

BAD MYRMIDON

An old-school adventure for levels 1-3



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PLAINS



HILLS



RUINS



DUNGEON

MOUNTAINS



FORESTS



CITY



ALTAR



BAD MYRMIDON

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BAD MYRMIDON – OVERVIEW

Achilles

Achilles was warned by Thetis, his mother, not to be the first to land at Troy. “The first man to set foot on their soil will be the first to die,” she said. He believed her, and so he let another man take the first step, and Hector slew that man.

Achilles learned his lesson well: let someone else be the hero.

Troilus was the young son of Hecuba, queen of Troy. While out riding with his sister, Polyxena, Troilus was ambushed by Achilles, who lusted after both youths. Polyxena escaped, so Achilles pursued Troilus. Troilus fought back, so Achilles decapitated him and mutilated his body.

During the Trojan War, Achilles fell in love with Briseis, but because she was a Trojan woman, he couldn't marry her. Instead, he took her home to be his “serving maid.” However, Agamemnon liked Briseis' looks, and took her for his own. Achilles was furious, but afraid to argue, so he returned to his tent, and decided to abandon the war.

Afraid that the enemy would be emboldened by the news, Patroclus disguised himself as Achilles and fought in his name. Achilles liked this: all the glory, none of the risk. But Patroclus died.

Thetis gave Achilles a suit of golden armor that blinded his foes, and Chiron gave him a magic spear; only then was Achilles confident enough to fight.

BAD MYRMIDON – OVERVIEW

On her first and only day of fighting, the Amazon queen Penthesilea fought many men before coming face to face with Achilles. With one blow, he knocked her to the ground. She begged for her life, but he killed her and mocked her corpse.

After the war, Achilles reasoned that he'd had one brush with death too many. He gathered up all of the enchantments that he could find -- the Ring of Gyges, the Sickle of Cronus, a dozen more -- and hid them in temples where his worshipers would defend his possessions, sparing Achilles the danger.

One such temple is on the island of Leuke.

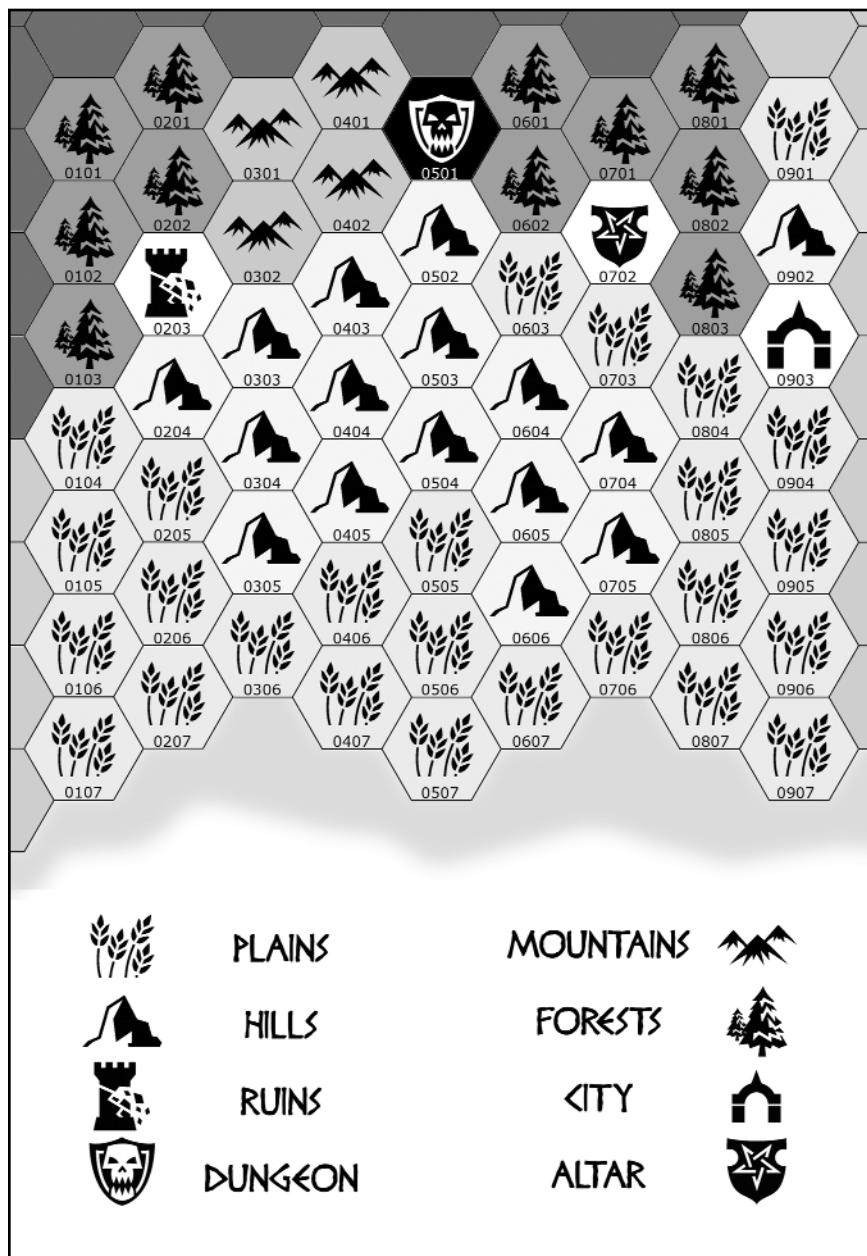
Penthesilea: An Amazon queen and the daughter of Ares, she was killed by Achilles, but returned from the dead, seeking vengeance.

The Sisters of Penthesilea: Filled with hatred for the Amazons and Myrmidons, the sisters are Antiope (abandoned by her husband Theseus while pregnant, then later killed by his hand); Hippolyta (accidentally slain by her own sister Penthesilea); and Melanippe (fought Theseus, was captured, then murdered by an Argonaut named Telamon). They are undead, and they have come to this temple to cause ruin.

Myrmidons: Warriors who serve the memory of Achilles. They will defend his temple to the last man. Unless it looks risky.

Amazons: Those who still revere Penthesilea. They have come to the Temple of Achilles to desecrate it and to slay all Myrmidons.

HEX CRAWL: THE ISLAND OF LEUKES



BAD MYRMIDON – HEX CRAWL

0101

These woods are inhabited by colonists seeking religious freedom. They practice a unique hybrid of polyamory, ritual mutilation, and raphanidosis. The persecution they faced in their homeland led them to build a settlement here. They'll attempt to recruit any persons they encounter; they are resentful of judgment, and will respond with violence if their beliefs are mocked or challenged.

0102

A massive hawk-boar (winged boar with hawk's head, AC 6, HD 3) wanders these woods. After crushing the shrine at 0203, the hawk-boar became diseased. It has lost most of its hit points (current HP 7), and rolls -2 to hit. The monster is half-blind, but still dangerous if it perceives a threat. If killed, its bowels will burst, releasing toxic gases. Anyone within 50 feet must save vs. poison or contract Gaseous Fever.

0103

Tonight, hybrids (those who are part human and part animal) gather at a ring of giant stones in this forest. Once per year, they assemble to pray to the Chimaera Queen. Anyone observing their rituals of obeisance and prostration will learn much about their secret culture; anyone caught in the act will face the rage of 1d20+10 hybrids.

BAD MYRMIDON – HEX CRAWL

0104

From far across these grassy plains, adventurers will espy a totem pole carved from a dozen trees, stacked precariously atop each other (200' high). The faces carved upon this pole are gaping rictuses of agony, lecherous grins of bright hatred, and flat stares of neutral observation. Anyone who takes the time to look at every single face must save vs. spells or gain a point of Wisdom and lose a point of Intelligence. At the top of this totem pole, a golden goblet is balanced. Any liquid poured into this goblet will immediately become sweet milk.



0105

Despondent priestesses and clerics head south, away from the ruined shrine at 0203. Their sacred shrine was attacked by a hawk-boar, and the central tower was toppled. After the creature left, the clerics attempted to retrieve the Crown of Caesuras, a religious artifact that they consider most holy; however, they were unable to find it in the wreckage. They are now making their way to the coast, eager to leave this place. If any adventurer wishes to approach the shrine at 0203 and recover the Crown of Caesuras, the priestesses will repay kindness with useful advice about the Temple of Achilles.

