

ADVANCED ADVENTURES MODULE #28

Redtooth Ridge

by Joseph Browning

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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REDTOOTH RIDGE

The plain wooden cup the dryad Aralina needs for her great oak's rebirth has been stolen by creeping foul things! Small, man-like, creatures with great heads assaulted her and, in the confusion, pick-pocketed the cup before fleeing towards Redtooth Ridge. Without her cup, her tree will die before it can reproduce and she will die with it. In her distress, Aralina has offered a reward of a beautiful coral necklace in exchange for her plain wooden cup. The call has gone out and surely a party exists willing to assault Redtooth Ridge?

Just beyond the control of man, Redtooth Ridge was once, long ago, dotted with the proud estates of the wealthy elite. It was a place of dance and song, wine and debauchery, magic and foulness. Such is now not the case. The once-tamed forest has reclaimed most of the ridge and it is now a flat-topped green outcrop, jutting from the surrounding hills like the ridge of a great giant's brow.

Although the wilds have returned, there are still many remnants of civilization upon the ridge. If the lure of the reward for the return of dryad's cup doesn't call to the adventurer's heart, surely there's old wealth hidden among the ruins for those brave enough to reach for it.

Stop! The information that follows is for the eyes of the gamemaster only. Knowledge of the contents will only ruin your enjoyment of the game.

Notes for the Game Master: Redtooth Ridge is a module designed for 6-10 adventurers of 1st-3rd level. A party will benefit from the presence of a ranger, but such is not necessary. It is recommended that you read through the adventure at least once (preferably twice) to fully familiarize yourself with the contents and surrounding themes of the encounters upon Redtooth Ridge.

It is assumed the GM has access to all the core books and all the monster books. These reference books should be at hand when running the game.

WHAT'S GOING ON

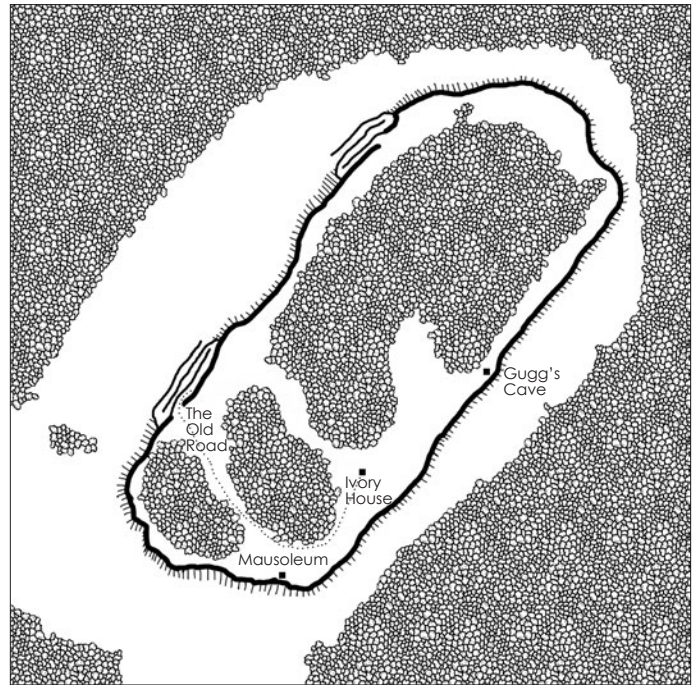
There are three major groups with interests on Redtooth Ridge. The first group is the local goblins called the Black Arrow Clan. These goblins have a tattoo of a black arrow upon the back of their neck and their lair lies to in the forest several miles north of Redtooth Ridge. They constantly send scouting/foraging groups through the ridge. These parties avoid the Ivory House (see below) as they believe it cursed and haunted due the guardian statue's effect upon evil creatures. In this adventure, the lair of the Black Arrows is not detailed, but if the GM wishes, such should be easily created if the party desires to travel further north.

The second major group is the ghouls lairing in the old mausoleum cut into the cliffs along the southern end of Redtooth Ridge. The ghouls also tend to avoid the Ivory House after one of their members was slain by the guardian statue. However, the temple in the house draws their foul attention, and they have created a way into the house to defile the temple. They also enjoy bringing their soon-to-be victims to the temple for a bit of what ghouls foully consider fun.

