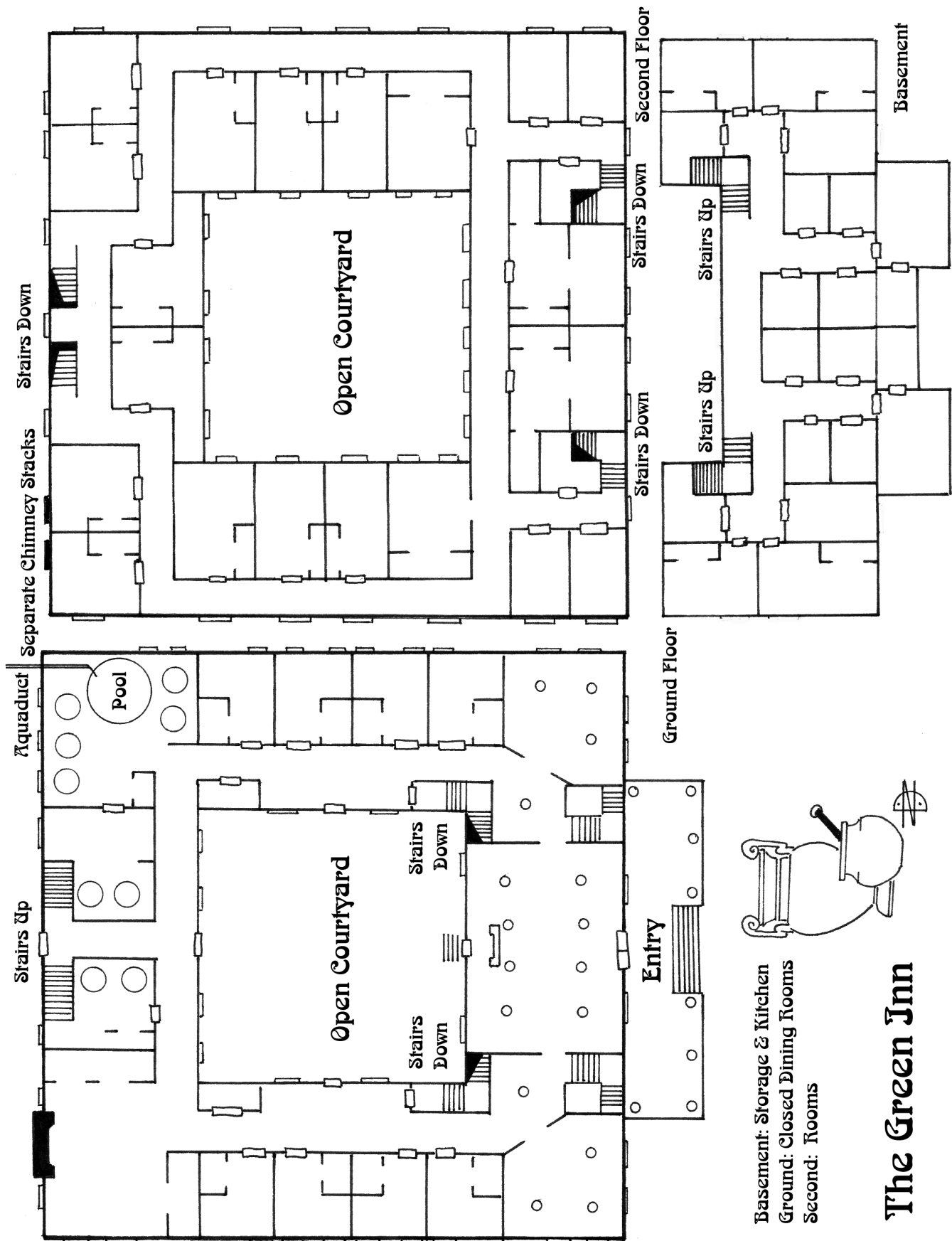
**Second Floor
Barracks**



**Ground Floor
Training Areas**

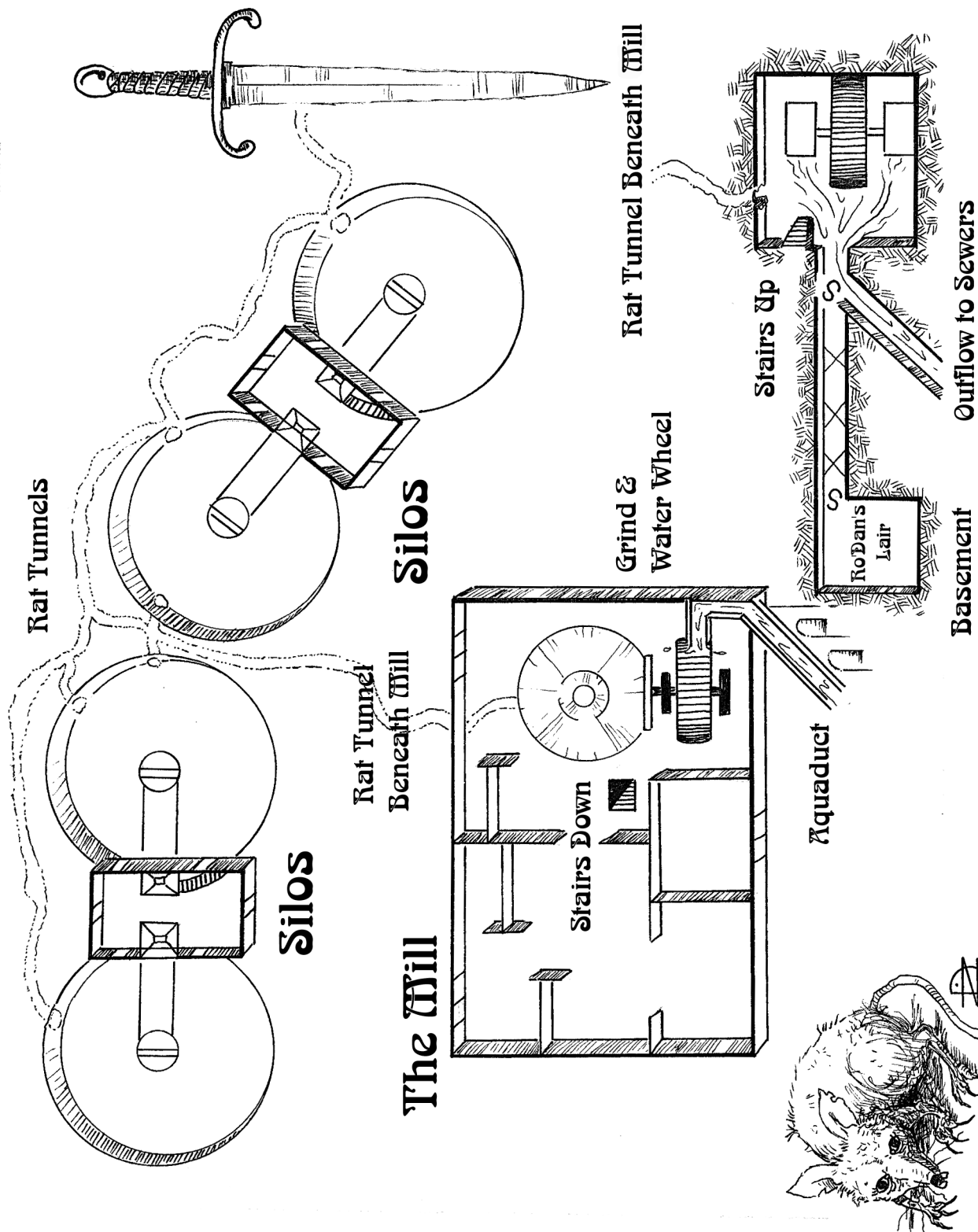


The Gladiatorial School

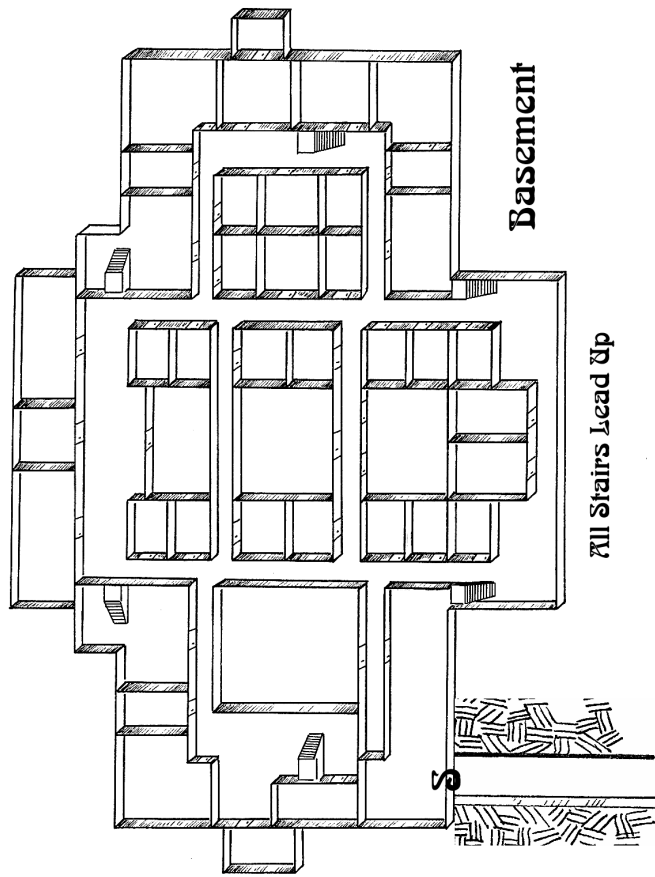