BAD MYRMIDON – HEX CRAWL

0106

Settlers arrived at 0107 by boat (it's still there). However, after seeing the horrors of this island, the group's leader murdered all of the others. Some of them were violated before he killed them. Now, he stands in a field of flowers, the bodies of the dead arranged around him in the shape of a giant blossom. If confronted, he claims that it was a mercy killing, and makes no effort to defend himself if attacked.

0107

On the sand, a message has been written in seashells; it warns others to turn away and leave this island. Nearby, a seaworthy boat is beached on the shore. In a secret compartment, several bottles of good rum and a dozen arrows have been hidden.

0201

Near a copse of tall trees, there's a pile of dark, recently-moved dirt. If anyone digs into it, an egg will be found in a shallow pit. The egg, as large as a man, is going to hatch soon. If the area is disturbed, the egg-layer may return to deal with the situation, or the thing inside the egg may hatch and seek nourishment.



BAD MYRMIDON – HEX CRAWL

0202

Three mercenaries move through the woods, seeking refuge. Hailing from a land known as America, these soldiers wear strange garments and they bear sorcerous weapons. If contact can be made, and their strange tongue parsed, they will reveal that they were sent by their masters, a group known as Phoenix Tactical Response, to a distant land known as Afghanistan. There, they entered a long-forgotten cave and found themselves on this island. They seek a way home.

0203

The Caesura Shrine, once a religious site attended by priestesses and clerics, now a smoking ruin. A deranged hawk-boar bashed the structure to the ground, killing many worshipers, and then wandered off into the woods. The high priestess infected the monster with Gaseous Fever, but with her death, the entire site became contaminated; anyone who enters the area risks catching the disease.

0204

Blood-vines curl around the carcass of a vast monster, draining it of fluids. Its 1d6+6 teeth are the size of a full-grown person, and each is worth 200 gold. The blood-vines are slow, but ambulatory and very persistent. If they smell blood on a potential victim, they'll slither off the tree and give pursuit for miles.

BAD MYRMIDON – HEX CRAWL

0205

A witch named Theanna wanders this area in search of fellow gamblers. Though quite powerful, she rarely resorts to violence; she prefers to play games of chance with cards and dice. She travels with a bag full of gold (1d6x1000 pieces) and she plays fairly. Each time she loses, she pays the appropriate amount of gold, and she tells a little bit of truth about a randomly-selected hex. Each time she wins, she accepts the



gold and quietly places a curse upon her opponent. Some curses are minor (boils and fever), while others are more serious (the victim suddenly attracts the attention of a demon lord).

0206

Several Myrmidons (AC 6, HD 2, Mv 60, Att 1, Dmg 1d8, Sv F2, M 7) are searching for a wounded Amazon. When they catch her, they intend to torture her for information; they know that she has come here to defile the Temple of Achilles. Adventurers who promise to help will receive a Blood Coin; it's a copper coin bearing the sigil of the Myrmidons, and any Myrmidon encountered will provide assistance to the Blood Coin's bearer. If the adventurers find the Amazon and turn her over to the Myrmidons, they'll be paid 500 gold.

BAD MYRMIDON – HEX CRAWL

0207

Trudging over the dune-grass, deserters from a distant army seek shelter from the approaching storm. They're eager to trade, and if the adventurers are friendly, the deserters have information about a nearby hex (roll 1d6):

1. They don't know anything, so they lie.
2. They know that there's something in the boat at 0107.
3. They saw the butchery at 0106.
4. They know about (and hid from) the Myrmidons at 0206.
5. They saw someone acting strangely at 0306.
6. They don't know anything, so they lie.

0301

A khalkotaurus (an armored predator with grey-and-black coloration that enables it to hide in plain sight) has just killed a group of adventurers. It plans to devour them, then sleep. The monster is so intent upon its meal that it can be easily surprised. However, it's a formidable foe, and the mangled bodies scat-

tered nearby should serve as a warning to others. Their bodies are laden with weapons and treasures (1d1000 silver, 1d1000 gold, 1d8 gems, 1d4 magic items), but getting to those items will take some effort. Khalkotaurus: AC 3, HD 5, Mv 90, Att 2, Dmg 1d10, Sv F5, M 11; double damage on a natural 18, 19, or 20.



BAD MYRMIDON – HEX CRAWL

0302

A daedalist (AC 5, HD 3, Mv 90, Att 1, Dmg 1d6+3, Sv F3, M 11) wanders across the slate-grey mountains, lonely and miserable. Green-skinned humanoids with spiral runes and whorls carved and tattooed across their bodies, daedalists are happiest in mazes and labyrinths where they can set traps, coordinate defenses with inhabitants, and bustle away the corpses of unsuccessful adventurers. This daedalist is lost, and has nearly given up hope of ever setting foot in the Temple of Achilles -- or any other dungeon. If it can be lead to a subterranean lair of some kind (such as the Temple of Achilles, or the ruins in 0203), it will reward the adventurers handsomely. However, should it cross paths with them later, it will treat them as enemies.

0303

A hollow sphere of glass sits atop a grassy hill. A hundred feet in diameter, this sphere is as durable as steel, and easily a foot thick. Breaking it would be a task for a full-grown dragon. There is a circular aperture at the very top; the opening is six feet across. At the bottom of this sphere, the adventurers can see a sword made of gold, floating at eye level. The sword contains the soul of Polyxena, daughter of Hecuba. After she was murdered in a ritual slaying, Polyxena's spirit was imprisoned within a sword of pure gold. She lives to kill men; anyone wielding her against a male opponent receives +1 to hit and +1 to damage. Any woman wielding her against a male opponent receives +2 to hit and inflicts +3 to damage. Polyxena favors astonishingly vulgar profanity.

BAD MYRMIDON – HEX CRAWL

0304

Warnings are posted about this mountainous region; signs painted on cliffsides warn of pestilence, and urge travelers to avoid the region to the northwest (0203).

0305

Lathynia, the Amazon, has been gutted by Myrmidons; she crawls across the hills, trying to reach the mountains. She knows that the Myrmidons are hunting for her, and she hopes to lose them in higher ground. If helped, she will carve a sacred symbol into the arm of her savior; this will mark the person as someone that all Amazons should aid. Lathynia: AC 6, HD 2, HP 3, Mv 15, Att 1, Dmg 1d4, Sv F2, M 12).

0306

Years ago, the demon lord Ascarax was trapped inside the body of a man by the Seven Crimson Kings; just as they cast the spell that would have obliterated the fiend, Ascarax escaped. Powerless and forlorn, the demon walks the earth, desperate for companionship. A few weeks ago, it found someone to love: a furrier from Kyros (0903). Her name is Charissa, and she often leaves the city to range through the northern forests in search of animals to trap and skin. She set out two days ago and did not return. Ascarax set out to find her, but got lost in the hills, and is desperate to find his lady love. If he is assisted by the adventurers, they may well incur the hate of the Seven Crimson Kings; but Ascarax will not be trapped in a mortal body forever, and the demon repays all debts of gratitude.

BAD MYRMIDON – HEX CRAWL

0401

A twenty-foot obelisk of white stone, rounded and smooth, juts from a mountainside. A message is engraved upon it in some ancient language. If deciphered, the reader will learn two things: first, the message is a countdown to the destruction of this island; and second, this obelisk is actually a tusk.

0402

A group of dirty, cheerful women make their way through the valley. They worship the sisters of Penthesilea, and they seek a Myrmidon to sacrifice. 1d6 of the women are fighters, 1d4 are clerics, and 1d4 are magic-users. Between them, they've got about 540 gold pieces, and they'll gladly pay it for a live Myrmidon. The captured Myrmidon will be killed in a ritual execution known as *poena cullei* (The victim is taken to prison with clogs upon his feet and a wolf-skin hat upon his head. He is then whipped with *virgae sanguineae* -- scarlet sticks. After that, he is sewn inside a waterproof leather sack with a rooster, a viper, a dog, and an ape. Then the bag is hauled through town on a chariot dragged by a black ox, and then the bag is hurled into the sea.)