The last major group, and the group responsible for the theft of the dryad's cup, is the mites and pests living in the secret area under the stables as well as under the Ivory House proper. These small creatures have recently been ousted from their subsurface lair and have relocated to a new temporary lair. They send out daily scouting groups looking for a more proper (and preferably deeper) lair. The mites have no knowledge of the value of the cup they stole from the dryad and have it carelessly thrown among a pile of debris.

REDTOOTH RIDGE

ONE INCH EQUALS 2 MILES



Rounding off these three groups, a tough ogre named Gugg calls Redtooth Ridge his territory. On non-aggressive terms with the goblins of the Black Arrow Clan, Gugg's personal odiousness makes their agreement tenuous. He lives along the eastern edge of the ridge, in a natural cave requiring him to squeeze through to enter.

IN YOUR CAMPAIGN

There are several ways to include Redtooth Ridge in your campaign. The easiest is to simply drop the ridge into any forested and hilly location appropriate and rely upon the intriguing Ivory House to lure players into the area. The background of the house is easily alterable to suit most campaigns and if the exterior requires some alteration (if neoclassical is inappropriate) a simple descriptive change should suffice.

This module provides a distressed dryad as the primary motivation for the player characters. A reward, the promise of additional wealth, and something to hunt down are perhaps the most traditional of all reasons for adventuring.

REDTOOTH RIDGE

Redtooth Ridge is a forested butte that juts up from the surrounding wooded hills. Along the southwestern and northwestern edge of the ridge are the remains of two ancient paved roads that once wound upwards to many houses and luxury estates upon the ridge. The northwestern road has all but disappeared to time, but the southwestern is in better shape. There are several other ways up to the ridge's flat top, but they are quite a bit more precipitous than the old roads. The ridge stretches over five miles in length.

Wandering Monsters: Every four hours, there is a 1 in 8 chance of encountering wandering monsters on Redtooth Ridge and in the nearby surrounding areas. If an encounter occurs, roll 2d6x10 to determine how far away the encounter is from the party. Losses will not be replaced. If the same encounter is rolled more than once (excepting encounter 6), the characters catch a lucky break and no encounter occurs.

- 1-4 **Ghouls** (SZ: M; AC 6; MV 90 ft.; HD 2; HP 8, 9, 12, 13; #AT 3; Dmg 1-3, 1-3, 1-6; SA Paralyzation; AL CE). If killed, remove an equal number from the Mausoleum's numbers.
- 2-5 **Stirges** (SZ: S; AC 8; MV 30 ft., flying 180 ft.; HD 1+1; HP 2, 4, 6, 7, 8; #AT 1; Dmg 1-2; SA Blood drain; AL CE). If killed, remove an equal number from the Ivory House's numbers.
- 2-8 **Wolves** (SZ: S; AC 7; MV 180 ft.; HD 2+2; HP 7, 8, 9, 11, 12 (x2), 14, 15; #AT 1; Dmg 2-5; AL N).
- Giant Slug** (SZ: L; AC 8; MV 60 ft.; HD 12; HP 78; #AT 1; 1-2; SA Acid spit for 4-24 damage; AL N). This great creature has just entered the area and, as of yet, none of the established occupant of the ridge know of its existence. Wise would be the player character that runs from this encounter.
- Wild Boar** (SZ: M; AC 7; MV 150 ft.; HD 3+3; HP 18; #AT 1; 3-12; AL N). Everyone likes bacon except the pig, and this pig will fight back.

Player's Introduction: Read or paraphrase the following to the players once you and they are ready to begin.

Your party has heeded the call of a desperate dryad. Not more than two days ago, the dryad Aralina was accosted by a group of large-headed, small humanoids. During the scuffle, one absconded with her oak cup; the cup needed by her tree to reproduce and needed by her to continue living. Her reward of a fine necklace of rich coral has drawn your interest. But more than that, you know somewhere upon Redtooth Ridge lies old treasure awaiting your discovery. To the northeast! To Redtooth Ridge!

