

TREASURE VAULTS



COMPATIBLE WITH
**DCC
RPG**

OF ZADABAD

A LEVEL 1 HEXCRAWL BY CARL BUSSLER AND ERIC HOFFMAN

THE TREASURE VAULTS OF ZADABAD

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RANDOM TREASURE TABLE

Roll	Qty. on Island
1. Uncut diamond (100 gp)	5 ☐ ☐ ☐ ☐ ☐
2. Heavy crossbow (+1 dmg)	2 ☐ ☐
3. Large gold coin on a string (10 gp)	Unlim.
4. Moldy leather pouch with 2d10 sp	Unlim.
5. A raw copper cob (1 sp)	Unlim.
6. Silver ingot (1 gp)	Unlim.
7. Semi-precious stone (10 gp)	Unlim.
8. 1d2 <i>Luck Bolts</i>	3 ☐ ☐ ☐
9. Ornate holy symbol (2 gp)	Unlim.
10. Champion's Khopesh	1 ☐
11. Platinum brooch (25 gp)	Unlim.
12. 1d3 Grave Linens	6 ☐ ☐ ☐ ☐ ☐ ☐
13. Bronze dagger	Unlim.
14. Small shield	Unlim.
15. Grappling hook	Unlim.
16. 1d5 marble burial jars, (20 gp each)	Unlim.
17. Golden statue* (40 gp).....	Unlim.
18. Ornate sword hilt (10 gp).....	Unlim.
19. 1d24 gp	Unlim.
20. 20 rations** (5 sp)	Unlim.
21. Gold ingot (100gp).....	3 ☐ ☐ ☐
22. Giant lizard skull helmet	1 ☐
23. 50' hemp rope	Unlim.
24. Spyglass.....	2 ☐ ☐

* (1) boat, (2) horse, (3) chariot, (4) jackal, (5) pyramid, (6) warrior

** (1) jar of honey, (2) jerky, (3) salt cod, (4) jar of garum, (5) hard tack

“It was no ape, neither was it a man. It was some shambling horror spawned in the mysterious, nameless jungles of the south, where strange life teemed in the reeking rot without the dominance of man, and drums thundered in temples that had never known the tread of a human foot.”

- Jewels of Gwahlur, Robert E. Howard

Islands bring to mind images of marooned pirates, rumbling volcanoes, restless natives, and vine-covered temples. They are mysterious and far from the aid of more civilized lands. They are perfect locations for adventure, and the island of Kalmatta is no different.

When we set to writing this hexcrawl, we looked to classic literature and the novels of Appendix N for inspiration. Novels by Daniel Defoe, Robert Louis Stevenson, Arthur Conan Doyle, and H. Rider Haggard, as well as contemporary authors such as Robert E. Howard, have all found their way into this adventure.

We also looked to great adventures that came before. The most obvious being *The Isle of Dread* by David Cook, but also *The Hidden Shrine of Tamoachan* by Harold Johnson and Jeff R. Leason, and *The Elephants' Graveyard* by David Howery.

This is not a linear adventure. While the primary goal is for the characters to locate and plunder the ancient treasure vaults of the lost city of Zadabad, no two gaming groups will go about it the same way due to the wandering monsters, fixed encounters, and the Random Treasure Table. There are 19 fixed locations, 3 randomly discovered ruined temples, and fauna, megafauna, and natural hazards which can be found anywhere.

As busy as it may seem, we've still left room for judges to put their own mark on Kalmatta. There are unnamed islands, a faction of marooned pirates waiting for further development, and a handful of adventure hooks to pursue, even after the vaults have been discovered.

You hold in your hands many hours of entertainment, and many more if you choose to develop the island further. We hope your time spent on the island is both fun and memorable.

With gratitude,
Carl Bussler and Eric Hoffman



GETTING TO THE ISLAND

Hot wind snaps the black sails of the Soulcatcher as an eager voice calls from the crow's nest, "Land ho!"

Ahead lies the island of Kalmatta, your destination, home to plague colonies, marooned pirates, madmen and secrets no mortal mind was meant to uncover. It is also the location of the ruined city of Zadabad and its famed treasure vaults.

Whether fortunate or ill-fated, you have in your possession the Rod of the Crescent Moon, a relic of dead religions and forgotten kingdoms. It is also the key to unlocking the vaults. Finding the lost city is a challenge many have accepted, but none have survived. Fetid swamps, harsh jungles and unforgiving mountains hide your prize.

How far will you travel and how much will you risk to uncover the treasure vaults of Zadabad?

How the characters acquired the *Rod of the Crescent Moon* (see Appendix B, Magic Items) and discovered the location of the island of Kalmatta can be left vague, or can be worked into your current campaign. Regardless, they find themselves on the *Soulcatcher*, a fast sloop, having booked passage from their home port.

Captain Siren is rumored to be a smuggler, trader, pirate, and mercenary. Above all, she is an opportunist. Skilled in swordplay and politics, her ventures are profitable, and her crew is loyal.

As part of the arrangement with the characters, the *Soulcatcher* is bound for the only known safe harbor on the island: The plague colony of Sindanore. She will wait there for 7 days as her crew rests, makes repairs, and gathers food and water for the return trip. Unless another arrangement is made to keep her waiting, the ship will sail on without them. The specifics of this deal are left to the judge and the players.

Captain Siren: Init +4; Atk rapier +4 melee (1d8+2) or crossbow +5 missile fire (1d6); AC 16; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

Crew (20): Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

EXPLORING THE ISLAND

The exploration of the island of Kalmatta should be an adventure (or likely several adventures) unto itself. To help keep track of player exploration, we present these simplified hexcrawl rules. Add, replace, or modify these rules to suit your style of play.

Waterborne Movement

A party with a small sailing boat or ship can typically move 5 hexes per day on the ocean. Staying on the ocean overnight requires a DC 8 skill check or the boat goes off course. Remember that characters without the appropriate background (such as astrologer, elven navigator, elven sage, halfling mariner, or smuggler) only roll a d10 for an untrained skill check.

Traveling upriver, boats are limited to 3 hexes per day. Downriver travel covers the standard 5 hexes.



Overland Movement

Characters have 3 Movement Points to spend per day.

Terrain	Movement Point Cost
Grassland, Hills.....	1
Jungle, Swamp.....	2
Mountains.....	3

Characters may also try to make a forced march, which will give them 4 movement points per day, but leave them exhausted at the end, taking 1 hp of damage (DC 10 Fortitude save to avoid).

If the party is mounted on standard animals (horses,

ponies, etc.), they have 4 Movement Points and may make a forced march for 5 Movement Points, applying the damage to their mounts instead.

If the party has access to magical or extraordinary transportation, you can adjust their travel speed accordingly.

Determining Hex Encounters

On the map are numbered encounters, and entering that hex triggers that encounter. Hexes without keyed encounters may also contain something of interest, or danger, to the party. Roll on the table below to determine what each hex contains.

Roll	Hex Contents
1-6.....	Empty
7-9.....	Random Encounter
10-12.....	Tomb

Empty hexes contain no encounters and provide safe passage and respite.

Random Encounters

Random encounters are rolled on the tables below. Roll when indicated on the Hex Encounters table above, or at any other time you desire. Twice a day is a good standard if the party is not traveling.

Entries in the core rulebook are noted with CR and the page number.

Roll	Grassland	# Appearing
	Platybelodon	3d3
	Herd of goats.....	4d4
	Megafauna from nearest lair	1
	Natives from nearest tribe.....	4d4
	Trapdoor spider, giant.....	1
	Fire ants, giant.....	6d4

Hills

Roll	# Appearing
Rock baboons.....	2d3
Megafauna from nearest lair	1
Herd of goats.....	4d4
Jackals (as Wolves, CR pg. 431)	2d5
Native from nearest tribe	4d4
Flash flood*	N/A

Jungle

Roll	# Appearing
Centipede, giant (CR pg. 398)	2d6
Jackal Monkeys	8d4
Native from nearest tribe.....	4d4
Mantrap plants.....	1d2
Megafauna from nearest lair	1
Venomous snake**	N/A

Swamp

Roll	# Appearing
Crocodile	1d3
Platybelodon	3d3
Lizardmen (CR pg. 420)	1d3+1
Megafauna from nearest lair	1
Snapping turtle, giant	1
Venomous snake**	N/A

Mountains

Roll	# Appearing
Mixacoatl	1
Rock baboons.....	2d3
Megafauna from nearest lair	1
Mountain lion, large (as Wolf, dire, CR pg. 431).....	1
Potential fall***	N/A
Rockslide****	N/A



Roll	River	# Appearing
Crocodile		1d4
Natives from nearest tribe in small canoes		4d4
Flying piranha swarm		1
Megafauna from nearest lair		1
Snapping turtle, giant.....		1
Submerged obstacle*****		N/A

Megafauna: The island's largest or most dangerous predators. They are typically encountered in specific lair areas on the map of the Island of Kalmatta, but occasionally wander their territory. Reference the map for the closest lair of the following creatures; Thungo (3), Kolo Manto (9), Giant Razorback (14), Adu Bagwa (16).

***Flash Flood:** Fast-moving waters rush through the area. The two characters with the lowest Luck are unfortunate to be standing in a gully or other low spot. They must make a Reflex save (DC 10) or be swept away, taking 1d4 points of damage per round they are caught in the water. A Strength check (DC 12), or some help, is needed to escape the water.

****Venomous Snake:** A small venomous snake attempts to bite a random party member. It attacks with a bite +2 melee and does 1 point of damage plus poison (Fortitude save DC 13). If the save fails the poison inflicts 1d6 Agility damage within 10 minutes and another 1d6 Agility damage an hour later (two hours if the victim rests).

*****Potential Fall:** The character with the lowest Luck slips and may fall with dire results if a Reflex save (DC 10) is not made. If the save is failed the character falls 1d6x10' down the side of the mountain.

******Rockslide:** A sudden rockslide puts the party in danger. Each character must make a Reflex save (DC 10) or suffer 2d4 points of damage from large falling rocks. If the roll for the save is a natural 1 or 2 the character also suffers a sprained ankle or knee, reducing movement by half for 2 days or until magically healed.

*******Submerged Obstacle:** The party's boat hits a rock or log hidden under the surface. Any characters in the boat must make a Reflex save (DC 10) or be tipped overboard. The ruckus has a 20% chance of attracting another wandering monster.

Tombs

A hex encounter result of Tomb indicates that the players have stumbled upon one of the many burial sites the priests of Zadabad have built over the centuries. Several tombs are provided in the section Kalmatta Tombs (pg. 7), or you may design your own.

None of the tombs are required to 'complete' the adventure, although characters may find clues or items that will be helpful. The tombs can be placed whenever, or wherever, the Judge chooses. They may also be used separately from this adventure.

Keyed Encounters

We suggest that if the party enters a hex containing one of the keyed encounter locations, you allow them to explore that location. Alternately you can have the discovery dependent on a Luck check or player declaration that they are searching the area.

Getting Lost

Parties without members of an appropriate occupation (Astrologer, elven forester, elven navigator, halfling gypsy, hunter, trapper, woodcutter, etc.) have a chance of getting lost each day. On a roll of 1 on 1d6 the party loses a movement point and must roll for wandering monsters twice in their starting hex. If they party gains followers that are indigenous or familiar with the island, this roll is unnecessary.

Random Treasure Table

To add to the variety of ways to play this adventure, we have included a random treasure table. The judge may use this table to determine rewards for wandering encounters that may contain treasure, or to stock new tombs or encounters of their own creation. Some of the items on the list are unique, very valuable, or both. These items have one or more boxes to the right on the random treasure table. Check these boxes as the players discover the treasures, and carefully consider giving more of these items than there are boxes.



THE NATIVES OF KALMATT

There are currently two tribes of diminutive natives on Kalmatta: the Atokalla and the Mahunaki, both descendants from the original Walawi people that settled the island thousands of years ago. The average native stands just over 3' tall and weighs about 60 pounds. Once, the tribes were united, splitting long ago over a differing interpretation of their religion. Both share a prophecy that one day a stranger will come to the island with great powers and change their lives forever. How that change will be enacted is the great philosophical difference between the two groups.

If warriors of either tribe encounter the characters away from their village, it is likely to be a combat encounter, as the Kalmatta warriors are fierce and aggressive. If the characters find one of the two villages, or are brought there as captives, there is a 75% chance the elder tribesmen or shamans will wrongly believe the character with the highest Personality is the stranger from their mythology. Statues and images in the villages will slightly resemble that character, but clearly the natives are stretching the similarities. Or perhaps they just think all tall peoples look alike.

The natives of Kalmatta are masters at hiding in their native terrain. They can sneak silently and hide in shadows as a thief with a +5 bonus to both skills. The warriors often tip their blowgun darts in a poison made from laboriously boiling down a combination of plants and berries found on Kalmatta. If hit with a poisoned dart the target must make a Fortitude save (DC 10) or take 1d2 temporary Agility damage. A critical failure on a save will result in immediate paralyzation.

Native shamans are well versed in ritual curses. The curse takes one day to perform and targets one individual. If successful (Will DC 8 to negate) the target permanently loses 1d5 Luck and increases the chance for a fumble, misfire, disapproval, patron taint or corruption by 1. If the shaman has a personal belonging of the target the Will DC increases to 10. If they have some part of the target (hair, nails, dismembered arm, etc.), the Will DC increases to 14.

If the party ever becomes *persona non grata* by refusing the demands of either tribe, the warriors of that tribe will get a +1 to attack and damage.

Native Warrior: Init +1; Atk spear +0 melee (1d3) or blowgun +2 missile fire (1d3 + poison); AC 14; HD 1d4; MV 20'; Act 1d20; SP sneak silently and hide in shadows; SV Fort -1, Ref +2, Will +0; AL C.

Native shaman: Init +1; Atk spear +0 melee (1d3) or blowgun +2 missile fire (1d3 + poison); AC 14; HD 2d4; MV 20'; Act 1d20; SP sneak silently and hide in shadows, curse; SV Fort -1, Ref +2, Will +0; AL C.

KALMATT TOMBS

The tombs are not mere speed bumps in the characters' journey across Kalmatta. Through wall paintings, hieroglyphics and artifacts, they may slowly reveal some of the history of the island and clues to guide them past future perils.

THE TOMB OF CHINHOTE

The tomb of Chinhote resides in a deep draw with a 40' escarpment on three sides. There is a layer of dirt and detritus, but the original paving stones can be seen here and there. The tomb itself is pyramid-shaped and stands at the back of the draw. In front of the sealed door are two large stone plinths, covered with eroded, ancient writing. On top of the plinths are sandstone statues that have been worn down over the years. Presumably, they once depicted human, or humanoid creatures. There is also the remains of a reflecting pool leading directly to the pyramid entrance.

1. Stone Plinth

Characters able to decipher the ancient writing (skill check DC 14) can piece together a narrative telling of the life of Chinhote, grand vizier to several mighty rulers and a man of prodigious stature. It is apparent that Chinhote served important men and amassed great wealth.

2. Stone Plinth

This plinth is slightly harder to decipher (skill check DC 16). It tells the tale of Chinhote and Pharess Varna, who was apparently his lover. Chinhote had the opportunity to marry Varna and become pharaoh, but declined. He later served her successor (and assassin), the pharaoh Azun-Kaman. The last part of the plinth is in the form of advice to Chinhote's numerous and illegitimate sons. He warns, "Greed is the great destroyer. Never sell your entire herd, no matter the amount of the drover's offer, for what will you live on next year?"

3. Reflecting Pool

The reflecting pool is murky and fetid. The surface of the

water is 10' below the waist-high stone lip of the pool wall. Observant, or lucky characters (Luck check) may notice the glint of shiny metal caught on a skinny ledge of stonework a foot or two under the surface of the water. In fact, there are numerous coins scattered along the muddy bottom of the pool, thrown there by visitors to the Tomb of Chintahotep in antiquity. Anyone diving into the water (it is 8' deep), can find 2d20 gp, + 1d20 gp per point of positive Luck modifier, in assorted coins. Unfortunately, the pool is also home to two colossal leeches.

Leech, colossal (2): Init -2; Atk bite +4 melee (1d6 + blood drain); AC 14; HD 2d8; MV 10' or swim 30'; Act 1d20; SP blood drain (automatic 1d4 dmg per round after bite); SV Fort +4, Ref -2, Will -4; AL N.

4. Pyramid Door

The door to the pyramid is a solid slab of stone, 6' wide and 8' tall. It is sealed with mortar on all sides. There is more ancient writing (skill check DC 12 to decipher) on the door. Surprisingly the inscription invites thieves in to plunder the tomb. Chintahotep fancied himself a master of reverse-psychology. The door is very sturdy and will take about a day to break through even with sledges and pick-axes. If the players can't come up with a more expedient way to gain entrance, roll for wandering monsters twice as often as normal.

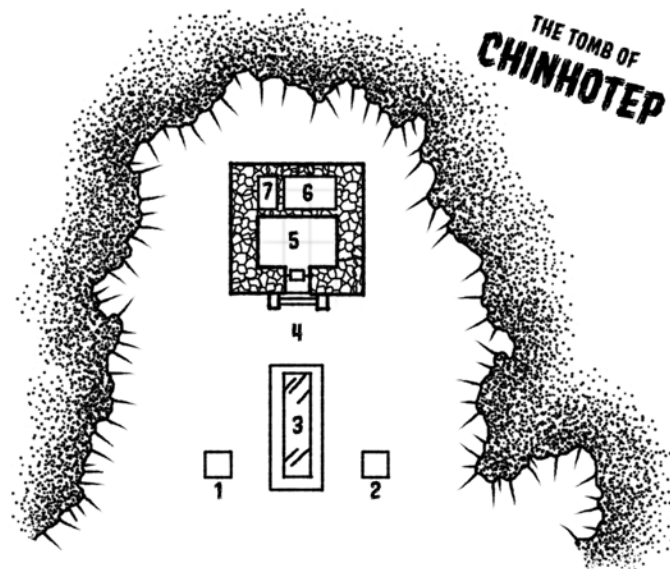
5. Crypt of Chintahotep

This room is dark and musty. The walls were once painted with some decoration, but years of neglect and moisture have ruined it beyond identification. Only smears of pigment remain. The room contains some grave goods that are largely ruined as well. A rotted miniature wooden ship about 6' long and a crumbling chariot can be identified. There are also a few piles of mushy clay that must have once been pots or amphorae. The main feature of the tomb is the large stone sarcophagus in the center. It is nearly 13 feet long and 7 feet wide. It is made of two pieces of stone and weighs over 2 tons. The lid is sealed with mortar that can be removed with normal tools or weapons in an hour or so. Once unsealed, it will take 40 total points of Strength to shift the stone lid. If the party manages to open the lid they are treated to the sight of the mummified corpse of Chintahotep. Once the lid is clear of the body, the corpse will sit straight up and begin cackling madly.