Basement: Storage & Kitchen
Ground: Closed Dining Rooms
Second: Rooms

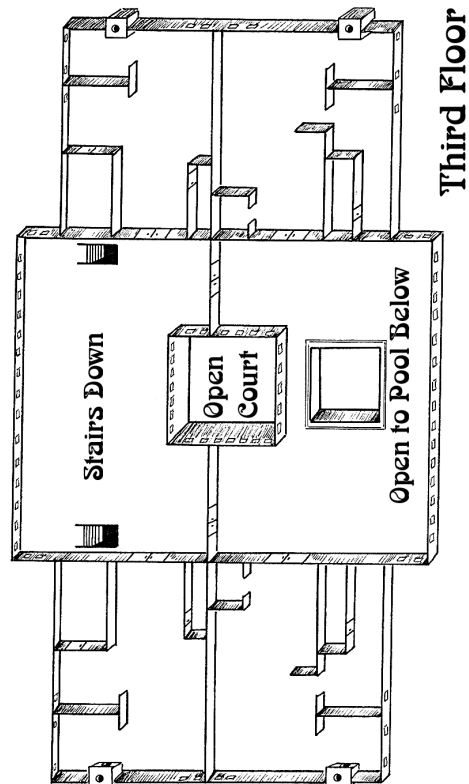
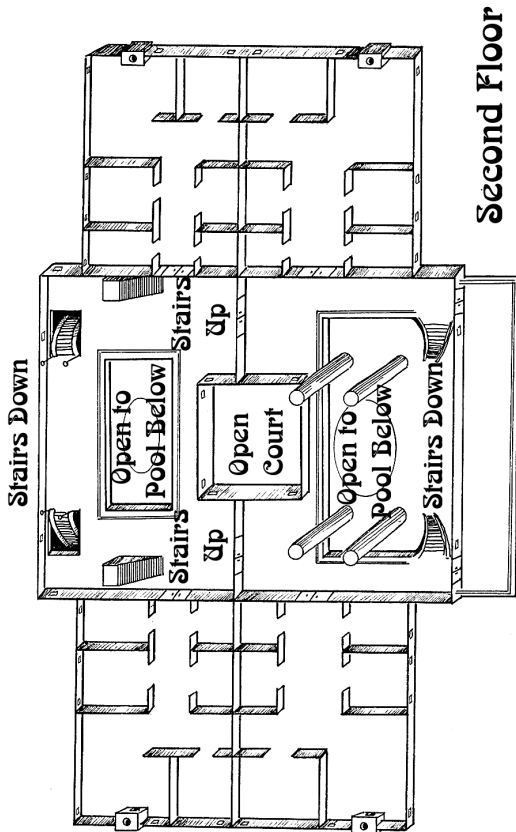
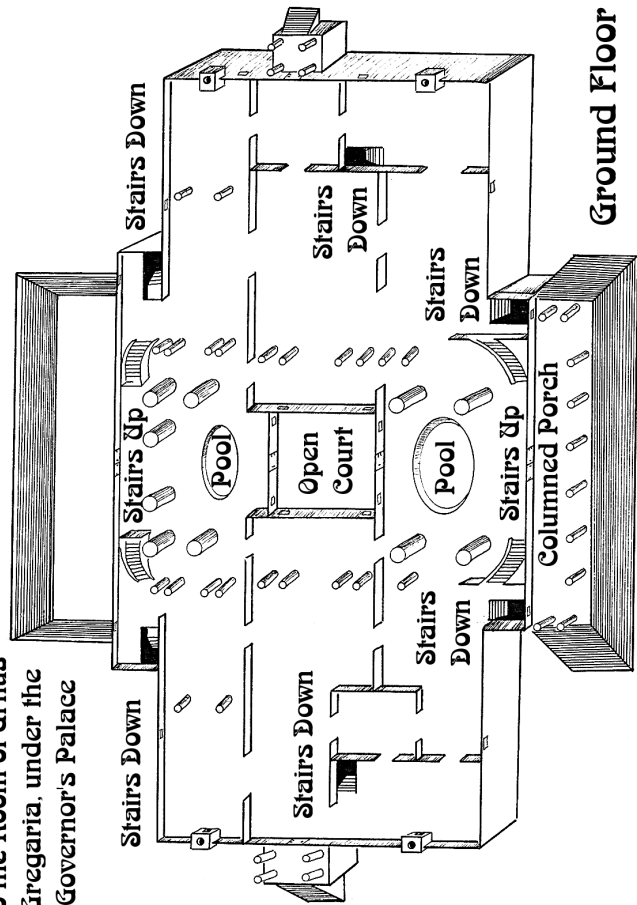
The Green Inn