The dryad Aralina will answer any questions the party asks her to the best of her ability. She doesn't know what types of creatures attacked her, but she will adequately describe the pesties and mites. If asked about other dangers, she'll warn the player characters that goblins are not unknown on Redtooth Ridge, and that there is a single ogre (named Gugg) sometimes seen in the area. Aralina knows of the old road up to the ridge and will offer that as a possible method for achieving the ridge top.

Aralina, Dryad: (SZ: M; AC 9; MV 120 ft.; HD 2; HP 14; #AT 1; Dmg 1-4+1; SA Charm; MR 50%; AL N). Possessions: Dagger +1, coral necklace worth 1,000 gp.

Beginning the Adventure: Once the PCs begin travelling to the ridge, the GM should describe the area as forested hills. The clouds are thick and rain is a possibility. Tracking the mites and pesties is an impossible task for the untrained, but a ranger has a base 80% chance (plus +5% per every ranger level over 1st) of following the tracks until reaching where the old road ends at the top of the ridge. The tracks there become harder to follow (base chance reduced to 50%). If followed the whole way, the tracks lead to the Ivory House, but the cobblestones of the near grounds reduces the chance of detecting where within the compound the mites and pesties traveled to a base chance of 20%.

Every hour brings a 5% cumulative chance of light rain lasting 1-4 hours. If rain starts, reduce the chances of tracking by 10% per hour of rain.

THE OLD ROAD

The old road is only slightly more than a path now, but its solid construction has prevented the growth of all but small grasses, and the center of the road is still clear. Greenery encroaches upon its sides however, and within a decade or so, all memory of the old road may pass away.

Gugg the ogre has just descended from the ridge. Gugg is sitting down on one of the switchbacks midway between the base and the top of the ridge, making a meal of a mite and a pestie he caught with his bare hands. He's in an unusually good mood as he greatly enjoyed slowly squeezing his wee prey, fully enjoying their helpless struggles. These two unfortunates won't make much

more than a light snack for the ogre, but he's decided to tuck into them along with a wheel of moldy cheese anyway. Gugg's location and preoccupation provides the characters a better than average chance to surprise him (surprise in 1-3).

Once a leader of an ogre clan, Gugg was outcast for offenses against the chief and has since wandered alone. He's unusually thin for an ogre and a good foot taller than average and his temper is foul even by ogre standards, but he's got a quick mind and has mastered the art of throwing a trio of axes he looted from a previous victim. His expertise doubles the normal range and adds +1 to hit and +1 to damage. Gugg's a tenacious fighter, but if brought under 10 hp, he'll flee as quickly as possible. He is aware that one of his axes is magical (the slight glow makes such obvious) and he will refrain from throwing that axe unless he believes he stands a good chance of success in a combat.

Gugg, Ogre: (SZ: L; AC 3; MV 90 ft.; HD 4+1; HP 31; #AT 1; Dmg 2-12 (fist), or 1-10+2 (sword) or 1-6+2 (hand axes); SA Attacks as 7 HD creature; AL CE). Possessions: Two-handed sword with decorative hilt worth 60 gp, 2 hand axes, **hand axe +1**, a large moldy cheese, the bodies of a mite and pestie, 45 gp, 116 sp.

Note: Gugg lives along the eastern edge of the ridge, in a natural cave requiring him to squeeze through to enter. If the characters locate the lair without previously killing Gugg, there is a 20% chance he will be in his lair. His lair is a relatively small cave in which he has bundled piles of dry grasses and animal hides into a sleeping pallet. He managed to steal a chest from his former tribe and within it he keeps his treasure: 826 cp, 238 sp, 824 ep, 725 gp, 11 pp, and a finely-wrought silver necklace worth 300 gp. Additionally, he has rations and supplies for several weeks. Although it is doubtful that the characters would choose to indulge in ogre fare, it will sustain them if necessary.