Chintahotep is not undead. The apparent animation of the corpse is a clever mechanical trap that has survived the ages. The laughter will stop after a short while and Chintahotep's corpse will slump down on the rods holding him up, his last joke played out. In the sarcophagus is a

bronze scroll tube capped with an airtight seal (worth 100 gp in itself). Inside the tube is a papyrus scroll with the 2nd level cleric spell *divine symbol* inscribed upon it. Chintahotep also wears a golden circlet with a small ruby set on the brow worth 350 gp.

Extremely observant characters (Luck check) may notice that the mummy of Chintahotep has eleven toes. The eleventh toe is actually a cleverly disguised switch that is attached to the stone of the sarcophagus and opens the secret door to room 6.



6. Treasure Room

This room is much drier than the crypt. The paintings on the wall are largely intact. They show a pictorial history of the story related on the stone plinths outside. Chintahotep's real treasure is kept in this room. It consists of several chests of silver bars. Each chest is trapped with a deadly poison needle trap. The efficacy of the poison, however, has not lasted the ages, and only does 2d4 points of damage to a character if sprung. The silver bars are extremely heavy and may pose problems to characters trying to move them long distances. Unless the players devise some clever way to transport the bars, their movement will be reduced to 2 Movement Points on the Overland Map per day.

In addition to the chests, there is a wooden mannequin which is wearing a colorful robe spun with cloth of silver and gold and festooned thin gold plates with arcane markings on them. This is *The Mantle of Chintahotep* (see Appendix B: Magic Items). In addition to the magical properties of the garment, sewn into the lining of the garment are a series of thick papyrus sheets. If removed and studied by someone who can decipher the ancient

writing (skill check DC 14), the sheets reveal a process whereby, Chintahotep believed, one can bring back to life his former lover, the Pharess Varna. The ritual spell will only work on the corpse of Varna and only after securing the necessary ritual paraphernalia; *The Bell of Khodun Nudohk*, *The Book of the Dead* and the *Candle of Khodun Nudohk* (Appendix B: Magic Items). The papyrus sheets also indicate that *The Bell of Khodun Nudohk* was interred in the Tomb of Varna.

In a small secret niche on the eastern wall is a 2-foot-long, 6-inch diameter beeswax candle. It is shot through with black and purple streaks. It is, not surprisingly, *The Candle of Khodun Nudohk*.

The secret door to room 7 is actually the entire wall. It will pivot open on an axis if a 6-inch stone on the north wall is depressed. The section of the wall that contains the door is painted with the story of Chintahotep refusing the Pharaoh's scepter and living to serve again.

7. Trapped Room

For those who do not heed Chintahotep's warning and check their greed, his final lesson resides behind this door. If the secret door is opened, the wall will split and a great gust of dry air will issue forth into room 6 and out through room 5. A ghostly voice will echo from within the room and speak in the native tongue of any who hear it, "You have sold your entire herd." Any character in the affected areas must make a Fortitude save DC 14 or contract the dreadful Plague of Zadabad.

The plague is a wasting disease that knows no mundane cure. Characters that succumb to the plague develop painful boils that cause the loss of 1d3 points of Stamina and 1d2 points of Strength every day.

Furthermore, the plague is contagious. Anyone spending more than an hour in the presence of an afflicted character must make a Fortitude save DC 10 or contract the plague. That save must be repeated every day in which more than one hour is spent in the presence of a plague carrier.

The plague is also notoriously difficult to heal, requiring 3 dice on a cleric's *lay on hands* ability to cure. If a natural 20 is rolled at any time on a save against the effects of the plague, that character has developed an immunity to the Plague of Zadabad.

THE TOMB OF NIOBE VARNA

The Tomb of Niobe Varna is located in a small clearing. The vegetation from the surrounding countryside pushes

in close to the outbuildings and tall elephant grass grows between the broken paving stone floor. The tomb itself is a two-stepped ziggurat with a large central vaulted dome. The outbuildings were once slender towers with many airy windows towards the top. They were not built to last the test of time with no maintenance, and much of the upper stories have crumbled. There are twin rows of increasingly tall obelisks leading up to the door of the main tomb.

The entire area is home to a huge troop of Jackal Monkeys. Jackal Monkeys are the result of bizarre experimentations by wizards in ages past. Why any magic user powerful enough to conduct such experiments would choose to combine these most annoying animals is a mystery. Perhaps the plan was to unleash them as a plague upon a rival nation, or they were simply an attempt at a practical joke by a half-mad archmage with too much time on his hands.

Either way, they present a definite annoyance and potential danger to unprepared adventurers. The Jackal Monkeys will screech incessantly while any intruders are in their territory, doubling the chance for wandering monsters. They will also use their special ability to throw excrement regularly.

They will not attack a group, but will bide their time, leaping from tower to tower via the close growing trees. If one or two creatures separate from the group, 1d4+3 Jackal Monkeys will swarm and try to kill the individuals as quickly as possible before retreating to the tree and tower tops.

Jackal Monkeys: Init +4; Atk bite +1 melee (1d4) or thrown excrement +3 missile fire (dmg special); AC 13; HD 1d4; MV 30' or climb 30' or leap 30'; Act 1d20; SP leap up to full movement; SV Fort +0, Ref +4, Will -1; AL N.

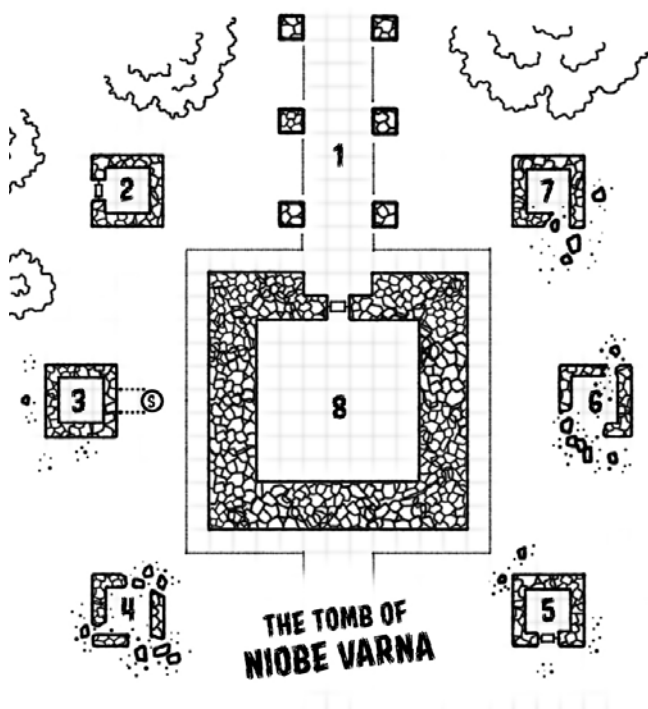
Throw Poo: Jackal Monkeys can (and often do) throw their own feces up to 40' at intruders into their territory. The ordure does not cause physical damage but anyone hit must make a Fortitude save DC 10 or become nauseated (-1 die on all attacks, ability, skill, and spell checks) until the offending stool is washed off. Subsequent poo-missiles have no further effect.

Leap: The Jackal Monkey can leap using its powerful hind legs up to 30', consuming its entire movement for the round.

1. Obelisks

The obelisks are covered with ancient writing that, if deciphered (skill check DC 14), tell the story of the Pharess

Niobe Varna. She was born a commoner, but through unbridled ambition and some great fortune, rose to rule a huge ancient empire. She never married, but had a long term concubine in her Grand Vizier, Chintahotep. The Pharess Niobe Varna was assassinated and usurped by a noble named Azun-Kaman.



2. Funeral Tower

This tower is more intact than most, including the stone door. If opened, the lower floor is revealed to be covered in centuries of jackal monkey excrement. Digging through the feces will reveal some golden disks that depict special funeral prayers in an ancient language. They are worth 200 gp for the metal and 500 gp to a collector of antiquities. Retrieving the treasure is likely (Fortitude save DC 14) to result in contracting Monkey Poo Fever. Symptoms include fever (1d2 temporary Strength damage), inability to keep food down (1d2 temporary Stamina damage) and diarrhea (1d3 temporary Personality damage). Monkey Poo Fever typically lasts 7 days (4 days with complete bed rest).

3. Funeral Tower

Niobe Varna's loyal handmaiden seduced a priest and had him construct a hidden entrance to this tower. After killing the priest, the handmaiden hid the fabled *Bell of Khodun Nudohk* inside (Appendix B: Magic Items). It rests there to this day, on a stone pedestal in the center of the tower.

4. Funeral Tower

This tower is mostly collapsed, and only portions of three walls still stand at the base. Further up, the masonry clings together as if by magic, with hanging arches and stones precariously balanced. Moving around the tower is dangerous. Any character not moving stealthily within 5' of the base of the tower must make a Luck check. If the check is failed, part of the tower falls down on the character doing 1d8 points of damage (Reflex save DC 10 for half).

5. Funeral Tower

The door and the windows to this tower are sealed with stone and mortar. The door has an inscription in an ancient language (DC 14 to decipher) that reads, "May they succeed in death where they failed in life". Inside are the executed and cursed remains of Pharess Niobe Varna's 10 bodyguards. They will animate and attack anyone who enters this tower, or if the door to room 8 is opened.

Undead Bodyguard (10): Init +0; Atk khopesh +2 melee (1d8); AC 12; HD 1d6; MV 30'; Act 1d20; SP undead traits, half damage from piercing and slashing weapons, wail of ultimate damnation; SV Fort +0, Ref +0, Will +0; AL C.

Once per day each undead bodyguard can wail at an individual instead of attacking. The target must make a Will save DC 14 or be overcome by feelings of uselessness and failure, suffering a -1 penalty on the die chain to all attacks, skill checks and spell checks for 1d3 turns.

6. Funeral Tower

This tower is empty, stable, and could provide safety during the night.

7. Funeral Tower

Observant characters may notice two things about this tower: first, the jackal monkeys avoid the arched windows at the top; and second, this is the only tower with a significant amount of bird droppings on it. The reason for both is the lasso spider that makes its lair inside the tower. The jackal monkeys are well aware of the spider and leave plenty of space for dumb birds to keep it fat, happy, and with little taste for jackal monkey. There is a door-sized hole in the base of the tower. The Lasso Spider usually hangs out just below the windows in the top of the tower, but is not against snaring a tasty morsel from below and hauling up to feast upon.

Lasso Spider: Init +4, Atk bite +3 melee (1d8 + poison) or web lasso +5 missile fire (dmg special); AC 14; HD 2d8; MV 30' or climb 30'; Act 1d20; SP web

lasso and poison; SV Fort +2, Ref +4, Will -1; AL N.

Lasso Spiders typically hide in hard-to-access areas and attempt to ambush lone animals or adventurers passing by. The web lasso has a range of 50'. Characters hit with it are caught in the tough, sticky strand. The Lasso Spider will then attempt to draw the creature 10' closer each round with an opposed Strength check at a +4 modifier. Once in range, the spider will bite and paralyze the creature with its poison (Fortitude save DC 15 or be paralyzed for 2d4 rounds), and eat it immediately if it is hungry, or wrap it in a cocoon to save for later.

8. Crypt of the Pharess Niobe Varna

The doors to the crypt proper are made of thick stone and sealed with mortar that is speckled with shiny crystals. Observant characters may notice that the ground in front of the doors shows some of the same shiny crystals a considerable distance away from the doors. If the mortar is tampered with (a necessity to pry open the stone door) these shiny crystals will explode out from the door area in a cone 30' long and 40' wide at its furthest point. Anyone in the blast radius of the crystals must make a Fortitude save (DC 12) or be blinded for 1d5 rounds. If the save fails by 6 or more, the target is also choking for 1d3 rounds, unable to take any action.

Characters who make their save have a chance to hear a distant sound of stone scraping on stone (Intelligence check DC 13). The source of that sound is the door to room 5 opening. The undead bodyguards in 5 will also animate and move to destroy the defilers of their queen's final resting place.

Once breached, the tomb itself is spacious and undisturbed. The mummified remains of the Pharess Niobe Varna lie on an obsidian pedestal in the back center of the room. Surrounding her are all manner of grave goods. Most are mundane and large (ceremonial galley, chariot, house, large clay amphorae whose contents long ago dried up, etc.), but there are some items of intrinsic value.

Niobe Varna's headdress is made of solid gold, worth 500 gp, and has magical properties (see *The Headdress of Varna* in Appendix B: Magic Items). There is also a box of golden jewelry worth 1000 gp, and a bronze khopesh sword that is enchanted to be stronger than steel. (The sword is a *Champion's Khopesh*, also detailed in Appendix B.)

THE TOMB OF THUTHMOSIS IV

Thuthmosis IV was one of the richer kings of the ancient empire. His tomb is elaborate and well guarded.

1. Stairs

The stairs are covered with dirt and debris that has blown into the tomb over the centuries. There are some small signs that someone has visited the tomb before. Under the grime and dust of years (Luck check to notice) there is graffiti on the wall. If cleared, one section reveals, "Beware falling rocks," in elven. The door at the north end of the stairway is pried open and stands ajar.

2. Deadly Corridor

There are several skeletons lying on the floor of this chamber. With sufficient light (brighter than a torch), it may be possible to notice that many of the bones of the skeletons are shattered. If searched, one skeleton has a coin pouch that is split open and 52 gp worth of assorted coins are scattered on the floor. Another has a ring that has somehow remained undamaged. That is because it is magical. This ring bestows the wearer with a +1 on all saves to resist spells. If worn by any spell caster, however, it also reduces all spell checks by -2.

There are three complicated, mechanical, falling block traps in this corridor. The blocks are triggered by pressure plates under each and will reset, with a loud clank, in 3 rounds after triggering. If unaware of the trap, the Reflex save is DC 15 to avoid 2d6 points of damage. If aware, the DC is 10. There is a narrow space left between the rocks and the wall when they fall, and unarmored humans (or smaller creatures) could slip by. The blocks are suspended by chains that are briefly visible after a block falls down. Quick-thinking characters may have an opportunity to halt the reset or sever the chains entirely by inflicting 15 points of damage to them in the one round they are visible.

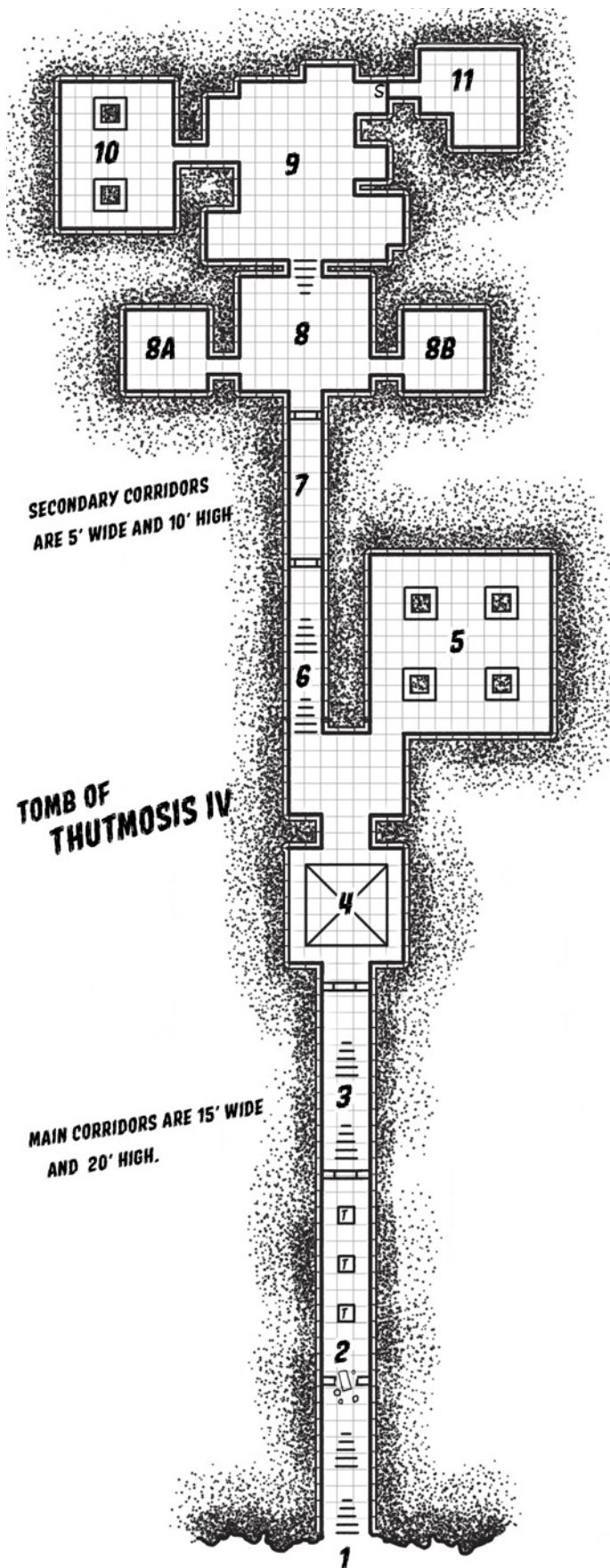
The door at the end of the hall is untouched and sealed with mortar.

3. More Stairs

The door at the north end of this staircase is in place and sealed with mortar. The mortar is made with thousands of crushed gems and glitters in any light. The dust could be collected and sold for 150 gp.

4. Illusory Floor

The pit that occupies most of the center of this room is concealed with an illusory floor. The illusion will



not hold up to any physical challenge such as scattered pebbles or sand, or someone falling through it. Anyone stepping on the illusion must succeed at a Reflex save (DC 12) or fall into the 60' shaft underneath, taking 6d6 damage upon landing. Kind judges may give characters with an appropriate class or background (dwarf, miner, etc.) a Luck check to notice a waft of air with the scent of deep earth emanating from the mummy shaft.

5. Hall of the Guardians

Standing around each of the stone columns in this room, one in each cardinal direction, are the partially mummified skeletons of Thuthmosis IV's bodyguards. They will animate only if someone steps on the stairs in room 6.

Undead Bodyguard (16): Init +0; Atk khopesh +2 melee (1d8); AC 12; HD 1d6; MV 30'; Act 1d20; SP undead traits, half damage from piercing and slashing weapons, wail of ultimate damnation; SV Fort +0, Ref +0, Will +0; AL C.

The walls of the room are beautifully carved in bas relief with scenes of Thuthmosis IV's great victories over armies of beastly humanoids. Where Thuthmosis IV is depicted in the scenes his eyes are set with dark red gems worth 10 gp each. There are 20 such gems.

6. Trapped Stairs

Anyone stepping on the stairs here will trigger the animation of the Undead Bodyguards in room 5.

7. Surprisingly Safe Corridor

This corridor is free from traps, guardians, tricks or spells. The walls are painted with lovely pastoral scenes that are mostly intact. The door at the north end is shut, but not sealed with mortar, so it can be moved with the simple application of 30 points of Strength.