0403

Szim'kath, a malevolent trickster god, misdirects all those who enter this region. It already sent Ascarax to 0306, though he meant to head north instead. Szim'kath will manipulate compasses, cast illusions that appear to move the sun to the wrong side of the sky, and if necessary, the entity will pick up square miles of terrain and rotate as needed.

BAD MYRMIDON – HEX CRAWL

0404

Emma Nuess is a thousand-year-old sorceress who fears old age more than anything. She has given birth to over 50 daughters, and each time, she has slit her throat and cast her soul into the body of her newborn baby (obliterating her child's soul in the process). This time, she lost consciousness during the birth, and her child was taken from her by a well-intentioned cleric -- who Emma Nuess later sodomized with a live rot-serpent for his interference. The baby girl was spirited away by the cleric's confederates, and Emma Nuess has been searching for the child for the past twenty years. There would be no point in having another daughter; the magical bond with this one (Kella Nuess) has already been forged. Emma must slit her own throat while placing one hand upon her daughter's brow. This is the only way to transfer herself into her daughter's body. Kella would rather die than permit this. They're standing atop a hill, a few yards apart; both are armed with knives. When the adventurers encounter the two, one of them will tell the truth, and the other will lie like crazy (flip a coin). They're both insane, and both know several randomly-selected magic-user spells.

0405

A group of demihuman refugees gather food. They were shipwrecked on this island some weeks ago, and they're tired and frightened. They don't have anything to offer, but they're desperate for help. One of them was impregnated by Szim'kath (0404) a few days ago. The baby will start to show in a few hours, and within a day, the thing will be born (well, technically, it will erupt).

BAD MYRMIDON – HEX CRAWL

0406

The corn field on this grassy plain is sentient, mobile, and full of hate. It moves around and hunts people, mostly at night. Those who are overtaken are lashed by razor-sharp blades of grass and clubbed with thick phalluses of yellow corn. Cornfield: AC 9, HD 3, HP 14, Mv 30, Att 1, Dmg 1d12, Sv F3, M 12. Though not fast, it will pursue potential victims incessantly until they leave its hunting ground.

0407

Three capricorns stalk the shore, looking for fresh meat. A large goat with a massive fish tail in lieu of hind legs, the capricorn (AC 7, HD 1, HP 4, 5, 8, Mv 60, Att 1, Dmg 1d6, Sv F1, M 9) is a violent predator that attacks with its hooves for 1d6. Its red-eyed stare can induce insanity: save vs. spells or go mad for 1d4 hours.

0501

The Temple of Achilles (see page 30).

0502

A heap of steaming entrails. Careful inspection will reveal that these were taken from humans; there are 4 sets of lungs, at least three stomachs, and a hundred yards of bowel. Tucked into a coil of intestine is a silver key that will open the door to #18 within the Temple (one of the Myrmidons had swallowed the key to keep it from the Amazons currently in 0503).

BAD MYRMIDON – HEX CRAWL

0503

On a trail between two hills, five Amazons (Kydoime, Laodoke, Thraso, Toxaris, and Xanthippe) search for Myrmidons to torture. They killed the Myrmidons whose remains can be found at 0502. Right now, the Amazons are spoiling for a fight, and if they encounter any all-male groups, violence will surely ensue.

Amazons: AC 5, HD 2, Mv 60, Att 1, Dmg 1d8, Sv F2, M 12.

0504

Three blue-skinned complicity demons are torturing a woman and her young daughter. The victims are tied to stakes, and the complicity demons are casually peeling off strips of skin. If the demons see the adventurers, they will present their terms: participate in the torture, and receive a gift, or decline, and be destroyed. Complicity demons: AC 4, HD 2, HP 8, 11, 11, Mv 60, Att 1, Dmg 1d8, Sv F2, M 10; can cast Pain in lieu of an attack at will. Pain: victim must save vs. spells or be racked with anguish, and suffer a penalty of 1d6 to all dice rolls for the next hour. The effect of this is not cumulative, but each time the spell is cast (and the victim fails to save), the 1d6 must be re-rolled.

0505

In a ditch full of torn clothing, broken armor, and carefully-folded human skin, the adventurers will find Fool's Fortune, a magical purse full of 200 tin coins that will appear to be platinum, but only in the moonlight.

BAD MYRMIDON – HEX CRAWL

0506

Three Myrmidons are hacking their way through a group of screaming children. The Myrmidon leader, Telachus, begs for help. If the children are not killed swiftly, they will vomit up great wads of purple bile which will slither together and coalesce into a massive form (at which point the adventurers will realize that under the skin, the children had neither bones nor organs, but only violet bile; their small bodies will deflate when hollowed out by the vomiting). Oonaa, the Amaranthine Demigod, will take form, and then will stride towards the sea, oblivious to the Myrmidons and adventurers. In one year, darkness will descend. If enough of the children die, the wads of Oonaa's tissue will die with them, and a great horror will be averted.

0507

On a deserted trail is a fat, grubby old man, with a key hanging from around his neck, driving a horse-drawn cart. In the back of the cart are a young teenage girl, a naked woman of obvious foreign ethnicity, badly scarred from countless lashings, a woman who would be extremely comely but for the fact that her eyes have been put out and she has been lobotomized, and a man with Down Syndrome.

All are filthy and in obvious pain. All are wearing dirty, revealing wedding dresses. Their bare feet are manacled and they are chained together. They will mostly just look at the ground, not wanting to make eye contact with anyone, and will not speak.

BAD MYRMIDON – HEX CRAWL

Upon seeing the PCs, the man will call out to them. "Brides! Brides for sale!"

He charges 50gp for each, and points out that he is an ordained priest that can give a magic blessing once the marriage has been performed and then the marriage consummated. He will personally vouch that each of them is ready for anything. If nobody wants one of his brides, he'll offer to buy any of the party members or their retainers for 10gp each. "After some proper breaking, anyone can be a wonderful bride."

Either way, he is as good as his word.

Marriage will require everyone present sign a certificate (several copies, actually) as witnesses, which he will send off with several carrier pigeons to all the nearby population centers. "It must become public record. I perform only legitimate marriages!"

If someone is wanting the magic blessing, he will insist on watching the consummation--he is not the trusting sort, and besides, he gets off on watching. He's very vocal, and will cheer the action on, and direct it (and join in) if he can. The brides will put up very minor resistance that even the weakest character can overcome--they've been badly abused and cannot manage anything greater.

BAD MYRMIDON – HEX CRAWL

He will cast a different magic blessing depending on which of his slaves is married off:

The girl: +2d4 Constitution, with the resulting hit point bonus as well

The foreigner: The character's experience points double (or go to 5001xp if doubling current xp results in lower than this amount).

No eyes: The character's primary weapon becomes a +2 magical weapons (or increases its bonus by 2 if it was already magical).

Man: The character becomes able to cast spells as a first level Magic-User. If the character is already a Magic-User or an Elf, that character receives two additional first level spell slots.

The fat old man is 0 level, no armor, no weapons, 4hp. He has a lockbox with 425gp from previous brides he has sold off, and a half dozen carrier pigeons.

The girl is a 13th level Thief, the foreigner a 11th level Magic-User, the blind woman a 9th level Cleric, and the man a 14th level Fighter. Each was betrayed by their individual parties and sold into this slavery. Each only has 1d4 hit points at the current time, but if married off and allowed to recover, they will do all they can to take revenge on their tormentors. If rescued, each will require 1d4 months of constant care and support before they are willing/able to speak and perform to their capabilities, but if anyone takes that time (NO ADVENTURING!), the rescued character will become a loyal henchman and ally of the character taking that time.

BAD MYRMIDON – HEX CRAWL

0601

An empousa prowls these woods, searching for blood. She refuses to drink the blood of women, unless they are elves. She despises elves, and enjoys tormenting them. Dwarves, on the other hand, are unpalatable, regardless of gender; however, she delights in their company, and may abstain from violence for a chance to engage in some enjoyable banter. Empousa: AC 6, HD 3, HP 20, Mv 90, Att 2, Dmg 1d6, Sv F3, M 10; she only takes 1 point of damage from a successful attack with a normal weapon. Silver and magical weapons inflict normal damage.