ATOP THE OLD ROAD

Higher up where the old road meets the ridge top proper, a scouting party of **Black Arrow goblins** lies in wait, looking down upon Gugg as he eats. They managed to sneak up on the ogre below them and are currently debating on what they want to do. Most of them are quite content to let the ogre finish his meal and let him be on his way, but Bolmeg, the leader of the band, wishes to attack the ogre from the advantageous position the goblins possess to get rid of the beast once and for all. Bolmeg believes he has a chance to improve his standing in the tribe as the death of the ogre would be quite the coup.

The goblins will react differently depending on how the player characters deal with Gugg.

1. If the characters fight the ogre and quickly defeat him, the goblins pull back and shadow the party, using their knowledge of the terrain to allow them to keep tabs on the characters while remaining unseen. The goblins do this until an appropriate time arises for them to attack, such as when the party appears weak or sleeping. If the goblins trail the characters for long enough, they'll eventually join up with the second goblin scouting party and together attack, regardless the status of the characters.
2. If the players fight the ogre and win, but appear depleted in their resources, the goblins immediately attack, hoping to gain not only the treasure of the ogre, but that of the party as well. They'll begin with several rounds of slinging focusing on those in light or no armor. Any member of the party that displayed spell-casting abilities will be a priority. After weakening the party with missile weapons, they'll descend for melee. From their advantageous position, the slinging goblins gain a +1 to hit and have their AC reduced by four steps.
3. If the player's decide to not engage Gugg, the goblins decide to attack the ogre, following the plan of attack described in 2

above. If the players attack the goblins while they are in combat with the ogre, the goblins instantly flee up the switchbacks. They don't have the morale to fight two groups at once.

Bolmeg, Goblin Leader: (SZ: S; AC 6; MV 60 ft.; HD 1; HP 8; #AT 1; Dmg 2-7 (pick) or 1-4 (sling); AL LE). Possessions: Footman's pick, sling, 20 sling stones, two day's goblin rations, waterskin, 6 gp, 12 sp.

Goblins (8): (SZ: S; AC 6; MV 60 ft.; HD 1-1; HP 2 (x2), 3 (x2), 4 (x2), 5, 7; #AT 1; Dmg 1-6 (short sword) or 1-4 (sling); AL LE). Possessions (each): Short sword, sling, 20 sling stones, two day's goblin rations, waterskin, 6 sp.

THE IVORY HOUSE

Located on the southwestern edge of Redtooth Ridge, The Ivory House was once a secluded guest house for a now-destroyed great manse lying towards the north. But seclusion is a relative term for the wealthy, for the guests at The Ivory House had a full complement of servants, a private library, an art and music room, as well as smaller gardens and promenades. Much of this remains in remarkable condition.

In its prime, the house was a work of art. The general architectural style is neoclassical, but the library tower looks more like something straight from the medieval period—made of large stones well-set with an almost pinkish mortar. The roof of the house and the stable is red tile. All the windows on the ground floor are narrow (a man can barely squeeze through) and high up near the ceiling. Additionally, all the ground floor windows are still barred (weakly - bend bar percentages should be doubled) excepting the ones over the easternmost windows of the chapel where the ghouls have worked their way through. The Ivory House has two stories except for the library tower which looms four floors high.

Unfortunately, a catastrophe happened to the house sometime, damaging it structurally. Many of the doors within are now jammed shut by the shifting foundations and cracks are visible on many of the thick walls of the building. For unknown reasons, the house was immediately emptied of people after this earthquake, leaving most of the interior as it was at the time of the disaster.

Now the house has fallen upon hard times. The 6-foot-tall stone wall surrounding the property has partially collapsed in several places, making access easy—the iron gates that once closed the main entrance long-ago consumed by a wandering rust monster. Within the walls, the cobblestones have fared better than the old road, and although messy with small vegetation, the grounds have resisted the growth of larger plants.