8. Antechamber

The walls in this chamber are also richly decorated, this time with scenes of daily life in a wealthy and orderly empire. The slaves work, and the overseers supervise. Against the west wall is a small stone altar. On top of the altar is a gold inlaid bowl worth 100 gp. Inside the bowl is a handful of linen strips. The strips are magical wards, called *Grave Linens* (see Appendix B: Magic Items).

8a. Annex of the Dead

Six sarcophagi line the walls of this room. The walls behind the coffins are decorated with scenes of a hellish underworld. Inside the coffins are the cursed remains

of 4 criminals who were meant to guide the dead king through the perils of the underworld to paradise. If anyone enters the room without one of the *Grave Linen* strips from room 8 in their possession, the ghouls will animate, throw open the lids of the sarcophagi and attack. They are ravenously hungry after being locked in the tomb for centuries and will stop to feed on any slain character. They are blocked from leaving room 8a by powerful magic.

Ghouls (4): Init +1; Atk bite +3 melee (1d4 + paralyzation Will DC 14) or claw +1 melee (1d3); AC 12; HD 2d6; MV 30'; Act 1d20; SP undead traits, paralyzation, infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

8b. Annex of the Living

The skeletons of 6 humans are manacled to the walls of this room. These were slaves of Thuthmosis IV. They were sealed into the tomb, to be unlocked when Thuthmosis awoke into the afterlife. Apparently that didn't happen, or if it did, it was in the metaphorical sense. The walls are painted with scenes of the life of servants and slaves in the ancient empire. If a character studies the paintings he may (Intelligence check DC 18) be able to learn of the existence of The Slaves' Passage into The Valley of Shubba Nil (pg. 28). The key to the manacles can be found in room 11.

9. Treasury

This is the grand treasury of Thuthmosis IV. The alcoves are lined with high quality grave goods and valuables. They include:

- A golden statue of a woman with rainbow wings, worth 150 gp.
- A gem-encrusted, golden box worth 150 gp, filled with coins worth 300 gp.
- A golden chariot worth 600 gp.
- 4 jars carved of jade with lids representing an owl, a jackal, a man and a camel. Worth 400 gp total.
- A golden ankh, nearly 2' tall. Worth 200 gp. Also gives the bearer two rolls to stay alive on any 'recover the body' Luck check.
- A golden torch that always burns, even under water or in a vacuum.
- A golden staff with an uncut diamond headpiece. Worth 800 gp. It also grants a lawful cleric a +4 bonus to *lay on hands* spell checks.

Attempting to remove any of these treasures down the steps to the south will awaken the mummy in room 10.

The secret door to room 11 is very difficult to spot. There is no mechanical way to open the door from this side; it must be broken down with picks and hammers or some other (perhaps magical) method. Halfway through the stonework is a thin sheet of lead, inscribed with magic markings to prevent any scrying, teleporting, or other such magic from penetrating. If struck with tools this sheet of metal will explode outward towards room 9, causing 3d6 points of electrical damage to any creature within 20' of the secret door (Reflex save DC 14 for half damage).

10. False Burial Chamber

Sitting atop an 8' platform in the center of this room is a golden sarcophagus (worth 1000 gp). There are steps descending the platform to the east. Inside the coffin is a mummy. It will rise to attack any who enter this room, or who try to remove any of the treasures from room 9.

Mummy: Init +0; Atk choke +5 melee (1d4/2d4/3d4/ etc.); AC 11; HD 8d12+8; MV 20'; Act 1d20; SP damage reduction (5), mummy rot, vulnerable to fire*, undead traits; SV Fort +4, Ref +2, Will +10; AL C.

Normally, mummies take double damage from fire. This mummy wears a golden medallion in the shape of a sunburst which protects it from fire damage. In fact, fire damage of any kind heals the mummy for 1d4 damage. If removed from the mummy, fire deals double damage as normal. The medallion will work on any undead creature. (see Appendix A: Monsters for more information on mummy special abilities.)

11. Real Burial Chamber

This is the true final resting place of Thuthmosis IV. His carefully-preserved mummy (not undead in this case) is interred in an elaborate, gold-inlaid, jet sarcophagus (worth 1500 gp). It is secured with an extremely well crafted lock (DC 20)."

Inside the sarcophagus is the real treasure of Thuthmosis IV: a copy of *The Book of the Dead* (see Appendix B: Magic Items). There is also a small bronze key that opens the manacles in room 8b.

1. SINDANORE

The dreary little village of Sindanore is nestled on a rocky piece of land in the mouth of one of the Walushti river that empties into The Plague Waters. The spit of

land is connected to the island by a low, narrow isthmus that is occasionally submerged when the river is in flood or the sea is at a particularly high tide.

Sindanore was once an active plague colony. Several generations ago, a terrible wasting disease, with no mundane cure, ravaged the nearby settlements. Those afflicted were sent to Sindanore to live out their days in squalor. No plague has been active in Sindanore for over 50 years, but the inhabitants still wrap themselves from head to toe in gray rags and are wary of outsiders, due to the horrible treatment their ancestors received from the civilized world.

Sindanore is not completely isolated from the broader world. A few merchant ships visit yearly to trade finished goods to the villagers in exchange for hardwoods and certain herbs and spices that only grow on the island of Kalmatta. The trade is not profitable enough to warrant further contact and the villagers like it that way. With the merchants come occasional treasure hunters as well. The villagers are accustomed to loud-mouthed braggarts wandering the streets for a few days and then disappearing into the jungles. Few are ever heard from again.

The village is fortified with a stout wooden palisade with wooden guard towers at regular intervals. The gate is made of heavy, 2'-diameter logs reinforced with iron bands and secured with a thick bar and bracing beams when not in use. Experienced guards occupy the towers and roam the streets.

Sindanore Guard: Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

Seldom do the villagers leave their impressive fortifications, but when they do it is always in large groups and only for as long as is absolutely necessary. Most villagers currently alive have never traveled more than a mile into the jungle surrounding the colony, so their knowledge of the island is very limited.

Sindanore Villager: Init +0; Atk club +1 melee (1d6); AC 11; HD 1d4; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N.

Below is a list of what the average villager knows or thinks about the island. They may share this information with the characters in the course of other business or if properly motivated.

1. There are natives that live in the interior of the island. No one has actually seen one up close in

a generation but sometimes there are glimpses of eyes watching logging parties from the underbrush and drums can be heard echoing around the island. (True)

2. Demons live in the volcanoes on the island. (False)
3. A group of hunters went inland 6 months ago. The villagers assumed they were dead, but a small party returned to Sindanore for supplies a month ago, claiming they were mostly still alive. (True)
4. Pirates are common in the seas surrounding Sindanore and have been known to use the island to careen their ships in the past. Because of this the fishing boats of the villagers never venture far from Sindanore. (True)
5. The rivers are navigable but no less deadly than the jungles. (True)
6. Tombs from an ancient civilization are scattered across the island. Occasionally, a group of adventurers will return loaded with gold and treasure. (True)
7. A tribe of warrior women live in the interior. They take healthy males as mates, and after laying with them, kill and eat them. (False)
8. Giant crocodiles live in the swamps and the mouths of the rivers. (True)
9. Some kind of giant mammals live on the island. The villagers have caught glimpses of them thundering through the jungle and have seen their droppings. (True)
10. Evil wizards visit the island on flying carpets every new moon and attempt to summon an ancient evil that lives in the sea. That is the reason the water rises so high and covers the isthmus at that time: the creature is struggling to rise to the surface. (False)

The villagers of Sindanore are largely independent, small family groups that help each other when there is dire need, but keep to themselves otherwise. There is no temple to any god, nor proper tavern or inn. There is a part-time smith and a miller who will repair items and sell traveling bread, respectively. There are only a handful of working horses that the villagers will not part with except for offers of ridiculous wealth (300 gp or more).

Notable People

Malachai: In times of dire trouble, the villagers look to Malachai, a veteran guard, to lead their settlement. Malachai is a stickler for keeping a regular guard and never opening the gates after dark or allowing an undermanned party to leave the village.

Malachai has fought giant crocodiles before and will swear that there are humans, or something close to humans, that live on the interior. He has seen them watching from the jungle and knows there is human intelligence in those stares.

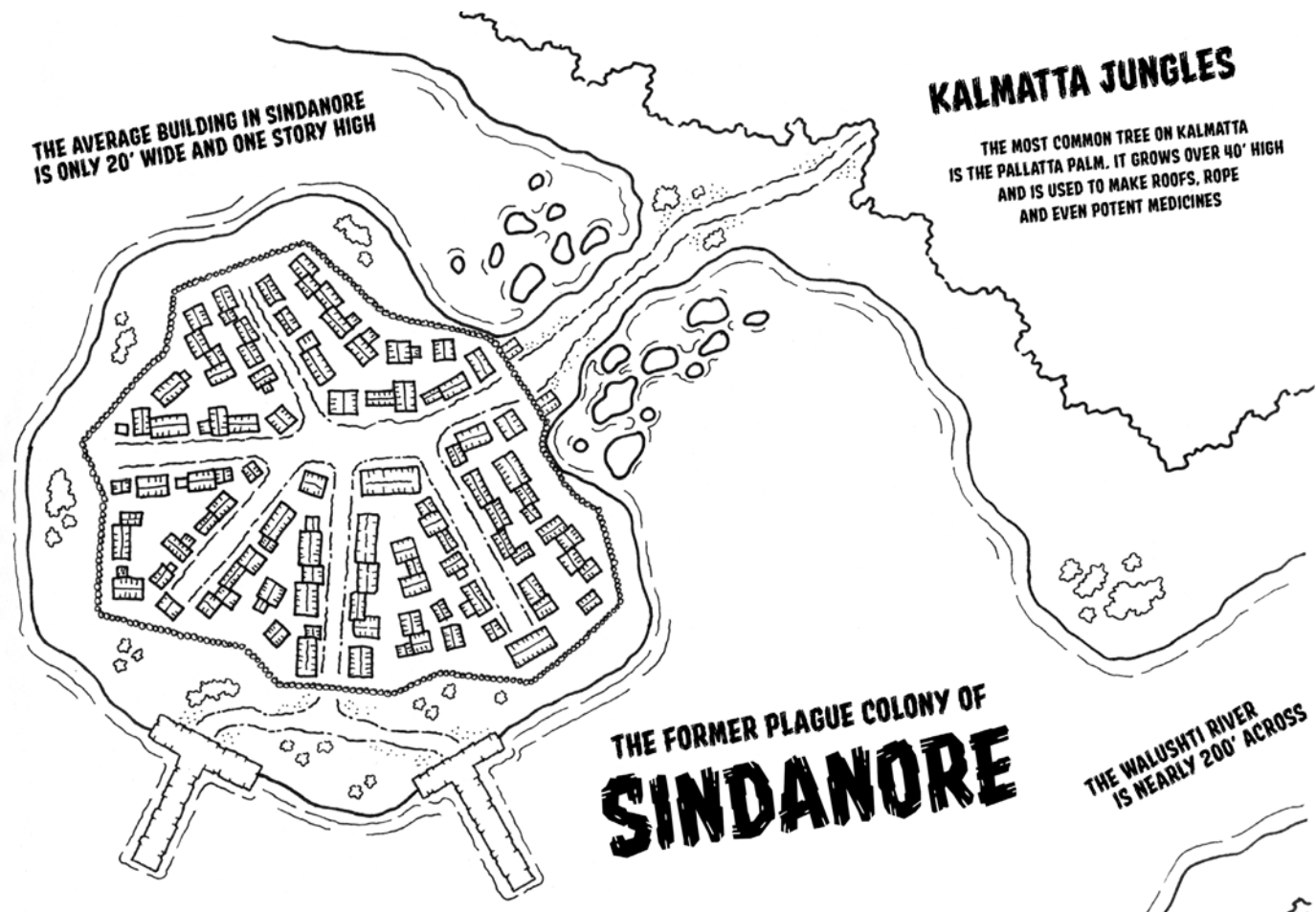
Malachai, Veteran Guard: Init +4; Atk scimitar +4 melee (1d8+2) or javelin +5 missile fire (1d6); AC 16; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C.

Urtull: There is no proper inn at Sindanore, but Urtull is a widower who lives in a large house and will rent rooms to visitors. He charges 5 sp a day for a small room, and 1 sp per day for a sleeping space only in the barn. If characters wish to leave things at Urtull's he will insist on the full 5 sp per day, paid one month in advance - no

refunds. If the characters do not return in one month, their possessions will be sold or discarded. Urtull, like most of the villagers, doesn't believe he will ever see characters who go inland again.

Efram: There is no bar or tavern to speak of in Sindanore, but Efram runs a small kitchen for laborers to eat their meals when they don't have time to cook for themselves. He also serves a strong drink made from distilling vines that grow on the island. Efram calls it "Creeper Juice" and he will sell it for 1 sp by the mug or 1 gp for a skin full. Efram is less than scrupulous and has been known to sell adventurers fake treasure maps. He has a stack of carefully forged and aged pieces of parchments in his living quarters that will direct the characters to a 'secret tomb' in the vicinity of area 8 - The Atokalla Village.

Khalid: Khalid is a part-time smith who can repair (but not make) weapons and armor, as long as they are not too exotic. He is brother-in-law to Efram and clearly does not care for the man. If Khalid grows fond of a character for some reason (fellow smith, or a character goes out of his way to be nice to Khalid) he will tell them not to trust Efram.



Gristle and Yreeth: Gristle and Yreeth are cousins who are the black sheep of the village. They are the only villagers who will accompany a party into the interior, but only because their grandmother has finally given up on them and kicked them out of the house. They are currently sleeping in Urtull's stable, but don't have the coin to keep that up for long. If hired, they will ask for 1 gp per day, but settle for 3 sp per day each. They will desert at the first opportunity they can, taking as many valuables as they can carry.

Thelonna: Thelonna is a wise-woman of sorts and will sell herbal remedies for 1 gp. She will claim to have a remedy for anything the characters can throw at her. The elixir, she claims, will speed healing. Actually, it will give 1 hp extra for a full day's rest, but only once per week. Her antidote for Giant Centipede poison is not without some merits as well. It will reduce the time a character is blinded by 1 hour if taken within 2 rounds of being bitten.

Farukkh: Farukkh is the only fisherman willing to sell his boat. He wants 1000 gp for it but will settle for 600. The price is steep because he will need the money to relocate, or to live on while he waits for materials and tools to build a new boat. Also, he knows he has a monopoly on boat selling in Sindanore! The boat will hold 10 people in a pinch, but if it is used to sail on the open ocean, a skill check DC 10 must be made for each hex traveled, or the boat will capsize. See the Island Hexcrawl Rules for waterborne movement rates.

Bueller: Bueller is the village miller. He will bake hard tack for adventurers wishing to resupply their food stocks. He is the villager who speaks the most with visitors who plan on heading inland. In addition to the items above, Bueller has heard from enough folks to make him believe it is true that many of the tombs on the island are protected by powerful curses.

The Luck Eater: A Luck Eater prowls the streets of the plague colony and is looking for a new source of nourishment. It will try to latch on to the party while they are going about their business in the village. This black-spotted cat, when approached, will begin to purr. All creatures within 30' must make a DC 14 Will save or become charmed. All affected creatures will want to take the cat with them, unharmed, and will defend the cat with their lives. The Luck Eater will allow this, and stay with the victims indefinitely, all the while purring. This effect lasts for one day, after which the victim may attempt another save to break free of the Luck Eater's charm.

The Luck Eater survives by temporarily draining the

Luck of its victims. The Luck Eater drains 1d3 points of Luck from each victim, each day. Characters will regain this lost luck naturally the following day.

If attacked, the Luck Eater will flee, but will attempt to return if the situation presents itself.

Having a Luck Eater around is not all bad. They eat little bits of Luck but add it where it really counts! If a charmed character is reduced to zero hit points and forced to make a Luck check for 'recovering the body', that character gets a +6 bonus to the roll. For example, if the character's reduced Luck score is 10, he will survive on a roll of 16 or lower.

2. SHRINE OF SECRETS

You've discovered a natural cave which overlooks the ocean. Inside the cave is a large circular dais upon which is a free-standing metal archway and a statue of a bat-winged woman. One arm is outstretched with palm up. On the palm is an octagonal stud. You notice a faint droning sound.

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal.

One portal exits to the Shrine of Truth (area 6), and the other leads to the Shrine of Dreams (area 11).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Let spellcasters make a DC 15 Intelligence or any character make a DC 20 Luck check to decipher the mystical writings. The archways require 3 levels of spell energy dumped into them.

Passing through a portal is disorienting and draining. Characters suffer a penalty of -1 to their initiative for an hour, and their Stamina is reduced by 1 for an hour. Passing through a portal within that hour results in cumulative effects. A character dies if his Stamina is reduced to 0.

3. THUNGO'S LAIR

Thungo is the last of a band of very long-lived, four-armed ape-men that once lived on the island. Thungo is very intelligent and capable of understanding human speech, although his vocal chords would not allow him to speak himself. He is omnivorous, but actually prefers

a diet of coconuts and giant berries. Unfortunately, Thungo is an adolescent four-armed-ape-man, and as the sole survivor of his band has no potential mate. The frustration has driven him half-mad, and as a result he is overly aggressive and territorial. Thungo will attempt to intimidate any creatures entering his hex by putting on a display of strength and viciousness. If they do not leave quickly, Thungo will attack.

Thungo: Init +3; Atk bite +4 melee (1d6+4) or slam +6 melee (1d8+4); AC 15; HD 4d8; MV 40' or climb 20'; Act 4d20; SP rend (additional 1d8 damage if more than 2 slam attacks hit same target in one round); SV Fort +10, Ref +6, Will +2; AL C.

Thungo has a platform lair, woven of supple branches and vines, at the top of a large tree. He has collected some items that interest him. Among them is a small, battered, and locked lead chest. The chest once contained 5 potions, but the vials are shattered and the liquid long since dried-up as Thungo likes to smash the metal box against his other favorite toy, a *Verundian Lancer's Breastplate* (see pg. 41, Appendix B: Magic Items).

4. PLATYBELODON GRAVEYARD

You find a clearing that stretches for a mile or so all directions, and you see the bleached bones of thousands of large, four-legged creatures. How many centuries has this clearing been their final destination? As you inspect, flies, vultures, and other scavengers carry on with their gruesome business.

For centuries, the Platybelodon who live on the Island of Kalmatta have traveled to this hex to die. The ground is littered with the bleached bones of tens of thousands of the creatures. There is a 60% chance that there is a nearly dead, or freshly dead Platybelodon in the immediate area when the party enters this hex. The scattered trees and rock plinths in this hex are full of large vultures that have grown fearless and mean. They will attack anyone who approaches their nesting places or a platybelodon corpse that still has meat on the bone.

