

The Lost Valley of Kishar

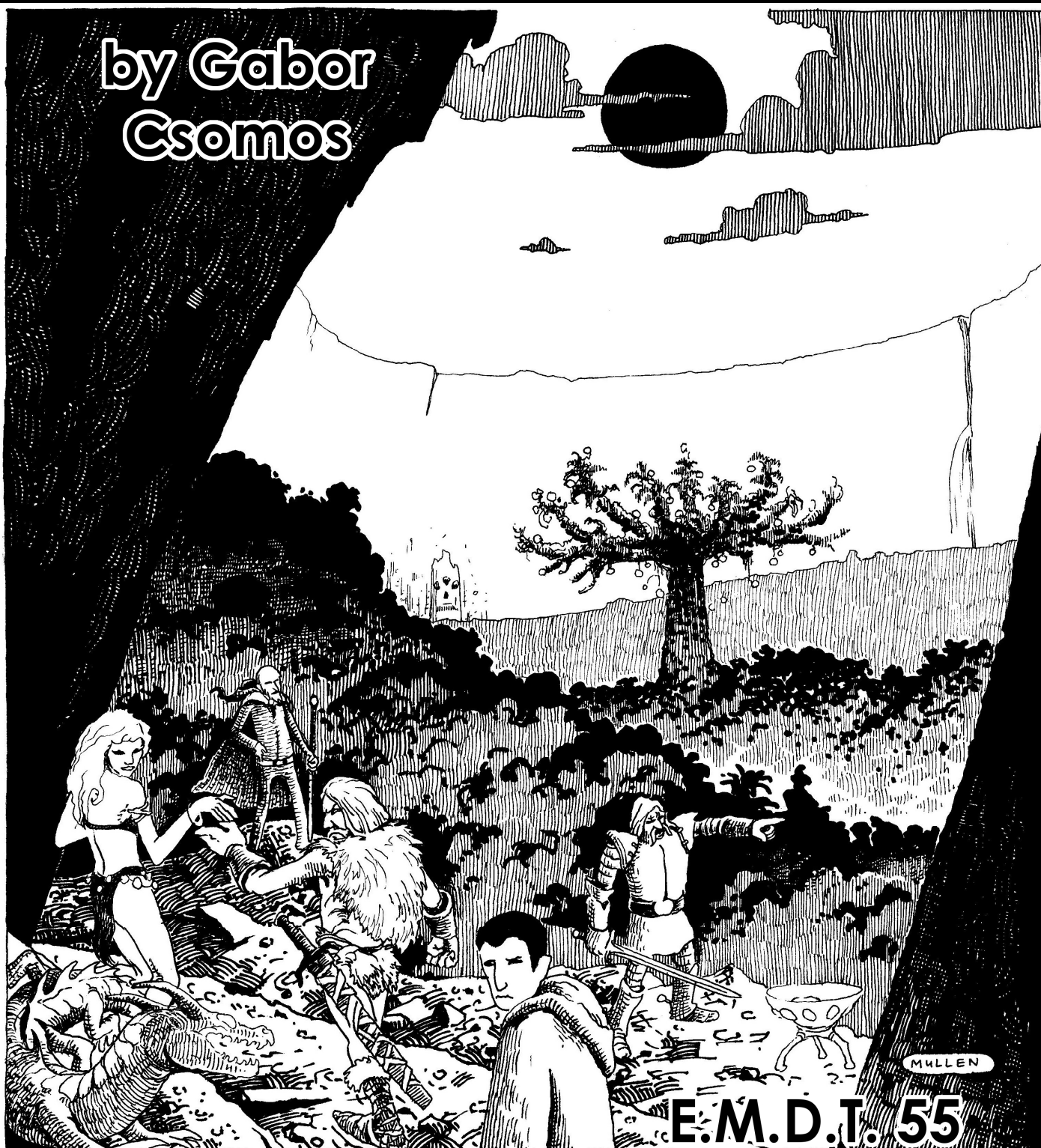
adventure module for levels 6 to 8



E. M. D. T.

First Hungarian
D20 Society

by Gabor
Csomos

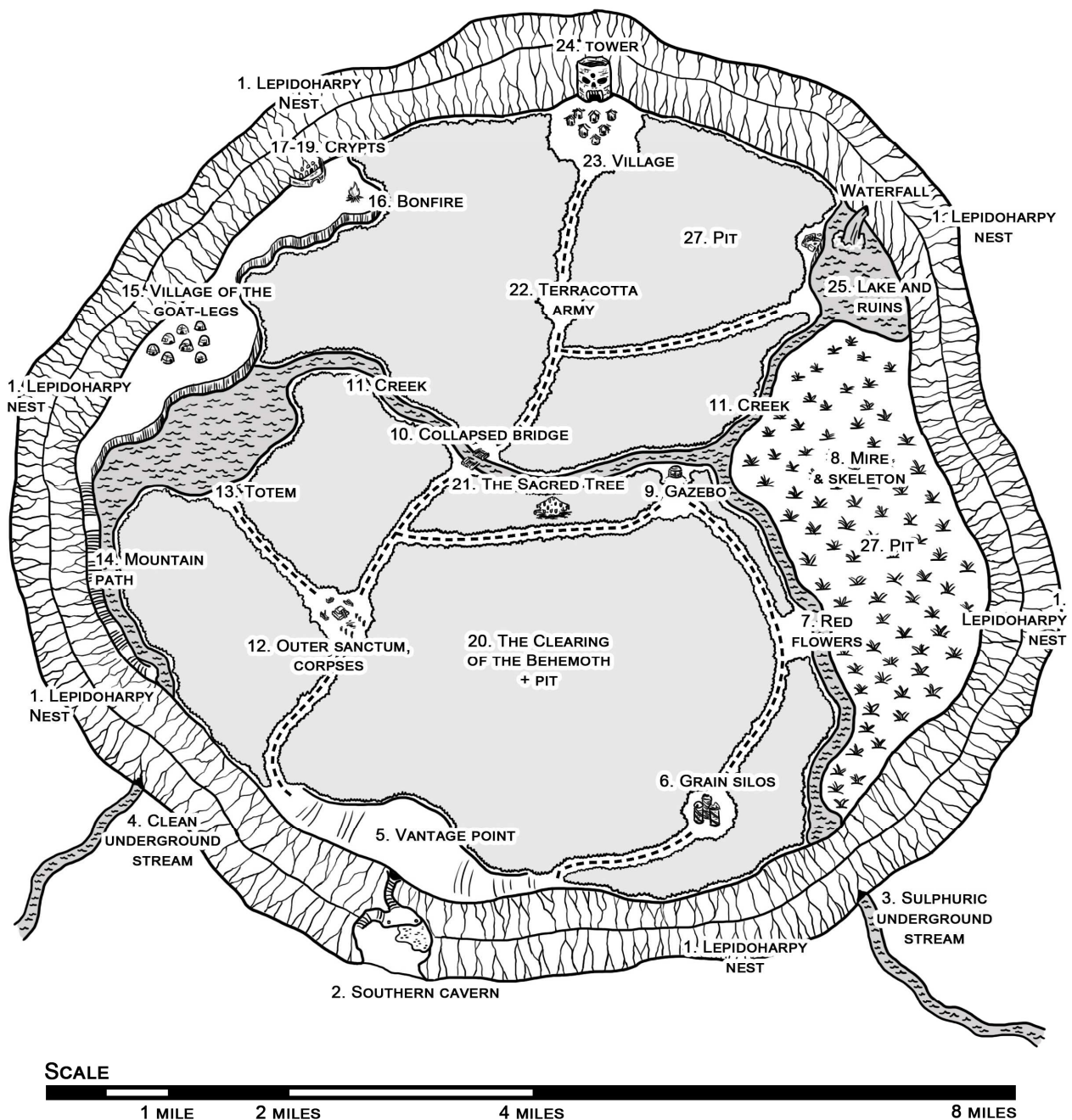


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THE LOST VALLEY OF KISHAR

GAMEMASTER'S MAP



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adventure module for levels 6 to 8



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Background

Summary: *The Lost Valley of Kishar* is a location-based adventure for 4 to 6 characters. It has no predefined story arc. For various reasons (see *adventure hooks* below), the party enters an isolated and dangerous valley on the borders of civilization, where they will encounter – and probably get in conflict with – various factions and monsters native to the area. While exploring the valley and working towards their goals, they might uncover startling secrets from an ancient past. And, possibly, blow up everything. The adventure works best for well-equipped characters of level 6 to 8.

Background: Somewhere in the middle of untamed wilderness, just a few days from a crowded trade route, lies a valley. It is surrounded by a ring of rocks, almost unnaturally steep and high, as if it was formed by hand.

A long time ago it was the sacred valley of **Kishar**, goddess of fertility, where couples wishing for childbirth made pilgrimage. Divine enchantment lingered over the place, believed to be originating from the great tree, unique in its kind, standing in the middle of the valley. Priestesses of Kishar cared for and tended to the tree. They decorated it on holy days, while on the holy nights of the equinoxes and solstices they danced around it in drug-induced fervor, celebrating the blessed rites of conception and birth with intoxicated orgies. This went on for centuries, until one day, the amoral and insane sorcerer **Beél Pakur** arrived.

Beél Pakur was convinced that **The Sacred Tree of Kishar** came to this world from the immeasurably cold and dark depths of outer space. The sorcerer let his fanatic followers loose upon the valley, massacred the peace-loving priestesses, and poured their blood on the tree as sacrifice. Only a few of the priestesses made it out of the valley alive, but they spread the news of atrocious blasphemy far and wide, and incited rage against Beél Pakur everywhere they went. Many of those agitated by the priestesses tried to take back the valley. All of them had failed for a very, very long time.

In the meantime, Beél Pakur started using the blessings of the Tree to his own advantage. The tree truly had a tremendous effect on fertility. Under the sorcerer's hand, its juices produced elixirs that made it possible to create all manner of unnatural and godless hybrids. To make sure that the Tree stays strong and useful, the sorcerer's followers and abominations razed the surrounding villages and abducted their population. The number of unlucky victims whose blood irrigated the soil under the Tree were soon measured in thousands.

Many years had passed until the vengeful priestesses managed to convince the people to step up against Beél Pakur's reign of terror once again. But the time came, and **The Twelve Heroes**, led by the champion **Tharzim**, amassed a great army. They laid siege to the valley, and, as powerful as they were, killed most of Beél Pakur's cultists and monstrosities. Even the wicked Beél Pakur fell before them, causing the remnants of his armies to flee the valley, but victory had its price: eleven of the heroes died in battle. The last one, Tharzim, was slain by a curse uttered with the terminal breath of the evil sorcerer. All twelve martyrs were laid to rest in the valley by the grateful people they saved, so their spirits would guard the sanctity of the place even from afterlife.

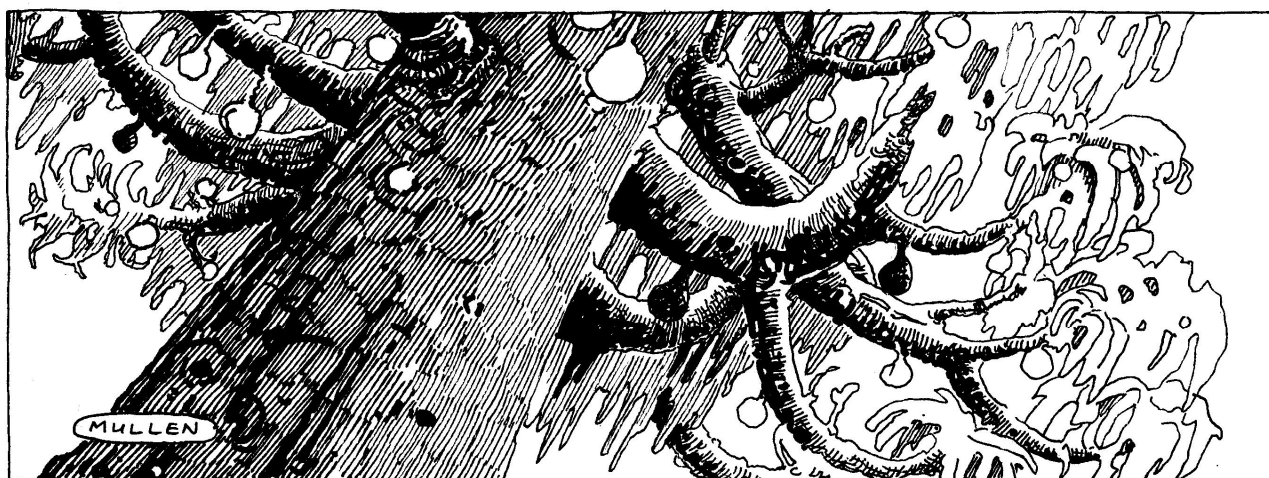
The embittered remnants of the priestesses were sated with vengeance, and out of simple fear, never returned to the place of these horrid events. Yet the blessed radiation of the Tree remained. As if charmed, various kinds of beasts moved in and around the valley, as did the survivors of Beél Pakur's hybrid creatures. And, as time passed, forth came others. Those who had already been there even before the first priestesses, hailing from a distance so far no one could even dream of.

What is known of these events today? People with common knowledge of the area know that a temple once stood in the Valley, built by wise priestesses of Kishar. But the Valley was desecrated with blood, so the priestesses were exiled, and monsters moved in their place. Other than these widely known "facts", every player character may know **one rumor** from the list below (roll 1d6). Clerics, Magic-Users and learned men may roll twice with 1d10 instead.