0602

The trees in this part of the woods all speak great wisdom to one another in an ancient language. Various carnivorous plants (which are younger and less conservative) are happy to serve as interpreters, but they require blood grubs, muck-worms, and hair-flies as payment -- in advance.

0603

Once a mighty lord of Hell, the being known as Querist is now a lich-demon who topples kings, cures plagues, assassinates religious leaders, and throws gold coins at lepers. He will not attack on sight, and will attempt to parlay instead. He tends to ask specific questions, directed at various members of the party. He asks about character, ethics, achievements, destiny, and ambitions. He may even offer advice or cryptic clues. He's quite genial and pleasant, despite the reek of putrefaction that clings to him. He avoids conflict, preferring to use his magic to vanish from sight, but if slighted, he will take horrific revenge later.

BAD MYRMIDON – HEX CRAWL

0604

A surly monoceros searches for victims: AC 6, HD 3, HP 18, Mv 240, Att 1, Dmg 1d8, Sv F3, M 10. This evil crimson unicorn feeds on virgin flesh; typically, it impales the victim with its horn, then eats the genitals and soft tissues. Once per day, the monoceros can cast hold person. If ground up, its horn makes an excellent poison, and is worth 100-800 gold to assassins.

0605

A dozen villagers are tying an accused witch to a tree. There's a fire nearby. The "witch" is screaming to be rescued. She's not actually a witch (but one of her other personalities is).

0607

The adventurers encounter alternate versions of themselves, identical in nearly every respect. They then realize (though this may just be a hypnotic suggestion instilled in them by an other-worldly entity haunting this area) that the other group are the 'real' versions; the player characters are, in fact, magical clones, copies created by a heinous sorcery.

0701

An elderly elf in green robes claims to be the Lord of the Woods; he demands tribute. He's actually just insane, but he is carrying several scrolls, and he is a competent adversary. If he is given tribute of any kind (so long as it is a genuine gift, and not some insulting trinket), he will give the group one of the 2d4 scrolls he keeps on his person. He will advise them to kill the idiots at 0702 before they do real damage.

BAD MYRMIDON – HEX CRAWL

0702

A crowd of worshipers gather at a massive stone altar covered in mysterious glyphs that glow different colors. They believe that they are paying respect to a deity; they are actually providing the psychometric power that is required to power up the device. As long as there are dozens of people in range, the machine can draw energy from their brains and transmit the long-distance homing beacon to its place of origin. As the adventurers near, the lights will intensify, becoming brighter as more psychometric power is received. As soon as the crowd is dispersed (by whatever means), the signal will cease to transmit. Some of the worshipers will require persuasion.

0703

The smoke is visible across the plains. Here, a village was burned to the ground. Amid the charred wooden buildings, the adventurers will find hacked-up corpses. There is evidence that someone chopped up the dead, ground their bones, and baked bread with the bonemeal.

0704

A wandering ophiotauro seeks food. The ophiotauro (AC 5, HD 3, HP 16, Mv 90, Att 2, Dmg 1d6, Sv F3, M 9) has the forequarters of a bull and the hindquarters of a serpent. In combat, it gores with its horns or slaps with its tail (1-6 for either). Once per day, it can spit acid up to 50 feet for 1d6 points of damage. The ophiotauro is immune to fire (including magical fire).

BAD MYRMIDON – HEX CRAWL

0705

At the base of a hill, the corpse of Lady Alisz Berthold of Northern Meregoth is found. Born of fire, Lady Berthold was destined to be queen of the Frosts. But she is dead, and the body was bitten -- from within. On her person, six dragon teeth on a silver necklace (worth over 500 gold), and an aphrodesiac labeled HEALING.

0706

A toothless hag wanders along the beach, trying to sell bread. She murdered everyone in 0703.

0801

Affected by the magics of Penthesilea, a forest fire rages in slow motion. It will take years for it to spread beyond this point, but to near the blaze is to risk becoming affected by the temporal distortion. Within a hundred feet, victims' noses will gush blood; within fifty feet, their heart rates will double in speed. When the victims get within ten feet, they begin to move as slowly as the fire; while they'll perceive no change in themselves, the fire will appear to move at a normal rate, and the world outside will move incredibly quickly (days pass by in seconds, and a year goes by in two hours).

BAD MYRMIDON - HEX CRAWL



BAD MYRMIDON – HEX CRAWL

0802

A blue-feathered virago (AC 5, HD 4, HP 24, Mv 60/120, Att 2, Dmg 1d8, Sv F4, M 8; can screech once per day, acts as Sleep spell) crouches on a mountainside, surveying the forest. Her name is Euxaria, and she's clad in bright blue leather armor. She's eager to bear young, and will gladly mate with any healthy male who volunteers. If none are willing, Euxaria will attack. A group of women will be spared either fate, and instead are given advice: free the demon in 0803 and accept its offer to kill someone.

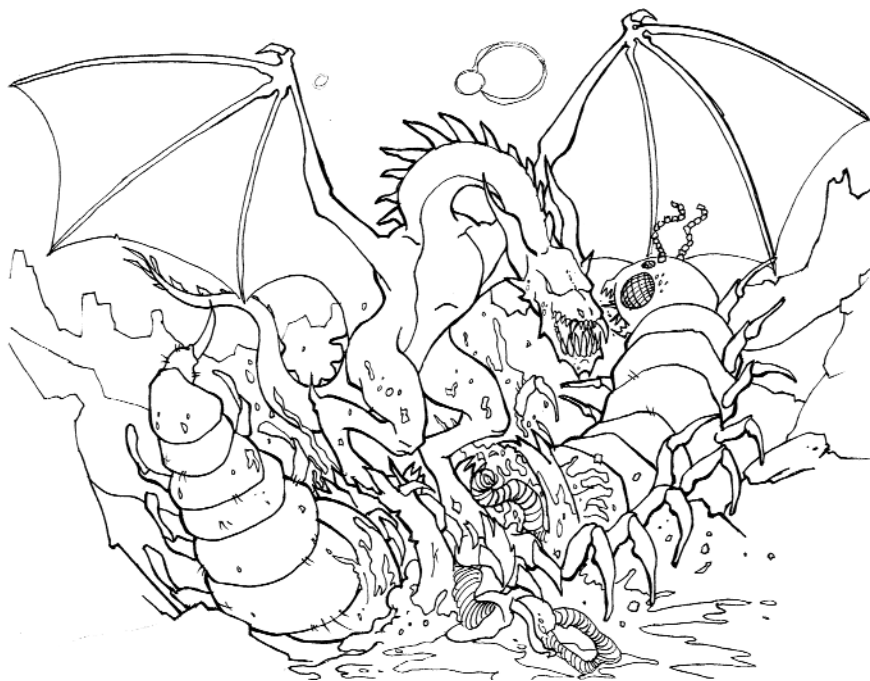
0803

In a sylvan glade, utterly silent and empty, seven runestones are arranged in an infernal pattern. Within the circle, the blood of virgins rains down. A silver demon trapped in the runes asks to be freed; it offers to kill a single person in exchange. It could be anyone; the deal will be kept. The demon wishes to return to Hades; in that grey realm, it hoards the bones of its prey, which it arranges into letters that spell out prophecy.

0804

In the Chapel of Stalwart Oak and Ash, holy place of druids, Sluaghan the Idolator has taken refuge. She has a bounty on her head, and she's just butchered two young druids, but she's desperate and willing to make a deal. Also, she knows where Siseal hid the Dire Blades.

BAD MYRMIDON – HEX CRAWL



0805

A monstrous cychreides fights a larval god-eater. The cychreides is a winged reptile with nacreous scales that can be crafted into a powerful suit of enchanted armor (though only the priests of Saulau know the process); the god-eater will create a chrysalis one thousand years from now, and sleep for another thousand years before emerging from the cocoon to lay waste to all deities. God-eater lungs can be made into crude masks that protect the wearer from any inhaled toxins or gases. The cychreides (AC 4, HD 3, HP 15, Mv 90, Att 1, Dmg 1d12, Sv F3, M 10; 60' breath weapon once per day, damage equals monster's current hit points, save negates) has the upper hand in this battle, and the larval god-eater (AC 6, HD 4, HP 3, Mv 30, Att 1, Dmg 1d6, Sv F4, M 7) is near death.