Large Vultures (2d4): Init +0; Atk bite +3 melee (1d6); AC 14; HD 1d10; MV 15' or fly 60'; Act 1d20; SV Fort +3, Ref +2, Will +0; AL C.

Characters who spend a full turn searching through the stacks of Platybelodon bones may make a Luck check. Success indicates that something of value may have been found. Roll on the random treasure table (pg. 2).

5. BLACK PEARL BAY

Many years ago the pirate Burgaron the Coalhearted fell in love with the daughter of a court wizard, and this revelation had disastrous affect on his nefarious reputation.

Before he was able to retire from the life of plunder, he was caught and sentenced to whatever punishment the court wizard fancied. And so, Burgaron the Coalhearted was transformed into a giant clam and dropped without ceremony into the waters of what is today known as Black Pearl Bay.

On the sandy bottom of this tranquil bay, 30' below the surface of the water, rests this 6' magical clam. The clam can speak telepathically to any creature standing on the shore or on in a boat on the water. It speaks in a gurgling voice. It will ask any who approach the following riddle: "A young man desires to possess me, but once he has me, he no longer wants me. Blade in hand, he attacks me and does his best to remove me. Yet he knows that it is all in vain. What am I?" The first character to answer, "A beard," will be granted the effects of the 5th level wizard spell *replication*, as if a spell check of 34 was rolled. The time and monetary requirements are waived.

If the characters prompt the clam for its story, he will surely tell his sad tale of love, but will leave out the part about his being a ruthless pirate. He offers to lead the characters to a great buried treasure if they were to slay the wizard Delezarius, for that alone will break his curse.

Cursed Clam, giant: Init +2; Atk kelp strand +4 melee (1d4/2d4/3d4/etc.); AC 15; HD 4d8; MV 0'; Act 6d20; SV Fort +8, Ref -4, Will +10; AL C.

The clam itself is fairly helpless. It relies on a hard shell and hardness due to size. The clam does magically control six long, tough kelp strands that grow near it. It can strike with these strands up to 30' away. If the strands hit they constrict and begin to strangle the opponent. On the first round they do 1d4 point of damage. On the second, 2d4; third, 3d4; etc. An opponent can make a Strength check DC 14 to break free, or deal 15 points of damage with a slashing weapon.

If the clam is killed or otherwise subdued, its shell can be pried open to reveal a huge black pearl worth 600 gp. The pearl is actually a magical representation of Burgaron's black heart. Once per day, there is a 25% chance that the alignment of the person carrying it will shift closer to chaotic. If already chaotic, there is no additional effect.

6. SHRINE OF TRUTH

Here in the shadow of the volcano, you have discovered a large circular dais, upon which is a free-standing archway and a statue. All of this is made from a black metal and everything is covered in volcanic ash. The statue represents an old man in robes. In one hand is a shepherd's crook, while the other arm is outstretched, palm up. Set into this palm is an octagonal stud. Mystical writings are scrawled all over the surface of the archway. Steam seeps through cracks in the darkened earth beyond the dais. You hear a faint droning sound.

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal. One portal exits to the Shrine of Secrets (area 2), and the other leads to the Shrine of Dreams (area 11).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Let spellcasters make a DC 15 Intelligence check, or any character make a Luck check, to decipher the mystical instructions. The archways require 3 levels of spell energy dumped into them before activation.

Passing through a portal is disorienting and draining. Characters suffer a penalty of -1 to their initiative for an hour, and their Stamina is reduced by 1 for an hour. Passing through another portal within that hour results in cumulative effects. A character dies if his Stamina is reduced to 0.

7. THE DIAMOND MINE

The old diamond mine was abandoned generations ago. The dangers of the Island of Kalmatta were too much for the miners to stay and completely exhaust the mine of all the diamonds. Occasionally, tiny deposits of the raw gems can still be seen clinging to the walls. They are mere chips, but still worth pulling out if given the time to do so.

If the players completely clear the mine of danger, they can continue to work the veins of gems. It is slow work but there is some payoff. If at least 6 people work all day in the mine, 1d12+3 gp in diamonds can be recovered. If 12 or more people work the mine, 1d12+6 gp per day can be recovered. If any characters have an occupation appropriate to mining (Dwarven miner, dwarven

stonemason, jeweler, etc.), they can make a skill check (DC 12) to add an additional +2 gp to the output for the day.

There is a total of 1,500 gp worth of diamonds left to be gathered. Random encounter rolls should be made twice daily as usual.

Cave-Ins

At each area marked "C" on the map, the support of the mine ceiling is perilous. Each character passing these points must make a Luck check. Failure means chunks of ceiling and bracing timber fall down.

A Reflex save (DC 10) must be made to avoid 1d4 damage. If three Luck checks fail in the same area, a major collapse takes place. All characters within 10' must make a Reflex save (DC 12) or take 1d6 damage.

The passage will require 1d5 turns of digging to allow further progress.

Level 1

1. Entrance

Old timber props open the gaping mouth of the mine entrance. The descent into the mountain is rapid and steep. Footprints of various shapes and sizes follow an ominous drag mark that disappears into the darkness. A lantern hangs from a peg, daring you to enter.

The old mine entrance is carved directly into the face of a small cliff. It is braced with old timber at irregular intervals. The first cavern slopes down steeply into the earth. Examination of the ground outside the entrance reveals tracks of various cloven-hoofed and reptilian creatures coming and going.

2. Mine Shaft

There is a 10' diameter hole in the floor of this cavern. At one time it appears that a timber and rope apparatus was used to lower a basket. That machine is in pieces and useless now. The shaft descends 60' into room 6.

3. Storage

This room is filled with old mining equipment (picks, shovels, barrows, rope, etc.). Most of it is still serviceable.

4. Cave Lizard

A giant frill-neck lizard lives in this cave. It has grown

large and powerful feeding on the bats in room 5. The bats don't bother the lizard because it is cold-blooded.

Cave Lizard: Init -2; Atk bite +5 melee (3d4); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; SP camouflage, frightening appearance; SV Fort +2, Ref -1, Will +0; AL N.

The cave lizard has a +10 to all hiding checks due to natural camouflage. When threatened, the cave lizard puffs out its neck cowl and hisses in a ferocious display. Anyone witnessing must make a Willpower save (DC 12) or suffer a penalty of one step on the die chain for any actions directed against the cave lizard for 2d3 rounds.

5. Vampire Bat Swarm

A large swarm of vampire bats make this cave their home. There is a natural chimney to the surface in the eastern part of the cave. The bats will attack any warm blooded creatures that move 30' into the cave.

Bat swarm, vampiric: Init +6; Atk swarming bite +3 melee (1d4 + vampiric drain); AC 12; HD 4d8; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, vampiric drain (any target wounded by the swarm takes an additional -1 hp damage per round until entire swarm is killed); SV Fort +1, Ref +10, Will -2; AL L.

The entire floor of the cavern is filled with bat guano 2' deep. Any open flame in the cave has a 20% chance of setting off the accumulated gases into a small fireball, causing 2d6 points of damage in a 20' radius (Reflex save DC 14 for half damage).

Level 2

6. Cart Room

The north side of this cavern contains several old mine carts. The carts are still serviceable and can run on the track that heads into the eastern cavern. The steep slope will accelerate the mine carts quickly. Each cart can carry 3 human-sized creatures.

7. Sharp Turns

Mine carts traveling through these areas will come off the rails unless the occupants succeed on a Reflex save (DC 12). Only one occupant can make the saving throw, although passengers can add their Reflex bonus, if any, to the roll, as well as burn their own Luck to affect the roll.

8. The Big Jump

There is a 20' gap in the bridge and mine tracks in this



room. The floor of the cavern lies 40' below. It is uneven and covered in jagged rocks (+1d6 damage from falls, for a total of 5d6). If characters attempt to jump the cavern in a mine cart, at least one passenger in the cart must make a successful Luck check. If all the passengers fail the Luck check, the cart falls to the bottom of the cavern. The carts will absorb some of the damage from the landing (-2d6 damage only) and protect against the extra damage from the jagged rocks (-1d6 damage). Only mine carts that have built up sufficient speed by starting their descent from room 6 have a chance to make the jump.

9. The Sudden Stop

The mine tracks end suddenly in this room. Luckily the floor is made of loose sand. Any characters traveling in a mine cart must make a Reflex save (DC 6) or take 1d4 damage from being thrown from the cart.

10. The Terraces

Each of the steps of the terrace are 10' drops. There is a nest of 4 giant centipedes that make their lair in the face of the second step down. They surprise on a roll of 1-5 on 1d6.

Centipede, giant (4): Init +0; Atk +0 (poison); AC 11; HD 1d4; MV 15'; Act 1d20; SP poison (see below); SV Fort +0, Ref +0, Will +0; AL N.

These foot-long insects will attack nearly anything. Although their bite doesn't do much harm, the poison they inject is blinding. The poison can be ignored with a DC 10 Fortitude save. Blindness lasts 1d3 turns unless healed magically.

11. Murky Lake

A cave octopus inhabits the murky lake. It will attempt to attack the last creature to pass.

Cave octopus: Init -2; Atk tentacle +2 melee (1 hp + special) or beak +4 melee (1d8); AC 11; HD 2d6; MV crawl 20' or swim 40'; Act 8d20; SP hold (see below), camouflage; SV Fort +2, Ref -2, Will +2; AL N.

(see Appendix A: Monsters for more information on cave octopus abilities)

The demon servant of Faustus Zauberer also travels between the murky lake and room 12. If it hears the cave octopus attacking (50% chance), he will warn Faustus



Zauberer.

12. Chamber of the Wizard

Faustus Zauberer is a reclusive wizard who has made the diamond mine his home for 50 years. He is not a particularly skillful wizard and has suffered corruption and considerable taint from his Patron, Zatima Xel Barca. His head is that of a billy goat, and his feet are cloven hooves. He is horribly bent and moves slowly.

Faustus Zauberer: Init +1; Atk horns +1 melee (1d6) or spell; AC 14; HD 3d4; MV 20'; Act 1d20; SP spells (+4 spell check); SV Fort +2, Ref +0, Will +5; AL C.

Faustus can cast the following spells: *spider web*, *sleep*, *flaming hands*.

If warned of the characters' approach, he will hide behind a draped table with only his head visible. There is a good chance anyone noticing him at all will think there is a goat behind the table, giving Faustus the opportunity (1-4 on d6) to gain surprise. On the second round of combat, Faustus' demon servant will emerge from the pool to attack.

Demon servant: Init -2; Atk claws +2 melee (1d6+2); AC 14; HD 1d8+2; MV 20' or swim 40'; Act 1d20; SP infravision 100', *darkness* (as per the level 1 cleric spell, +4 spell check), half damage from non-magic weapons, nauseating smell; SV Fort +3, Ref -1, Will +4; AL C.

Faustus' demon servant appears as a human-sized frog that walks upright. When exposed to the air his odor is so pungent all characters within 30' must make a Fortitude save (DC 12) or become nauseated and suffer a one-step penalty on the die chain to attacks and spell checks for 1d4 rounds. Faustus has become immune to this ability.

Faustus has stolen the three sacred stones from the Atokalla tribe. He believes they will help him find a way to enter the treasure vaults of Zadabad, his mission for the past half century. He is wrong. They are only significant to the Atokalla (ref. pg. 22, area 8. Atokalla Village).

13. Ritual Shrine

The importance of this chamber is instantly apparent, as the block stone walls contrast sharply with the rough worked tunnels behind you. Opposite the entrance is an altar upon which rest three engraved stones. Behind the altar, on the wall, is a fresco of a woman with the head of a goat posing lewdly. She is

festooned with piercings and chains of gold. In one hand she clutches a flame.

This is an image of Zatima Xel Barca, Faustus Zauberer's patron. The wall painting will animate and attempt to bring the party into her employ. She is tired of Zauberer's inept attempts to access the treasure vault of Zadabad and is looking for a new minion.

This room is where Faustus Zauberer conducts his rituals in an attempt to gain the secrets necessary to access the treasure vaults of Zadabad. The walls are of cut stone which suggests the chamber existed prior to the mine. A small altar on the south wall contains the sacred stones of the Atokalla tribe.

14. Watery Passage

There is a small underwater passage that connects rooms 11 and 12. Faustus Zauberer's demon servant uses it to monitor the murky lake.

8. ATOKALLA VILLAGE

The Atokalla believe the Great Stranger, destined to be their savior, will descend deep into the underworld (The Diamond Mine, area 7), defeat the great evil that resides there, and return with the sacred stones. Only then will they be free of the sickness that infects the village.

They will treat the character they believe is the Great Stranger with utmost respect. The rest of the party, however, is on the menu for dinner, as their mythology says that the stranger will descend into the underworld alone. It will take some fancy talking to convince the Atokalla not to kill, cook, and eat (not necessarily in that order) the rest of the party.

The Atokalla will also be very eager for the character to descend into the mine. They will push and prod him to do so, becoming increasingly irritated if he delays. Each day the character delays there is a cumulative 10% chance the Atokalla elders change their mind about the status of the character and decide to eat him too. The Atokalla will, of course, show the way to the Diamond Mine and, while waiting, respond favorably to any request the character makes.

The Atokalla village is ruled by a council of elders, of which there are 7. The village shaman, a woman named Abayomi, has in her possession the shrunk head of Bartholeus, an unfortunate tomb robber who got lost and wandered into their village.

The head of Bartholeus speaks in a squeaky voice, the

result of his head shrinking, and retains his former knowledge. The extent of this knowledge is left to the judge. He has a good understanding of the Walawi language and can act as an intermediary. Bartholeus likely has an agenda of his own, which could lead to future adventures.

Abayomi will give the head to the Great Stranger, as a band of Mahunaki warriors will accompany them on the journey to the mine, and they will need a translator.

9. KOLO MANTO'S HUT

Kolo Manto means Fearsome Being in the native tongue of the tribes that still dwell on the island after thousands of years. Kolo Manto's real name is Christophe Arnaud, and he was a wizard once employed by the Broken Sun Mercenary Company. He was marooned after repeated incidents of insubordination and unsanctioned experiments.

He wears a simple loincloth, sandals, and a necklace of tiny skulls. Tattoos cover his arms and torso, and his hair is long and gray. At first introduction, Kolo Manto seems quite odd, perhaps crazed, always talking to his plants and calling them by name. It's not until some of the plants start moving that the characters may realize he isn't insane. The plants do as they are bid, fetching stools and making hot tea.

The old wizard doesn't venture far from his simple camp, but welcomes visitors and eagerly trades information about the island for news abroad. He can verify the truth of any rumor the characters have learned so far, and will trade one new piece of information for any news they may have of the outside world or recent developments on the island.

If any in the party are injured, he will offer them a swig of his repugnant brew. It will cure 1d3 hp of damage, but will make the imbiber foggy for 1d4 rounds (gets one action only, and a reduction of -1 die to spell checks.) He will not allow them to take any with them, and will not share with them the secrets to making the brew.

He yearns to return to the mainland, and if the characters offer to provide passage, he would share a ritual needed to create one of his jungle minions (see following entry on Jungle Minions). Currently, Kolo Manto is cursed to the island, and may only leave upon invitation. The effects of his leaving without invitation would be horrific, painful, and deadly.

If they reveal that they are in search of the treasure vaults of Zadabad, Kolo Manto won't try to stop them,

but warns them of great and terrible guardians. He can't give specifics, but no adventuring party that has entered the Valley of Shubba Nill has ever returned. He will, reluctantly, point them in the right direction. If they offer him something of value, he will reveal a hidden entrance which is unguarded (see The Slaves' Passage, area 13, Valley of Shubba Nil).

He will not accompany them as a guide to Zadabad. Both tribes of natives on the island fear him and want him destroyed. If they suspected he was outside the safety of his camp, they would pursue him with great zeal.

Should the characters try to slay Kolo Manto, they will have a fight on their hands. Not only will they need to deal with his powerful magic, but they will also need to destroy his three jungle minions. If Kolo Manto is slain, the minions continue to fight until destroyed.

Kolo Manto: Init +1; Atk dagger -1 melee (1d4-1) or spell (see below); AC 15; HD 8d4; MV 30'; Act 2d20; SP jungle minions, *insect swarm* 3/day, *barkskin* (as *magic shield* with a +4 spell check); SV Fort +1, Ref +1, Will +4; AL C.

Three times per day, Kolo Manto can cast *insect swarm*, doing 3d4 damage, with no save. This manifests as a swarm of flying and crawling insects. The swarm only affects one target per casting.

Jungle Minions

Created through ancient rituals, jungle minions are completely devoted to their master and acquire the alignment of their creator. They are often created by witch doctors and shamans to guard their villages, temples, and shrines.

A wizard or elf who acquires the knowledge of these rituals must still invest the time and material costs. Plus, there is always a risk.

Fungus Minion Ritual Requirements:

- A purple spotted mushroom from the swamps of Kalmatta
- 1d10 days to complete the ritual
- 1d3 Fortitude loss, DC 15 Intelligence save for half. Stat loss is recovered after the destruction of the minion

Kudzu Minion Ritual Requirements:

- A shoot from the red kudzu of the Kalmatta

mountains

- 1 day to complete the ritual
- 1d6 Fortitude loss, DC 15 Intelligence save for half. Stat loss is recovered after the destruction of the minion

Snaptrap Minion Ritual Requirements:

- A sprout of the black snaptrap from the Kalmatta jungles
- 1d6 days to complete the ritual
- 1d4 Fortitude loss, DC 15 Intelligence save for half. Stat loss is recovered after the destruction of the minion

Jungle minions have their creator's alignment, and acquire their own personality over time.

Jungle Minion, fungus: Init +0; Atk +0 (by weapon) or spores; AC 12; HD 2d6; MV 20'; Act 1d20; SP spores (see below); SV Fort +2, Ref +0, Will +2; AL Special.

These magical creations resemble walking mushrooms of various colors and stand no taller than a halfling. A fungus minion will work diligently through the night at whatever task it is given. Faint lights will not bother a fungus minion, but in bright daylight, a fungus minion will go dormant.



They are capable of wielding simple weapons, but their primary defense is their spore discharge. Each round

the minion can 'sneeze,' expelling spores in a 15' radius. Anyone within range must make a DC 12 Fortitude save or spend 1d4 rounds coughing and sneezing violently. Afflicted characters can only make one action per round, and suffer a reduction to their action dice.

Jungle Minion, kudzu: Init +1; Atk +0; AC 15; HD 2d10; MV 30'; Act 2d20; SP constricting vines, snatch, regeneration; SV Fort +2, Ref +2, Will +0; AL Special.

Tall and slender, this mass of wriggling vines is quick, agile and incredibly strong for its size. Upon a successful strike, the kudzu minion will attempt to strangle its opponent. Make opposed Strength checks, giving the kudzu a +3 to its roll. If the character wins, he breaks free. If the kudzu wins, it begins strangling the character and does 1d6 points of Stamina damage. Every round, make opposed Strength checks. If the character wins, he is freed. If the kudzu wins, apply Stamina damage. The character dies when its Stamina reaches 0.