1. In the Lost Valley stood a sacred tree. If somebody hanged a small gift from one's love on its branches, it blessed them with childbirth within a year. (false)
2. The Valley attracts beasts and monsters of all manner, so most hunters and rangers give it a wide berth. (true)
3. The Valley is surrounded by a wall-like rock formation. Winged fiends nest on it... or so they say. (true)
4. The vicinity of the Valley is actually the hunting ground of tyrannosaurs. (true)
5. The wilderness around the Valley hides many old ruins. These dwellings were abandoned when the valley got possessed by dark and evil forces. (true)
6. The Valley was once occupied by an army of monsters. Twelve brave heroes defeated the evil power that was controlling them. Tragically, the twelve heroes also died in the battle. The monsters pose no threat to the area anymore, but the Valley itself is still dangerous. (partially true)
7. The Valley was a peaceful place while it sheltered the cult of Kishar. Then came Beél Pakur, a sorcerer of terrible power, who drove the priestesses away. (true)
8. The fruit of the blessed tree standing in the middle of the Valley works as a powerful aphrodisiac – a priestess of Kishar said this, so it must be true. (true)
9. A dark curse sits on the valley. Unnatural and disfigured creatures dwell in it. All who dare enter its confines also start to transform slowly. (partially true – the Valley has no such effect on those who enter)
10. The Valley was home to Kishar's own daughter, a demigoddess. The steep walls of rock protected her, the divinity of the place originated from her. She is still hiding among the ruins of the temple, sad and lonely. Mortal eyes can only see her in the light of the moon. (false)

Adventure hooks: The valley is a complex place. It contains many challenging locations and factions opposing each other, so there is no one definite way to get through it. Accordingly, it is advised to present at least two or three adventure hooks for the players so they will have enough motivation to explore the place thoroughly. Here are some suggestions:

- **To capture a winged ape:** Not too far on the trade route, there is a town (on Fomalhaut, it could be **Delion**) that has the *winged ape* as its heraldic symbol. The *Day of the Founders* draws nigh, which is traditionally celebrated with gladiatorial games. The overseer of the town would be overjoyed to see a few dozen slaves being torn apart in the arena by the glorious crest animal. How convenient it is that a winged ape had attacked a small caravan on the trade route just a few days ago, and the only survivor – **Bathul the Half-Beast** – witnessed it flying towards the valley... The overseer would pay a great price for a living winged ape. That is, if the party can make it back before the celebrations start.
- **The mage's mirror:** It comes to the knowledge of the characters (perhaps through an NPC) that Kishar's priestesses were driven out of the valley by a certain evil magic-user named Beél Pakur, and that this Beél Pakur had somehow gained possession of the **Nightmirror**, a magic item of great potential. The likeness of this mirror is not known – it may be a handheld or a hanged one; its form may resemble a disc, a square or a bowl; it can be decorated or plain. All that is known is that it can be used to peer into places that no mortal mind can even dream of.
- **Quest of the Thirteenth:** It is said that the valley was once a peaceful, fertile place, populated by humans. Once, but not anymore, because the **Dark Power** came and conquered it. Thanks to the effort of the twelve long-forgotten heroes, this power was unable to reach beyond the boundaries of the valley... but, contrary to common belief, it is not at rest. Obscure legends say that the twelfth hero was cursed, and the Dark Power will soon return to life... unless the **Thirteenth** stops it. Namely, you.
- **The merchant's sorrows:** The successful and respected merchant or nobleman has everything a mere human can dream of: money, power, and all the comfort and luxuries of life. Except for one thing: an offspring. With great determination and effort, not to mention a fortune spent on research, he has unveiled the secret of the Valley: a temple of Kishar had stood therein, and its priestesses were able to bless anyone with the wonder of childbirth. Although the temple was lost along with its priestesses, the secret of their practices might still be there somewhere in the valley. The merchant would pay a king's ransom to anyone who could find the cure for his ailment.
- **The treasures of Kishar:** Many believe that the Valley was once home to a temple whose treasury was overflowing with the gifts of grateful people. The temple was lost, but aside from a few trinkets, no one has ever said anything about the treasure leaving the Valley! One of the exiled priestesses had a ceremonial sickle forged of some unique metal that was almost unbreakable. If one could get such metal, even a minor amount would bring a hefty price from a magnate or master blacksmith.



Dunn Knaut

A formidable and well-defended, albeit small fort overlooking the trade route, just about one day's walking distance from the Valley. Its walls are decorated with severed heads of dangerous beasts and bestial humans alike, all killed by the mercenaries of Dunn Knaut during their times of service. The fortress, aside from its seven outer bastions, consists of only one squat tower. A great pyre burns on top of it at all times, in reverence of Istar, goddess of war and passion.

Mercenaries live in the fortress. Usually about a **hundred** are at home, though they number three times that altogether. They rob anyone traveling on the trade route who refuses to pay their toll. The fortress opens its gates to those willing to pay though, and the mercenaries give them an escort to the next safe town.

The self-appointed warlord of the fortress is a charismatic and cunning northlander named **Larr Irontooth** (Fighter 10). He has a good sense of humor and is utterly crazy. He claims he was a king in the north, but a "winter wraith" possessed an avalanche that buried his castle while he was away plundering. The souls of his wife and children are now prisoners of its icy hell under tons of snow. Larr's ultimate goal is to raise an army and take revenge on the wraith. All the jobs his band of mercenaries take on is a kind of training in his eyes.

Dunn Knaut, though small, may be an excellent base of operations for characters targeting the valley. It has a **serai** for caravans, that usually has a lot of vacant rooms, and stables where animals may be tended to. It has a **general store** where one could get rations and mundane supplies. Also a **workshop** where broken stuff and worn boots may be fixed. Lastly, there are usually some **battle-hardened mercenaries** looking for work who would face the devil if paid properly to do so.

Information sources and possible companions: aside from mercenaries resting between missions, and the innkeep called **Ascor the Knocker**, there are two persons staying in the serai who could be of service to the players: **Bathul Half-Beast** and **Diocles the Stoic**. (If the party has enough members, you may want to leave either of these NPCs out of the adventure.)

The party may question the always drunk **Bathul the Half-Beast**, sole survivor of the caravan that was attacked by a winged ape, who eagerly tells everything he has seen. He explored the ring of rocks around the valley thoroughly, and noticed that

- Harpy-like beings with wings of moths are nesting on it, all around
- There is a great cavern on the south side of the rocky wall that smells of carrion from afar
- Some kind of a relief has been carved into the rock above the cavern's mouth. It is partly hidden by vines. He couldn't make out much of it
- When he tried to enter the cavern, he heard a deep growl from inside, like that of a great beast. He valued his life more than that, so he ran away.

Since Bathul is kind of a ridicule at the fort now, to regain his honor he would accompany the party for free. He only wants physical proof that the winged ape exists and has been defeated.

Bathul Half-Beast: Fighter 3; AC 4 (chain, shield); Atk battleaxe 1d8+1 or two-handed sword 1d10+1 [no shield]; ML 7; AL CN.
Hp 13

Diocles the Stoic is an abstract philosopher who has a strange affection for fire and its mysteries. He himself was lured to Dunn Knaut by the legends of the Valley; his theory is that the Valley hides the very Spark of Life, a power that has been tapped by both the priestesses of Kishar and the mystical sorcerer Beél Pakur. He doesn't know much about the Valley, only gossip about the strange creatures dwelling there. He wants to unveil the secret of the Valley, so he would gladly join the party on their venture. In exchange, he wants all the written lore they uncover there, whether on stone tablets, parchment or paper. Diocles, in fact, hopes to lay his hands on the spellbook of Beél Pakur and all the knowledge it hides. If the party turns him down, he just decides to stay and wait for another group.

Diocles the Stoic: Magic-User 5; AC 9; Atk quarterstaff 1d6 or 3*darts 1d3; ML 8; AL N; *potion of healing**2, spellbooks, quarterstaff, 12 darts.
 Spells: 4/2/1; 1: affect normal fires, burning hands, detect magic, light, read magic, shield; 2: invisibility, pyrotechnics; 3: fireball.
 Hp 12

Ascor the Knocker: the innkeep is a real bastard in the word's worst possible meaning. He makes good use of the fact that he has no competitors in the fortress. He never knocks on any doors – got his nickname after the sound his peg leg makes on the floor. Ascor is ugly, untidy, his left ear is missing and huge scars on his face speak of a past when the innkeep was leading a much less peaceful life. Ascor doesn't like to make conversation. Actually, he doesn't like people at all. He is innkeep only because Larr likes him for his raw and honest nature.

He has some information about the Valley though, that he is willing to sell to the players: three days ago, **a group of religious fanatics** have visited the serai. They were wearing black cloaks, had curvy swords, and behaved like "utter assholes". Their leader was a peacock of a man they called **Kalaput the Graceful**, a peacock of a man with a tattooed face. All of them showed eager interest in Bathul's tales of the Valley. Ascor asks 10 gp for this information, though players could easily haggle this price down to 1. (Kalaput and his companions have died in the Valley – see below at 12.)

If the party wants to hire followers, they can find **2d6 mercenaries** resting in the serai at all times. They are willing to escort the party for 3 gp per day, as the Valley is a notoriously dangerous place. They want a week's pay in advance (a sum they won't take with them on the journey).

Mercenaries (2d6): Fighter 2; AC 6 (ring mail, shield); Atk hand axe 1d6 or spear 1d6+1 or 2*sling 1d4; ML 8; AL LN.

Hp	6	11	14	18	14	10
	16	6	17	4	17	6

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In the Wilderness

Depending on the speed and pathfinding abilities of the party, the Valley is one to two days of travel from Dunn Knaut. **Random encounters** should be checked on a 1:6 chance three times per day: in the morning, in the afternoon and at night. The creature(s) encountered are determined with a 1d10 roll. All encounters may happen only once – recurring events should be ignored or rerolled.

1. **Discovery:** the party stumbles upon the ruins of an **ancient settlement**. Only a few rows of mossy rocks remain of the walls, overgrown by vegetation. Observant characters may find out that the buildings were burned.
2. **Discovery:** the party notices **old weapons disintegrating from rust** in the undergrowth. A thorough search uncovers dozens of old humanoid bones half-buried in the earth, a former battlefield. Though nothing of value can be found, about half the skeletons are deformed and show signs of an unnatural origin, like fangs, claws and horns.
3. **Discovery:** signs of a **camp, left behind by a small group** a few days ago. Tracks of the mysterious travelers are leading from the direction of Dunn Knaut towards the Valley. If the party follows the tracks, it eliminates the chance of getting lost in the wilderness.
4. **Encounter: 1d10 elephants.** As long as the party doesn't provoke them, they remain peaceful. Their alpha does not tolerate approaching characters though.
5. **Encounter: 1d12 giant wasps.** Wasps are real dicks; they always attack.
6. **Encounter: 1d12 lions** on the prowl. There is a 1:2 chance they are not hungry.
7. **Encounter: 1d6 hunters.** They avoid the Valley by far because of the Tyrannosaurs.

8. Encounter: 1 jungle basilisk

9. Encounter: the party crosses the path of one of the **tyrannosaurs** while it is out hunting. Hopefully they have a bowl of water that alerts them of seismic activity.

10. Roll twice and combine the results!

Elephants (1d10): HD 11; AC 6; Atk 2*tusks 2d8 and trunk 2d6 and 2*forelegs 2d6; Spec , fear fire; ML 10; AL N.

Hp	43	54	59	57	53	63
	39	56	38	49		

Giant wasps (1d12): HD 4; AC 4; Atk jaws 2d4 and sting 1d4 + poison (paralysis/death in 1d4+1 days); ML 10; AL N.

Hp	23	12	23	23	10	8
	16	25	10	17	15	15

Lions (1d12): HD 5+2; AC 5; Atk 2*claws 1d4 and bite 1d10; Spec rear claws 2*1d6+1, surprised on 1; ML 9; AL N.

Hp	19	30	20	21	25	23
	27	30	29	31	20	33

Hunters (1d6): Fighter 2; AC 7 (studded leather); Atk 2*shortbow 1d6 or shortsword 1d6; ML 7; AL LN.

Hp	4	15	11	14	14	8
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Jungle basilisk: HD 6; AC 4; Atk antlers 1d10; Spec double petrifying gaze, climb; ML 8; AL N.

Hp 31

The jungle variant is like a normal basilisk, but it resembles a monstrous, giant chameleon with eight legs; it is adept at hiding and sneaking and climbs quickly on trees. It can move its two eyes independently of each other, making it able to use its gaze on two different targets at the same time.

Tyrannosaur (1): see area 2, below.

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The Valley

The ring of rocks: the valley is surrounded by a 300 feet tall, crater-like, steep wall of rocks. It creates an almost perfect circle with a diameter of 8 miles. **Several lepidoharpies** (see new monsters) nest near the top at multiple points. Usually 3d4 of the monstrosities circle in the vicinity of a nest. They are very territorial and try hard to shove down climbers from the walls (and then eat their remains), but they *never* enter the valley themselves.

It is quite hard to climb the wall (-30%, 40% base for non-thieves). There are many handholds, but the consistency of the rocks is poor. A character who fails a climb check and has no safeguard falls from a height of 1d8*10'. Once the top is reached, the ridge may be comfortably walked all around, although lepidoharpies will still pose a threat.

General features:

- The jungle and the undergrowth in the valley is quite lush, making it hard to traverse
- The valley is teeming with small monkeys, rodents, insects and birds. The jungle is noisy with lumbering and squealing all day and night, except near the waterfall
- **Paths:** dashed lines on the map mark an old road system, as wide as a cart and made of cobblestones. It is in a poor condition, but it has not been totally devoured by the jungle as of yet
- **Tracks:** the party may notice the tracks of the **behemoth** on the southern side of the creek and of the **dragon turtle** near the mire

Random encounters: during the daytime, random encounters should be checked each hour or every time the party moves between two significant locations. The chance of an encounter is 1 in 6. During nighttime only one check should be made, but the chance is 2 in 6. If the party lights a campfire, the chance increases to 3 in 6. What is encountered should be determined by a d10 roll:

1. **1d20 giant flightless birds.** They are blind but have ears like that of a bat. They use shrieks for echolocation.
2. **2d8 giant frogs.** Their voice, which sounds like human gibberish, can be heard from afar.
3. **2d6 mountain goats.** They have scales shining with the colour of rainbow instead of fur.
4. **2d6 squealing spider monkeys.** They have eight hairy legs, swinging around on webs and jumping for long distances. They are harmless.
5. **2d6 goat-leg hunters** during daytime or **1d6+2 grey horrors** during nighttime.
6. **1d2 giant stag beetles.** Their oily exoskeleton makes them invulnerable against slashing weapons. They also only suffer half damage from fire.
7. **1d6 deer.** While fleeing, they make short teleportations, leaving behind puffs of grey smoke with each jumps.
8. **The rotting carcass of a dragon turtle.** The behemoth killed it. It was the mated pair of the one dwelling in the mire. This encounter occurs only once.
9. **The behemoth.** Only one of this creature exists.
11. **Roll twice and combine results**

Giant flightless bird (1d20): HD 3; AC 6; Atk 2*kick 1d3 and beak 2d4; Spec blind, echolocation; ML 4; AL N.