BAD MYRMIDON – HEX CRAWL

0806

A spittle-emitting lunatic claims to be Achilles. He wants to fight the death. His armor and weapons are actually a costume and props, which he stole from traveling entertainers a year ago. The man's real name is Kelippes, and he is the heir to a considerable fortune.

0807

Pilgrims seeking escort to 0702. They are unarmed, but carry several protection scrolls, and one of them has an enchanted robe that serves as armor (AC 5). Each time the robe's wearer is struck, the AC worsens by one point. The group's leader, Timores, is arrogant and xenophobic.

0901

Upon a flat slab of shale, a complicated musical instrument plays by itself. It appears to be wrought from the bodies of elves. The instrument is a mechanical wonder: bladders made from dried and inflated lungs and stomachs are used to pump air through vocal chords, and into flutes carved from femurs; xylophones made from ribs are struck, and hollowed skulls full of teeth are rattled. The music is quite beautiful.

0902

Here, an adventuring party died. The wizard who slew them accidentally absorbed their souls into his own body, and now he is plagued by their memories and personalities. He may accidentally reveal significant information. Or he may attack.

BAD MYRMIDON – HEX CRAWL

0903

This city, named Achilleis (“of Achilles”) is small, but well-to-do. Stalwart guards in bronze helms patrol the outskirts, and archers walk atop the great wall. The townspeople are prosperous. The prince of this city, Canthilles, has eaten the flesh of most humanoids, but there are a few races yet upon his list (determine these randomly). Should a member of the adventuring group be upon his list, then Canthilles will seek a private audience. He’s no murderer -- he may well be satisfied with a finger, or a slice of buttock. He’ll pay well for the privilege. If he’s denied, he may turn to violence.

0904

Six anxious warriors are searching for Kelippes (0806), a madman who claims to be Achilles. He’s the heir to a vast fortune, and these men are his half-brothers. If he is recovered, they stand to inherit a decent part of the wealth; if he dies, they get nothing. Though they have no money, they’ll hand over all their weapons and armor if anyone can help get them (and their insane half-brother) to a boat on the shore. Their gear is of excellent quality, and one of them carries 1d4 potions.

BAD MYRMIDON – HEX CRAWL

0905

Atop a circular hill, surrounded by rocks arranged in concentric rings, naked humanoids cut themselves. This is their ritual of Bleeding Love, which allows them to live in peace and harmony, despite the fact that they are of different races. The members of this cult are nude, and they live without weapons or armor. They spend their days in pursuit of beauty, crafting gorgeous works of art that would fetch a considerable amount of gold. However, these humanoids will never sell or trade, though it is possible that one of them might gift a painting or vase to a person who seems to appreciate their way of life. Though unarmed, the cultists are far from defenseless: they are powerful telekinetics, and the rocks arranged around their hill are actually weapons used to defend themselves against predators.

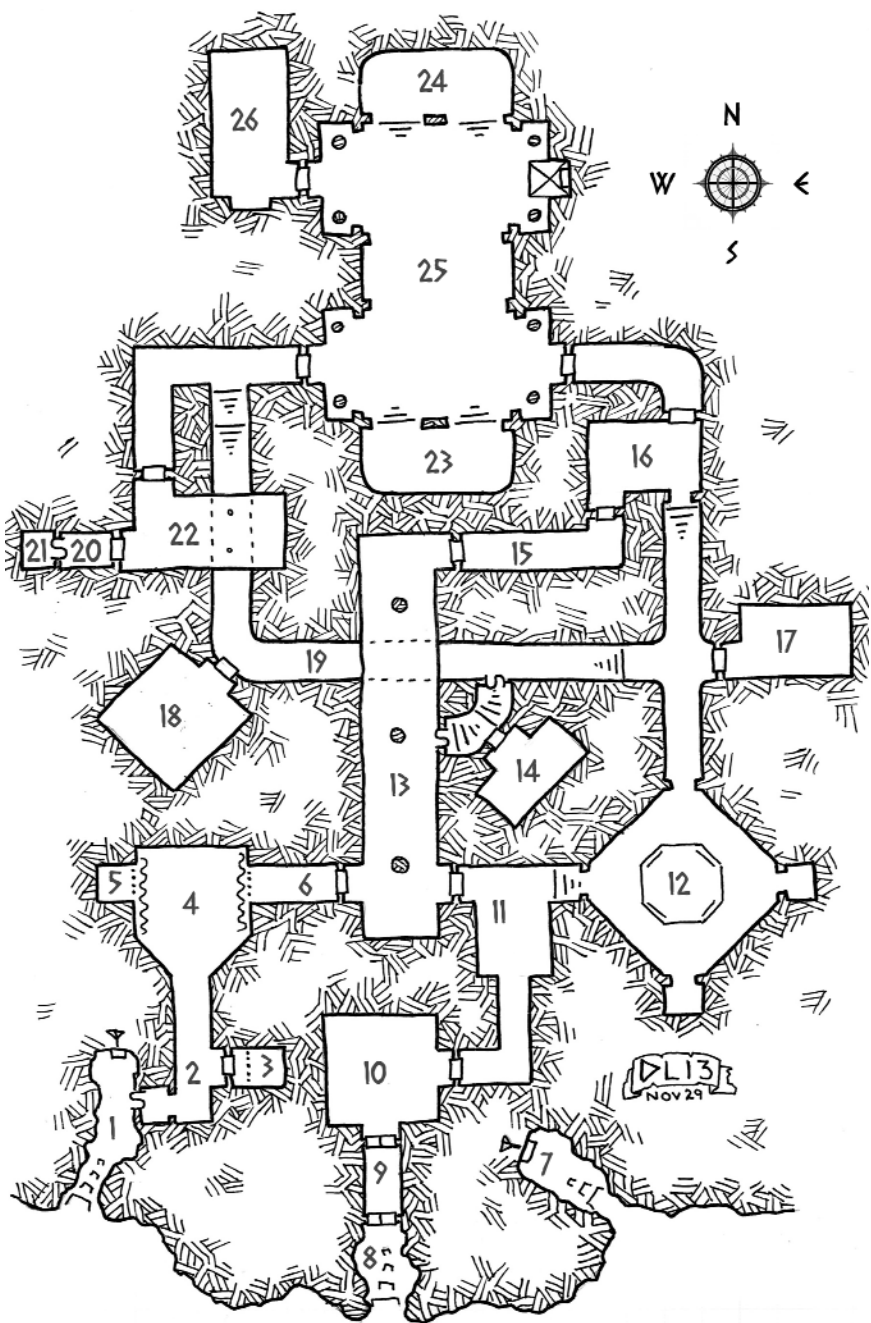
0906

Tanglebriars and mantraps stalk through the grasses (AC 8, HD 1, Mv 30, Att 1, Dmg 1d4, Sv F1, M 11). These carnivorous plants are numerous (they hunt in packs of 2d4, and there are usually 1d6 packs in a territory). They are also extremely flammable, because it has not rained in some time. A dropped torch in this area could start a blaze that would set all the plains hexes afire.

0907

Euthis, the man who runs this small farm, is completely unaware of anything that's going on out there. He is quite drunk, and eager to share his foul-tasting peach-based concoction with anyone who will listen to him complain bitterly about his shrew of a wife. The drink restores 1d3 hit points.