The Granary & Mill

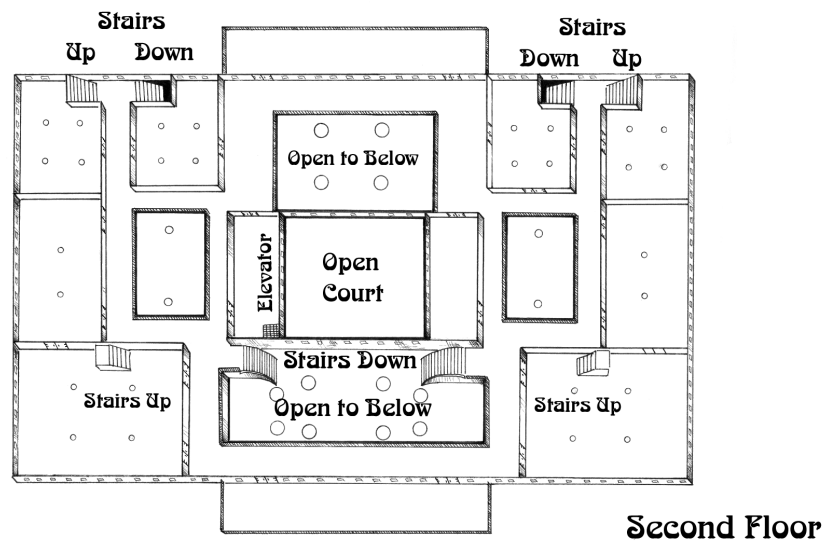
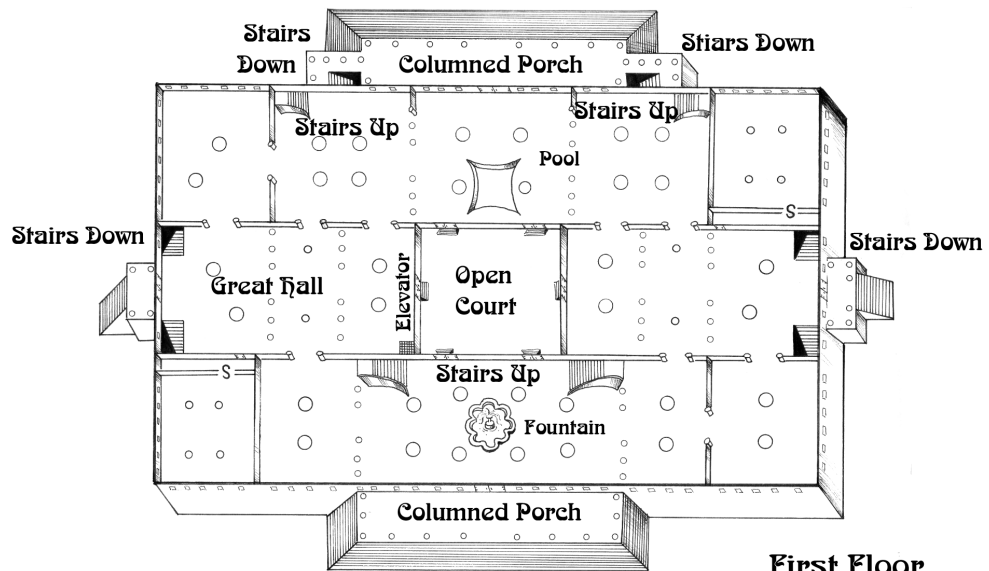
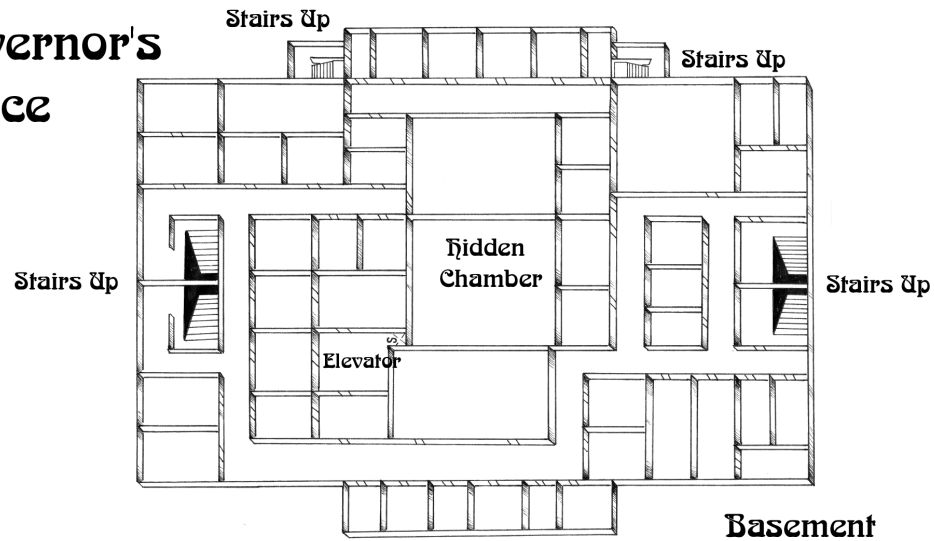


Underground Passage
to the Room of Arnus
to the Gregaria, under the
Governor's Palace