Hp	12	12	7	10	12	14
	12	20	17	15	13	16
	12	19	12	17	14	14
	20	14				

They navigate by echolocation using high pitched shrieks. They are not aggressive, but may be provoked easily.

Giant frog, 4' long (2d8): HD 2; AC 7; Atk bite 1d6; Spec hop attack +2, tongue, swallow; ML 7; AL N.

Hp	8	10	5	13	8	6
	7	9	12	14	10	2
	6	2	2	3		

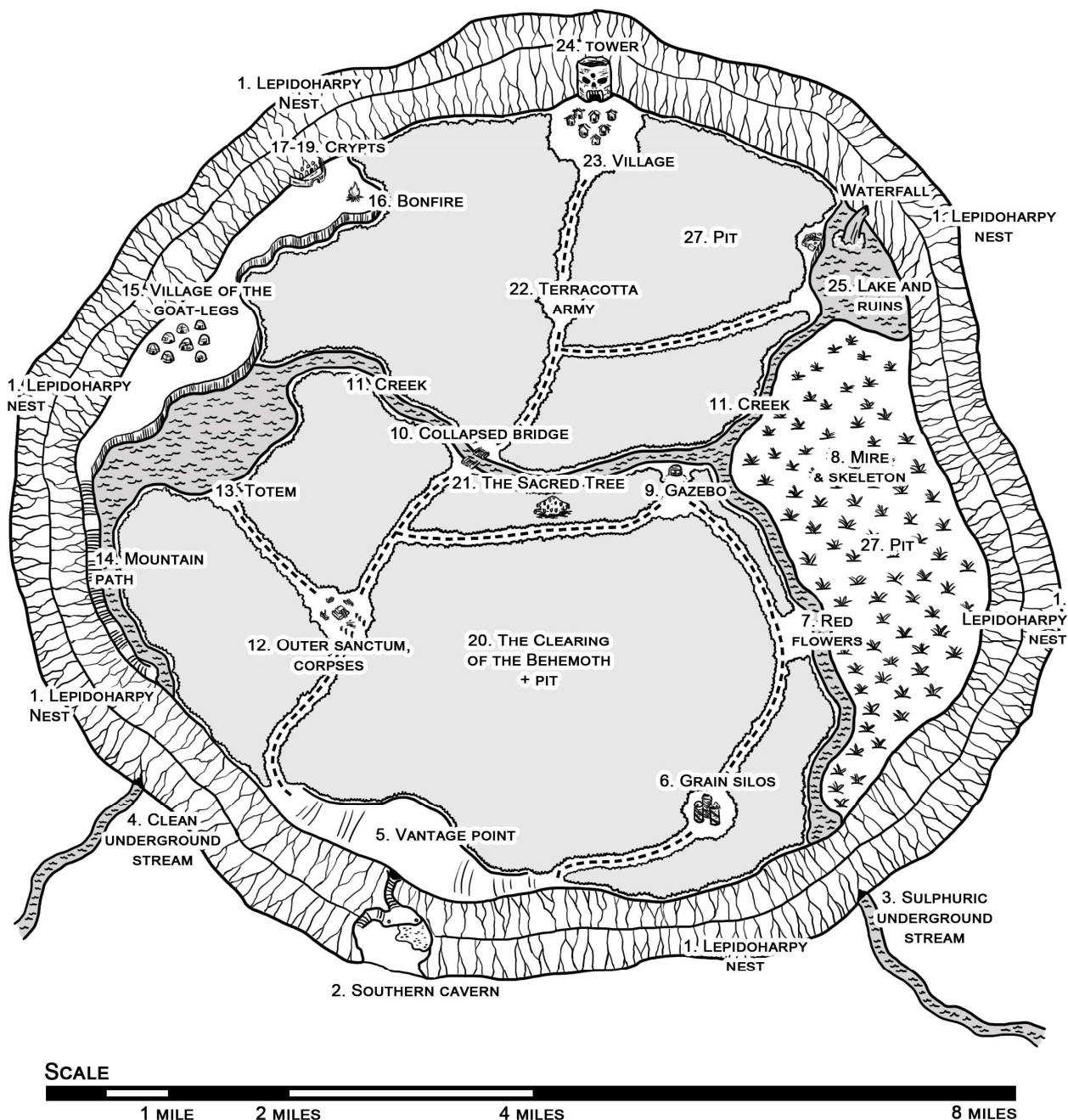
Goat-leg hunters (2d6)/Grey horrors (1d6+2): see below **15**. (Goat-leg village) or **25**. (Lake and waterfall). Goat-legs killed in a random encounter lower the numbers of the tribe on the western plateau. Grey horrors are from the hiding place under the eastern lake, and their numbers are likewise depleted.

Giant stag beetle (1d2): HD 7; AC 3; Atk jaws 4d4 and 2*horns 1d10; Spec invulnerable vs. slashing, ½ damage from fire; ML 10; AL N.

Hp	33	38
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Their oily exoskeleton makes them invulnerable against slashing weapons. They also only suffer half damage from fire. They are harmless if avoided.

The Behemoth: see **20**. (The clearing of the Behemoth)



Locations in the Valley

1. Lepidoharpy nest: A large heap of wood and garbage, stinking from bones and other indigestible remains in and below it. A nest is home to **3d4 creatures** that usually hunt in the vicinity high in the sky. They are abominable to the extreme, attacking anything outside the Valley that they have a slight chance to kill. If they catch someone attempting to climb the wall, they'll try to toss the poor soul to the depths using their color spray ability first, and then an attack made with a -5 penalty that does no damage but pulls the victim away from the wall if successful.

Lepidoharpies (3d4): HD 3; AC 7; Atk 2*claws 1d3 and bite 1d6; Spec *color spray* 1/day; ML 7; AL CE.

Hp	21	9	16	14	21	8
	19	16	19	8	12	14

Lepidoharpies have wings like that of a moth, chelicerae instead of a mouth, and great insect-like eyes from which they can shoot a *color spray* (as the spell) once per day. They cannot sing. Their shrieks are eerie and dissonant. Lepidoharpies were made by Beél Pakur to be guardians of the Valley. The sorcerer wanted to keep his other experimental creatures safe from them, so he prohibited the lepidoharpies to hunt inside of the mountain walls. It became part of their nature, so they still adhere to it to this very day.

2. Southern cavern: Above the cavern entrance there is a **relief displaying Kishar** herself (a smiling woman in an impressive headdress, having swollen breasts and a wide hip, with water pouring forth from one of her hands and holding a bunch of grapes in the other). Unfortunately it cannot be identified until the vines and lianas covering it are cleared away somehow.

Inside there is a great cavity, in which dwells a **mated pair** of unusual, colorfully feathered **tyrannosaurs**. The cavern is full of bones and other remains, and stinks of rot and offal. Opposite to the entrance there is a **stairway** leading to a terrace with old, blackened braziers. From here, a passage leads into the Valley which is too narrow for the tyrannosaurs to cross.

During daytime, one of the dinosaurs is usually out hunting. They have a 1:2 chance to notice the smell of the characters, though they might have a chance to outrun the beast in a wooded area. At night, both of them rest in the cavern guarding their only egg which they laid into a warm, sulphuric puddle in the cavern floor. One of the tyrannosaurs always remain by the egg and tries only to scare away invaders who venture too close.

Tyrannosaurs (2): HD 20; AC 5; Atk 2*claws 1d6 and bite 5d8; Spec swallow, on 18+; ML 11; AL N.
Hp 116 103

3. Sulphuric underground stream, emerging from the southeastern section of the rocky wall. Characters may squeeze into the Valley through its tunnel, although they will acquire a strong smell, spoiling their chances of hiding and surprise until properly cleaned. The current is quite strong and the stream bed is slippery, resulting in 1d4 damage.

4. Underground stream with clean water: The stream that emerges from the southwestern side of the wall is similar to the one described at **3**, but its water is clear and scary but harmless white newts are living in it. The party may also use the tunnel of this stream to enter the Valley, but it is similarly dangerous (1d4 damage)

5. Vantage point: All the prominent structures of the Valley can be seen from here. There is a lush jungle below, with a **great tree** in the middle. It is standing on a clearing, and sharp-eyed characters may notice strange bulbous fruits hanging from it. On the opposite side of the Valley, a **tower-like structure** had been carved into the wall of rocks. It is decorated with the relief of a three-eyed skull (the crest of Beél Pakur). A narrow **path** leads up to a natural-looking plateau on the west side, where there are igloo-like huts made of stone blocks. At the foot of the eastern mountains, a small **lake** is sparkling in the sunshine, fed by a small **waterfall**. The valley is divided by a **creek**.

At **nighttime**, characters may notice lights in the windows of the tower, between the huts of the western plateau, and in the mire to the east.

6. Grain silos: Three empty, crumbling towers made of a single giant chamber. They have spiral staircases running around them on the outside, and they have additional entrances near the top. Large holes are gaping on their roofs, and their inside structures have crumbled long ago, some of the remains heaped on the floors. A long time ago, this was the storeroom of the valley and the priestesses.

7. Red flowers: The banks of the creek are swampy on this part. Great red flowers with meaty petals and a brazen gleam grow in the shallows. The smell is awful. The silt on the banks is slowly bubbling and is warm to the touch. The soil here is sulphuric, and characters who are at home in nature will recognize the **lotus flowers** growing here for potent narcotics. If preserved properly, the whole lot may be sold for a small fortune in a city (2000 gp).

In the murky waters of the creek hides a motionless **dragon turtle**. If the party approach the flowers, it will try to surprise them with a ferocious charge. Its presence may be noticed by the **tracks** it has left in the silt (automatically found by a ranger, other characters have a 1:3 chance because of the size of the footprints). The dragon turtle is actually protecting its **eggs** which it laid in the warm sludge, their location marked by small mounds. For this reason it is sated with scaring away the characters. The eggs may be dug up by the party. There are three of them altogether. One egg is worth 200 gp for a gourmet and 1000 for a magic-user. It is a true delicacy laid only once in a lifetime of a dragon turtle.

Dragon turtle: HD 7 MAX; AC 2; Atk 2*claws 2d6 and bite 4d8; Spec steam cloud 56 (save ½); ML 10; AL N.

Hp 56

The dragon turtle may breathe hot steam in a 30' cone five times a day, but before each additional use it needs to gulp some water from the creek.

8. Mire: 1d6 **wisps** appear at night between the bogs and fens at the eastern banks of the creek. This is where **Tharzim** roams. (A successful random encounter check in the mire **always** results in a meeting with Tharzim alongside 1d6 wisps guarding the undead knight.)

In the middle of the mire, placed upon a stone altar, lays a perfectly arranged skeleton that has every one of its bones in place except its skull. Tharzim walks the mire, the scene of Beél Pakur's death, day and night, and labours on a Sisyphean task. Using his shield as a shovel he searches for the final piece of the puzzle, the skull of Beél Pakur. The skull, however, is at a different place – ironically, it is in the crypts (19) where the curse of Beél Pakur awakened the knight and forced him to start collecting the remains of the sorcerer.

Tharzim may look like a terrifying death knight, yet he is not hostile. He commands the party to help him find the skull of Beél Pakur. If the party openly defies him, *then* he becomes hostile. His mind is quite confused, he can only focus on the restoration of Beél Pakur's skeleton. He is easily misled.

Wisps (1d6): HD 3; AC 7; Atk magnetic beam 1d8; Spec immaterial, +1 or better to hit, immune to mind-affecting and lightning, invisible at will; ML 8; AL CE.

Hp 16 19 15 18 10 12

Tharzim: HD 8+3; AC 2 (plate, shield); Atk 2*claws 1d6 + drain; Spec energy drain, silver or +1 to hit, immune to mind-affecting, turned as vampire, humanoids killed by it return to life in 1d4 rounds as wisps; ML 12; AL LE.

Hp 40

The restoration of Beél Pakur: whoever returns the skull to its place (completing the skeleton) and removes the black nail from its forehead, succeeds in returning Beél Pakur to (un)life as a **lich**. The poor sod should pray to find the sorcerer in a good mood. Fortunately, Beél Pakur lacks minions at the time, so there is a good chance of him being generous. If nobody tries to stop him, he'll return to his tower (24), kill Jirell and her winged apes, and enslave the primitive people living in the vicinity of the tower. He will then lay back to ponder how to proceed, and may command the party to retrieve the Nightmirror, his most prized possession. (**K'thon the Night Demon** guards his *phylactery* in a pocket dimension, a fact Beél Pakur won't just tell the party.)

Beél Pakur, Lich: HD 11; AC 0; Atk touch 1d10 + paralysis; Spec fear (5th level or below flee), +1 or better to hit, immune to cold, electricity, paralysis, polymorph and death magic, as well as mind-affecting; ML 10; AL CE.



Spells: 4/4/4/3/3; 1: detect magic, floating disk, magic missile, unseen servant; 2: detect invisibility, ESP, forget, ray of enfeeblement; 3: dispel magic, fireball, suggestion; 4: dimension door, fear, fire shield; 5: animate dead, cloudkill, feeblemind, teleport.
Hp 53

9. Gazebo: A lean pavilion built on a small hill. Its columns are overgrown with vines, its marble floor tiles broken up by weeds. There is a small marble table in the middle, and a few couches around it. The cushions of the couches are rotten and teeming with small worms. Inside of the domed roof of the gazebo a **weathered fresco** may be seen. Though most of it crumbled away, the rest displays the love-rites of Kishar under the stars of the spring equinox, on the tidy banks of a creek.

Near the hill of the gazebo, a strange, shiny and greenish – almost chitinous – **dark rock** may be seen. It is not too large and partly covered by moss. There are no rocks similar to this one in the area. This is actually the top of the meteorite space ship burrowed deep into the ground of the Valley. If damaged, it regenerates itself in a few days.

During the night, the gazebo is used as a guard post by **1d6+2 grey horrors** living in the lake. Their statistics are described later (**25. Lake and waterfall**).

10. Collapsed bridge: Remains of an old stone bridge, with a 10' gap between its two bridgeheads.

11. Creek: Rushes grow thick on its banks and small turtles swim lazily in its clear waters. Whenever the party crosses it, the following things may happen (do not roll on the random encounter table if it would also be due).