The kudzu minion can also attempt to snatch items from any character within 10'. Roll to hit, allowing any Agility bonus, but not armor bonuses. If successful, the kudzu has grasped the item. Make opposing Strength checks, with the winner claiming the item. If the kudzu fails to pull the item free, it can attempt with its next action.

Unless burned to ashes, the kudzu minion will return to life in 1d4 days with only 1 hit point and attempt to seek its master. This bond has no limits, and the kudzu minion will travel indefinitely. It regains 1 hit point per day until it reaches its original total.

Jungle Minion, snaptrap: Init +0; Atk bite melee +1 melee (1d4) or spell; AC 14; HD 1d4+2; MV 20'; Act 1d20; SP spells, casting, swarm defense; SV Fort +2; Ref +0, Will +2; AL Special.

Swarm attacks against the snaptrap minion are less effective and suffer a reduction in the die chain.

The snaptrap minion is the only jungle minion capable of speech. It speaks the primary language of the creator. The snaptrap stands 3' tall and has a single bulbous, fanged mouth. It can grasp and manipulate only simple objects with its sticky appendages. It prefers to remain in a pot where it pleads with its creator to be fed any small insect or animal, but it can walk about on its roots if necessary.

In combat, the snaptrap minion can bite its opponent, but its greatest feature is that any 1st level spells the creator knows can be cast by the snaptrap minion. Its spell check die is 1d20, but it does not gain any bonuses



to its roll from the creator's level, Intelligence, or other stats. Acquired corruption affects the minion and cannot be avoided. Patron taint is passed to the creator.

Snaptrap Minion Corruption Table

1. The snaptrap minion wilts and shrivels. Until given a two gallons of water (or blood), it refuses to cast spells, enter combat, or assist the creator.
2. The minion's leaves constantly drip a foul-smelling ichor, causing the wizard to suffer a -1 penalty to his Personality score while in its presence.
3. The minion grows 1d4 additional, smaller fanged mouths which yap incessantly until fed. Anytime the creator is trying to focus, be quiet, engage in meaningful conversation, etc., have the creator make a Luck check DC 12. If failed, the minion interrupts and wants to be fed. If this result on the table is rolled again, another 1d4 mouths are grown, the minion gains 2 hit points, and the future Luck checks are made with a -1 penalty.
4. The minion acquires the taste for human and demi-human flesh, and will begin asking for it. If rolled again, it demands this form of sustenance and will take no substitute.
5. The minion becomes root-bound and refuses to leave its pot.
6. The minion goes dormant for 1d6 hours and cannot be awakened.

10. MAHUNAKI VILLAGE

The Mahunaki also believe in a Great Stranger, but he must ascend the slopes of the volcano that threatens to erupt (The Shrine of Dreams, area 11), and willingly sacrifice himself by jumping in, thereby silencing the volcano's threat over the island forever.

The Mahunaki will treat the character they believe is the stranger like a supreme deity, and the rest of the party as if they are divine as well. The Mahunaki will feed, attend to, and obey every command from the party for three days. On the fourth day the entire village will form a procession and escort the character to the summit of the volcano that threatens to erupt. If the character leaves the village or refuses to jump into the volcano, the tribe will immediately, and irrevocably, turn hostile.

The village is ruled by an elder woman named Kulari.



The shaman, Utumbo, speaks pidgin common. Communication with the tribe can also be done through pictures drawn on parchment or the ground.

11. SHRINE OF DREAMS

You have discovered a large circular dais, upon which is a free-standing archway and a statue. All of this is made from a black metal and everything is covered in moss, mud, and vines. The statue represents a physically fit, crocodile-headed man in a loincloth. His arms are outstretched with palms up. Set into each palm is an octagonal stud. Mystical writings are scrawled all over the surface of the archways. There is a faint droning sound in the background.

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal.

One portal exits to the Shrine of Secrets (area 2), and the other leads to the Shrine of Truth (area 6).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Let spellcasters make a DC 15 Intelligence check or any character make a DC 20 Luck check to decipher the mystical writings. The archways require 3 levels of spell energy dumped into them.

Passing through a portal is disorienting and draining. Characters suffer a penalty of -1 to their initiative for an hour, and their Stamina is reduced by 1 for an hour. Passing through a portal within that hour results in cumulative effects. A character dies if his Stamina is reduced to 0.

12. ROBERTS' REST

This hidden bay was once home to the pirate captain Samuel Roberts and his dreaded ship *Longfang*. It is now occupied by petty smugglers and tomb robbers. They established this small port for buccaneer captains to unload their illicit cargo, but only pay half of what the cargo is worth. The goods are then resold to dishonest merchant captains that ply their trade nearby. There are two small sailing vessels moored in the cove, and 4 rowboats suitable for fishing or river travel.

In addition to normal fence and smuggling activities, some of the more enterprising criminals have taken to

exploring inland and robbing tombs. This has proved to be both dangerous and prosperous for the smugglers. They have made enemies of the big game hunters that are camped at area 15. The two groups will fight each other on sight.

The smugglers will be hostile to characters if they think they can eliminate them without losses. If they estimate the party is strong enough to do damage, they will attempt to negotiate with them, always with a plan of sending the party into danger to soften them up or get rid of them entirely. The smugglers are aware of the marooned pirates on The Shackles, the Mahunaki village at area 10, the old stockade and its giant boar inhabitant at area 14, and the big game hunter camp at area 15.

While acting friendly, the smugglers will buy any tomb loot for half the suggested value. They always have about 300 gp of random tomb items on hand, including 1d8 *Grave Linens*. There is 50% chance that the smugglers are currently in possession of stolen cargo. Roll on the following table to determine what kind of cargo they have in their warehouse.

Roll	Cargo
1.....	Furs from the North (500 gp)
2.....	Spices (600gp)
3.....	Medicines* (400 gp)
4.....	Salted cod (40 gp)
5.....	Potent Coffee** (100 gp)
6.....	Timber (100gp)
7.....	Captives (3d10)
8.....	Horses (2d4)
9.....	Pigs (4d4)
10.....	Simple tools (80gp)
11.....	Undyed wool (30gp)
12.....	Jewelry (1000gp)

* (400 gp or 10 doses of 1d4 HP in healing)
** The coffee beans from the mountains of Kalmatta are unusually intense in flavor and effect. Consumers receive +1 Intelligence for 2 hours followed by -1 Stamina for 3 hours.

There is a 10% chance that either a merchant or pirate

vessel is currently anchored in the cove to transact business with the smugglers. If so, double the number of smugglers if a merchant (50% chance) or triple the number if the ship is pirate owned (the other 50%), as well, and roll twice on the random cargo table.

Smuggler (20): Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

13. VALLEY OF SHUBBA NIL

The small valley is bordered by an incongruous circular plateau with cliff faces on both sides. The cliffs rise above the jungle floor to staggering heights of over 100 feet. Large flocks of birds and something larger can be seen circling the top of the plateau. The fabled ruined city of Zadabad does indeed rest within the sacred valley. The valley is warded against any type of transportation, dimensional, or time-travel magic. Characters may levitate or fly over the outer cliffs, but any such magic will cease once above the plateau. To gain entrance to the valley, several options are available to the characters.

ENTERING THE VALLEY

The Path of the Dead

This large cave through the cliffs is the main entrance to the valley, and can easily be found by any who spend any time searching around the cliff face. The Path of the Dead was the ceremonial route the corpses of the honored dead were escorted through to the city of Zadabad. Halfway through the passage is a large room (over 200' in diameter with a 30' ceiling) with a smaller cave continuing beyond it to the Valley of Shubba Nil. Within this room is the Obsidian Guardian.

The Obsidian Guardian is a 9' tall, jackal-headed, living statue of black stone. The guardian stands motionless, but will attack anyone who does not bear a token of passage. Any character possessing a *Grave Linen* or *The Rod of the Crescent Moon* will be ignored by the guardian. It will not pursue characters into either of the cave tunnels.

Obsidian Guardian: Init +0; Atk axe +5 melee (2d6); AC 16; HD 3d8; MV 20'; Act 1d24; SP immune to criticals; SV Fort +4, Ref +0, Will +4; AL L.

The Slaves' Passage

This is a hidden tunnel through the cliffs that the servants of the priests of Shubba Nil would use when necessary to leave the valley. The characters may discover the existence of this passage from some of the tombs on the island, or from Kolo Manto. Armed with the knowledge of the existence of the cave it is relatively easy to find the secret door. Without prior knowledge only an Elf has a chance to find the door, and then only by actively searching and without the usual +4 modifier. Once through the secret door the passage to the valley is safe, if a little dreary.

The Cliff Face

Ascending the cliffs is also an option. The cliffs are 100' tall at their lowest point, and fairly sheer. With the right equipment or magic, it is possible a party could enter this way. The main danger going over the cliffs are the giant flying serpents that dwell there. The natives call them mixacoatl. Anyone who avoids the flying serpents, or survives an encounter with one, will face a challenging descent on the other side of the small plateau.

Mixacoatl resemble 30' coral snakes with feathery gray wings. They are very fast and will attempt to use their speed to pick off single creatures. They will try to carry their victims away to their hidden cliff-side caves to eat.

Mixacoatl: Init +4; Atk bite +5 melee (2d5 + poison); AC 15; HD 3d10; MV fly 80'; Act 1d20; SP poison (Fortitude save DC 12 or 1d10 additional damage); SV Fort +4, Ref +6, Will +2; AL C.

EXPLORING THE VALLEY

The Ruins of Zadabad

Abandoned long ago, the city of Zadabad has been reclaimed by the jungle. Vines swallow the buildings and weeds smother the streets which lead to the massive black pyramid dominating the center of the city.

For every hour the characters spend rummaging through the ruins, have each character make a Luck check. If more than half of the party succeeds, someone has found a minor trinket or ancient treasure (Roll on the Zadabad Trinket Table below). If more than half of the party fails, they have stumbled upon one or more of the cursed Priests of Shubba Nil.

Priest of Shubba Nil (1d4): Init +0; Atk khopesh +3

melee (1d6+2); AC 10; HD 2d8; MV 30'; Act 1d20; SP undead traits, turn living; SV Fort +4, Ref -4, Will +2; AL N.

The priests still draw power from the god Shubba Nil, and can turn living as a cleric turns unholy.

Shubba Nil, the ancient god of the dead, granted his priests limited immortality, of a sort, to carry out their sacred duties. The priests reside in the valley still, half-mad after centuries of isolation with no one to prepare for burial. They are eager to do so again, even if it means they have to speed up the dying process themselves!

The magic that grants the priests immortality only works within The Valley of Shubba Nil. If the priests leave the valley, the ravages of time are visited upon them immediately, and their bodies turn to dust, blowing away in the wind as if they never existed.

Zadabad Trinket Table

1.....	Adventurer's notebook.
2-3.....	Weapon of superior quality
4-6.....	Jewelry worth 3d10 gold pieces
7-10.....	Old, but serviceable weapon
11-14.....	Old, but serviceable armor
15-17.....	Precious stones worth 2d10 gold pieces
18-19.....	Armor of superior quality
20.....	Random potion**

* The adventurer's notebook may contain a partial map of the island, additional rumors, or warnings about the island's inhabitants. It could be a grimoire containing notes on the process of making a potion, or it may even contain spell instructions. It's likely the book is in another language, coded, or illegibly written, requiring an Intelligence check DC 15 to decipher. The character may try once per day to gleam useful information from the text.

** 1) Animal Control, 2) Fire Resistance, 3) Human Control, 4) Levitation, 5) Shrinking, 6) Water Breathing
- See page 224 Core Rulebook for effec

THE VAULTS OF ZADABAD

The great black pyramid of Shubba Nil rises before you. It is polished, smooth, and would be difficult to climb.

Mounds of humans skulls obscure the base of this imposing structure. The road leading to the only visible door is flanked by the bones of the unfaithful.

There are two entrances to the vaults. The first is a giant bronze door that leads to area 1. Anyone standing in front of the door will hear a soft humming sound. There are no handles, but there is a control panel (see fig. 1). Turning the knob on the control panel from 1 to an increasing number will increase the volume of the humming. Only when the knob is turned to a hidden 11th position, will the door open with a mighty chord of distorted noise. Turning the knob requires a Stength check DC 20, or can be turned easily with *The Rod of the Crescent Moon*.

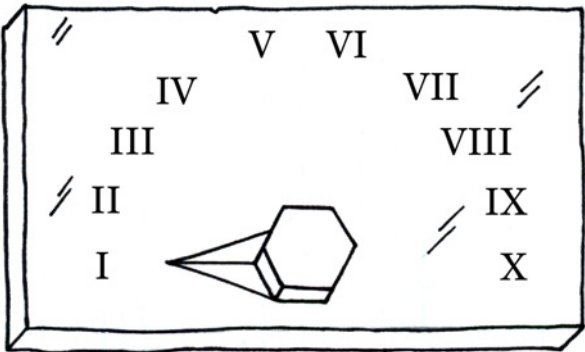


Fig. 1 - Control Panel

The second door, on the opposite side of the pyramid, was once hidden, but has been opened by treasure hunters. It leads to area 8. The 'Hidden' Entrance.

All of the interior doors in the pyramid are made of bronze and are 8' tall. They are unlocked, but due to corrosion, they are all stuck and will require a Strength check to open. We suggest you vary the Strength check from DC 10 to DC 20 to add variety to the location.

1. Vault

A beam of light shines down through a hole in the ceiling, which illuminates an ornate battleaxe that is hovering in mid-air.

This axe wants to be owned by a lawful warrior, but will accept a lawful character of any class over a chaotic character. As the party enters, it will point to its preferred owner.

Heavy Metal Axe of the Sun and the Moon

This axe is heavy, and two hands are needed to wield it. One blade is inscribed with a scene of the moon hiding

behind misty mountains, while the opposite blade is inscribed with a scene of the sun shining over a calm ocean.

This weapon is magical and of neutral origin. It provides a +1 to attack and damage rolls, has an Intelligence of 4, and can communicate to the wielder through simple urges. It is a Wizard Bane weapon, and when battling wizards, it causes a truly shattering blow.

- **Shattering Blow:** On a critical hit, the axe inflicts an additional 1d10 damage.
- **Special Purpose:** Kill Sahira and Nuleena, the witches of Shazarad.
- **Special Powers:** The sun blade can emanate a golden light with a 20' radius at will, and the moon blade can obscure surroundings with a 20' globe of darkness that only the wielder can see through.

2. Vault

As you open the door, multi-colored light emanates from the room. Floating and swirling in a slow path around the chamber are glowing stars and planets. Resting on a pedestal in the center of the chamber is a bronze tube, no longer than a man's forearm, and no wider than a man's wrist. It is capped at one end with a cabochon cut black stone, and a cabochon cut white stone at the other.

The tube can be opened by unscrewing a cap at either end of the tube. Chaotic characters will only be able to open the black cap, and will suffer 1d4 points of Stamina drain when attempting to open the white cap, unless they succeed a DC 15 Fortitude save. Lawful characters will only be able to open the white cap, and will suffer similar fate if they attempt to open the black cap.

Inside is a celestial map of time and space. Opening the black cap first reveals a double sided map of planes both foul and fierce. Opening the white cap first reveals the same map, but it contains the locations of gates in places both fair and fortunate. Neutral characters can open either cap without incident, and if both caps are opened, the map reveals destinations to mundane locations.

Each destination on the map is marked with a series of 9 numbers, and this map, along with the *Rod of the Crescent Moon*, are they keys to operating the control panel and the Gate to Elsewhere in rooms 7a and 7b.

The judge should feel free to change the map(s) to suit the needs of his campaign and adventures to come.

3. Vault

There is a massive sarcophagus in the center of the room. It is plated with gold and masterfully engraved in the likeness of some long-dead important figure. It appears to be a solid piece, and there are no visible lines for a lid. How odd.

Whatever touches the sarcophagus will stick to it, as if it had contact with a powerful glue. The gold will then creep up the item and envelope it. Freezing the gold will slow this process. Touching an item covered in gold will have the same effect as touching the sarcophagus. A character will be enveloped completely within a minute, and will suffocate in a number of rounds equal to their Stamina. Victims and their items will be dissolved within a week.

The Rod of the Crescent Moon (and its wielder) are immune to the gold trap. Striking the sarcophagus with the rod will force it to reset. The trap will be destroyed if it receives 10 points of fire damage (*scorching ray*, *fireball*, etc.).

4. Vault

An ornate iron helm hovers in mid-air, illuminated by a column of brilliant light that pierces the room through a hole in the ceiling. The only door to this room is the one through which you entered.

Iron Helm of the Butterfly

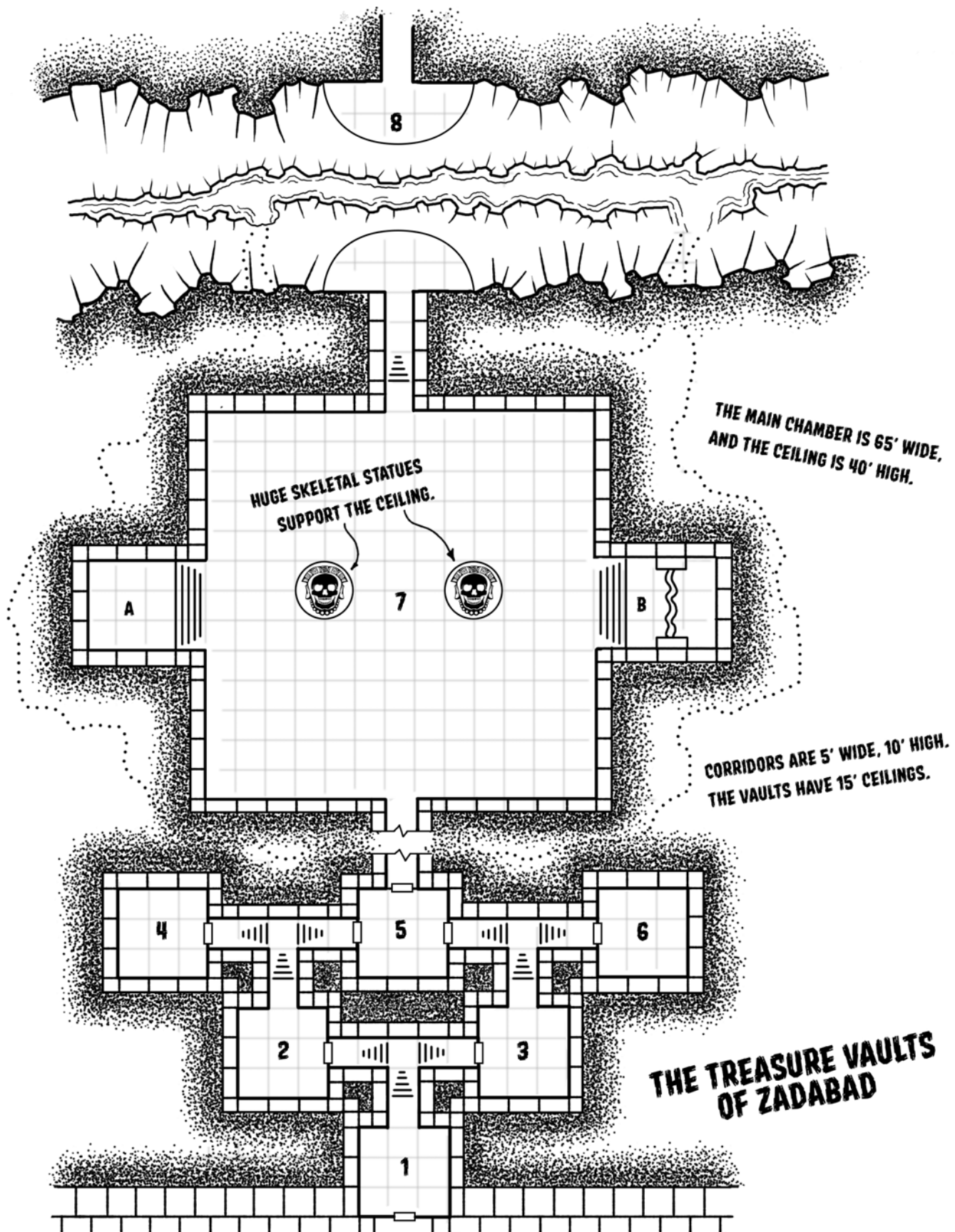
This masterfully crafted iron helmet has butterflies etched into the sides. Wearing the helmet bestows the *feather falling* ability, as per the spell, once per day. It also changes the wearer's vision, becoming over-saturated with millions of colors. While wearing the helm, the character suffers a -4 penalty vs. charm/suggestion spells or spell-like effects, but gains a +4 bonus to saves vs. sonic attacks and deafening noises.