The Royal Guest Palace

The Governor's Palace

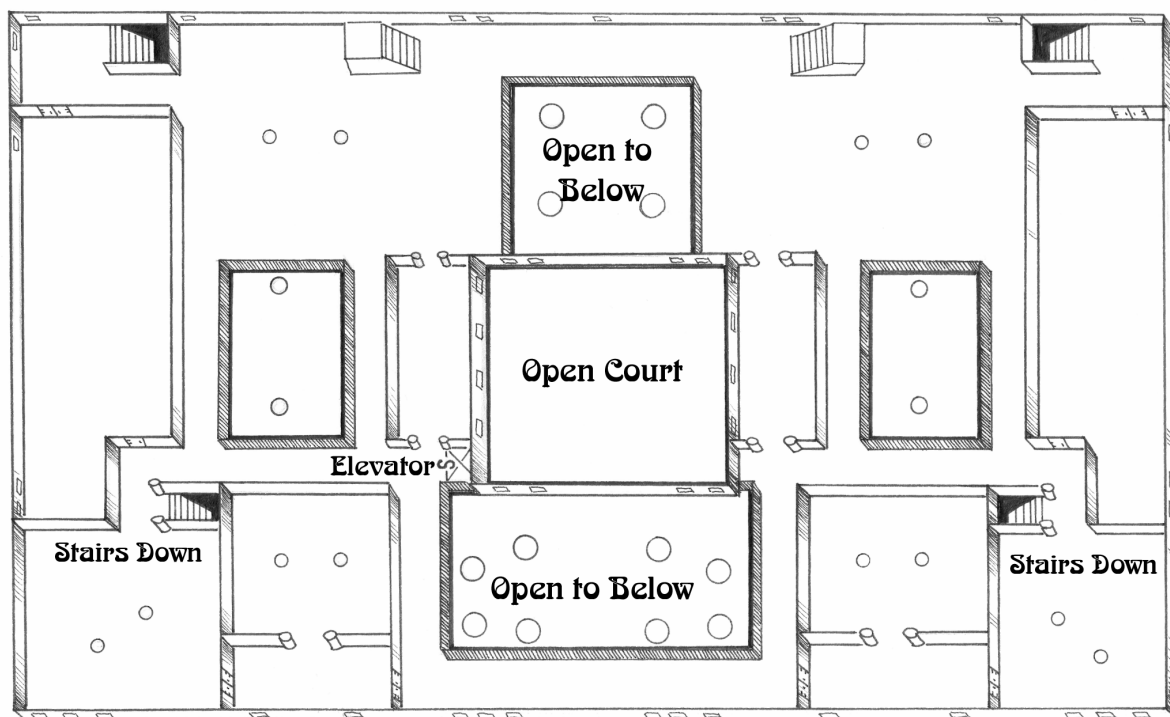


Stairs Down

Stairs Up

Stairs Up

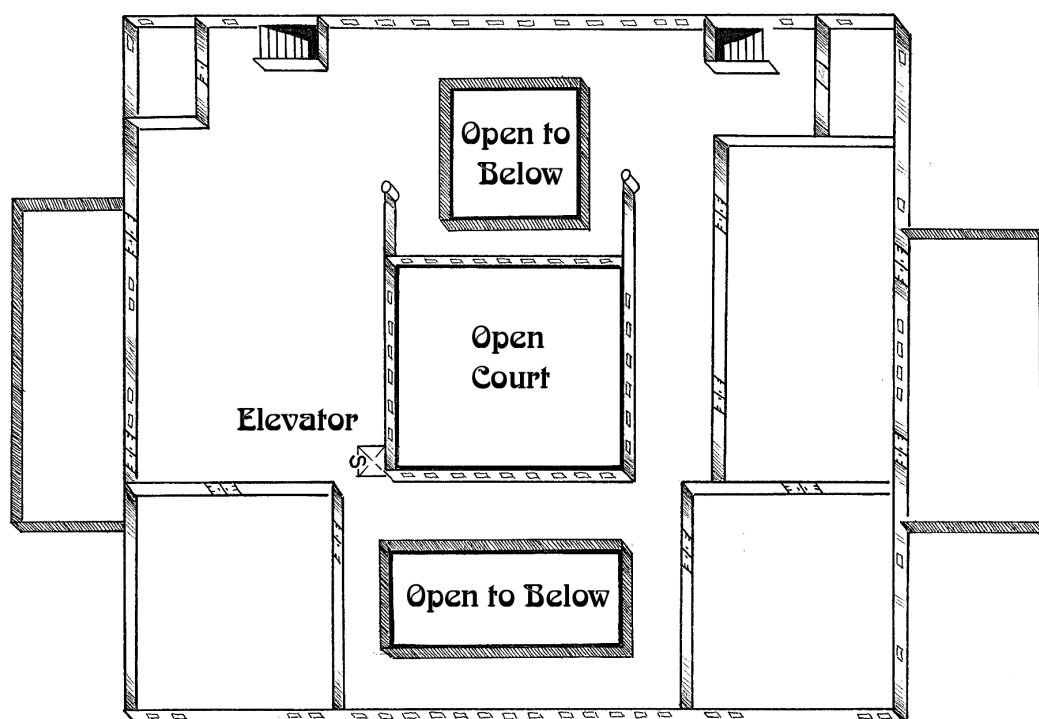
Stairs Down



Third Floor

Stairs Down

Stairs Down