1. **1d2 plesiosaurs** arise from the waters and attack the party (surprise 2:6). These are the ones living in the western lake, so no more than two may attack the party altogether.
2. **A swamp wight** tries to lure the party into the thicket, so its 1d6 companions hiding between the rushes can surprise them
3. **1d4 strangle weeds** attack the party from the kelp in the riverbed. This encounter happens only once at the same place if the party kills all the strangle weeds present.
4. **1d6 gibbering giant toads** try to snatch one of the characters. They focus their attacks.
5. **1d8 giant leeches** try to attach to the submerged characters.
- 6-12. Nothing bothers the crossing characters.

Plesiosaurus (1d2): see **13.** (Totem)

Swamp wights (1d6+1): HD 4+3; AC 5; Atk claws 1d4 + LVL; Spec energy drain, silver or +1 to hit; ML 9; AL LE.

Hp	25	25	23	23	15	20
	16					

Strangle weeds (1d4): HD 4; AC 6; Atk strangle 3d4; Spec entwine (automatic damage after first hit), immune to mind-affecting; ML 12; AL N.

Hp	24	18	20	28
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Giant toads (1d6): see above (random encounters)

Giant leeches (1d8): HD 2; AC 9; Atk bite 1d6; Spec drain 2 Hp/r, disease, vulnerable to salt; ML 5; AL N.

Hp	10	4	8	4	4	7
	8	11				

12. Outer sanctum: Overgrown ruins surrounding a square paved with uneven tiles. A small ziggurat and altar stands here – remains of the outer sanctum of Kishar. **An expedition made camp here**, but they were brutally massacred. Their tents are torn up, their equipment thrown around, and all their obvious valuables taken. The murderers left **hooved footprints** leading to the west (goat-legs). The dead wear dark robes, have dark skin and strange tattoos worming all around their bodies.

It seems that the attackers didn't consider writings to be of value. The party may find some **scrolls** laying around the corpse of the former leader of the expedition, a magic-user. It contains the following information:

- The magic-user was called **Kalaput the Graceful**.
- They were travelling through Dunn Knaut when they heard the ramblings of a drunken barbarian about the wall-like ring of rocks.
- Legends came instantly to Kalaput's mind about a sorcerer named Beél Pakur, also known as the "Sculptor of Flesh", who had once lived and practiced in a valley of a similar description.
- Kalaput dearly hoped that he might find some of Beél Pakur's lost artifacts, his spellbook, or maybe the **Nightmirror** itself

Most of Kalaput's own **spellbook** is gone, but three of the spells within may still be read and incorporated into a character's own repertoire: forget, protection from normal missiles and wall of ice

13. Totem: a statue of Kishar, goddess of fertility. Her head is crowned with (genuine) horns of a ram. It is quite easy to tell it is not part of the original design. There is a **secret compartment** in the belly of the statue that hides an old, dusty vial filled with *red essence*.

A small group of **goat-legs** led by a **shaman** appear each sunset to feed the two **plesiosaurs** living in the lake, usually with the meat of some animal. These monstrosities are the same that may attack the party when they are crossing the creek. The plesiosaurs got used to being fed by the goat-legs, so they never attack them.

Plesiosaur (2): HD 10; AC 5; Atk bite 3d6; Spec surpris 4:6; ML 10; AL N.

Hp 51 41

Goat-leg hunters (6) and shaman (1): see 15. (Village of the goat-legs)

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Red essence: a vial of potent life energy. One dose will cure wounds, disease, ability de-crease, poison, etc. However, it is so powerful that the subject must make a system shock roll to avoid death from physical strain. One dose can be diluted into 1d3 *extra-healing potions*.

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14. Narrow mountain path: On one of its sides there is the steep mountain wall; on the other, a deep chasm. The width of the path is barely 10' – it is the perfect site for an **ambush**, which the **goat-legs** actually do. While 6 of them jump on the path from their hiding places, effectively blocking it, 6 others push rocks on the party from 30' above, triggering a rockslide. The rocks do 2d6 damage, and if the victims fail their saving throws against dragon breath, they fall into the chasm (a successful saving throw also halves the damage). Characters who failed will fall 50' then splash into the creek, suffering a further +3d6 damage. Goat-legs will try to shoot at survivors from above. They can move very quickly on the steep mountain wall just like mountain goats, and will pursue their enemies as long as they are able.

Goat-leg hunters (12): see 15. (Village of the goat-legs)

Hp	13	13	18	13	18	15
	14	19	9	7	16	11

15. Village of the goat-legs: About a hundred of them live here in domed huts built of stone. Half of the population is able to fight. Their leaders are the great **Dreamwalker**, **Mekhet the Cunning** and his **four shamanic acolytes**. They are fundamentally hostile, but are willing to talk to those who manage to pass through their village's defenses and monsters, because they respect power.

A long time ago, goat-legs were servants to the evil god "Belpakur", until, according to their beliefs, their tribe was liberated by the Twelve Gods of Battle (the "Twelve Heroes", whose crypts are north of the village, a sacred place and taboo for goat-legs). They think that the Valley should be rightfully theirs, but the *Devil of Belpakur* called **O'boo** (the **Behemoth**) makes it utterly dangerous to hunt in the forest, or to acquire the holy fruit of the *Sacred Tree of Earthmother*, an essential component for their fertility rites.



If the party is unable to convince them of their good intentions, or that they are champions of the Twelve Gods of Battle (which they can prove by defeating the O'boo, for example), the goat-legs will most probably turn on them in open battle. If the party looks exceptionally dangerous, the goat-legs may fake hospitality and invite them to a feast of nectar and stew, poisoned with a potent sedative (save vs. poison, -2 penalty for all checks if successful, comatose sleep for hours if failed). They lock their prisoners in a stone hut, and sacrifice them at the next opportunity to the plesiosaurs (13.) or the giant viper (16.).

The ancestors of goat-legs lived in terror and oppression, so they won't easily give in to violence. If losing, they retreat to the protection of the stone wall around the crypts (17.). As long as Mekhet is alive, the gargoyles won't attack them (their ancestors built the wall and enchanted the statues). They won't enter the crypts, however.

Mekhet the Cunning, Dreamwalker: HD 6+3; AC 4; Atk spear 1d6+1; Spec move on steep rock walls at normal speed, long jump, spells as 6th level Cleric; ML 9; AL LE.

Spells: 3/3/2; 1: bless, cure light wounds, command; 2: hold person, silence 15' radius, spiritual weapon; 3: dispel magic, prayer.

Hp 35

Goat-leg shamans (4): HD 4+1; AC 5; Atk spear 1d6+1 or javelin 1d6; Spec move on steep rock walls at normal speed, long jump, spells as 4th level Cleric; ML 9; AL LE.

Spells: 3/2; 1: bless, command, cure light wounds; 2: hold person, spiritual weapon.

Hp 23 26 20 18

Goat-leg elite warriors (10): HD 4+1; AC 5; Atk spear 1d6+1 or javelin 1d6; Spec move on steep rock walls at normal speed, long jump; ML 9; AL LE.

Hp 23 20 21 28 18 24
19 15 20 21

Goat-leg hunters (30): HD 2+1; AC 6; Atk spear 1d6+1 or javelin 1d6; Spec move on steep rock walls at normal speed, long jump; ML 9; AL LE.

Hp 10 9 12 9, 17 12
7 15 10 15 9 8
11 14 6 11 11 12
9 11 9 14 15 11
12 4 7 9 7 9

Goat-legs are similar to satyrs, but they are primitive and violent. They have muscular bodies and their strong, hooved legs gives them the ability to run fast and confident on steep, rocky surfaces. They can jump twice as long and high as a human.

16. Bonfire: Goat-legs feed a constant **bonfire** at the “home” of the Twelve Gods of Battle. The fire is at all times guarded by **4 goat-legs**. Changing of guard occurs at each dawn, in the afternoon and late at night. Every seventh dawn, warriors of the tribe led by a shaman come by to offer **sacrifice** to the **giant viper** lurking in the bottom of the chasm. The snake got used to being fed, so it never goes far from the cliffside.

The giant viper is much more of a frightening guardian than an effective one. There is a 4:6 chance it is sated and slumbering with open eyes when the party finds it. If so, only strong pain would awake it. The exception is the day before feeding, which always makes the viper lively and anxious.

Giant viper: HD 8+3; AC 5; Atk bite 2d6 + poison (death/3d6); ML 8; AL N.
Hp 43

Goat-leg hunters (4): see 15. (Village of the goat-legs)

Hp	16	7	11	14
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17. Stone walls and gate protecting the crypts: twelve statues (gargoyles) sit on the walls, displaying crying women. If somebody tries to move beyond the walls, ghastly, though incomprehensible whispers may be heard, and the facial expressions of the statues suddenly change from woeful to angry. If it proves ineffective in scaring away intruders, they attack. All of them are able to **vomit rot grubs** at enemies once per fight. The gargoyles won't pursue fleeing enemies, but return to their places on the walls instead.

Gargoyles (12): HD 4+4; AC 5; Atk 2*claws 1d3 and headbutt 1d4 and bite 1d6; Spec +1 or better weapon to hit, vomit rot grubs; ML 12; AL N.

Hp	19	14	21	25	27	20
	17	22	21			
	18	19	20			

Rot grubs: if the victim doesn't use the next turn to get rid of the worms, they are going to bury themselves into his flesh. In two turns it is still possible to cut them out or burn them, causing 1d6 damage. After that, only a *cure disease* spell can help. Otherwise, the victim dies in 1d3 turns.

18. Crypts: There are 12 of them altogether, organized in three rows above each other in a pyramid-like formation. One of the doors had been broken from the inside. In reality, all of the crypts lead to the same chamber except one.

Eleven of them open to one great cavern. The walls are decorated with **old frescoes** depicting a great battle between twelve fighters who face a unified army of animals, men, and strange hybrids in-between. The leader of the twelve warriors is a knight wearing a red helmet with bat wings. He is fighting a sorcerer summoning a great swarm of locusts.

In vertical alcoves chiseled into the cavern wall stand **eleven mummified, armored corpses**. The following names are engraved above their alcoves: Arn, Volgern, Kyar the Screecher, Forik, Akheus the Converted, Guzar, Ralan, Koresh Grindinghands, Belon the Silent, Eld, Vikar. The thirteenth alcove with the name “Tharzim” is empty.

Almost all of the mummies' equipment is dusty and rusted. Those doing their burial had left **small trinkets** at their feet, mostly ritual accessories of Kishar. These tokens of respect worth about 5000 gp altogether. In the vacant alcove a **two-handed axe** forged of black iron had been laid against the wall. **Two more magical items** may be found by those disrespectful for the dead.

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In Tharzim's alcove: *Blackaxe*: it has a +1 magical bonus, but a curse falls on its wielder, making them slowly wilt away in 2d6 months. At the end of the process, the wielder becomes a wight.

On the head of Akheus the Converted: *helmet of opposed alignment*: this magical but cursed helmet changes its wearer's alignment into its direct opposite. Lawful becomes chaotic and good becomes evil. It has no effect on neutral alignment.

On the hands of Koresh Grindinghands: these hard *leather gloves* bestow a Strength score of 18/00 on their wearer. They also grant the ability to crumble any mundane material that the wielder can get between the palms.

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Beyond Tharzim's alcove there is a **secret, walled up cavern**. The wall may be torn down easily with bludgeoning weapons. On the other side there is a dry and empty chamber, its walls brown of clotted blood in claw marks. Its occupant is **Magur, the goat-leg**. He was locked up here as a punishment for being a coward and biting out a mouthful of Tharzim's shank as he was going to deliver the fatal blow to Beél Pakur, buying enough time for the sorcerer to curse his nemesis.

Magur has become a ghoul and is half mad with hunger. His only wish is for the party to let him go so he can eat. He is not *that* mad as to attack a fully armed party of adventurers (at least if they do not look very weak), and if the party promises to let him go, he can, with great suffering, recite the events that occurred hundreds of years ago in the Valley.

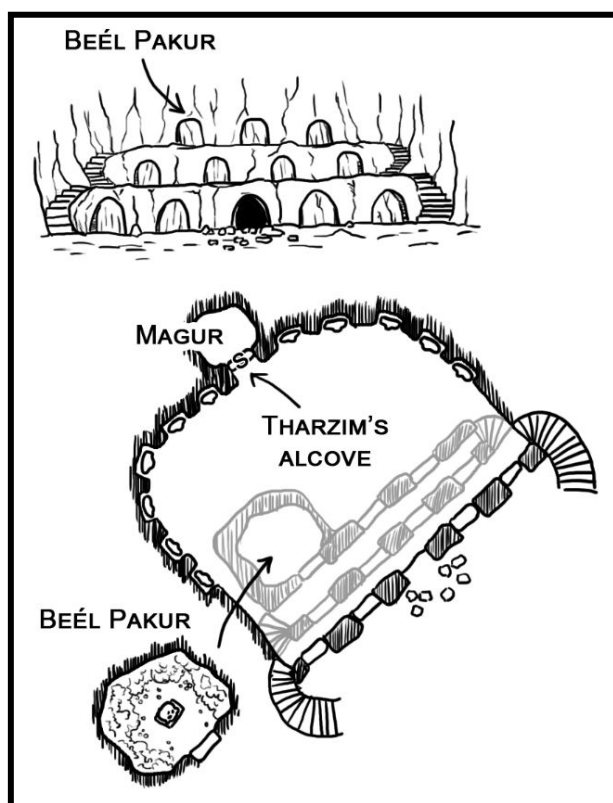
As a trusted servant of Beél Pakur, Magur knows the history of the Valley in rough details. He also knows that Tharzim had been animated as an undead wretch by the curse, and is doomed to collect the bones of the sorcerer. Once Tharzim succeeds, Beél Pakur would return to life! Magur has no clue about the current whereabouts of the remains of Beél Pakur, however.

Magur, goat-leg ghoul: HD 2; AC 6; Atk 2*claws 1d3 and bite 1d6; Spec paralysis, immune to sleep and charm, move on steep rock walls at normal speed, long jump; ML 6; AL CE.
Hp 13

19. Secret chamber: Observant characters will note from the crypts that while there are 12 door-like slabs of stone from the outside (one of them broken open), there are only 11 doorways visible from the inside. This will be instantly obvious to characters investigating the doors, and successfully detecting secret doors may also reveal this information. The last stone slab leads to another, much smaller chamber. It has no lock or any kind of opening mechanism, so it has to be pried or broken open.