DUNGEON: THE TEMPLE OF ACHILLES



BAD MYRMIDON – DUNGEON

Outside

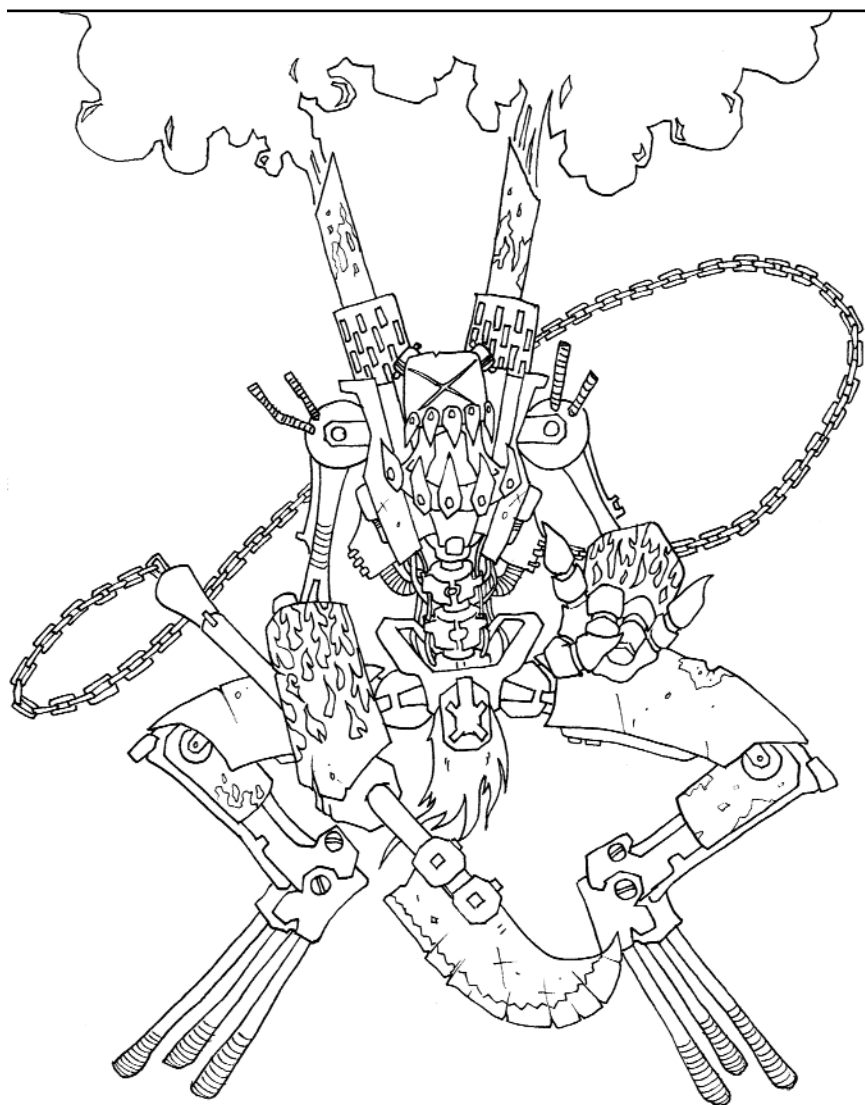
The Temple of Achilles (built by Achilles himself, in his own honor) is carved into the side of a mountain. One of the three entrances (#7) is a dead end, but the other two entrances (#1 and #8) will reward tenacity.

Area 1

Rough stone steps lead down into a small chamber whose walls are inscribed with the legends of Achilles. At the bottom of the steps lies a Myrmidon guard, castrated by a group of Amazons a few minutes ago. His spear is broken, but his large shield is of good quality. He carries a sack full of electrum coins (2d20) featuring a sunburst on one side and the lightning bolt of Zeus upon the other.

On the north wall, a message has been etched into the stone: LEARN THE TRUTH OF ACHILLES. There are markings underneath this message; these markings appear to be some kind of language or code. In truth, they are completely random. Approaching will trigger a pressure plate, which will cause an automated crossbow to fire a petrified centipede. If the victim fails the Dexterity check, the centipede will inflict 1 point of damage, and the victim will also lose 1 point of Constitution; those parts of it which break off under the skin will cease to be petrified, and will cause infection, burning, and rashes. The victim will lose an additional point of Constitution per day until the pieces are plucked out and the wound is treated (either through medicine or magic).

BAD MYRMIDON - DUNGEON



BAD MYRMIDON – DUNGEON

Three fake gems (easily recognizable as such) are embedded in the east wall. Each has a name etched beneath it. Under the emerald, on the left, the name Briseis is carved; below the ruby in the middle, Chryseis; beneath the diamond on the right, Clytemnestra. If the gems are pressed, from right to left (first Clytemnestra, then Chryseis, and last ?Briseis?), a secret door opens.

If the gems are pressed in the wrong order, the door locks, and the stone door must be broken down somehow. Successful use of thieving skills or an Intelligence check (to summon to mind the three women of Agamemnon, and the order in which he bedded them) will produce the solution to this puzzle.

Area 2

Beyond the secret door, an automaton named Talos is on patrol. A mechanical warrior created from bronze by Daedalus, Talos was once tasked with protecting Europa from pirates; now, he patrols the Temple of Achilles. His back is to the secret door, and there is a small window of opportunity for a surprise attack against the automaton.

Talos: AC 6, HD 3, HP 22, Mv 60, Att 1, Dmg 1d6+2, Sv F3, M 12; immune to illusion, and any other magic which affects sight, sense, perception, or intelligence.

BAD MYRMIDON – DUNGEON

Area 3

An Amazon named Ancanthe is imprisoned. She entered a small room, triggered a trap, and moved too slowly to get past the heavy porticullis that slammed down behind her. She promises gold if the adventurers will release her; if freed, she is as good as her word.

Ancanthe will reward her rescuers by offering to carve a sacred rune into someone's arm; she assures them that this is worth more than gold, but stubbornly refuses to explain why (as it is forbidden to discuss). The rune is a sigil of protection and aid among the Amazons; anyone wearing it will be treated as an ally by the Amazons, but if a Myrmidon sees it, violence will ensue.

Area 4

Thick curtains along the eastern and western walls depict the horrid deaths of Amazons; gleeful Myrmidons are shown flaying them, crucifying them, and impaling them on thick wooden spikes. Achilles, wearing a golden crown, watches from atop a mountain. Behind the curtain on the western wall, there's a hidden room (#5). Behind the curtain on the eastern wall, there's a short corridor (#6).

BAD MYRMIDON – DUNGEON

Area 5

The Myrmidons have trapped this room. First, they dumped several torn leather sacks in the corner, then tucked 6 gold pieces in one of them (and arranged the sacks so that a couple of the coins would be visible). Then they deliberately hammered away at a brick just behind the sacks, moving the brick away from the western wall.

Anyone approaching that area will trigger a 10' spray of acid from a concealed nozzle in the ceiling. The acid inflicts 1d4 damage, and the damage to the skin will reduce the victim's Charisma score by 1. A successful Dexterity check will halve the damage (round up) and eliminate the Charisma penalty. Furthermore, a heavy porticullis will slam down, trapping persons inside the room unless they can escape in time (another Dexterity check). Strong characters may be able to lift the thick iron bars.

Area 6

A porticullis has slammed down here, and must be lifted (or another way through must be found). Beyond the porticullis, a bloody Hyrundian Lion nurses its wounds. The Amazons brought it along, but abandoned it when it was injured. The lion resents the Amazons that it served so loyally. If treated with kindness, it will be grateful enough to fight on its new master's behalf. In its current state, it can only attack once per round, but if healed, it will regain its other attack. AC 7, HD 2, HP 2 (12), Mv 60, Att 2, Dmg 1d4, Sv F2, M 10.

BAD MYRMIDON – DUNGEON

Area 7

The floor is thick with dust. At the bottom of the stairs, there is a thick wooden door with brass hinges. It is a fake door, and trapped. Oil will squirt from the ceiling, and gears behind the door will turn, causing sparks to fly from the door's keyhole. A quick-thinking adventurer may be able to prevent immolation by covering up the keyhole (with a successful Dexterity check, or through some other means). Damage from burning is 2d4+2, save vs. breath weapon halves. Behind the door, there is only stone.

Area 8

The double doors in this room are enchanted with an illusion: it appears that there are windows in the doors, and through the smudged glass, the adventurers can see dozens of Myrmidons gathering for battle. The soldiers oil and sharpen their weapons, gather up scrolls and potions, and unchain great two-headed war dogs. However, if the adventurers wait long enough, they will see the Myrmidons performing the same task over and over again, revealing the deception.

Area 9

There are no Myrmidons in this room; instead, fist-sized spheres of fire float through the room like dust motes. Any disturbance in the air moves these spheres. The walls and floor are coated with oil. Severe burning is a likelihood unless steps are taken.