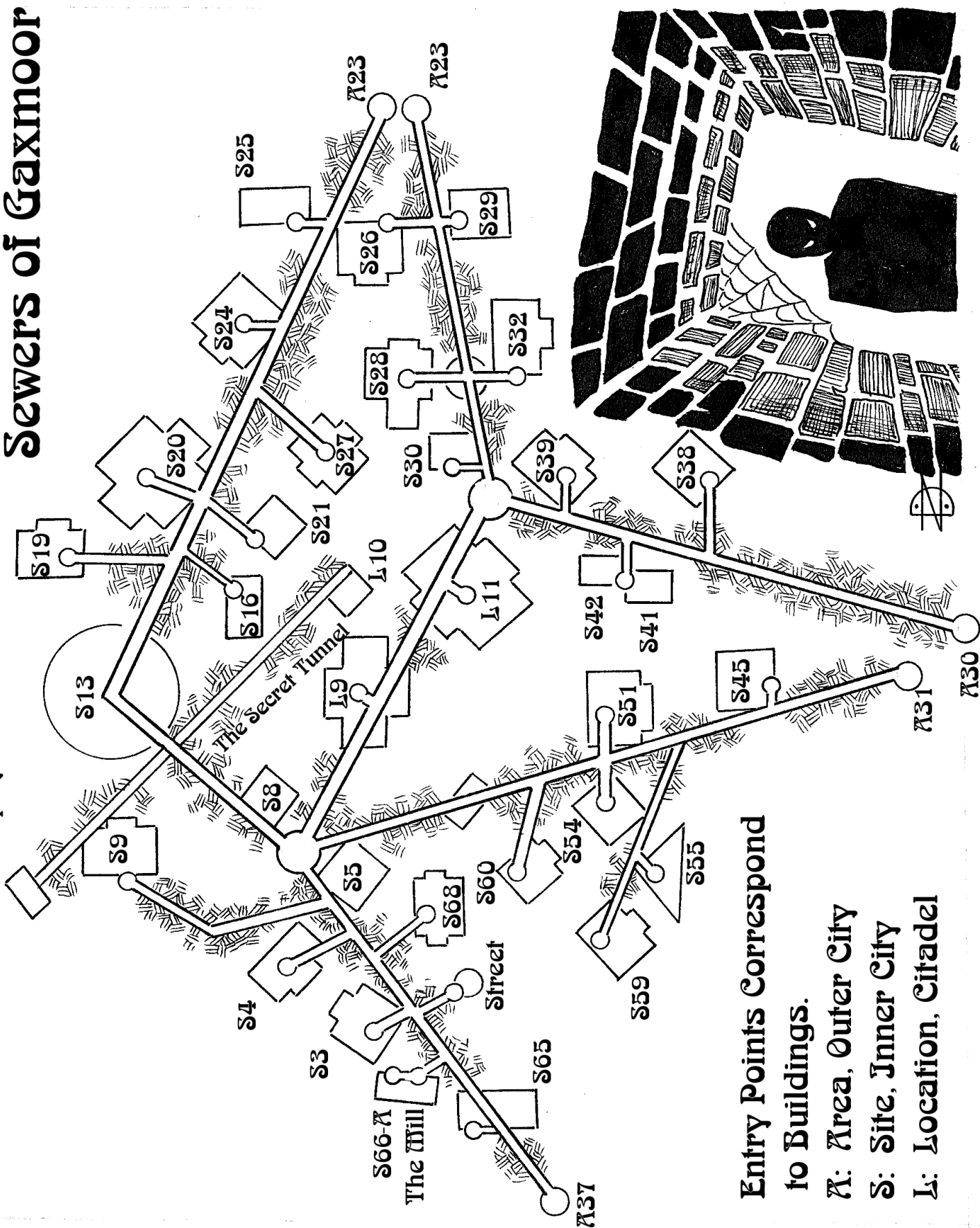


Fourth Floor

Governor's Palace

Sewers of Gaxmoor

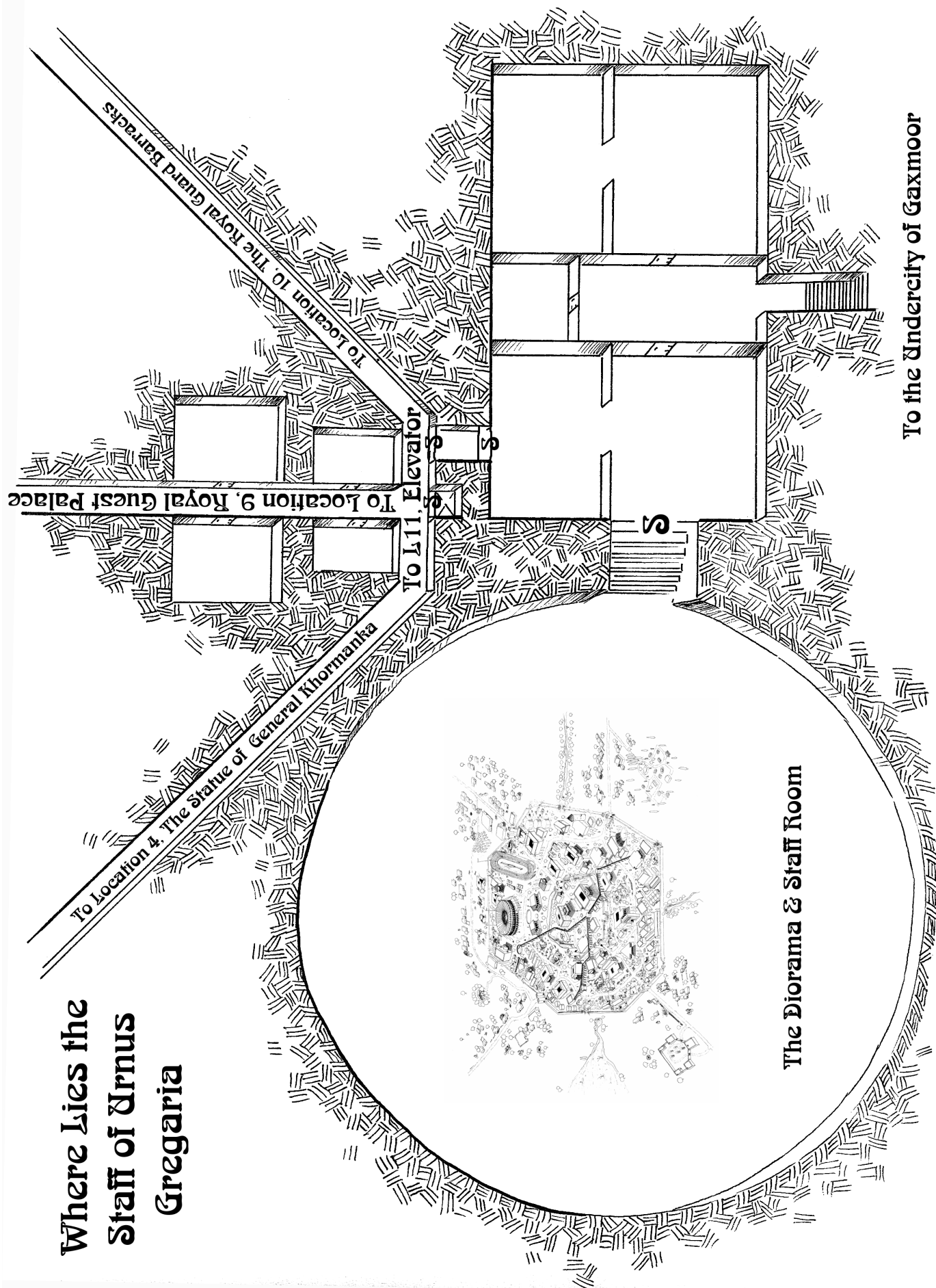
A7 The Shapely Siren

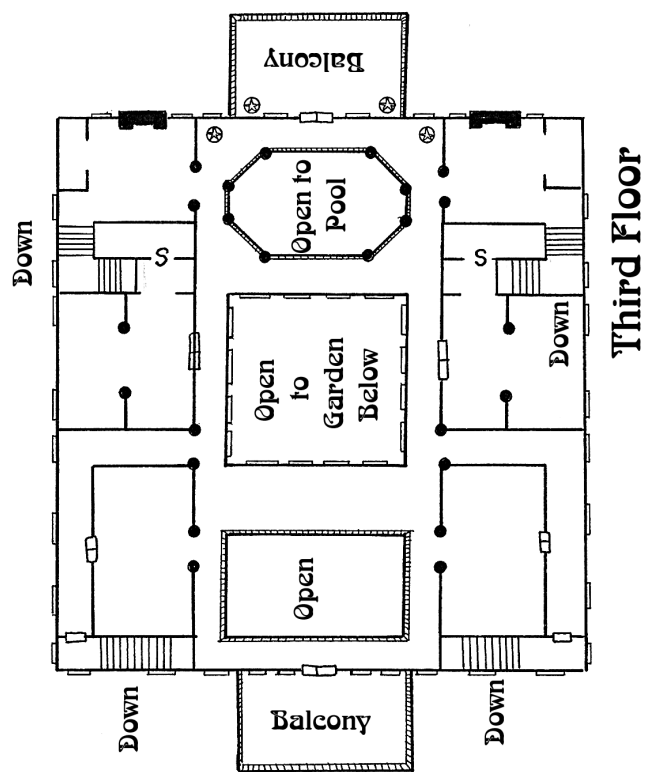
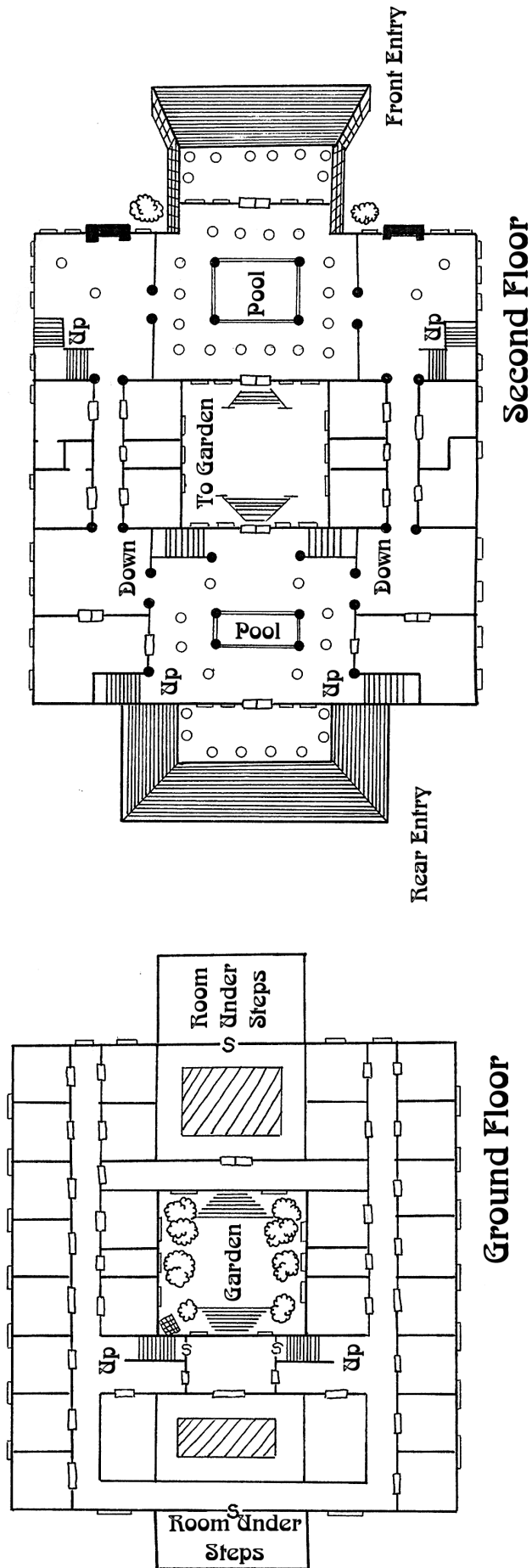