5. Vault

A giant drum rests in the center of the room. A mallet leans against the wall. Large double doors, easily over 8' high, are set into one wall. Dozens of skeletons, some armored, others in tattered robes, cover the floor. It is eerily quiet here, and what sounds you make are muffled and distant.

The doors leading out are locked and require a DC 20 pick lock check to open.

There is a giant taiko drum in the room. Striking it with the nearby mallet will shake the very ground they stand on. The sounding of the drums have multiple effects:



- Honatep becomes aware of the characters presence in the vaults.
- 2d4 skeletons of past adventurers rise up from the floor and kneel before the one who beat the drum. They will fight for this character until destroyed. Further sounding of the drum does not raise more skeletons.
- The doors unlock and open into the next chamber.

6. Vault

Atop a marble pedestal rests a rolled sheet of parchment, tied with a red ribbon of silk.

There are notes drawn on the page, and written in common is the title, "In the Garden of Eden". The music is, in fact, the guitar riff for *In A Gadda Da Vidda* by Iron Butterfly. If a player recognizes or guesses this and is able to hum or play the riff, add 1d5 points to their character's Luck score. The parchment then bursts into multi-colored flame.

Alternatively, any character with the minstrel or similar profession may make a DC 15 check to perform the riff.

7. Shrine of Shubba Nil

Two giant skeletal statues support the ceiling of this unlit chamber. Bones and skulls litter the floor, and the walls are carved with the scenes of grotesque rituals. Wide stairs to the left and right lead further into the pyramid, but it is the sound of an elephant's trumpet that has your immediate attention."

Honatep is a high priest of the elephant-headed god Shubba Nil, and as long as he guards the temple, he does not age, nor require food or drink. He also has elephantine features, including an elephant head and legs, and now stands 15' tall.

Honatep: Init +3; Atk khopesh +3 melee (1d8+4); AC 16; HD 10d8+30; MV 30'; Act 3d20; SP deafening trumpet (see below), war stomp (see below); SV Fort +4, Ref +3, Will +3; AL N.

As one of Honatep's actions, he can sound his trunk, forcing those who hear it to make a Fortitude save DC 15 or be deafened for 1d6 rounds. If deafened, spells with a spoken component are unable to be cast. Honatep's war stomp shakes the earth, forcing those in a 30' radius to make a Reflex save DC 15 or fall prone, and those between 30' and 120' to make a Reflex save DC 5 or fall prone.

When Honatep war stomps, there is a 10% chance per character that the block of stone beneath them falls

through into the watery cavern below. Characters suffer no damage from the fall, but will find themselves in a dark watery cavern that exits to the chasm in area 8.

7a. Control Panel

A strange device dominates the center of this platform, and a myriad of copper wires that rise to the ceiling, across the main chamber and connect to a circular device at the far end. The main panel of the device has nine octagonal studs, each pointing to a set of raised numerals. There is a larger octagonal stud at the top of the panel with three positions; a positive sign to the left, a negative sign to the right, and a blank position in the center. It is currently at the center position.

The studs cannot be turned by hand, and the *Rod of the Crescent Moon* is required to operate the device. If the rod is lost or destroyed, spellcasters may direct 1 level of spell energy into the panel to turn a stud.

Operating the Gate to Elsewhere:

- Turning the larger stud to the negative position opens the gate to all planes foul and fierce.
- Turning the larger stud to the positive position opens the gate to all planes fair and fortunate.
- Leaving the stud in the center position will lead the characters to all mundane locations.
- The maps accessed through the bronze tube in room 2 give the numerical combinations to specific destinations.

Characters cannot see through the watery gate to know what's on the other side, but they can stick their arms, heads, or other items through to 'test the waters,' with effects left to the judge.

7b. The Gate to Elsewhere

You hear the sound of gentle waves lapping against the air, as a large circular wall of water hovers in the air before you.

Stepping through this gate can lead to anywhere the judge wishes. Characters may venture through, or things can come into this world.

8. The 'Hidden' Entrance

If the characters explore the rear of the pyramid, they discover what was once a secret door, which is now wedged-open with iron spikes. A long, sand-covered corridor leads into the pyramid. At 40' into the pyramid, there is a trap in the floor. If triggered, then entire 40' section of floor drops into a ramp, dumping the

characters into room 8. The fall into the room causes 1d6 points of damage. They must then decide how to cross the 15' gap over the chasm. The descent to the stream below is 40'.

Honatep, in room 7, will be aware of their presence.

14. THE OLD STOCKADE

Settled into the marsh in this hex is the remains of an old stockade. Who built the fortification, or for what purpose, is lost to the mysteries of time. The wooden palisade is almost completely rotted away, but the central blockhouse was built of fieldstone and is mostly intact. A few hours of cleaning and repair work will make the structure defensible again.

Most of the monsters on the island avoid the old stockade, so parties resting here will not be subject to the standard nightly random encounter roll. The stockade is shunned because it has become the lair of a giant razorback swamp boar. The boar is extremely aggressive and will attack any intruders on sight. It will fight to the death.

Razorback Swamp Boar, giant: Init -1; Atk gore +5 melee (2d6); AC 16; HD 3d8; MV 20'; Act 1d24; SP ferocity; SV Fort +4, Ref -1, Will +0; AL N.

The boar is so ferocious that after receiving a mortal wound (reaching 0 hit points) he will continue to fight on for 2 more rounds, regardless of the damage dealt to him. The massive tusks of the boar are worth 200 gp. Presenting the carcass of the boar to the big game hunters at area 15 would impress them.

15. A HUNTING CAMP

A group of big game hunters have established a camp in this hex. The smell of their camp can be detected from anywhere in the hex, as the hunters have carcasses strung up all over the area. There are 6 hunters and 20 servants who live at the camp. In daylight hours, half of each group will be out in the surrounding hexes stalking prey.

The hunters will most likely be neutral to characters traipsing around the island, unless they interfere in the hunting activities or depopulate game in the area. If characters present the hunters with any slain mega-fauna, the reaction will likely be positive. The hunters have an arrangement with a merchant captain who will anchor off-shore to the south of the camp every 60 days.

The hunters are antagonistic to the smugglers in area 12.

The smugglers' tomb-robbing forays disturb the animals in the area, and there have been several deadly clashes between the two groups in the recent past.

Hunter (6): Init +2; Atk short sword +2 melee (1d6) or arbalest +5 missile fire (1d10); AC 13; HD 1d8; MV 30'; Act 1d20; SP aiming; SV Fort +1, Ref +2, Will -1; AL N.

Each hunter carries an arbalest (a huge crossbow) and is exceptionally skilled in its use. For each round that the hunter spends carefully aiming at a target, he gains a +1 to attack and increases his critical chance by one, to a maximum of +5 (+10 total) to hit and critical range of 15-20. The arbalest takes 2 full rounds to reload.

Servant (20): Init +0; Atk dagger +0 melee (1d4) or short bow +1 missile fire (1d6); AC 11; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -1; AL N.

16. ADU BAGWA, KING OF THE RIVER

Adu Bagwa, King of the River, is a giant (30') crocodile capable of capsizing boats and swallowing men whole. He is not to be trifled with and should be avoided.

Adu Bagwa: Init +1; Atk bite +5 melee (1d10); AC 16; HD 6d8; MV crawl 30' or swim 60'; Act 1d20; SP swallow whole, capsize vessel; SV Fort +3, Ref +3, Will +0; AL N.

Adu Bagwa does not like rivals in his river, and will see any vessel as such. The DC needed to overturn a boat is 10 plus the number of people in the vessel.

After a successful strike, Adu Bagwa will attempt to swallow his prey whole. The victim must make a DC 12 Reflex save or Luck check to avoid being swallowed. Swallowed creatures take 1d6 points of Stamina damage per round due to suffocation and die when Stamina reaches 0. If Adu Bagwa is slain, allies may cut open the crocodile and free the victim.

17. THE STONEGODS

At the center of each of these small islands is a stone menhir approximately 10' tall and 5' in diameter. They are all facing to the south. The menhir will talk to any passersby. Each has a personality of its own and may try to bargain, charm, or otherwise gain the assistance of the characters. The menhir are, of course, imprisoned stone giants.

Over the years, islands have built up around the frozen giants. They were imprisoned by the priests of Kalmatta centuries ago. This clan of stone giants can live virtually forever without food, water, or air, but delight in eating precious gemstones. The gemstones they devour reform as a gem deposit in the center of their stone heads. The gem, if obtained, is worth a gold piece for every year the menhir giant has lived.

These particular five were walking on the ocean floor, headed to smash open the tombs of Kalmatta and look for stones. If gemstones valuing at least 500 gp are fed to any of the giants, they will become strong enough to break their bonds and climb out of their island prisons. This will cause quite an upheaval in the surrounding area and any creatures within 80' will take 2d6 points of damage from being buffeted by the shifting earth (Reflex save DC 12 for half).

Giant, stone (menhir): Init +1; Atk punch +18 melee (3d8+10) or hurled stone +10 missile fire (1d8+10, range 200'); AC 17; HD 12d10; MV 40'; Act 1d24; SP infravision, 'smell' gemstones up to 100'; crit on 20-24; SV Fort +12, Ref +6, Will +8; AL N.

Below is a description of each giant, from West to East, their personality, and what may happen if they are freed.

Pancratius (800 years old)

Pancratius is angry and violent. He will shout at anyone he sees (within 1000' of the island) in a booming voice, demanding they come to him and do as he bids. If freed, he will rush to the island and wander about, tearing up tombs, and looking for food. Any tomb the characters find on the island thereafter has a 20% chance of having been looted and destroyed.

Zosime (700 years old)

Zosime is a female giant who is quite persuasive. She will speak with honeyed words to any characters who come within 100'. Male characters must make a Willpower save DC 13 if they talk to Zosime for 5 minutes or more. If the save fails, the character will be willing to fulfill any request that Zosime makes of them. If the request is counter to the character's nature or is inherently dangerous, they get a new save at DC 11. If freed, Zosime will use her 'smell' gemstones ability to determine if the characters have any more. If so, she will demand them and, if necessary, fight for them. Afterward, she will head north into the ocean.

Solon (2,100 years old)

Solon is old, even for this clan of giants. He sleeps most

of the time and will only respond to creatures that get quite close to him, perhaps even waiting until a character is climbing on him. Once roused, he will converse for a short while in a slow, gravelly voice before fading back to sleep. It takes 1000 gp worth of gems to free Solon. If freed, however, he will ask the party who among them wishes to know a secret of the universe? Any who volunteer will be picked up and held close while Solon whispers to them. The character will not understand what is said but will gain 1d3 Luck as a result.

Elpis (1000 years old)

Elpis is pleasant and friendly. He will talk to characters on any subject, only asking for help after getting to know them. He will offer to do a service for the characters if freed. A typical service includes fighting one combat with the party, opening one tomb, etc. It is not a wish and he will rescind his offer if he feels he is being toyed with or the request is not in good faith. Afterward he will walk off into the ocean. Eventually, Elpis will return and free Zosime and Pancratius.

Kakios (600 years old)

Kakios' long imprisonment has turned him vile and resentful. He will promise anything to be freed. He is a skilled liar and negotiator. He will not fulfill any promises he made to the characters, and will attempt to kill and devour any who possess gemstones. Afterward, or if the characters flee from his small island, he will go to each of the other islands of the menhir giants, kill them, and break apart their heads to retrieve their gem deposits.

18. THE SHACKLES

The pirates who ply their trade in this region have a code of honor that is followed when convenient, and to differing lengths by individual crews. One fairly constant element of the code is when a pirate is caught stealing from his shipmates: The punishment is marooning.

A marooned pirate is left alone on a deserted island with no food or water. Most marooned pirates die quickly of dehydration or starvation. The crews who operate nearby are lazy, however, and use these small islands often. There is a group of 29 pirates here who use small dugout canoes to meander amongst the 6 small islands to gather resources. Being pirates, they have not bothered to construct any settlement or permanent housing.

The pirates are afraid to cross to the Kalmatta mainland, mostly because of some deadly encounters with the vicious crocodiles that make their home at the swampy river mouths. The pirates eagerly await to capture a

ship and sail away from their imprisonment. If any boat or ship is present within 3 hexes of one of the pirate islands at night, the gang will attempt to row out in their dugouts and take the ship. The pirates are led by a particularly ferocious former boatswain named Corbeaux. If Corbeaux is killed during the boarding action, the rest will most likely retreat or surrender, begging for mercy and passage to anywhere but here.

If a ship passes within sight of the islands during the daytime, there is a 30% chance small groups of pirates can be spotted on the water fishing, or sailing from one island to the next. If approached in this fashion, and especially if Corbeaux is not around, the pirates will be eager to sign-on with just about anyone if it means passage off the island. Corbeaux will act likewise, but will try to incite a mutiny as soon as he is aboard any seaworthy vessel. He is a bully, a thief, a liar, and a lawyer when it suits him.

Pirate (28): Init +2; Atk club +2 melee (1d4+1); AC 11; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C.

Corbeaux: Init +2; Atk scimitar +4 melee (1d8+2); AC 12; HD 2d8; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C.

19. THE DAMNED CAYS

The founding of the village of Sindanore was not the first time in history that Kalmatta was used as a plague colony. Generations before, the small islands called The Damned Cays were used as a settlement for sufferers of vermillion ague, a terribly infectious disease. When the fever broke out on the mainland, warships arrived and slaughtered all of the colonists and torched the settlements.

Today the islands are universally avoided by the villagers at Sindanore, as well as the few ships that navigate The Plague Waters. Old timers in the village tell tales that the spirits of the betrayed colonists haunt the islands and devour any who dare stay on the cays after nightfall. Others tell tales that the colony boasted some of the best silversmiths of the era, and their hidden stores of the precious metal were not taken by the soldiers who destroyed the town. Both are correct.

Digging around the island has a 15% chance per day of effort to locate a hidden cellar or secret hole containing a bar silver worth 4d30 gp. The judge may rule that dwarves using their ability to smell gems and gold can apply that and raise the chance to 25% per day.

Plague Wraiths rise every night from the desecrated ground and will kill any living creature on the cays. Disturbing a silver cache will summon 1d3 angry Plague Wraiths - even during the daytime.

Plague Wraiths: Init +1; Atk wraith touch +4 melee (1d5 Stamina); AC 14; HD 2d6; MV fly 40'; Act 1d20; SP undead traits, infravision 100', Stamina drain; SV Fort +2, Ref +2, Will +0; AL C.

Plague Wraiths appear as translucent images of the poor souls that were infected with vermillion ague while living. Their bodies are twisted, hunched, and reek of brimstone. The touch of a plague wraith sends a wracking pain through the victim as all of his or her muscles and bones shrivel and bend, mimicking the prolonged effects of vermillion ague. The Stamina loss is permanent unless healed by magical means.

APPENDIX A: MONSTERS

Adu Bagwa (1): Init +1; Atk bite +5 melee (1d10); AC 16; HD 6d8; MV crawl 30' or swim 60'; Act 1d20; SP swallow whole, capsize vessel; SV Fort +3, Ref +3, Will +0; AL N.

Adu Bagwa is a giant (30') crocodile capable of capsizing boats and swallowing men whole. He is not to be trifled with and should be avoided.

Adu Bagwa does not like rivals in his river, and will see any vessel as such. The DC needed to overturn a boat is 10 plus the number of people in the vessel.

After a successful strike, Adu Bagwa will attempt to swallow his prey whole. The victim must make a DC 12 Reflex save or be swallowed. Swallowed creatures take 1d6 points of Stamina damage per round due to suffocation and die when Stamina reaches 0. If Adu Bagwa is slain, allies may cut open the crocodile and free the victim.

Bat swarm, vampiric: Init +6; Atk swarming bite +3 melee (1d4 + vampiric drain); AC 12; HD 4d8; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, vampiric drain (any target wounded by the swarm takes an additional -1 hp per round until entire swarm is killed); SV Fort +1, Ref +10, Will -2; AL L.

Captain Siren: Init +4; Atk rapier +4 melee (1d8+2) or crossbow +5 missile fire (1d6); AC 16; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

Cave Lizard: Init -2; Atk bite +1 melee (3d4); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; SP camouflage, frightening appearance; SV Fort +2, Ref -1, Will +0; AL N.

The Cave Lizard has a +10 to all hiding checks due to natural camouflage. When threatened, the Cave Lizard puffs out its neck cowl and hisses in a ferocious display. Anyone witnessing must make a Willpower save (DC 12) or suffer a penalty of one step on the die chain for any actions directed against the Cave Lizard for 2d3 rounds.

Cave Octopus: Init -2; Atk tentacle +2 melee (1 hp + special) or beak +4 melee (1d8); AC 11; HD 2d6; MV crawl 20' or swim 40'; Act 8d20; SP hold (see below), camouflage; SV Fort +2, Ref -2, Will +2; AL N.