1. THE OUTER WALL AND SURROUNDS: A 6-foot-tall stone wall surrounds the property of the Ivory House. There are many crumbled and fallen places, allowing for easy egress. The tree line comes right to the walls and in some places a growing tree has tipped a wall section far from plumb. If the characters circumnavigate the wall, they discover three different types of tracks in the soft, muddy ground. Along the northwestern fallen area (near the stables) the characters discover very small humanoid tracks. Along the eastern wall (near the chapel) the characters discover man-sized tracks made by shoeless or bootless creatures. Along the entire wall, the characters discover additional man-sized tracks made with shoes or boots. These tracks respectively correspond to the mites and pesties, the ghouls, and the occasional goblin scouting/foraging groups that pass by the Ivory House.

A ranger has a chance of identifying the tracks with more precision. As mites and pesties are not common to the surface, a ranger has only a base 5% chance plus an additional 5% chance per level above 1st to identify those tracks. Ghouls, on the other hand, are quite a bit more common, providing a base 25% chance with the same level modifier. Goblins are quite common and should be familiar to any ranger, providing a

base 80% chance plus the level modifier. Additionally a ranger can make an informed guess about the number of creatures, allowing a ranger PC to postulate at least a dozen mites & pesties, at least 3 ghouls, and at least half a dozen goblins.

Two hours after the PCs first discover the Ivory House, a band of goblin scouting/foraging party passes by the house and does a single circuit around the wall. If the characters have taken no precautions regarding leaving tracks of their own, the goblins identify these strange tracks as non-goblin and surreptitiously investigate the Ivory House grounds. They will not enter the house, but they will wait and set an ambush for any party exiting the house.

If Bolmeg's band has been following the party, these two groups meet up and decide to attack together, believing in strength in numbers. Bolmeg conveys any information he knows of the party to Galblag and suspected abilities are taken into consideration when laying the ambush.

Galblag, Goblin Leader: (SZ: S; AC 6; MV 60 ft.; HD 1; HP 8; #AT 1; Dmg 2-7 (pick) or 1-4 (sling); AL LE). Possessions: Footman's pick, sling, 20 sling stones, two day's goblin rations, waterskin, 6 gp, 12 sp.

Goblins (8): (SZ: S; AC 6; MV 60 ft.; HD 1-1; HP 1, 2, 3 (x3), 4, 6 (x2); #AT 1; Dmg 1-6 (short sword) or 1-4 (sling); AL LE). Possessions (each): Short sword, sling, 20 sling stones, two day's goblin rations, waterskin, 6 sp.

2. THE GROUNDS: All of the grounds within the outer wall of the Ivory House are paved over with cobblestones in remarkable shape for their age. These stones make tracking difficult (see previous information) but assist in any thief's attempts to move with silence; adding a +30% to a thief's normal chance. If a dwarf inspect the cobbles, there is a 50% chance to identify the cobbles as made from a particularly obdurate type of rare olivine basalt. If the quarry from which the stone was drawn could be found, there may be significant money to be made from the stone.
3. THE STABLES: The doors of these stables were once made of an iron frame with wooden slats, but like the main gate into the grounds, the iron in the door has succumbed to the predacious rust monster. Made of the same olivine basalt as the cobbles, the walls of the stables have well-resisted the passage of time and the tiles upon the roof have borne up hardily as well. The stables are a tall two-story affair and second-story windows allow light inside.