Entry Points Correspond to Buildings.

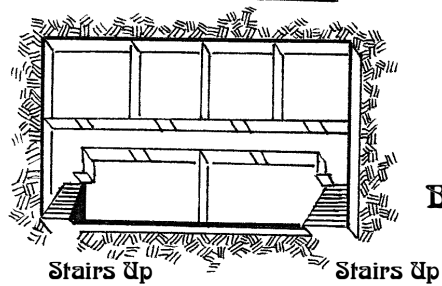
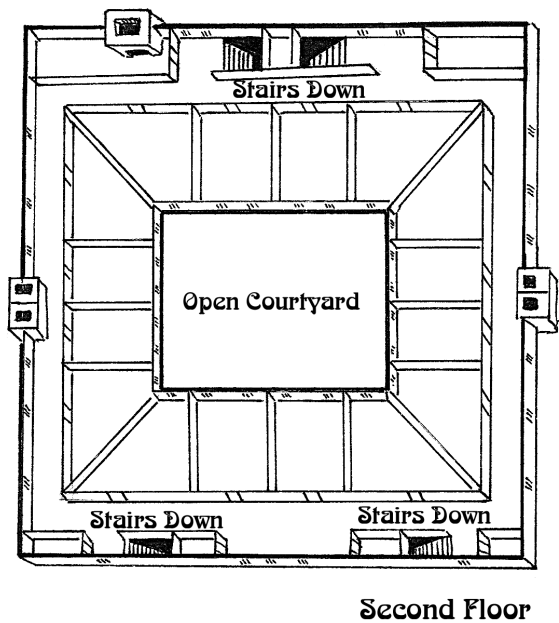
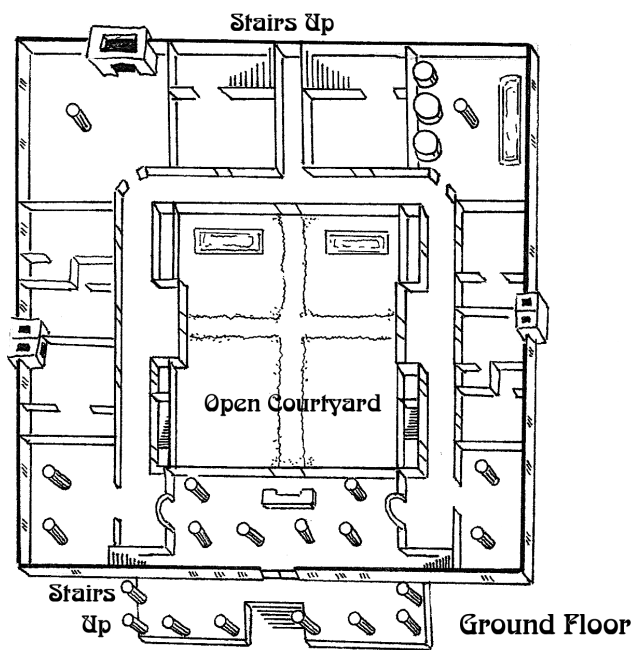
- A: Area, Outer City
- S: Site, Inner City
- L: Location, Citadel