On the inside, silver and gold pieces and shiny trinkets like chalices, rings and bracelets are **heaped up** near the walls. In the middle of the room, **on a pedestal** carved of black stone **lays a skull** with a rusty nail driven in its forehead.

The cavern contains an **invisible gas** which is heavier than air, slowly drifting forth from inside. Any characters stepping into the chamber or standing near the entrance must save vs. poison at -2. If it is failed, the character suffers 2d6 points of temporary Wisdom loss, and will see the skull on the pedestal as a terrifying apparition. Another save must be made at this point, this time against spells. Failure means that the character flees in abject panic.



Treasure: the great piles of treasure are worth 12,000 gp altogether. They are not just big and heavy but cursed as well. When someone pays with them, the heads on the coins suddenly animate and begin to repeat the following: *"I am Beél Pakur, the evil! This man is sacrilegious, a blasphemer and a thief! He has robbed my crypt and loosed me upon the world, and for that, death to him! Death and damnation and the punishment of the gods to all who touch me!"*

The skull: it is the very skull of the fearsome sorcerer, Beél Pakur! Whoever stands near to it hears a constant whispering in the head: *"Help me! I need to talk to you! Help me and your reward will be great!"* If the nail is removed from its forehead, the skull comes to live.

Beél Pakur orders (and if that doesn't work, asks) the characters to bring him to his body. He knows where he fell, so he can navigate his carrier to the mire. Beél Pakur is unable to move on his own, but he can use a few spells. He is a selfish, sarcastic bastard who knows the history of the Valley rather well (as he was one to shape it). However, he knows nothing of the meteorite-spaceship hidden deep underground, nor does he know anything about things that happened after his death. He is constantly complaining and taunting people, but he's smart enough not to reveal his future plans.

Skull of Beél Pakur: HD 3; AC 10; Atk –; Spec spells as 11th level Magic-User (read magic*3, ESP, dimension door), +1 or better to hit, immune to cold, electricity, paralysis, polymorph and death magic, as well as mind-affecting; ML 10; AL CE.

Hp 13

20. The clearing of the Behemoth: The dreaded beast of the Valley, a scaled **giant gorilla** with two crocodile-like heads, created to be the guardian of the Tree by Beél Pakur, lives in this clearing. The ground is soiled with piles of guts and bones – mostly of animal origin. If it is not on the prowl, the beast itself is also resting here (1:2). The Behemoth is territorial; if not hungry (again, 1:2), it only tries to scare away intruders from its clearing, but woe to those foolish enough to anger it! The Behemoth's thick scales make it resistant against weapons, and its gorilla-like physique makes it able to move on the trees just as easy as on the ground.

On the clearing between piles of bones there is a **cavity of natural origin** that leads underground, to the entrance of the meteorite-spaceship (27.)

The Behemoth: HD 9+3; AC 4; Atk 2*claws 1d6 and 2*bite 2d8 and tail 1d12; Spec rending, +1 or better weapon to hit; ML 10; AL N.

Hp 55

Characters hit by one of the bites of the Behemoth will take an automatic 2d8 damage each round, until the character manages to escape its jaws with a successful minor strength test. The Behemoth cannot have more than two characters in the grip of its mouths at a time.



21. Giant tree: The characters may have never encountered anything similar to this tree. Its bark is like cured leather, its leaves like flapping skin in which the fine veins seem to throb with blood. From its branches hang red **fruits** resembling bladders. As it is waving in the weak winds it almost looks like it is breathing.

Grass grows thick under the tree, but investigating characters will find the **bones of hundreds of animals and people**. (Sacrifices made by Beél Pakur.) **The fruit of the tree** causes a sensational, euphoric stupor (-2 to all rolls for 1 hour), but it grants conception from an *approximately compatible* creature.

If cut, its trunk leaks thick, brown sap, and a fearsome roar will be heard from the nearby forest, making flocks of birds take flight from the canopies. In 1d4+2 rounds the **two-headed Behemoth** will charge forth to protect the tree (20.). Taking fruits *will not* trigger such a hostile reaction!

Should the Behemoth die and the party continues to do harm to the tree, in a further 1d4+2 rounds the **Worms of the Earth** come to the surface (see 28.) and try to protect the tree. If this occurs, their tunnels may be used to enter the cavities under the roots of the tree and to encounter the **Spawn**.

22. Terracotta army: The path is blocked by hundreds of mossy, weather-worn soldiers made of clay. Most of them are been overgrown by the jungle vegetation, and some have been pushed over or broken. They depict armored amazons with a stern expression, their palms extended southwards in a forbidding manner. (In times long past, only anointed priestesses of Kishar were permitted to continue north towards the inner sanctum.)

23. Village: Huts built of reeds and branches stand in the middle of a great clearing, obviously manmade. Trees have been cut down, only shrubs and undergrowth cover the ground. About 80 people, the **Children of Kishar** live their peaceful lives here. They revere **Jirell (24.)** as their queen. They have posted **6 sentries** on small wooden towers. If they spot anyone approaching on the clearing, they alert the whole village and flee hastily to the tower.

The undergrowth on the clearing hides several **pit traps**, in which the villagers placed sharpened and poisoned stakes to make them more deadly. Falling into one of them causes 2d6 damage, and requires a save vs. poison to avoid the loss of 2d6 Strength. Those trying simply to walk over the clearing are sure to step into one of the pits. If a character doesn't take precautions after stepping into the first trap, there is a 1:3 chance of stepping into another. If the character is running, the chance increases to 2:3.

If visitors succeed in convincing the people of their peaceful intentions, the Children of Kishar could be an excellent source of information. They have the following knowledge:

- In the tower lives the **Mother Goddess**, whose statues may be found all over the Valley
- **Holy winged apes** of the Goddess bring food from the skies
- The tribe of the **goat-legs** live to the west. They are violent and territorial, and worship the Twelve Gods of Battle who live in the depths of the mountain (this is only partially true, as goat-legs also worship Kishar, but they respect the Twelve for liberating them from the tyranny of Beél Pakur).
- On the southern side of the creek lurks **O'boo, the Behemoth**, so fearsome in its anger that hunting on these parts is not even safe for the winged apes
- The forest is prowled by **devils** at night. No one has ever seen them, only their strange tracks. They have no hooves, nor paws, nor feet.
- On a moonless night they abducted the cubs of the winged apes, and almost all the human children from the village. They have killed the third winged ape, nurse of the children, the old and wise **Luugar**. Life had been sucked out of its body to the last drop.
- The holy winged apes were unable to locate the **devils' hiding place**. Setting up an ambush at night also proved useless.
- The Goddess promised to punish the devils, but it will take much patience and bravery.

24. Tower: Its interior has crumbled long ago, its roof and two stories fell. Near the walls, a small part of one of the floors still remains intact. Here, 30' above ground nest two relatively intelligent winged apes, **Uugar** and **Biigar**. Somebody has also built a **small wooden hut** on it. This is the home of **Jirell, Queen of Apes**, a narcissistic, beautiful young woman who has been abducted from civilization by the apes while she was still a child. She has been raised by the Children of Kishar. The primitive people worship her as the avatar of the goddess Kishar, which she also firmly believes. She wears little clothing to hide her feline beauty, all the more of Kishar's ritual golden jewelry (4000 gp).

Jirell knows that strange shadows prowl the Valley at night, making all living things anxious with fear (see 25.). The monsters have killed one of her winged apes while the others were away hunting beyond the borders of the Valley. Their cubs, along with the children of the village, have been dragged away.

She vehemently refuses to hand over one of her apes to the party. Jirell fears for the future of their species, not to mention they are guardians granted by Kishar to feed the villagers, and who also take care of replacement for the earthly incarnation of the Goddess in case the current one dies.



Jirell may relay all the information the villagers know. She also knows that

- There was a villager named **Ka-Tol** long ago, who had found a black cauldron in the mire. Soon after she begun to talk nonsense, so the other villagers banished her. A while ago she returned, but nobody was curious about what she had to say. She threatened to bring death upon the village. The “devils of the night” appeared soon after.
- The winged apes were unable to find the **hiding place of the devils**, nor were they able to find Ka-Tol, but it is not safe to search to the west because of the goat-leg tribe, nor it is safe to do to the south because of O'boo, the Behemoth.
- **A wight** prowls the mire to the east. It does not pose a threat if it is not bothered.
- One of the winged apes might actually accompany the party, but only if the characters return their cubs first, so that their species would live on.

If it comes to battle, the two winged apes will protect Jirell to the death. Jirell, on the other hand, will turn the villagers who have sought shelter in her tower one by one into **carnivorous apes** with a magic wand from Beél Pakur's treasury. Jirell also has the Ring of Kishar, with which she can heal herself and her associates. She may also use it to heal members of the party if they are on extremely good terms.

Jirell: HD 3+2; AC 8 (Dexterity); Atk 2*dagger 1d4; ML 8; AL CN; *wand of polymorph, healing ring*.
Hp 18

Winged apes (2): HD 6+2; AC 6; Atk 2*claws 2d4 and bite 2d6; Spec rending (automatic hit with bite if both claw attacks are successful); ML 10; AL N.

Hp 35 29

Scions of Beél Pakur's modified winged apes are bigger, stronger, and smarter than regular ones. They are even capable of phrasing simple sentences. Just like their smaller kind, they will try to grab their enemies, take them high up in the air, then drop them. If they are unable to do that for some reason, they fight with their claws.

Carnivorous ape: HD 5; AC 6; Atk 2*claws 1d4 and bite 1d8; Spec mangle (+1d6 damage if both claw attacks hit); ML 8; AL N.

Hp	23	18	16	29	20	26
	24	21	21	22		

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Wand of polymorph (4000 gp): its only function is a special polymorph spell (1 charge, it has 4d10 charges). It turns its target into a carnivorous ape for 22 turns (220 minutes).

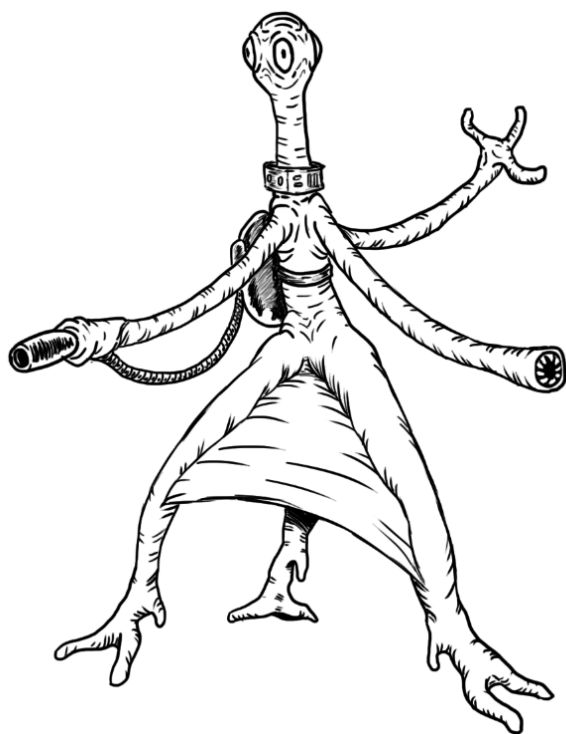
Healing ring of Kishar (2000 gp): it has 4d10 charges. Every charge heals 1d6 Hp on a target touched by the ring.

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25. Lake and waterfall: The lake is being fed by a narrow **waterfall** shooting out of the mountain wall. It is about 30' deep. A long time ago, some kind of building had stood on its shore, but it was undermined by water and collapsed into the lake. The ruins hide an air bubble inside of them. The **entrance**, a dark cave mouth, is instantly visible to those diving into the water. It is the home of **Ka-Tol the Banished** and **15 of her grey horror servants**. At all times, 6 of the horrors hide outside between the stone blocks and stand guard. Water is a perfect medium for them.

At the southern part of the lake, a **flooded passage** may come to the notice of the characters. It had formed under a great root and leads to the caves and the meteorite-spaceship (**26.**) under the Valley. This passage is also used by Ka-Tol when she needs another red tank.

Grey horrors are three legged mollusk creatures from outer space. Their brains are located in their pelvises, from their torsos sprout three tentacles and a three-eyed member with head-like functions. A skirt-like membrane grows between their legs. With that, they can swim skillfully under water, much like an octopus. On dry land they become clumsy, as if they were having a hard time pulling their weight due to this planet's gravity.



They wear a **metallic band** on their necks. This makes it possible for them to create and connect to a kind of hive-mind, and to slowly levitate around, which they use to get rid of their tracks. They are unable to talk. A vibrating and rustling sound is the only thing they can create, which is incomprehensible for humans.

One of their three tentacles end in a **biomechanical raygun**, another in a **hand-like manipulator**, while the third is in a **fanged, mouth like organ** it mainly uses for sucking up food, but may also be effective in battle.

Grey horrors are half-conscious drones. The control over their hive-mind may be seized (see below). They can relay only fragments of information to their master through impulses and flashes of images. They can, however, lead one to the meteorite-spaceship control center which they try to do by projecting images of the place accompanied by an urging, anxious feeling.

Since Ka-Tol is the current master of the hive-mind, she immediately knows if the guards detect somebody!

Grey horrors (15): HD: 4+1; AC 8; Atk raygun (see below), bite (1d6); Spec rays, immunity to mind-affecting spells, amphibian, levitation; ML 11; AL NE.

Hp	28	14	20	17	17	13
	13	18	16	22	18	18
	22	26	26			

Grey horrors can shoot two types of rays from their biomechanical raygun. One of them, if the target fails a saving throw, paralyzes the legs (1d6 rounds); the second hits the arms (1d6 rounds), and after the third hit the target falls into a coma (1d10 hours). The second type of ray simply causes 2d6+1 damage. Their fanged mouth heals on them as much as the damage caused with it. They are quite smart, so they always focus their rays on one enemy, the one they deem the most dangerous.

Reminder: all encounters in the Valley with grey horrors reduce their numbers found here!

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The metallic band: if somebody puts it on their head, they are forced to save vs. spell at -4. If it is failed, the character loses his mind permanently (all mental abilities are reduced to 1). Those who succeed enter the **hive-mind**. At this point, every member of the hive-mind (including the character entering it) must roll 1d20 modified by their hit dice (experience level) and the character's Wisdom-based magical attack adjustment (if any). The participant with the highest total is the new master of the hive-mind. The master can use the senses of the others any time, and all other participants must abide by the master's will to the best of their abilities. The current master of the hive-mind is Ka-Tol. If she loses her dominance and no other commands are issued to them, the grey horrors will return to the spaceship and start working on recharging the drives and initiating the emergency purge protocol. (They will of course defend themselves from further attacks.)