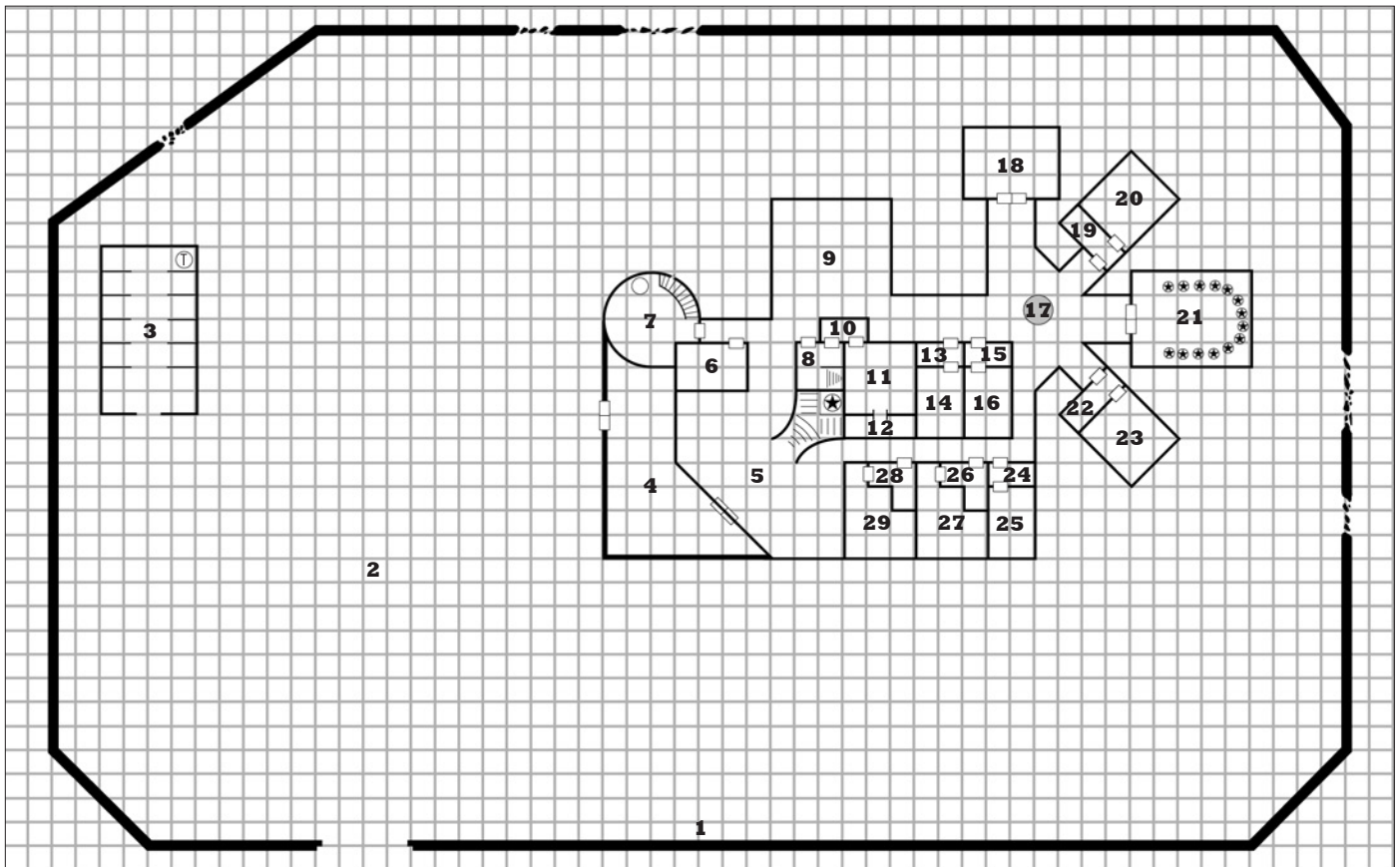
The interior of the stables is in worse shape than the exterior and roof, but the divisions between the various stalls are easily perceived. In the back, the entire upper level that once held large masses of hay and horse feed has collapsed, resulting in a tumbling mess showing past usage as nests for a long series of various animals. Currently the area is unoccupied by any of the creatures of the forest although a few bird nests in various nooks and crannies enliven the interior.

In the far northeastern stall, mostly buried under a pile of detritus, is a secret trap door leading downwards. The door has popped open from the heavy falling timber, but is open less than a foot wide, and resists opening farther due the weight of the debris upon it. Clearing the debris allows the door to easily open, but takes 2-12 hours of effort. A successful bend bars/lift gates attempt can widen the opening to 18-inches, but cannot force it any further.

Right inside of the door is a **pestie** watcher, his eyes and ears constantly guarding the entrance to his lair. The watcher remains completely still and cannot be seen by normal means. The watcher can be detected with infravision if the PCs are

THE IVORY HOUSE GROUND FLOOR

EACH SQUARE EQUALS 10 FEET



exploring the stables in the dark at night. The watcher will just observe the party unless they begin digging around the debris in the back of the barn, whereupon he will retreat downward and warn the entire lair of what trouble lies above.