Where Lies the Staff of Arnus Gregaria

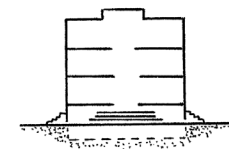
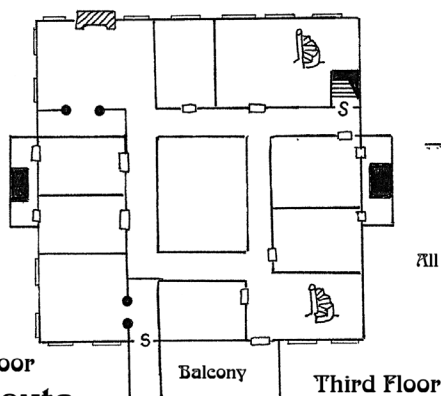
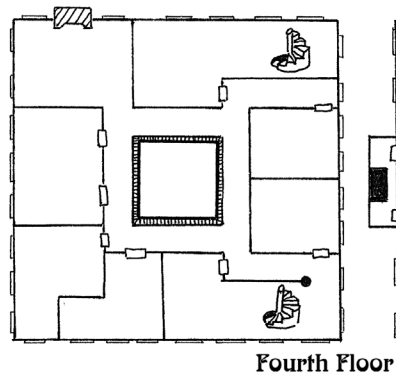
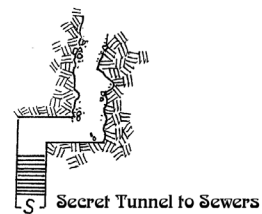
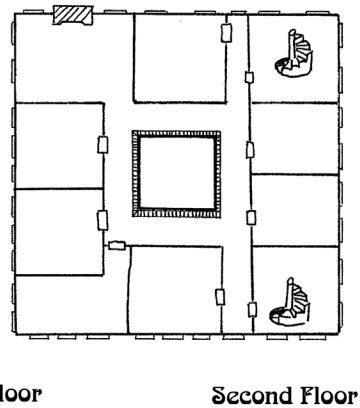
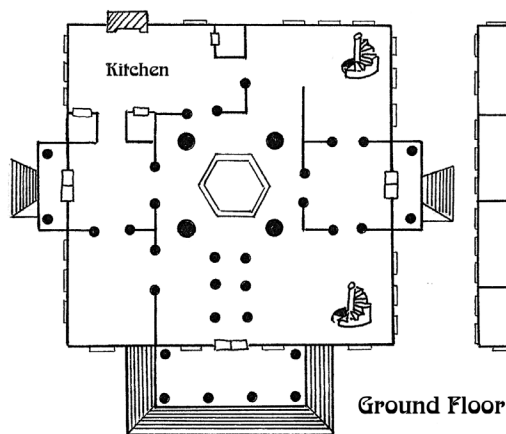