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25.a. Entryway: a cavity very easy to notice. It is full of air and a curtain serves as its door. **Two grey horrors** stand guard here.

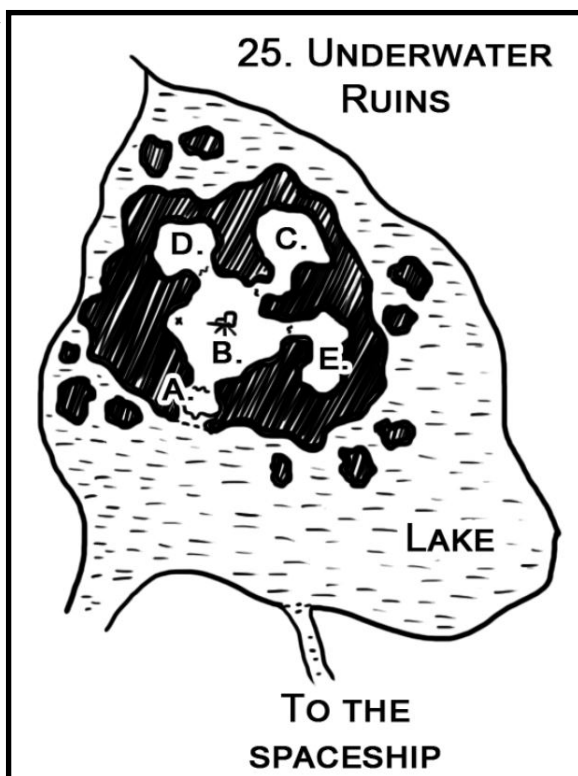
25.b. Central chamber: this is where Ka-Tol does her experiments on the kidnapped children and winged ape cubs. Her work is observed by **five grey horrors**. Ka-Tol wears a metallic band on her head, which she found on the meteorite-spaceship. She exerts control over the grey horrors

through it. Ka-Tol has always been rotten to the core, and has finally found a form fitting for her soul: she became a horrific **sea hag**.

25.b. Central chamber: this is where Ka-Tol does her experiments on the kidnapped children and winged ape cubs. Her work is observed by **five grey horrors**. Ka-Tol wears a metallic band on her head, which she found on the meteorite-spaceship. She exerts control over the grey horrors through it. Ka-Tol has always been rotten to the core, and has finally found a form fitting for her soul as a horrific **sea hag**.

The tool she uses for her experiments is a device **standing on three legs**, fed by a strange **red tank** she has found in the meteorite-spaceship buried under the Valley. The device can release rays that modify natural growth in organisms. The exact effect depends on the settings and the target organism's own body. Ka-Tol hopes that by mastering her methods, she will be able to create a mutant army capable of taking over Jirell's village, then the Valley itself. What she failed to figure out as of yet, is that the ray causes disadvantageous deformities when used on a low power setting, but high power rays need strong physique to survive – something youngsters rarely possess.

The device is made of a strange, chitinous metal. It has six different power levels, which can be set by twisting a round switch that gives off a repellent, slimy creak. If it is targeted at some part of the body, a saving throw must be made against polymorph, or that part overgrows and bursts in seconds (if it's a limb, a system shock roll or instant magic healing are also required to prevent death by shock). For determining other effects, the table below should be consulted. If no body part is targeted in particular, it may be determined randomly (1d8). In any case, the targeted part grows unnaturally huge, so equipment worn on that part becomes unusable for the character. The effect is not cumulative; the strongest effect always prevails on one part of the body.



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Power	Save bonus	Head (1)	Torso (2-4)	Arm (5: left, 6: right)	Leg (7: left, 8: right)
1	+2	-3 Charisma, blindness and deafness	-2 Dexterity, -2 Constitution, overgrown fat mass	-2 Dexterity, lame limb	Movement minimal, lame limb
2	+1	-2 Charisma, inability to speak	-1 Dexterity, -1 Constitution, ulcers and tumors	-1 Dexterity, impossible to make fine motoric movements with hand	Movement reduced, impossible to run
3	+0	-1 Charisma	-1 Dexterity, stiff muscles	-1 Dexterity	Movement reduced
4	-1	-1 Charisma, +1 Intelligence	-1 Dexterity, +1 Constitution	-1 Dexterity, +1 Strength	Jump distance +50%
5	-2	-2 Charisma, +2 Intelligence, telepathy 30'	-1 Dexterity, +1 Constitution, -1 natural AC	-1 Dexterity, +2 Strength	Movement increased, double jump distance
6	-4	-3 Charisma, +3 Intelligence, telepathy 30', detect invisibility	-2 Dexterity, +2 Constitution, -2 natural AC	-2 Dexterity, +3 Strength	Movement greatly increased, 250% jump distance

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The device may also be used as a weapon (which Ka-Tol does!), but it is very heavy to lug around. It needs a Strength score of 18 to carry, and it is not possible to move faster than 2/3 normal speed while carrying it. It needs a ranged attack roll, with a -4 penalty if it isn't placed on its legs first. The device is capable of shooting rays of a cumulated power level of 12 before its fuel runs out. Its tank is unstable. If fire of any kind (e. g. *fireball*) touches it, it blows up immediately, causing 5d6 damage (save ½).

Ka-Tol, sea hag: HD: 3; AC 7; Atk 2*claws 1d3+3 or by weapon; Spec horrid appearance (save vs. spells or Str ½ for 1d6 turns), death gaze 3/day (save vs. poison or dead), silver or +1 to hit, immune to fire, cold, and mind-affecting; MR 50%; ML 9; AL CE.

Hp 17

Grey horrors (5): see above.

25.c. Prison cell: two winged ape cubs, about a dozen children and youngsters, and a few small animals in comatose state are kept here. **Two grey horrors** act as prison guards.

Grey horrors (2): see above.

25.d. Refuse pile: this is where Ka-Tol stores useless remains of her failed experiments. It is full of small, deformed bodies, either dead or dying, at least one and a half dozen of them. Some of them are small animals, others are things that were children, once. It is hard to differentiate between them.

25.e. Private chamber of Ka-Tol: its furnishings are primitive and dirty. The only valuable it contains is a strange **cauldron forged of black metal**. Its sides are decorated with obscene yet incomprehensible ornaments. Between the eldritch signs there is a relief depicting a jar, from which a light liquid pours into a cauldron-like item. There is also a relief of a hand that bleeds dark liquid into the very same cauldron. This is the **Nightmirror**. If someone pours blood and water in it, the mix turns as black as night, and a face with gleaming pale stars in its eyes appears on the surface.

The face introduces himself as **K'thon the Night Demon**, and outright states his willingness to answer three questions in exchange for three unspecified **misfortunes**. (The questioners next natural 20 will count as a natural 1 and will have some dire side effect, however unlikely it is – of course it *should not* be explained to the players in advance.) The party may also ask a fourth question in exchange for a soul. Asking what a **misfortune** is also counts as a question, and the only answer it brings is that when something exceptionally good and unexpected would happen to a character, it is going to turn to its exact opposite. *Anything* being asked of the demon counts as a question.

The face does not lie, but it is not necessarily precise, and it does not give lengthy and detailed answers. If the party tries to destroy the cauldron or ask their fourth question – which it will gladly answer –, the demon manifests in a great black flame. It is a **type VI demon**. It will try to run down those hurting him (or the cauldron), kill the one who asked the fourth question, and take the victim's soul with him back to the netherworld. (The character may not be raised from the dead anymore!) K'thon guards the **phylactery of Beél Pakur**, a small, purple amulet resembling a three-eyed skull.

K'thon, type VI demon: HD 8+8; AC -2; Atk sword +1 1d12+1 or flaming whip 3d6; Spec darkness 10' r at will, spells: *detect magic*, *read magic*, *detect invisibility*, *pyrotechnics*, *dispel magic*, *suggestion*, *telekinesis*, *symbol*, *gate* 70%, +1 or better to hit, ½ from cold, electricity, fire; MR 75%; ML 12; AL CE.

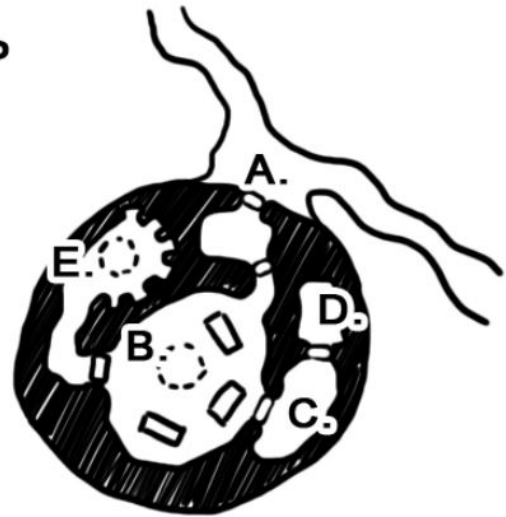
Hp 50

26. Spaceship: A very long time ago, a meteorite hit the ground here. This event created the crater-like shape of the Valley. The meteorite is made of a rock-hard organic matter, and its inside structures are all biomechanical. Organic technology is a common feature of all the things that came with the meteorite to this world. Over centuries and millennia, the spaceship has regenerated its outside injuries using nutrients from the earth. If only its energy reserves could be refilled, it would be able to leave this world behind. **Doors inside** the spaceship open automatically accompanied by a squelching sound whenever someone approaches them. Exceptions are mentioned in the description.

26. METEORITE-SPACESHIP



TO THE SPAWN
AND THE ROOTS
OF THE TREE



26.a. Entrance: Seems like a great cavern, its air heavy with moisture. One of its walls is made of smooth, greenish, shiny stone. There is an arched, triangular **doorway** on the wall. The door is made of bands or lamellae, and has no obvious opening mechanism. It may be opened by force (normal open doors check), but a loud, resounding yell or other similar noise will make it open up by itself.

26.b. Central hall: A few **tables** resembling funeral biers, constructed of a soggy gleaming material, make up all the furnishings of this chamber. It is possible to exit from here through multiple doors and passages, including the slide-like round, dark hole on the floor (**26.h.**).

26.c. Laboratory: Slimy and hairy jugs looking like half-cut coconuts are lined up on the shelves of this room. One of the walls has hooks on it, on which hang a few dry, wrinkled purple things resembling empty sacs. There is a great table in the middle. The dust on the table tells of something large that has recently been removed from here.

26.d. Storage: There are several shelves sunken into the walls of this room. Most of them are empty, but four of them hold red coloured **tanks** the size of a backpack. The tanks contain a special, unearthly substance that is quite unstable. If it is subjected to fire or even just high temperatures, it goes off like a 5 HD *fireball*. The tanks have valves on them resembling barrel taps. If opened, poisonous **purple gas** leaks out. On a failed saving throw, it causes the same effect as the *confusion* spell (duration: 5 rounds). If the victim fails the saving throw by more than 5 points, unconscious results for 1d8 hours.

26.e. Hybernation chambers: The walls of this room have human-sized, **slimy cavities** all around. The edge and inside walls of the cavities look like some kind of foam has dried up on them. The doors resemble the open wings of a maybeetle. There are 8 cavities altogether, all empty. There is a slimy, **slide-like hole** in the floor, leading downwards into **26.f.**

26.f. Hybernation chambers, lower level: It looks just like **26.e.**, which it is connected to by the tubular passage on its ceiling. Similarly, there are 8 cavities on its wall but one of them is still closed. If somebody forces open its cambered, chitinous doors (open doors check), it gives off a crunchy sound, then white foam gushes out. There is a confused **grey horror** inside of it, which has just regained consciousness. It connects to the hive-mind in a round, then – assuming it is not controlled by one of the characters – attacks immediately!

Grey horror (1): see **25**.

26.g. Arsenal: Wall stands in this room hold multiple strange, tubular, chitinous **devices** aligned in a row. On the sides of the devices are hand grips and triggers, at their ends there are elliptic tanks with thumb-sized valves on them. There are 8 of such devices altogether. On the western wall there is a **great black vat** with a tap on its side. It is quite obvious that the valves of the tubular weapons can be connected to it.

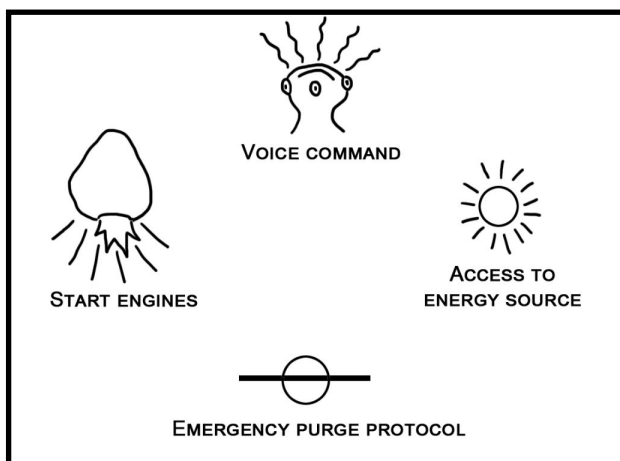
These **weapons** work like laser pistols (2d10+ damage, reroll and add 0s). Their tanks are currently empty. A fully filled tank is enough for 30 shots, but as soon as 20 units of fuel have been released from the great vat, a large crack appears on it. If someone tries to continue releasing fuel from it, the vat explodes, and a **black pudding** crawls out of the wreckage. The rayguns produce their rays from black pudding tissue, making this special kind of black pudding invulnerable to rays.

Black pudding: HD 10; AC 6; Atk pudding 3d12; Spec dissolve wood and metal, immune to cold, lightning and rays, split by cuts and lightning; ML 12; AL N.

Hp 53

26.h. Control room: An almost empty, domed chamber with a **tunnel-like hole** at the apex of its ceiling (leading to **26.b**). All its furnishings are a few conical **seats**, a hemispherical console with a mushroom-shaped device in its middle, and a plain, mirror-like surface glowing with an eerie green light, much like a firefly – a **display screen**.