BAD MYRMIDON – DUNGEON

Area 10

The room is full of old clay pots, wooden trays atop ceramic bowls, and marbles in dented bronze helmets.

Within this chamber, sound is distorted and amplified. Each passing second increases the volume of the reverberations. A single footfall produces a thudding sound that echoes again and again until it sounds like boulders tumbling down a mountain-side. Each new sound requires a new wandering encounter check.

Area 11

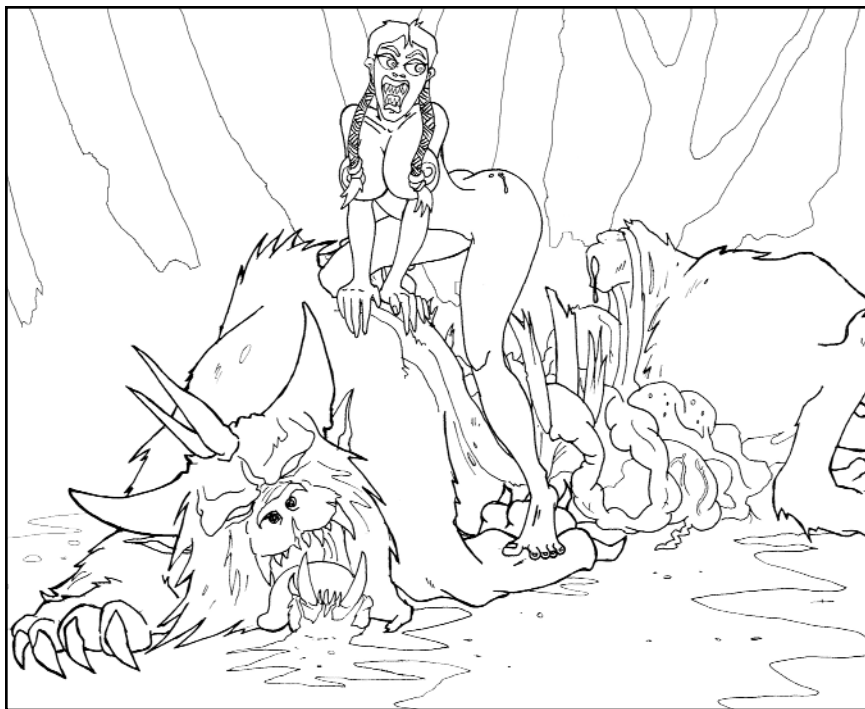
A dead Myrmidon (chopped open from neck to crotch, the cavity packed with feces) clutches a handwritten note. It reads:

The penis ale
Stills veil
Boning blesses
Her cud tenses

A successful Intelligence check, or the actual work of the players, or some other method, will reveal that the poem is an anagram for: “Penthesilea still lives. Blessing bones ends the curse.”

Upon the Myrmidon’s person, the following can be found: 312 silver, a bronze spear, a bronze short sword, a sling and five bullets, and two torches.

BAD MYRMIDON – DUNGEON



Area 12

Atop an octagonal dais, Hippolyta rests on the carcass of a horned beast deployed by the Myrmidons. This undead Sister of Penthesilea will not attack immediately; she'd rather know who she is dealing with. Hippolyta hates the Amazons and Myrmidons equally, and will attack any of them on sight. Those whom she does not know are given a chance to explain their allegiances. Flattery and tribute (especially in the form of gold) will help. AC 4, HD 4, HP 27, Mv 90, Att 2, Dmg 1d6+special, Sv F4, M 10; each successful attack drains the victim of 1d4x100 experience points; unharmed by normal weapons (takes regular damage from silver/magical weapons).

BAD MYRMIDON – DUNGEON

Area 13

Three automatons, similar in structure to Talos (#2) stand atop the three marble pedestals. Each pedestal is decorated with fake gemstones: the northernmost pedestal is covered in fake emeralds, the one in the center is decorated with false rubies, and the southernmost pedestal is covered in bits of glass that look like diamonds. If any three emeralds are pressed, followed by one of the rubies and one of the diamonds, then a secret door will open, revealing a short corridor that leads to #14 and #19. The short corridor curves slightly, and leads to a secret door; from the other side, in #19, it is concealed, but on this side, the mechanism is clearly visible. There is also a door leading to #14. The door reads OPEN NOT.

If any of the false gems are pushed in the wrong order (such as starting with a ruby or diamond, or pressing two of the same type in a row), then the automatons will step down and attack.

Along the floor, between the central and northernmost pedestal, small objects cling to the ground stubbornly; this is due to the strange gravity in #19. It will not affect large objects or people.

Automatons: AC 7, HD 2, HP 7, 10, 11, Mv 60, Att 1, Dmg 1d6, Sv F2, M 12; immune to illusion, and any other magic which affects sight, sense, perception, or intelligence.

BAD MYRMIDON – DUNGEON

Area 14

Here, the Myrmidons stashed weapons and gear in case of emergencies. In carefully-arranged packs, the adventurers will find 1d6 bronze daggers, a bronze longsword, a potion of invisibility labeled SEE ME NOT, and a set of manacles.

Area 15

Penthesilea's weird magics have caused the statues in this hallway (depicting Achilles' allies) to collapse and reform into a single entity. This stone creature has several arms and legs and heads, all made of stone, joined together in a strange configuration. The statue-monster (AC 8, HD 2, HP 12, Mv 30, Att 1, Dmg 1d6, Sv F2, M 9) will obey anyone with a Charisma score of 15 or higher. For each point of Charisma above 14, the statue-monster will fight once. Between battles, it will follow meekly, like a puppy. It cannot communicate.

After performing the specified number of battles on its master's behalf, it will look for another person in the group with a high Charisma score. If none can be found, it will attack everyone in the group.

Each time the thing sustains more than 2 points of damage, it loses a limb (which is shattered or irreparably damaged). However, additional limbs can be grafted on, provided that they are of similar stone, and some kind of cement or mortar is used. This can change the monster's attributes in some way (extra HP, improved AC, more damage).

BAD MYRMIDON – DUNGEON

Area 16

Platinum coins float through the air: 1d20 of them simply float from one end of the room to the other like flower petals. Each coin that is plucked from the air causes a point of damage to Dithea, in #18. Her screams are not audible from here, but can be heard by anyone in the western half of #19.

Area 17

In this room, gravity is reversed; torch-fire will begin to pull down, singing someone's fingers, as the group enters. Furthermore, small objects, such as laces and tassels, will begin to pull upwards. If these indicators are ignored, gravity will switch as one enters, flinging the person 20' into the air towards the ceiling -- which now acts as the floor.

There's an acid-trap in this room, placed by the Myrmidons; anyone walking on the ceiling can disarm the trap with ease, without so much as a skill check. Along the eastern wall of this room, there's a glass jar full of silver coins (1d1000), intended as bait by the Myrmidons. The jar flew up into the air and crashed against the ceiling, where the coins are now piled up.

If all of the platinum coins were plucked from the air in room #16, then the reversed gravity in this room will only last for 1d4 minutes, after which time everything -- people, jars of acid, silver coins -- will fall back down to the stone floor.

BAD MYRMIDON – DUNGEON

Area 18

In this room, Amacles (leader of this temple's guards) hid his wife and two loyal Myrmidons. Amacles' wife is named Dithea, and she's the only person left alive in this room -- perhaps. The two men stationed here to protect her are now dead, their bodies turned inside out (as though a giant hand had reached in their mouths, grabbed their innards, and yanked hard).

Dithea is in dire straits as well. She's pinned to the ceiling by the warped gravity, and for each platinum coin taken from the air in #16, a coin-sized chunk of flesh is torn from Dithea's skin (and a point of damage is sustained).

It's possible that when the adventurers enter this room, she will be dead, her body covered in circular wounds; or else she will be unharmed but pinned to the ceiling and in need of rescue.

If she is dead, Amacles will doubtless blame the adventurers and make it his mission in life to crucify them.

Dithea is a 2nd-level cleric, and wields a morningstar +2. She's clad in leather armor, and carries a small shield. Should the adventurers rescue her, she'll be grateful, but if she believes that they're affiliated with the Amazons, or with the Sisters, she will attack regardless.