Cave Octopuses are clumsy eight-legged creatures that dwell in murky pools of water. They pull themselves ashore to pursue prey. In combat, they lash out with 8 tentacles, all of which can attack in a single round. The octopus will typically attack a single creature with all its tentacles, then hold down that creature and bite it. For each tentacle that strikes the same character, the octopus receives 1d4 on an opposed Strength check to hold the character down. For example, if 6 tentacles hit a character in a single round, the character takes 6 points of damage, and the octopus rolls 6d4 on a Strength check against the character. If the octopus wins the Strength check, the character is grappled and cannot attack unless he spends the next round struggling and succeeds on an opposed Strength check.

A Cave Octopus can only use its beak once it has grappled a creature and won a Strength check.

Cave Octopuses have a highly developed form of camouflage that lets them change color and pattern to match surfaces nearby. This grants them a +10 bonus to any attempt to hide.

Centipede, giant: Init +0; Atk +0 (poison); AC 11; HD 1d4; MV 15'; Act 1d20; SP poison (see below); SV Fort +0, Ref +0, Will +0; AL N.

These foot-long insects will attack nearly anything. Although their bite doesn't do much harm, the poison they inject is blinding. The poison can be ignored with a DC 12 Fortitude save. Blindness lasts 1d3 hours unless healed magically.

Crewman, Soulcatcher: Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

Corbeaux: Init +2; Atk scimitar +4 melee (1d8+2); AC 12; HD 2d8; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C.

Crocodile: Init +0; Atk bite +1 melee (1d8); AC 15; HD 1d8; MV crawl 20' or swim 40'; Act 1d20; SP camouflage, jaws of doom; SV Fort +2, Ref +2, Will +0; AL N.

The 15' crocodiles of Kalmatta are adept at blending with their surroundings and remaining motionless for extended periods of time. A DC 15 search check is required to notice them. What's more frightening is the crocodile's powerful bite. After a successful strike, the crocodile will lock onto the victim and attempt to drag them into deeper water. Only a successful Strength check DC 15 will open the jaws. Drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0.

Cursed Clam, giant: Init +2; Atk kelp strand +4 melee (1d4/2d4 /3d4/etc.); AC 15; HD 4d8; MV 0'; Act 6d20; SV Fort +8, Ref -4, Will +10; AL C.

The clam itself is fairly helpless. It relies on a hard shell and hardness due to size. The clam does magically control six long, tough kelp strands that grow near it. It can strike with these strands up to 30' away. If the strands hit they constrict and begin to strangle the opponent. On the first round they do 1d4 point of damage. On the second, 2d4; third, 3d4; etc. An opponent can make a Strength check DC 14 to break free, or deal 15 points of damage with a slashing weapon.

If the clam is killed or otherwise subdued, its shell can be pried open to reveal a huge black pearl worth 600 gp. The pearl is actually a magical representation of Burgaron's black heart. Once per day, there is a 25% chance that the alignment of the person carrying it will shift closer to chaotic. If already chaotic, there is no additional effect.

Demi-Lich: Init +4; Atk claw +5 melee (1d3 + level drain) or spells; AC 18; HD 5d6; MV 30'; Act 2d24; SP undead traits, spells (see below), immune to non-magical weapons; 50% spell resistance, infravision 100'; SV Fort +5, Ref +6, Will +10; AL C.

The Demi-Lich can cast spells as a 5th level wizard, drains 1 level on a successful claw attack, and has a flat 50% resistance to any spell or spell-like effect used against it. Only magical weapons or spells can harm it.

Demon Servant: Init -2; Atk claws +2 melee (1d6+2); AC 14; HD 1d8+2; MV 20' or swim 40'; Act 1d20; SP

infravision 100', darkness (as per the level 1 cleric spell with a +4 spell check), half damage from non-magic weapons, nauseating smell; SV Fort +3, Ref -1, Will +4; AL C.

Faustus' demon servant appears as a human-sized frog that walks upright. His odor is so pungent all characters within 30' must make a Fortitude save (DC 12) or become nauseated and suffer a one-step penalty on the die chain to attacks and spell checks for 1d4 rounds. Faustus has become immune to this ability.

Faustus Zauberer: Init +1; Atk horns +1 melee (1d6) or spell; AC 14; HD 3d4; MV 20'; Act 1d20; SP spells (+4 spell check: *spider web*, *sleep*, *flaming hands* +4); SV Fort +2, Ref +0, Will +5; AL C.

Fire Ants, giant: Init +1; Atk bite -1 melee (1d2); AC 12; HD 1 hit point; MV 30' or climb 30'; Act 1d16; SV Fort +0, Ref +1, Will +0; AL N.

Flying Piranha Swarm: Init +5; Atk swarming bite +2 melee (1d4); AC 12; HD 4d8; MV swim 30'; Act special; SP attack all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +0, Ref +5, Will -1; AL N.

Flying Piranha cannot actually fly, but they can jump pretty far. The swarm will attack characters in boats, jumping out of the water to bite all creatures within a 20' x 20' area.

Ghoul: Init +1; Atk bite +3 melee (1d4 + paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; MV 30'; Act 1d20; SP undead traits, paralyzation, infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

Giant, stone (menhir): Init +1; Atk punch +18 melee (3d8+10) or hurled stone +10 missile fire (1d8+10, range 200'); AC 17; HD 12d10; MV 40'; Act 1d24; SP infravision, 'smell' gemstones up to 100', crit on 20-24; SV Fort +12, Ref +6, Will +8; AL N.

Honatep (1): Init +3; Atk khopesh +3 melee (1d8+4); AC 16; HD 10d8+30; MV 30'; Act 3d20; SP deafening trumpet (see below), war stomp (see below); SV Fort +4, Ref +3, Will +3; AL N.

Honatep is a cleric to the elephant headed god Shubba Nil, and as long as he guards the temple, he does not age, or require food or drink. He also has elephantine features, including an elephant head and legs, and now stands 8' tall. As one of Honatep's actions, he can sound his trunk, forcing those who hear it to make a Fortitude save DC 12 or be deafened

for 1d6 rounds. Spells with a spoken component are unable to be cast. Also as an action, Honatep's war stomp shakes the earth, forcing those in a 30' radius to make a Reflex save DC 15 or fall prone, and those between 30' and 120' to make a Reflex save DC 5 or fall prone.

Hunter: Init +2; Atk short sword +2 melee (1d6) or arbalest +5 missile fire (1d10); AC 13; HD 1d8; MV 30'; Act 1d20; SP aiming; SV Fort +1, Ref +2, Will -1; AL N.

Each hunter carries an arbalest (a huge crossbow) and is exceptionally skilled in its use. For each round that the hunter spends carefully aiming at a target, he gains a +1 to attack and increases his critical chance by one, to a maximum of +5 (+10 total) to hit and critical range of 15-20. The arbalest takes 2 full rounds to reload.

Jackal Monkeys: Init +4; Atk bite +1 melee (1d4), or thrown excrement +3 missile fire (special); AC 13; HD 1d4; MV 30' or climb 30' or leap 30'; Act 1d20; SP leap up to full movement; SV Fort +0, Ref +4, Will -1; AL N.

Throw Poo: Jackal Monkeys can (and often do) throw their own feces up to 40' at intruders into their territory. The ordure does not cause physical damage but anyone hit must make a Fortitude save DC 10 or become nauseated (-1 die on all attacks, ability, skill, and spell checks) until the offending stool is washed off. Subsequent poo-missiles have no further effect.

Leap: The Jackal Monkey can leap using its powerful hind legs up to 30'; consuming its entire movement for the round.

Jungle Minion, fungus: Init +0; Atk +0 (by weapon); AC 12; HD 2d6; MV 20'; Act 1d20; SP spores; SV Fort +2, Ref +0, Will +2; AL Special.

These magical creations resemble walking mushrooms of various colors and stand no taller than a halfling. A fungus minion will work diligently through the night at whatever task it is given. Faint lights will not bother a fungus minion, but in bright daylight, a fungus minion will go dormant.

They are capable of wielding simple weapons, but their primary defense is their spore discharge. Each round the minion can 'sneeze,' expelling spores in a 15' radius. Anyone within range must make a DC 12 Fortitude save or spend 1d4 rounds coughing and sneezing violently. Afflicted characters can only make one action per round, and their attack die is reduced.

Jungle Minion, kudzu: Init +1; Atk +0; AC 15; HD 2d10; MV 30'; Act 2d20; SP constricting vines, snatch, regeneration; SV Fort +2; Ref +2, Will +0; AL Special.

Tall and slender, this mass of wriggling vines is quick, agile and incredibly strong for its size. Upon a successful strike, the kudzu minion will attempt to strangle its opponent. Make opposed Strength checks, giving the kudzu a +2 to its roll. If the character wins, he breaks free. If the kudzu wins, it begins strangling the character and does 1d4 points of Stamina damage. Every round, make opposed Strength checks, applying Stamina damage if the character is not freed. The character dies when its Stamina reaches 0.

The kudzu minion can also attempt to snatch items from any character within 10'. Roll to hit, allowing any Agility bonus, but no armor bonuses. If successful, the kudzu has grasped the item. Make opposing Strength checks, with the winner claiming the item. If the kudzu fails to pull the item free, it can attempt with a new attack the next round.

Unless burned to ashes, the kudzu minion will return to life in 1d4 days with only 1 hit point and attempt to seek its master. It regains 1 hit point per day until it reaches its original total.

Jungle Minion, snaptrap: Init +0; Atk bite melee +1 melee (1d4) or spell; AC 14; HD 1d4+2; MV 20'; Act 1d20; SP spells (see below), swarm defense; SV Fort +2; Ref +0, Will +2; AL Special.

Swarm attacks against the snaptrap minion are less effective and suffer a reduction in the die chain.

The snaptrap minion is the only jungle minion capable of speech. It speaks the primary language of the creator. The snaptrap stands 3' tall and has a single bulbous, fanged mouth. It can grasp and manipulate only simple objects with its sticky appendages. It prefers to remain in a pot where it pleads with its creator to be fed any small insect or animal, but it can walk about on its roots if necessary.

In combat, the snaptrap minion can bite its opponent, but its greatest feature is that any 1st level spells the creator knows can be cast by the snaptrap minion. Its spellcheck die is 1d20, but it does not gain any bonuses to its roll from the creator's level, intelligence or otherwise. Acquired corruption affects the minion and cannot be avoided. Patron taint is passed to the creator.

Kolo Manto: Init +1; Atk dagger -1 melee (1d4-1) or spell (see below); AC 15; HD 8d4; MV 30'; Act 2d20; SP

jungle minions, *insect swarm* 3/day (see below), *barkskin* (as magic shield with a +4 spell check); SV Fort +1, Ref +1, Will +4; AL C.

Three times per day, Kolo Manto can cast *insect swarm*, doing 3d4 damage, with no save. This manifests as a swarm of flying and crawling insects. The swarm only affects one target per casting.

Lasso Spider: Init +4, Atk bite +3 melee (1d8 + poison), or web lasso +5 missile fire (special); AC 14; HD 2d8; MV 30' or climb 30'; Act 1d20; SP web lasso and poison; SV Fort +2, Ref +4, Will -1; AL N.

Lasso Spiders typically hide in hard-to-access areas and attempt to ambush lone animals or adventurers passing by. The web lasso has a range of 50'. Characters hit with it are caught in the tough, sticky strand. The Lasso Spider will then attempt to draw the creature 10' closer each round with an opposed Strength check at a +4 modifier. Once in range, the spider will bite and paralyze the creature with its poison (Fortitude save DC 15 or be paralyzed for 2d4 rounds), and eat it immediately if it is hungry, or wrap it in a cocoon to save for later.

Leech, colossal: Init -2; Atk bite +4 melee (1d6 plus blood drain); AC 14; HD 2d8; MV 10' or swim 30'; Act 1d20; SP blood drain (automatic 1d4 damage per round after bite); SV Fort +4, Ref -2, Will -4; AL N.

When they sense vibrations, they converge on the source and thrash about violently, attempting to latch onto a target with a bite. Once they succeed in a bite, they automatically drain blood to cause an additional 1d4 damage each round until slain.

Luck Eater (1): Init +0; Atk none; AC 12; HD 1d4; MV 30'; Act 1d20; SP charm, Luck drain; SV Fort +0, Ref +2, Will +2; AL N.

This black-spotted cat, when approached, will begin to purr. All creatures within 30' must make a DC 12 Will save or become charmed. All affected creatures will want to take the cat with them, unharmed, and will defend the cat with their lives. The Luck Eater will allow this, and stay with the victims indefinitely, all the while purring. This effect lasts for one day, after which the victim may attempt another save to break free of the Luck Eater's charm.

The Luck Eater survives by draining Luck. It may drain this from a single victim, or multiple victims. The victim must make a DC 15 save, adding any Luck bonus to the roll. On a failed save, the Luck Eater drains 1d4 points of Luck. The Luck Eater will target

those with the highest Luck first. Characters will regain this lost Luck naturally in a day's time.

If attacked, the Luck Eater will flee, but will attempt to return if the situation presents itself.

If a charmed character dies, that character gets a +6 bonus to his 'recovering the body' Luck check.

Malachai, Veteran Guard: Init +4; Atk scimitar +4 melee (1d8+2) or javelin +5 missile fire (1d6); AC 16; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C.

Mantrap Plant: Init +0; Atk grab +4 melee (none / 2d4); AC 18/12; HD 2d6; MV 0'; Act 1d20; SP surprise on 1-4; SV Fort +4, Ref -2, Will +4; AL N.

Mantrap Plants are dangerous denizens of tropical forest and jungles. The 30' trunk of the plant is made of extremely tough fibers (AC 18) that resemble the trees in the area it resides. The top is a 6' hinged petal (AC 12) with barbs and small tentacles on the inside. The plants are completely motionless until a creature touches one of the many very small creeper roots the plants send out for 40' in all directions. When that happens, the petals attack with blinding speed (surprise on 1-4 on d6).

On a successful melee hit, the mantrap plant grabs any man-sized creature or smaller and hauls them high into the air. There is no damage on the first round, but every round thereafter the plant secretes a powerful acid that deals 2d4 points of damage. A Strength check DC 18 is required to break free. If the plant dies, the petals will open easily.

Mixacoatl: Init +4; Atk bite +5 melee (2d5 + poison); AC 15; HD 3d10; MV fly 80'; Act 1d20; SP poison (Fortitude save DC 12 or 1d10 additional damage); SV Fort +4, Ref +6, Will +2; AL C.

Mummy: Init +0; Atk choke +5 melee (1d4/2d4/3d4/etc.); AC 11; HD 8d12+8; MV 20'; Act 1d20; SP damage reduction (5), mummy rot, vulnerable to fire*, undead traits; SV Fort +4, Ref +2, Will +10; AL C.

Draped in funereal wraps with misshapen lumps of preserved flesh shifting within, the mummy is a corpse preserved into un-death by strange oils, dangerous spices, and unknowable chants.

Mummies are ponderous and slow, cloaked only in ancient wraps, but their torsos are half-dust inside the crumbling linen. Strikes against them often find only empty spaces or rotted organs no longer of use; thus, they resist the first 5 points of damage from any strike.

A mummy typically wields a bludgeoning instrument of some kind and seeks to choke out the life of its target after closing the distance. A mummy that succeeds on a choke attack uses one or both hands to throttle its target.

On the first round, this causes 1d4 points of suffocation damage. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage.

If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Any creature that takes damage from a mummy may contract mummy rot (DC 12 Fort save).

Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures take 1 Stamina damage each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Native Shaman: Init +1; Atk spear +0 melee (1d3) or blowgun +2 missile fire (1d3 + poison); AC 14; HD 2d4; MV 20'; Act 1d20; SP sneak silently (+5), hide in shadows (+5), curse; SV Fort -1, Ref +2, Will +0; AL C.

If hit with a poisoned dart from the native's blowgun, the target must make a Fortitude save (DC 10) or take 1d2 temporary Agility damage. A critical failure on a save will result in immediate paralyzation.

The curse takes one day to perform and targets one individual. If successful (Will save DC 8 to negate) the target permanently loses 1d5 Luck and increases the chance for a fumble, misfire, disapproval, patron taint, or corruption by 1. If the Shaman has a personal belonging of the target, the Will save DC increases to 10. If they have some part of the target (hair, nails, dismembered arm, etc.), the Will save DC increases to 14.

Native Warrior: Init +1; Atk spear +0 melee (1d3) or blowgun +2 missile fire (1d3 + poison); AC 14; HD 1d4; MV 20'; Act 1d20; SP sneak silently (+5), hide in shadows (+5); SV Fort -1, Ref +2, Will +0; AL C.

If hit with a poisoned dart from the native's blowgun, the target must make a Fortitude save (DC 10) or take 1d2 temporary Agility damage. A critical failure on a save will result in immediate paralyzation.

Obsidian Guardian: Init +0; Atk obsidian axe +5 melee (2d6); AC 16; HD 3d8; MV 20'; Act 1d20; SP immune to criticals; SV Fort +4, Ref +0, Will +4; AL L.

Pirate: Init +2; Atk club +2 melee (1d4+1); AC 11; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C.

Plague Wraiths: Init +1; Atk wraith touch +4 melee (1d5 Stamina); AC 14; HD 2d6; MV fly 40'; Act 1d20; SP undead traits, infravision 100', Stamina drain; SV Fort +2, Ref +2, Will +0; AL C.

Platybelodon: Init -4; Atk charge +3 melee (2d6 + trample); AC 13; HD 2d8; MV 20'; Act 1d20; SP trample; SV Fort +4, Ref -2, Will +0; AL N.

Platybelodon are elephant-like creatures with multiple tusks and a shovel mouth. They travel in slow herd groups in swamps and sometimes grasslands. Because of their size they must constantly eat aquatic plants and fungus. Platybelodon are not aggressive, but they will charge if they are startled. Because of their poor senses, that is often the case.

Platybelodon are surprised on a 1 - 4 on 1d6. If a party is also surprised, and therefore unable to avoid the herd, chaos will likely ensue. Platybelodon charge blindly at the nearest enemy, and if they hit, the initial impact does 2d6 points of damage and forces the target to make a Reflex save DC 12. If that save fails, the target is knocked prone and the Platybelodon will continue its charge and trample the target for an additional 2d6 points of damage.

Platybelodon can be easily trained because of their docile nature. After a week of working with them, a skill check DC 11 will be required to train 1d6+1 animals. Characters with the animal trainer occupation get a +5 to their roll, and if successful, can train 2d4+2 animals per week. Platybelodon learn better in groups!

Priests of Shubba Nil (1d4): Init +0; Atk khopesh +3 melee (1d6+2); AC 10; HD 2d8; MV 30'; Act 1d20; SP undead traits, turn living; SV Fort +4; Ref -4; Will +2; AL N.

The priests still draw power from the god Shubba Nil, and can turn living as a cleric turns unholy.