Four symbols can be seen on the display, with a fifth between them resembling a circle. The mushroom, just like control rod, may be used to move the circle around to choose between the other four symbols. The “menu” is quite simple, its logic is as follows (player characters, of course, have no written text to help figure things out):

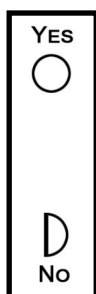


Voice command symbol: accompanied by a

squelching sound, the display screen slides aside and reveals a deformed face with sewn eyelids and an enormous brain, which looks like its grown together with the wall of the room. It speaks with a dry, whimpering sound. Everyone who hears it, instinctly understands the exceptional and superior resonance of its voice. (See below.)

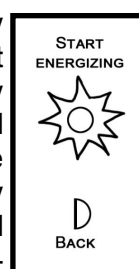
Start engines: a low, slowly raising roar may be heard. The room and the whole Valley is being shaken for a moment. If the energy source hasn't been recharged before, it stops a suddenly as it started. If the energy source *has been* recharged, the shaking and roaring intensifies, and 2 to 3 minutes later, the meteorite-spaceship lifts off and return to the stars. Whether player characters are on it or not.

Emergency purge protocol: it switches to the yes/no submenu (see the side diagram). If the choice is “no”, the user is returned to the main menu. If it is a “yes”, the emergency protocol initiates, the door to **26.j**. opens, the “Annihilator” (**Scorpitron**) comes forth and begins destroying every kind of life within a 10 mile radius, or until it is destroyed.





Access to energy source: it opens the door to 26.i., and switches the display screen to the “start energizing” submenu (see side diagram). If the choice is “no”, it returns to the main menu. If it is a “yes”, the door to 26.i. closes (it may be opened only with a successful bend bars check), all rooms of the spaceship start to flash in red and green lights, and alarm sirens begin to wail. After 3 rounds, everything and everyone disintegrates in 26.i. (Until the end of these 3 turns, the process may be stopped by choosing “no” on the display screen.) If 26.i. contains a powerful magical/supernatural creature (e.g. a lich or demon), or a magical artifact (e.g. the Nightmirror) when the disintegration occurs, the energy source gets recharged.



Voice commanding the ship: the mutant living beyond the display screen is a very intelligent creature capable of no emotions. It can execute all the functions described above, and it is also willing to give verbal explanation. Additionally, if the players ask, they may learn the following **knowledge** from it:

- They have arrived from a world far, far away. 16 weak-willed servitors made up the crew of the “travelling body”. They were transporting a “bioweapon” that they planned to test. They did not want to land on this world, but a meteorite damaged the ship’s hull, so they carried out emergency landing.
- The crust of the ship is organic and it regenerates over time. The ship would be ready to leave this planet now, but it needs a great amount of energy. Disintegrating something in the energy source’s chamber that holds a great amount of power might provide enough energy (the Nightmirror would work, so would the energy core of the “Annihilator”).
- The Annihilator waits in a closed chamber for its activation. If that happens, its task is to eliminate all living things in the maximum achievable radius, including the ship’s cargo, crew, and all other organisms.
- The bioweapon escaped the ship. Without proper nourishment, it would develop very slowly, but once it reaches adulthood, it will end this world as it is known today.
- The weapon looks like a plant-based lifeform, but it is only an incubator. Its roots suck up composted parts (DNA) of creatures that died in the vicinity, from which it spawns a creature that is viable on the planet and has a combination of all the advantageous features gained from the aforementioned DNA. All this in secret, protected by the crust of the planet. The incubator lures native creatures to the area with its special “fruit”.

- The “travel body” landed only 1-2 thousand years ago, and the creature couldn’t get away instantly, so the Spawn is probably still underdeveloped. That does not mean it is defenseless. It probably has some psionic abilities, as this is the first thing it develops in its brain, so it can protect itself by exerting control over local lifeforms.
- The servitors’ chambers have been pried open, disrupting their hibernation. The same entity who did this has taken a band used to connect to the hive-mind, and now dominates the servitors, overriding its (the ship’s) commands.
- The “biomodificational ray generator” has also been stolen
- The brain/ship deems the “mission” a failure, so it only wants to return to its home world. This requires recharging the energy source.

26.i. Room of the energy source: Its door has an unbreakable crystalline membrane as a window. Inside there is a huge, **dark crystal** in the middle of the room. The door can only be opened by the central control device (**26.h.**) or with a successful bend bars check. Everyone who is in the room when the energization is active disintegrates without any hope of survival (**26.h.**). After a successful energization, the huge crystal starts pulsating with a strong green glow.

26.j. Chamber of the Annihilator: A Scorpitron rests here, armed with flame throwers and laser, armored in chitinous plates as hard as metal. The chamber’s door can only be opened by the central control device (**26.h.**) or with a successful bend bars check. If it happens, however, the Scorpitron immediately starts fulfilling its task to systematically eliminate all life within the Valley, and proceeds until it is destroyed.

Biomechanical scorpitron: HD 8+3 MAX; AC -2; Atk 2*pincers 1d10; Spec laser beam 4d10 (1/3 rounds, 5/day), flamethrowers 3d6 (½ rounds), immune to mind-affecting, ½ from cold, electricity, fire, lasers; ML 12; AL N.

Hp 67

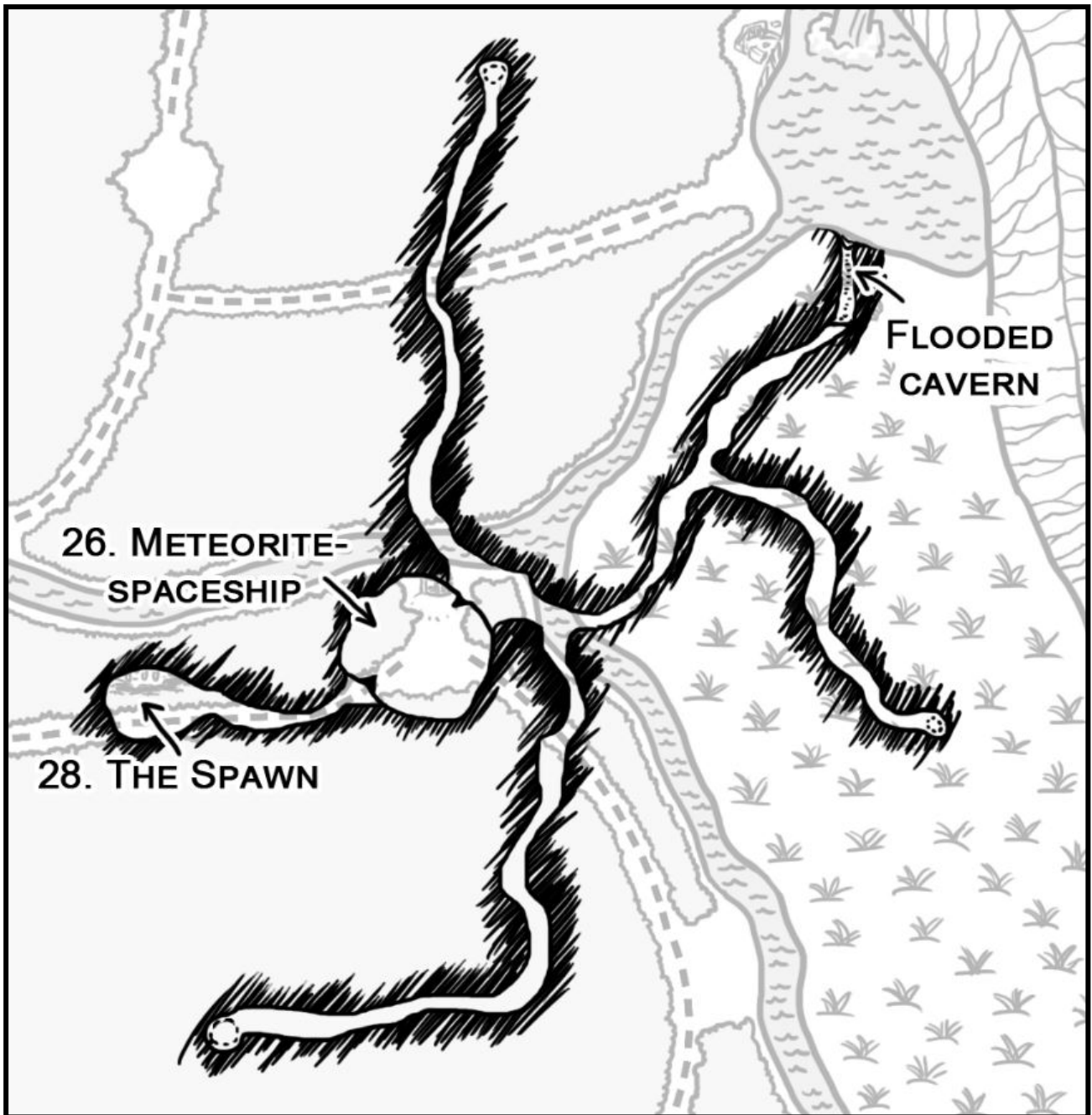
The bulky arthropod-like body of the Scorpitron is very resilient. Lasers automatically bounce off of it, while it is itself armed with a laser gun causing 4d10 damage. The gun may be fired every third round, for a maximum of 5 times per day. It blasts through narrow walls and pushes back its target by 10’. This model is also armed with two flamethrowers between its pincers, which it can use every two rounds. It shoots flames to a distance of 20’ for 3d6 damage (successful save vs. dragon breath halves). The only weak points of the Scorpitron are its size and mass, which makes it very hard to maneuver in narrow spaces.

The Scorpitron has a glowing, red coloured crystalline sphere on its belly: its **energy core**. It may be used to recharge the energy source of the spaceship.

26.k. Cargo bay: This is where the aliens stored their experimental weapons. There were three **hibernation chambers** on the wall. One of them was destroyed when the ship landed: there is a great, scar-like formation in its place on the wall. The other two chambers were also damaged, their cargo now lies on the floor as puddles of biomass. In the middle of the room, a small glass dome built into the floor has splintered into smithereens. Inside the dome, old, dry, dead soil may be seen. On the western wall of the room there is a **fissure** leading to **26.l.**

26.l. Cargo entrance: From this empty, airlock-like room there is a **door** leading into natural underground caverns. The door has similar features and opening mechanism as the one in **26.a.** (It has to be either pried open or operated with a loud shout.)

27. Pit: Roots of the Sacred Tree have spread under all the Valley, sometimes creating small, natural cavities between them. These are narrow, damp places teeming with worms and insects. Interestingly enough, all of these twisting cavities lead to the entrance of the meteorite-spaceship.



28. The Spawn: under the roots of the Sacred Tree hangs heads-down a bizarre, embryonic creature twice the size of a man. While it's body looks small and weak, its head is huge, almost half its size, pulsating with an intricate system of veins. A thick root connects to its stomach, much like a umbilical cord. It is obvious that the **Spawn** is still underdeveloped, not fully aware of its environs, and its eyes are blind. It has a lot of not-yet-fully grown organs, limbs and attachments that show a random yet extensive amount of relations to other creatures of the Valley: scales, horns, fingers, hooved and clawed growths. It isn't able to talk, yet its psionic abilities are already tremendous.

The **Spawn** is able to connect to other creatures **telepathically**, though it is only able to form basic sentences. It does not know who it is, where it is, where it came from. It only wants to develop and live. It begs for food in the form of blood and dead bodies, which intruders are supposed to toss in front of the tree's roots. It will even use its magical charms to make the characters sate its hunger.

In the ground below the cavern of the Spawn dwell the **Worms of the Earth**, a "self-defense" mechanism of the Tree. If the Worms are not killed already, they respond immediately to the call of the Spawn in case of emergency, and try to protect it. The Tree itself will try to help the Spawn in battle: four of its giant, tentacle-like **roots** will animate and attack any characters within their reach.

No one, not even Beél Pakur knows of this place and the creatures here. If the Spawn is killed, the “sacred tree” starts to slowly grow another one. The only way to make sure the threat is gone is to destroy the Tree itself.

The Spawn: HD 6+3; AC 7; Spec immobile, psionic abilities, immune to mind-affecting, detect invisibility; ML 12; AL NE.

Hp 33

The Spawn may use the following “spells” (metal powers) at will once per round, but each that are not instantaneous can only be active one at a time. The Spawn counts as a 6th level magic-user.

1: affect normal fires, charm person, command, unseen servant

2: forget, ray of enfeeblement, shatter

3: hold person

4: confusion

Worms of the Earth (12): HD 3+2; AC 5; Atk bite 2d4 or spit acid 3d6; Spec immune to mind-affecting and bludgeoning, vulnerable to fire; ML 12; AL N.

Hp	18	16	11	10	9	12
	22	11	7	22	11	16

These man-sized, yellowish, slimy grubs have sharp teeth in their mouths, but their most dangerous ability is to spit digestive acid. Their rubbery bodies cannot be harmed by bludgeoning weapons, but they are vulnerable to fire: all their saving throws against spells like *fireball* are failed automatically.

Killing roots (4): HD 4+2; AC 5; Atk tendril 1d6 + grab; Spec suffocate 2d6/r, immune to mind-affecting; ML 10; AL N.

Hp	28	15	19	23
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The roots grab their victims with a successful tendril attack. Until the victim manages to escape (open doors roll), the root automatically suffocates him for 2d6 damage each round.



New Monsters

Lepidoharpy

Hit Dice: 3

Armor Class: 7

Attacks: 2*claws 1d3 and bite 1d6

Special: color spray 1/day

Morale: 7

Alignment: CE

Treasure: —

Lepidoharpies have wings like that of a moth, chelicerae instead of a mouth, and great insect-like eyes from which they can shoot *color spray* once per day. They cannot sing. Their shrieks are eerie and dissonant. Lepidoharpies were made by Beél Pakur to be guardians of the Valley. The sorcerer wanted to keep his other experimental creatures safe from them, so he prohibited the lepidoharpies to hunt inside of the mountain walls. It became part of their nature, so they still adhere to it to this very day.

Goat-legs (2d6)

Hit Dice: 2+1

Armor Class: 6

Attacks: spear 1d6+1 or javelin 1d6+1

Special: move on steep rock walls at normal speed, long jump

Morale: 9

Alignment: LE

Treasure: B

Goat-legs are similar to satyrs, but they are primitive and violent. They have muscular bodies and their strong, hooved legs gives them the ability to run fast and confident on steep, rocky surfaces. They can jump twice as long and high as a human.