Pestie: (SZ: S; AC -4; MV 210 ft.; HD 1-1; HP 3; #AT 0; Dmg 0; SD +3 saves against dodgeable spells; AL N). It carries a wee belt pouch containing 13 cp.

4. THE INNER COURTYARD: Separating the grounds and the entrance into the Ivory House, the inner courtyard is paved with the same olivine basalt. The paving here is much more precise and the area is free of all but the smallest of grasses. The two great wooden doors into the inner courtyard are still standing and in passable condition, but squeak loudly when opened (roll a wandering monster chance). The doors leading into the house proper are also in good condition and significantly less squeaky than the outer doors.
5. THE FOYER: More than likely, the player characters will be first subjected to the guardian statue's (see AREA 30) magic when they enter the foyer.

Like the entire ground story, the floor of this grand entry is tiled with rich marbles in pleasing geometric patterns. The area is surprisingly barren of decoration and a thin dust has settled upon the tiles. This dust has been disturbed in several places, most notably near the doors leading to the inner courtyard, as if several times throughout the years creatures have entered the foyer just to turn around quickly. Along the corridor leading towards the dining room, there are barefoot footprints (belonging to the ghouls currently in the chapel) that lead all the way down the grand hall past the magic fountain. There is also a single path of solid footsteps leading up the stairs to the **guardian statue** that ends at a goblin corpse.

At the foot of the guardian statue about three-fourths up the split stairs is a well-rotted corpse of a goblin on a small landing, his skull terribly crushed in. For more information on the dead goblin and the guardian statue and its magic, see AREA 30.

6. STORAGE: This room contained the many different things needed for daily maintenance of the Ivory House. The room is mostly bare. In one corner is a pile of flooring tiles of various colors along with some spare roofing tiles of different shapes and sizes. A small woodworking and stoneworking toolset (worth 5 gp) has fallen between the wall and pile of tiles. Several rows of pegs line the wall upon which could be hung any of a multitude of various useful items.
7. THE LIBRARY: The door connecting the library to the Ivory House is stuck and requires a successful open doors check to open. The library once gleamed with polished brass book holders lining the walls, but weather and animals have taken a great toll. Among and under the reading desks, large piles of chewed paper have been formed into individual nests for the large group of **giant rats** living on the ground floor. Paper and parchment is strewn everywhere, even along the stairs that hugs the side of the tower leading up to the higher stories.

Unlike the rest of the Ivory House, the library tower is constructed of large pieces of stone mortared together with a pinkish mortar. Along the northeastern end of the ground floor and facing the outside of the dining area, one of the cracks in the building has caused a small outward collapse. The opening is large enough for a human to pass through by crawling. Next to this opening beneath the stairs going up to the second floor are three human skeletons of prior adventurers. They were killed outside by the giant rats and dragged into the library nest for safer consumption.

Upon the corpses is an assortment of items of interest. The magic user corpse has a dagger, a pouch containing 12 gp and 24 sp, and a **spellbook** in which the spells **read magic**, **sleep**, **affect normal fires**, and **unseen servant** are inscribed. The cleric corpse has a wooden holy symbol, a mace, a sling and 20 stones, a pouch with 3 gp, and a suit of worthless leather armor that bears the marks of many giant rat teeth. The fighter's corpse has a suit of split mail, a longsword, a dagger, and a longbow with a quiver of 20 arrows. If the hapless fellow had any coin, it has been subsumed into the rat's horde.

The rats have stuffed their shiny acquisitions into a large pile underneath the stairs and keep it covered with debris. In total, the nest has acquired 1,212 sp, 1, 437 ep, 6 50 gp gems, a gold and silver necklace worth 250 gp, and a **ring of wizardry** (doubling 1st-level spells).

Giant Rats (36): (SZ: S; AC 7; MV 120 ft., swimming 60 ft.; HD ½; HP 1 (x6), 2 (x 11), 3 (x12), 4 (x7); #AT 1; Dmg 1-3; SA Disease; AL NE)

7a. The second floor of the library is much like the first, an incredible mess of destroyed books. The door leading to the Ivory House is stuck so badly here that a bend bars/lift gates attempt must be made to force it open.