BAD MYRMIDON – DUNGEON

Area 19

Anaxilea, an Amazon, was fleeing one of the Sisters of Penthesilea when she blundered into a gravity whorl; this enchanted phenomenon pulled the skin from her belly even as it slowed time to a crawl along the length of this corridor.

Though it's possible to access the door to #18 if one approaches from the north, and it's possible to walk from #17 all the way to the secret door, the rest of #19's length is occupied by this strange gravity vortex.

In excruciating slow-motion, one can see that Anaxilea's bowels are being torn from her body, as the plate mail over her abdomen is peeled aside like paper. Drops of blood are frozen in the air like tiny red marbles. It seems that she is frozen still, unless one waits long enough to discern a slight movement. Her death will take the better part of a year to complete.

Anyone who enters this area faces a similar fate; though saving throws and Dexterity checks may help to dodge additional gravity whorls, months or years will go by while the adventurer traverses the corridor's length.

Interestingly, the gravity distortion only affects the bottom half of the corridor; those moving across the ceiling, or the upper part of the walls, are safe (unless they lose their grip due to slippery walls).

BAD MYRMIDON – DUNGEON

Area 20

Antiope, one of the Sisters of Penthesilea, rides a frog-like monster known as a cetus (AC 7, HD 2, HP 15, Mv 90, Att 1, Dmg 1d8, Sv F2, M 11; casts charm person once per day). If the adventurers don't swear loyalty, she'll attack. Declarations of loyalty are not enough; she'll want to check their forearms for Amazon sigils, and she'll search them for Myrmidon coins.

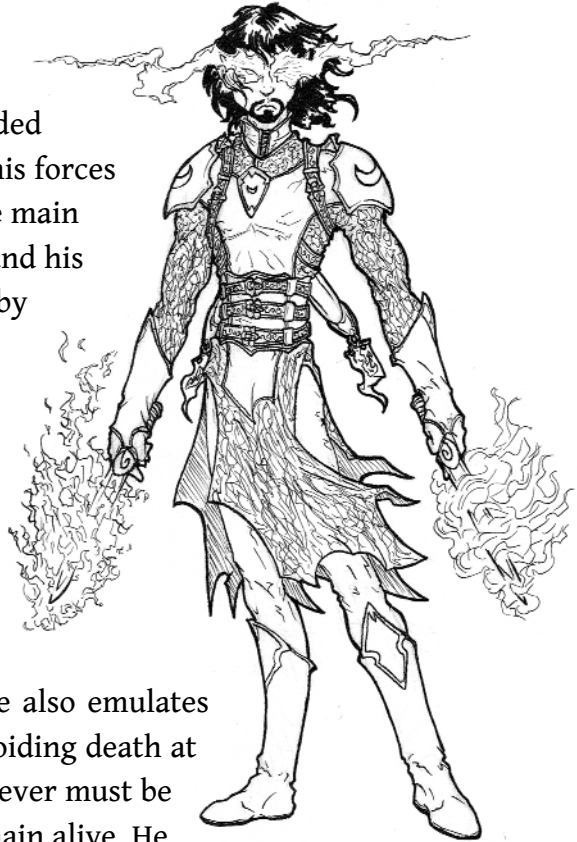
Antiope: AC 4, HD 4, HP 30, Mv 90, Att 2, Dmg 1d6+special, Sv F4, M 12; each successful attack drains the victim of 1d4x100 experience points; unharmed by normal weapons (takes regular damage from silver/magical weapons). She wears a ring of fire resistance, and she carries 2307 gold and a potion of healing.



BAD MYRMIDON – DUNGEON

Area 21

Amacles, leader of the Myrmidons, headed up to #25 to gather his forces and try to retake the main room. However, he and his team were attacked by Antiope, and Amacles was forced to fall back. He's barricaded the door between this room and #20.



Amacles wants to save his wife, but he also emulates his idol, Achilles: avoiding death at all costs, doing whatever must be done in order to remain alive. He has no use for honor, glory, or righteousness, preferring instead to turn on any ally in the blink of an eye, or to abandon those he loves if it means avoiding risk.

However, he'll gladly accept the help of the adventurers, and will encourage them to join his side, promising fabulous riches if only the main room (#25) can be retaken. Amacles: AC 3, HD 4, HP 25, Mv 60, Att 1, Dmg 1d8+special, Sv F4, M 6; wields two flaming swords +1 and carries a potion of fire gaze (functions as fire ball, 2 attacks for 3d6 each, 240' range).

BAD MYRMIDON – DUNGEON

Area 22

This secret room can be accessed from #21 if one notices the discolored bricks along the western wall and pushes one of them.

In a silver bowl sits a single brown egg with pale blue spots. This is one of Achilles' finest treasures: a gorgonhair egg.

If touched or disturbed in any way, the egg cracks open; it's empty, except for a sorcerous mist that fills the room. Everyone in the room must save vs. spells.

Each person who fails the saving throw vomits up 1d20 rubbery serpents, glistening with bile. Each of these snakes slithers for the nearest boot or ankle; its goal is to rapidly make its way to the victim's head.

Each snake attacks as a 1 HD creature, and a successful hit means that the snake has reached the victim's head. It drives its tail into the skull and becomes permanently affixed. The victim now possesses the power of petrification (which can be used once per day).

The number of snakes in a person's skull is equal to the saving throw that must be rolled by the victim -- for example, if the person has five gorgonhair snakes, then the victim of petrification must save by rolling a 5 or higher; if the person has 14 snakes, then the victim must roll a 14 or higher.

BAD MYRMIDON – DUNGEON

Area 23

Near the blood-splashed fountain along the southernmost wall, 1d6 Myrmidons have pulled back, out of range of thrown weapons; they're desperate and terrified, and they're ready to evacuate the temple and let it burn. However, the adventurers may be able to rally them for one last advance. Myrmidons: AC 6, HD 2, Mv 60, Att 1, Dmg 1d8, Sv F2, M 7.

If there are 3 or more Myrmidons, one is actually an Amazon disguised as a man. In the panic and chaos, the other Myrmidons haven't noticed yet.

Area 24

The remaining 1d8 Amazons are planning to do something drastic. They're not sure what, but it definitely involves the barrel full of oil that they found in the supply room in the northeast corner of #25. Amazons: AC 5, HD 2, Mv 60, Att 1, Dmg 1d8, Sv F2, M 12.

If anyone searches the fountain along the northern wall, they'll find that someone (one of the Myrmidons) snuck into #26 and pilfered a treasure, which was stashed here. It's the Tarrasque Wand -- a magic rod allows you to take possession of one of the pixies that live on the back of the Tarrasque. These pixies know where to rub the monster to make it obey; they have destroyed several civilizations by massaging and tweaking the little soft spots between its armored plates.

BAD MYRMIDON - DUNGEON



BAD MYRMIDON – DUNGEON

Area 25

Among the corpses of Amazons and Myrmidons, Melanippe, one of the Sisters, is battling with an automaton. When it's dead (it's at 1 hit point now), she will turn her attention to the enemies on either side of her. She has no interest in negotiating with adventurers, and will kill everyone in this temple to take her revenge on both Achilles and Penthesilea.

Melanippe: AC 4, HD 4, HP 28, Mv 90, Att 2, Dmg 1d6+3+special, Sv F4, M 12; each successful attack drains the victim of 1d2 points of Constitution. There's a 60% chance that it's temporary (1d20 hours) and a 40% chance that it's permanent. She wields the Girdle of Hippolyta, which gives her a damage bonus of +3; and Harpe, the sword used by Perseus to decapitate Medusa (+2 to hit/damage, +3 against magical monsters).

Area 26

The treasure of Achilles are surrounded by the bones of Penthesilea. If her bones are blessed or prayed over in any way, all gravity and temporal distortions and phenomena throughout the island will cease. This room contains 1,761 gold, 3,542 silver, 459 platinum, and the following magical items: the sickle of Cronus (1d8, hit/damage +1, double damage against magic users, clerics, and monsters that use magic); Apollo's Bow (a longbow +1, causes disease in any victim that doesn't save against spells); and the Hide of the Nemean lion (a fur coat that provides an armor class of 5, even to magic-users).

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