Grey horrors (1d6+2)

Hit Dice: 4+1

Armor Class: 8

Attacks: raygun (special) or bite 1d6

Special: rays, immunity to mind-affecting spells, amphibian, levitation

Morale: 11

Alignment: NE

Treasure: technological

Grey horrors are three legged mollusk creatures from outer space. Their brains are located in their pelvises, from their torsos sprout three tentacles and a three-eyed member with head-like functions. A skirt-like membrane grows between their legs. With that, they can swim skillfully under water, much like an octopus. On dry land they become clumsy, as if they were having a hard time pulling their weight due to this planet's gravity. They wear a metallic band on their necks. This makes it possible for them to create and connect to a kind of hive-mind, and to slowly levitate around, which they use to get rid of their tracks. They are unable to talk. A vibrating and rustling sound is the only thing they can create, which is incomprehensible for humans.

One of their three tentacles end in a biomechanical raygun, another in a hand-like manipulator, while the third is in a fanged, mouth like organ it mainly uses for sucking up food, but may also be effective in battle. Grey horrors can shoot two types of rays from their biomechanical raygun. One of them, if the target fails a saving throw, paralyzes the legs (1d6 rounds); the second hits the arms (1d6 rounds), and after the third hit the target falls into a coma (1d10 hours). The second type of ray simply causes 2d6+1 damage. Their fanged mouth heals on them as much as the damage caused with it.

They are quite smart, so they always focus their rays on one enemy, the one they deem the most dangerous. Grey horrors are half-conscious drones. The control over their hive-mind may be seized. They can relay only fragments of information to their master through impulses and flashes of images.

Killer vines (1d6)

Hit Dice: 4+2

Armor Class: 5

Attacks: tendril 1d6 + grab

Special: suffocate 2d6/r, immune to mind-affecting

Morale: 10

Alignment: N

Treasure: –

These vines appear in several varieties, from roots to alluring berry bushes. They grab their victims with a successful tendril attack. Until the victim manages to escape (open doors roll), the root automatically suffocates him for 2d6 damage each round.

Scorptron (1)

Hit Dice: 8+3 MAX (67 Hp)

Armor Class: -2

Attacks: 2*pincers 1d10

Special: laser beam 4d10 (1/3 rounds, 5/day), flamethrowers 3d6 (½ rounds), immune to mind-affecting, ½ from cold, electricity, fire, rays

Morale: 12

Alignment: N

Treasure: –

An autonomous battle platform resembling a huge armor-plated scorpion. The bulky arthropod-like body of the Scorptron is very resilient; mechanical legs provide excellent mobility on smooth and sloped surfaces. Lasers automatically bounce off of it, while it is itself armed with a laser gun causing 4d10 damage. The gun may be fired every third round, for a maximum of 5 times per day. It blasts through thin walls and pushes back its target by 10'. This model is also armed with two flamethrowers between its pincers, which it can use every two rounds. It shoots flames to a distance of 20' for 3d6 damage (successful save vs. dragon breath halves).

The only weak points of the Scorptron are its size and mass, which makes it very hard to maneuver in narrow spaces.

Worms of the Earth

Hit Dice: 3+2

Armor Class: 5

Attacks: bite 2d4 or spit acid 3d6

Special: immune to mind-affecting and bludgeoning, vulnerable to fire

Morale: 12

Alignment: N

Treasure: –

These man-sized, yellowish, slimy grubs have sharp teeth in their mouths, but their most dangerous ability is to spit digestive acid. Their rubbery bodies cannot be harmed by bludgeoning weapons, but they are vulnerable to fire: all their saving throws against spells like *fireball* are failed automatically

= ||| = ||| = ||| = ||| = ||| = ||| = ||| = ||| =

***Unsafe construction.
Insane inhabitants.
Killer household objects.
Something called "The
Masterpiece of Death".
And that darned stove.***

Castle Xyntillan

by Gabor Lux



©M.D.T.

Viktor, heavy footman, ambushed and murdered by Malvin Malévol the Strangler;
Henri d'Aramitz, Cleric 1, choked by Sybille Malévol the Widowmaker;
Hafiz the Persian, M-U 1, fried to a crisp by a razzle-dazzle;
Raynald of Chatillon, Fighter 5, turned into a bunch of flowers;
Arnold, Thief 2, burned to cinders by a stove;
Brother Tadeus, Cleric 1, burned to cinders by a stove;
Luciano, heavy footman, burned to cinders by a stove;
Jacques One-Eye, heavy footman, burned to cinders by a stove;
Mullet, crossbowman, burned to cinders by a stove;
Tout, crossbowman, burned to cinders by a stove;
Carp, crossbowman, burned to cinders by a stove;
Brother Benedict, Cleric 1, killed by Charles Malévol the Calamitous;
Brother Bonifacio, Cleric 1, killed by a reanimated Brother Benedict;
Jorge, crossbowman, killed by a reanimated Brother Bonifacio.
...and so on.

***That stove has
got to go!***

Say no to Xyntillan!

Module Conventions

While much of old-school gaming originates from the same lineage, and its products remain largely cross-compatible, there is much devil in those details. Every table and every party has its own ideas and house rules, and it is a good idea to lay these assumptions out into the open. Therefore, the conventions governing this module are thus:

- A thousand gold pieces is **worth a small fortune**. Monetary treasure is relatively scarce.
- Conversely, **XP for treasure** is gained through squandering it in hedonistic excess (or any kind of lavish spending which has no discernible benefit), with a ***5 multiplier**. If you adjust the treasure values, adjust the multiplier as well.
- **Level demographics** form a very flat pyramid: low-level NPCs (1st to 4th level) are commonplace, while mid-level ones (5th to 8th level) tend to be outliers – present, but never numerous. Few NPCs reach more than 9th level, and over 12th is almost unheard of.
- Magic is limited to **5th level spells** or lower. Magic items are limited to **+3**.
- Fighters can do **carryover damage**: when fighting grouped opponents, the damage remaining after a killing blow is transferred to the next opponent.
- **Roll-under morale** is in effect (see **Morale & Men in Echoes #01**).
- The **gods are limited in their powers**, but actively involved in the fate of the world.

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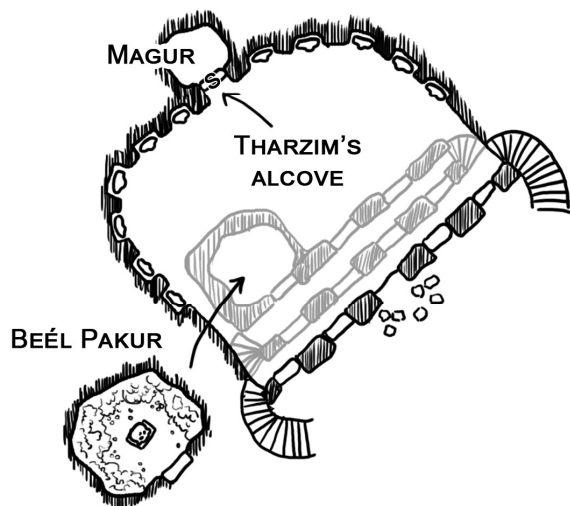
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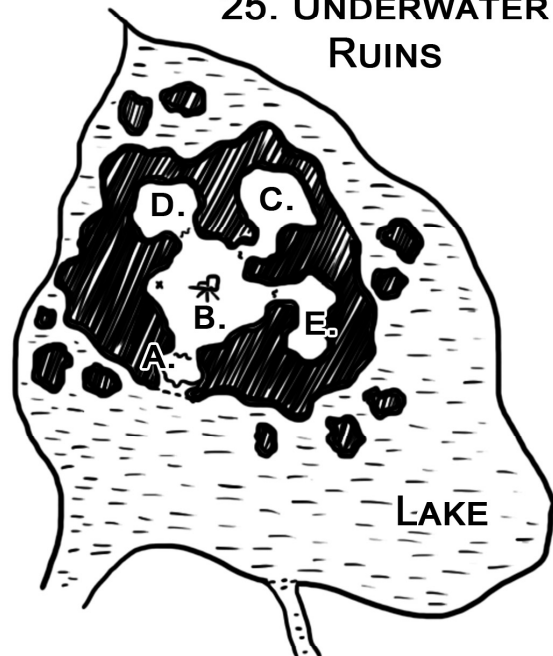
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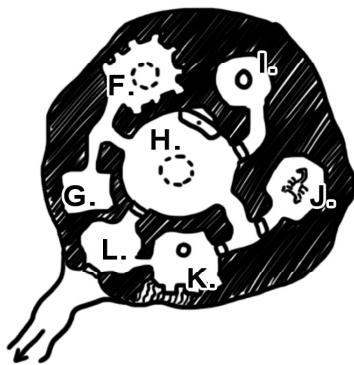


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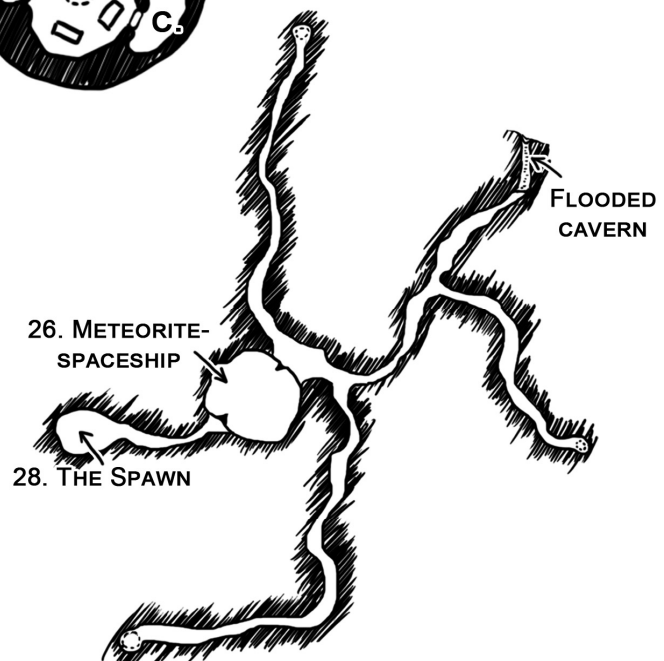
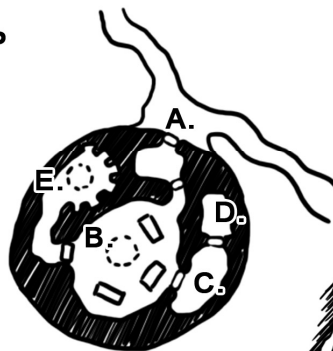


TO THE
SPACESHIP

26. METEORITE-SPACESHIP



TO THE SPAWN
AND THE ROOTS
OF THE TREE



Prestigious Plunder

2003
EMDT 1 – The Garden of al-Astorian +
2008
EMDT 2 – SWORD & MAGIC
EMDT 3 – MONSTERS & TREASURES
EMDT 4 – GAMEMASTER'S GUIDELINES
EMDT 5 – The Temple of Pazuzu (+)
EMDT 6 – Black Blood +
EMDT 7 – Sacrificial Lamb #
EMDT 8 – Broken Wastes +
EMDT 9 – The Unholy Secrets of Protoros #
EMDT 10 – Strabonus +

2009
EMDT 11 – The Menestratos School #
EMDT 12 – Sea Lords +

2010
EMDT 13 – Molonei +
EMDT 14 – Isle of the Water Sprites +
EMDT 15 – City Encounters # +

2011
EMDT 16 – Towards Fomalhaut +
EMDT 17 – The Temple of Torments #
EMDT 18 – The Barbarian King +
EMDT 19 – The Main Cities of Fomalhaut I. (+)
EMDT 20 – Sea Demon +
EMDT 21 – City Encounters II: The Nocturnal Table
EMDT 22 – In the Name of the Principle! +
EMDT 23 – Below the City +
EMDT 24 – Oolar's Time #

2012
EMDT 25 – The Blood Drinkers of Yukum #
EMDT 26 – Khosura: City State of the Four Myst. +

2013
EMDT 27 – Trials on Tridentfish Island +
EMDT 28 – Feathers of Fire #

EMDT 29 – The Ghost City of Arun-Kha #
EMDT 30 – The Tower of Manistrid #
EMDT 31 – Tempest Dreams #
EMDT 32 – The Burial Chamber of Carnaic Arnoc #
EMDT 33 – Ratcatcher #
EMDT 34 – HELVÉCZIA
EMDT 35 – GAMEMASTERS ALMANAC
EMDT 36 – Ammertal and the Oberammsbund
EMDT 37 – The Accursed Cellar
EMDT 38 – Slaughter in the Salt Pits +

2014
EMDT 39 – Curious Marriage #
EMDT 40 – Until Dawn
EMDT 41 – Ill-Gotten Merchandise

2015
EMDT 42 – The Cloister's Secret #
EMDT 43 – The Serpent Girl and Other Stories #
EMDT 44 – The Fools' Feast at Furochen #
EMDT 45 – The True Weapon Cache for the
Helvetians' Delight #

2018
EMDT 46 – Echoes #01: Beware the Beekeeper! +
EMDT 47 – The Barbarian King (REVISED) +
EMDT 48 – Echoes #02: Gont, Nest of Spies +
EMDT 49 – Echoes #03: Blood, Death, and Tourism +
EMDT 50 – Cloister of the Frog-God (HU) (+)

2019
EMDT 51 – The Enchantment of Vashundara (HU) #
EMDT 52 – Echoes #04: Revenge of the Frogs +
EMDT 53 – The Lost Valley of Kishar (HU) # +
EMDT 54 – Murderous Devices (HU) #
EMDT 55 – The Lost Valley of Kishar (EN) # +
EMDT 56 – Echoes #05: The Ench. of Vashundara +
EMDT 57 – The Nocturnal Table

Indicates title written by guest author
+ Indicates title available in English



The Lost Valley of Kishar

Somewhere, only a few days' travel from a busy trade route, there lies a valley surrounded by untamed wilderness. It is surrounded by cliffs forming the shape a ring, unnaturally steep and tall, as if they had been wrought by human hand. No one remembers who had originally erected the ruins standing within the valley, and who had nurtured the wondrous tree which had once drawn pilgrims from distant lands. Kishar's priestesses have been long forgotten – but the tree's blessed radiance persists. As if under an odd compulsion, all manner of beasts have been drawn to the valley, and in time, there emerged others. Those who came from far beyond human imagination, and were already here before the first priestesses...