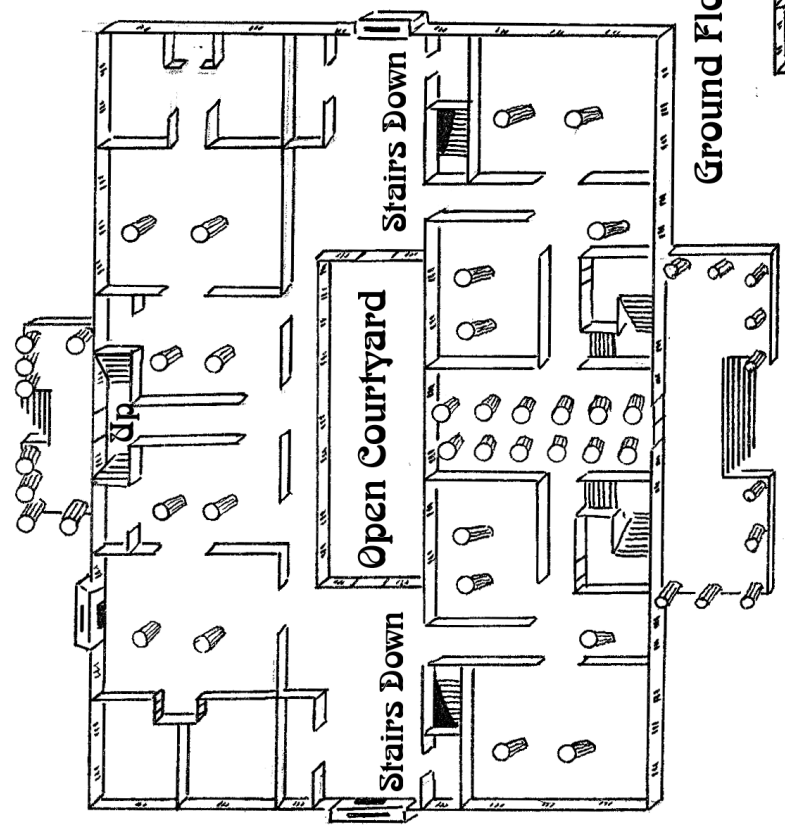
Three Story Mansion



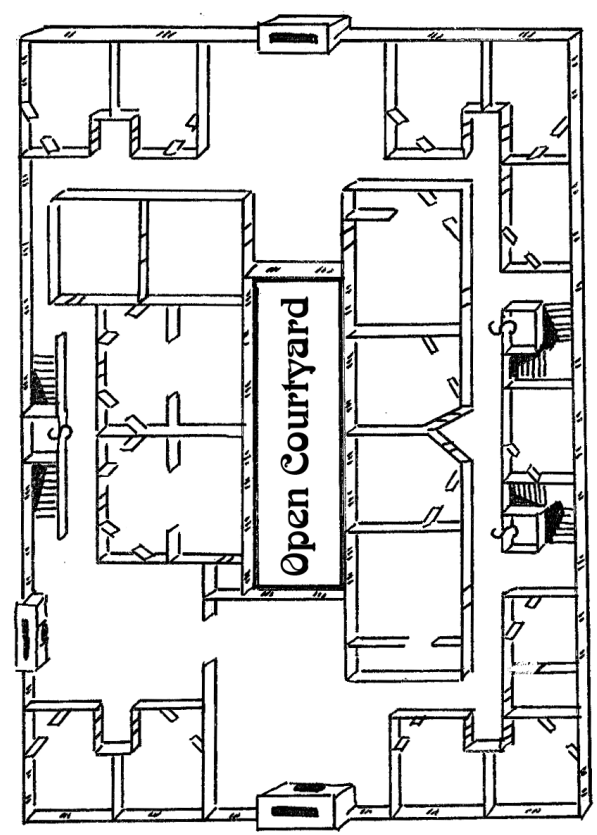
Typical Villa



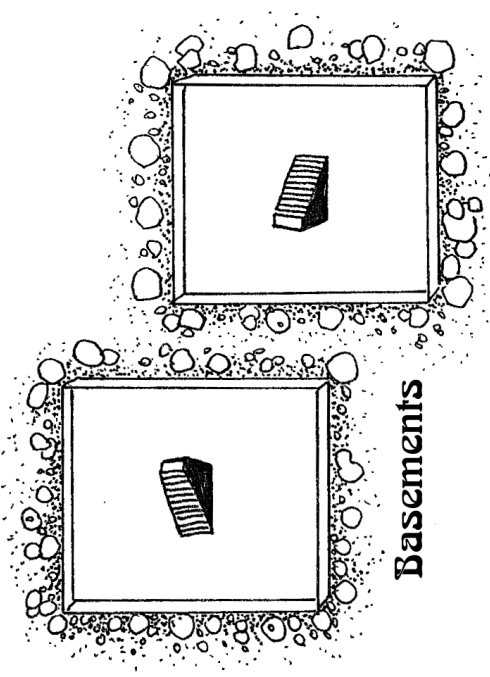
Typical Villa with Escape Route



Ground Floor



Second Floor

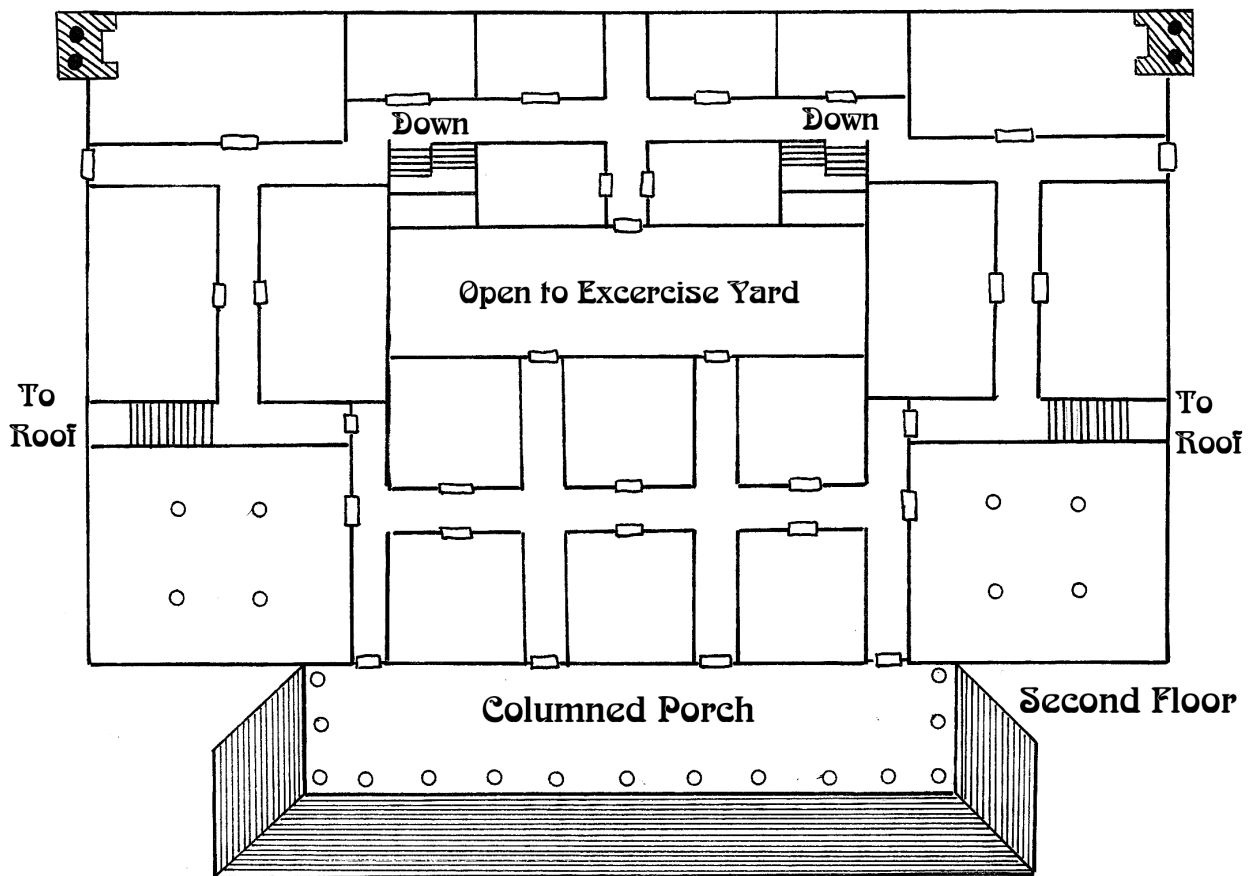
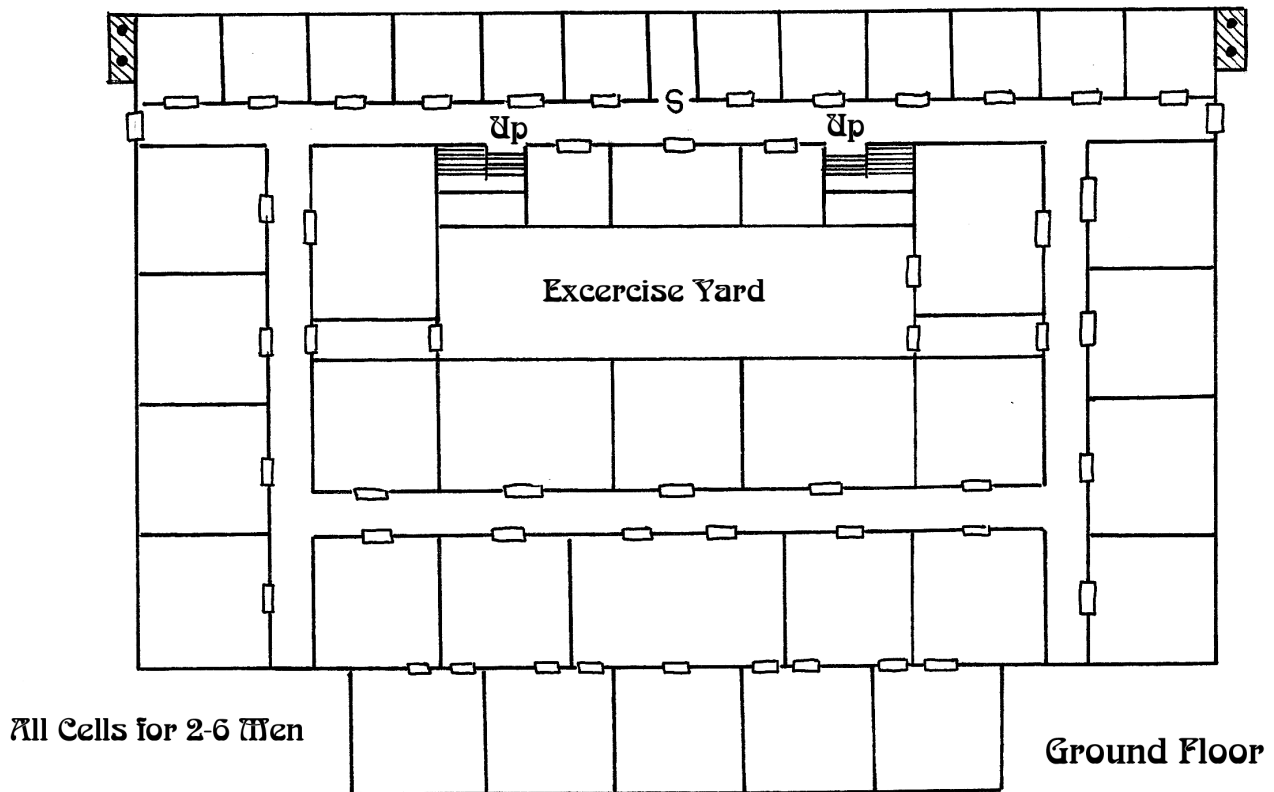


Basements

The Black Feathers

The Prison

One or Two Man Cells



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