Razorback Swamp Boar, giant: Init -1; Atk gore +5 melee (2d6); AC 16; HD 3d8; MV 20'; Act 1d24; SP ferocity (fights for 2 additional rounds after reaching 0 hp); SV Fort +4, Ref -1, Will +0; AL N.

Rock Baboon: Init +2; Atk claw +0 melee (1d2) and bite +2 melee (1d6); AC 13; HD 1d8; MV 30' or climb 20'; Act 1d20 and 1d16; SV Fort +1, Ref +2, Will -1; AL N.

Servant: Init +0; Atk dagger +0 melee (1d4) or short

bow +1 missile fire (1d6); AC 11; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -1; AL N.

Sindanore Guard: Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

Sindanore Villager: Init +0; Atk club +1 melee (1d6); AC 11; HD 1d4; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N.

Smuggler: Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL N.

Snapping Turtle, giant: Init -1; Atk bite +4 melee (2d6); AC 16; HD 2d8; MV 10' or swim 20'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL N.

Thungo: Init +3; Atk bite +4 melee (1d6+4) or slam +6 melee (1d8+4); AC 15; HD 4d8; MV 40' or climb 20'; Act 4d20; SP rend (additional 1d8 damage if more than 2 slam attacks hit same target in one round); SV Fort +10, Ref +6, Will +2; AL C.

Trapdoor Spider, giant: Init +4; Atk bite +4 melee (1d6 + paralyzation); AC 13; HD 2d8; MV 30' or climb 30'; Act 1d20; SP paralyzation, surprise on 1-5 on d6; SV Fort +0, Ref +4, Will +0; AL N.

Undead Bodyguard (10): Init +0; Atk khopesh +2 melee (1d8); AC 12; HD 1d6; MV 30'; Act 1d20; SP undead traits, half damage from piercing and slashing weapons, wail of ultimate damnation; SV Fort +0, Ref +0, Will +0; AL C.

Once per day each Undead Bodyguard can wail at an individual instead of attacking. The target must make a Will save DC 14 or be overcome by feelings of uselessness and failure, suffering a -1 penalty on the die chain to all attacks, skill checks, and spell checks for 1d3 turns.

Vultures, large (2d4): Init +0; Atk bite +3 melee (1d6); AC 14; HD 1d10; MV 15' or fly 60'; Act 1d20; SV Fort +3, Ref +2, Will +0; AL C.

APPENDIX B: MAGIC ITEMS

Book of the Dead

This is an age-blackened book constructed of thin sheets of bronze. It has only one purpose, and that is to be used with *The Bell of Khodun Nudohk* and *The Candle*

of *Khodun Nudohk* to resurrect a mortal. The ritual described in the book must be performed by a wizard or cleric. Additional casters may help in the ritual, for up to 11 total participants. Some remains of the deceased must be present (although it can be a very small part, even a finger bone or some teeth will work), *The Bell of Khodun Nudohk* must be struck to summon the spirit of the deceased, and *The Candle of Khodun Nudohk* must be lit to bind the spirit in place until the ritual is finished, 12 hours later.

At that time the primary caster must make a spell check (DC 20). If successful the deceased is returned to life, completely healthy and healed of any adverse effects, and at the same age, appearance and general condition as the time of death. Each additional assistant that participates in the ritual adds 1, or the modifier of his primary attribute, whichever is higher (Intelligence for wizards and Personality for clerics) to the spell check. Spellburn cannot be used to modify the roll, but Luck can be spent only by those able to participate in the ritual.

If the spell check fails, the deceased instead reanimates as a ghoul. If a 1 is rolled on the spell check, the spirit of the deceased is bound to the body but it remains in a state of undeath, becoming a powerful demi-lich with only one purpose; kill all those responsible for the ritual!

Ghoul: Init +1; Atk bite +3 melee (1d4 + paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; MV 30'; Act 1d20; SP undead traits, paralyzation (DC 14 Will save to avoid), infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

Demi-Lich: Init +4; Atk claw +5 melee (1d3 + Level Drain) or spells; AC 18; HD 5d6; MV 30'; Act 2d24; SP undead traits, spells (see below), immune to non-magical weapons; 50% spell resistance, infravision 100'; SV Fort +5, Ref +6, Will +10; AL C.

The Demi-Lich can cast spells as a 5th level wizard, drains 1 level on a successful claw attack, and has a flat 50% resistance to any spell or spell-like effect used against it. Only magical weapons or spells can harm it.

Bell of Khodun Nudohk

This is a bronze hand bell approximately 18 inches high, including the handle. The metal bell is 10 inches in diameter at the widest point. The clapper is made of a black metallic stone that is unique in feel and appearance. When struck, the bell can be felt to vibrate in the user's hand, but no sound issues forth at all.

Animals and other creatures more attuned to the natural forces of life and death may take notice and cock their head at the ringing of the bell.

The Bell of Khodun Nudohk is a powerful ritual artifact used to summon the spirits of dead mortals from beyond the veil. Its primary purpose is to lure a specific spirit in a resurrection ritual requiring two other artifacts: *The Candle of Khodun Nudohk* and *The Book of the Dead*. The ritual is described in *The Book of the Dead* entry.

If the bell is rung in the presence of undead, they must make a Willpower Save (DC 11) or pause for 1 round, losing all actions and movement. Any undead within 5 miles of the bell will be alerted to the location of the ringer each time the bell is activated. Whether or not they will do anything with that knowledge is up to the judge.

Candle of Khodun Nudohk

This is a 2-foot-long, 6-inch diameter beeswax candle. It is shot through with black and purple streaks and has several incense pins in geometric shapes along its length. The primary purpose of the candle is to bind the spirit of a deceased mortal that is summoned with *The Bell of Khodun Nudohk* while the resurrection ritual in *The Book of the Dead* is performed.

In addition to this important purpose, if a lawful cleric meditates in front of the lit candle for one hour, his disapproval will be reduced by 1d3 points. The candle will burn for 18 hours total before becoming useless.

Grave Linens

These strips of linen approximately 2 inches wide and varying in length from 6 to 24 inches. Careful observation of the linens will reveal the remains of writing in faded ink. The writing is a long-dead language but an Intelligence check DC 15 will reveal that the writings are prayers to guide the dead through the trials of the afterlife.

In practical terms, the *Grave Linens* will protect any character who holds them in hand (not merely in a pouch or backpack) from the undead in consecrated tombs on the Island of Zadabad, as well as from The Guardian of the Path of the Dead in the Valley of Shubba Nil. The holder of a Grave Linen will be as if invisible to those creatures affected. Attacking or casting a harmful spell will negate the effects of the *Grave Linen*.

Champion's Khopesh

This weapon is made of enchanted bronze and polished to a high sheen. The sword grants +1 to attacks and does 2d5 damage. Also, on a critical hit, the wielder has the option to forgo the critical hit table and instead break his opponent's weapon. Enemies wielding magical weapons may make a Fortitude save (DC 15) to avoid the sundering. In addition to the khopesh found in Pharess Varna's tomb, another may be found in the Platybelodon Graveyard.

There is a drawback to a *Champion's Khopesh*, however. The wielder of the sword must follow the commands of any creature who wears *The Headdress of Varna*. If a command is counter to the wielder's nature, or obviously suicidal, a Willpower save (DC 12) will break the spell. The save must be made for each command given.

To stop wielding a *Champion's Khopesh* for any reason, a character must make a Willpower save (DC 18). If failed, a new save is not allowed for 1 week.

Headdress of Varna

This ornate headpiece made of gold, ebony, and platinum filigree. It is worth 500 gp for the precious materials alone and perhaps up to 1000 gp to a knowledgeable collector. In addition to being a Pharess, Niobe Varna was also a priestess of Isis, an ancient goddess of women and fertility, and any priestess of a similar faith will recognize the headdress as a symbol of that status.

The Headdress of Varna confers a +2 Personality to any female who wears it. In addition, any wearer of the headpiece has the ability to compel the wielder of a *Champion's Khopesh* as described in that entry.

Heavy Metal Axe of the Sun and the Moon

This axe is heavy, and two hands are needed to wield it. One blade is inscribed with a scene of the moon hiding behind misty mountains, while the opposite blade is inscribed with a scene of the sun shining over a calm ocean.

This weapon is magical and of neutral origin. It provides a +1 to attack and damage rolls, has an Intelligence of 4, and can communicate to the wielder through simple urges. It is a Wizard Bane weapon, and when battling wizards, it causes a truly shattering blow.

- **Shattering Blow:** On a critical hit, the axe inflicts an

additional 1d10 damage.

- **Special Purpose:** Kill Sahira and Nuleena, the witches of Shazarad.
- **Special Powers:** The sun blade can emanate a golden light with a 20' radius at will, and the moon blade can obscure surroundings with a 20' globe of darkness that only the wielder can see through.

Iron Helm of the Butterfly

This masterfully crafted iron helmet has butterflies etched into the sides. Wearing the helmet bestows the *feather falling* ability, as per the spell, once per day. It also changes the wearer's vision, becoming over-saturated with millions of colors. While wearing the helm, the character suffers a -4 penalty vs. charm/suggestion spells or spell-like effects, but gains a +4 bonus to saves vs. sonic attacks and deafening noises.

Luck Bolts

These crossbow bolts are enchanted with a very powerful, but finite magic. When fired from any crossbow, a *Luck Bolt* will achieve the best result for the firing character reasonably possible for the current situation. If beset by enemies, the Luck Bolt will unerringly strike the enemy that will help the firing character's situation the most. For instance, it will hit the creature that will be killed with the least leftover damage, or strike the wizard about to rain fiery death at the attacker, etc.

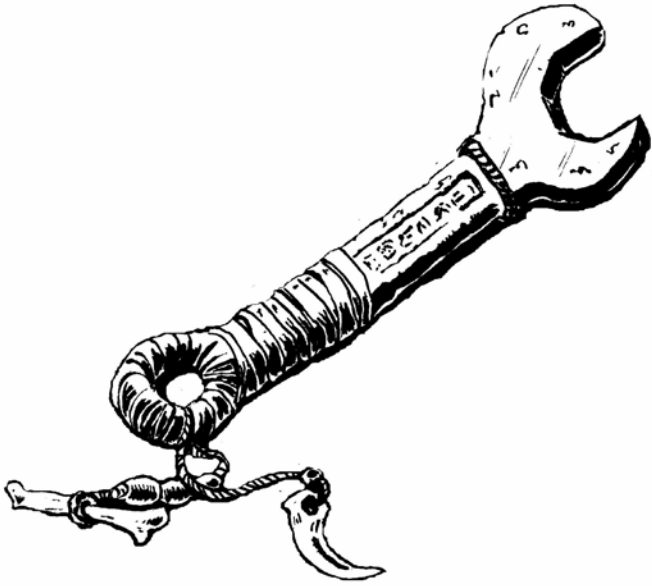
If fired in a room with a secret door, the *Luck Bolt* will veer off course to show its location, possibly even opening the door if the trigger is such that a crossbow bolt could open it. If there is an illusory pit in the hallway, the *Luck Bolt* will strike that area, obviously passing through to the eyes of the firing character. If a rope is tied to the *Luck Bolt*, it will unerringly land in such a way to secure the rope for climbing, etc.

If no special circumstance can be resolved when a *Luck Bolt* is fired, it will automatically hit as a critical with for maximum damage and a critical. Each *Luck Bolt* can only be used once, thereafter it becomes a normal crossbow bolt of above-average quality.

The Mantle of Chihotep

This magical garment conveys several beneficial effects to its owner. First, *The Mantle of Chihotep* grants a +1

Personality modifier to the wearer. Second, each gold plate (there are 6 to begin) has the ability to absorb, and render harmless to the caster only, one level of spell. For instance, it can negate a *magic missile* spell at the cost of one gold plate. A *fireball* spell will use up three gold plates. Once used, the plates turn to a base, dull lead.



Rod of the Crescent Moon

This item is not crucial to the completion of this adventure, but does act as a tie-in to our level 0 funnel, *The Well of Souls*.

In *The Well of Souls*, the characters discover the *Rod of the Crescent Moon* and use it to escape the final chamber.

The item is magical, but only some of its abilities can be discovered while adventuring on the island:

- Provides the same benefits as a *Grave Linen*.
- Can be used as a mace, providing a +1 to attack and damage rolls.
- Is the key to easily opening specific doors and operating bizarre control panels on the island of Kalmatta.
- Can disarm the bizarre gold trap in the vaults of Zadabad.

Perhaps in future adventures, more abilities will be revealed.

Verundian Lancer's Breastplate

This steel breastplate looks quite old, but is miraculously still in good condition. It is engraved with an eagle, clutching a lance with pennon. It is magical and never rusts, dents, or is damaged by normal means. It can be worn over any armor lighter than banded mail and gives a +2 to AC, -1 check penalty, and -5' speed. The nigh indestructible breastplate will also confer a +2 to any saves made against area damage effects, such as a *fireball* spell or falling rock trap. Characters with a knowledge of ancient history, or those who make an Intelligence check DC 14, will recall that the Verundian Lancers were an elite cavalry unit of an ancient and fallen empire. Their exploits are the stuff of many legends. With equipment like this, it is no wonder.

FURTHER ADVENTURES

With the discovery of the Gate to Elsewhere, your options are unlimited. The characters can travel to any other published adventure, or an adventure of your own design.

As judge, you can opt to have another control panel at the destination so players can choose to continue traveling time and space. Or, you can opt to make the trip one-way only. A final option would be to include another control panel and gate somewhere in the next adventure, but the characters will need to explore in order to find it.

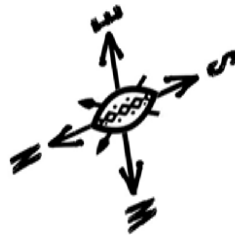
Opening the gate has its risks and rewards. Those who learn of the characters' newfound prize will surely seek to acquire it, and most likely through nefarious means.

Patrons, demons, and powerful wizards will also wish to claim the keys to the multiverse. Some of these powerful beings may even be in tune with the workings of the gates and therefore be drawn to whoever is operating them.

Originally, we had drawn inspiration from the movie *Time Bandits*, and had planned to include more gate hopping on the island, but we leave that to you, the judge, to develop.

THE ISLAND OF KALMATTA

1 HEX = 6 MILES



THE STONEGODS



1. SINDANORE

2. SHRINE OF SECRETS

3. THUNGO'S LAIR

4. PLATYBELODON GRAVEYARD

THE PLAGUE WATERS

10. MAHUNAKI VILLAGE

11. SHRINE OF DREAMS

12. ROBERTS' REST

THE DAMNED CAYS



12. ROBERTS' REST

13. VALLEY OF SHUBBA NIL (THE TREASURE VAULTS OF ZADABAD)

14. THE OLD STOCKADE

15. A HUNTING CAMP

16. ADU BAGWA'S TERRITORY

BRACKISH BAY

THE SHACKLES

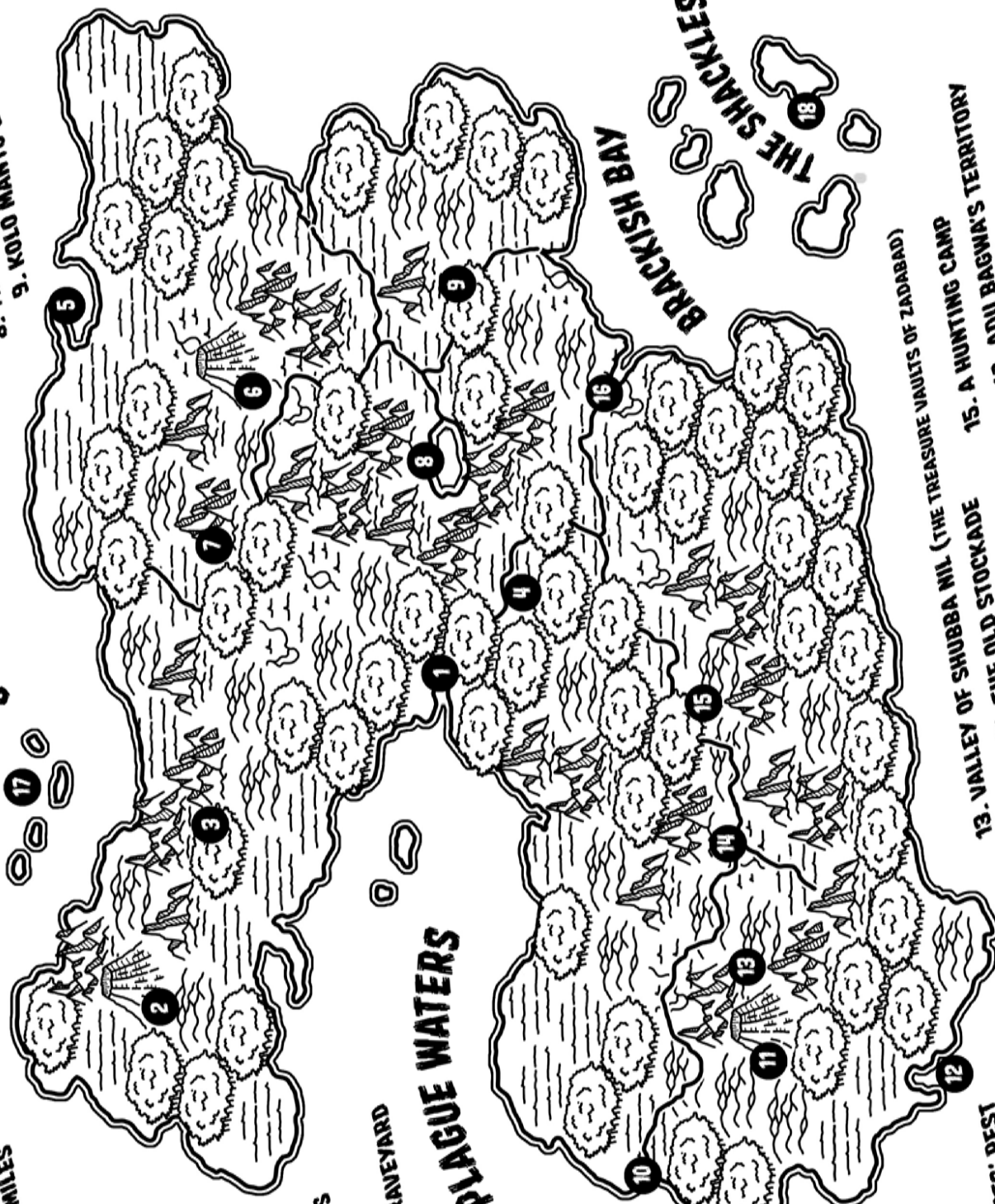


13. VALLEY OF SHUBBA NIL (THE TREASURE VAULTS OF ZADABAD)

15. A HUNTING CAMP

16. ADU BAGWA'S TERRITORY

5. BLACK PEARL BAY
6. SHRINE OF TRUTH
7. THE DIAMOND MINE
8. THE ATOKALLA VILLAGE
9. KOLD WANTO'S HUT



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