7b. This level is like the lower two, but some of the books have managed to survive the depredations of the giant rats. Among the ruins of hundreds of books a full dozen can be salvaged. Below are the title, author, weight, and value of the salvageable works:

- The Noble Hippogryff**, by Scowray Reeker (2 lbs., 50 gp)
- A History of the Keepers of Solitude**, by Peever Orow (8 lbs., 25 gp)
- The Laws of Manip**, by Demane Jink (2 lbs. 25 gp)
- The Orc Tribes of the Lanfar Hills**, by Tammock de-Malion (4 lbs. 50 gp)
- Perfect Eight**, by Ryleth Kenund (5 lbs., 725 gp)
- Seven Elements**, by Archibald Williamson (2 lbs., 70 gp)
- A Cyclopedia of Kurkish Antiquities**, by Knapparts Holk (7 lbs., 75 gp)
- Guzzler Dens**, by Volpo Alcofrybas (1 lbs., 165 gp)
- Cheeses of the Upperdales**, by Leda Pertbottom (1 lbs. 35 gp)
- Fyshe of the Sea**, by Blawn Carling, (5 lbs. 35 gp)
- Numbers**, by Jabbit Heuch (4 lbs., 85 gp)
- Bone Knitting**, by Capyl Benschaw (1 lbs., 65 gp)



7c. The fourth level is mostly empty of books as it was built to accommodate future accumulation of books. What few books remain are entirely worthless, having the bad luck of being placed directly below the only hole in the tower's roof. Exposed to the rain, the books are now just giant blobs of wood pulp and animal skins, bloated with moisture. Upon them grows a thick russet-colored mold of no consequence.

8. **BASEMENT LANDING:** This small room connects to the main hall and the kitchen (via the kitchen hallway). It is a spacious landing, allowing for larger objects to be brought into and out of the cellar below. The doors into this area are stuck fast, both requiring a successful bend bars/lift gates check to release. If a player character listens at the door, there is a 1 in 6 chance of hearing a slight moaning (from the zombies in the cellar) for non-thieves; thieves gain a +30% chance to their hear noise for this check. Opening either door attracts the attention of the zombies in the cellar. Once alerted, they start arriving on the landing in 3-6 rounds.

9. **DINING ROOM:** Over two dozen reclining couches dot this two-story-tall room, along with eight square tables. The room opens up to the second level and a minstrel's gallery is above and to the east. The owners of the Ivory House believed in reclined eating and all meals were served in this fashion. The couches are in decent condition (worth 50-100 gp each), but the eight tables seem almost new and are worth 100-200 gp each.

10. **KITCHEN HALLWAY:** This small hallway allowed the Ivory House servants to move between the cellar and the kitchen without showing themselves to those in the great hall. On the northern wall, a gifted servant painted a large mural depicting the sowing, and harvesting of wheat and other vegetables. Both doors into this area are stuck fast, requiring a successful bend bar/lift gates check to open.

11. **KITCHEN:** The double-doors to this area are jammed, requiring an open doors check. Unlike the rest of the house, this room is surprisingly utilitarian. Worktables line the walls, hanging from the ceiling are many pots and pans of various shapes and sizes, and in drawers many different types of cooking utensils remain in good condition. In the south an archway sets off a large pantry.

12. **PANTRY:** Behind a solid archway separating the kitchen from this large pantry, barrels and crocks, bins and boxes, canisters and vessels pile upon shelves and the floor. Many of these fine containers have been opened by the pressure of the various molds and fungi's that fed upon the food within them and very few have anything worth value remaining. Upon the ceiling of the pantry are three patches of green slime. The slime isn't easy to see because the archway obscures it from sight, but any player character looking specifically at the ceiling will notice it. Player characters not specifically looking at the ceiling have only a 1 in 6 chance of detecting the slime.

Although most foodstuffs have succumbed to time, the pantry contains the following in edible condition:

- A barrel of pickled cucumbers worth 15 gp
- A barrel of mixed pickled vegetables worth 15 gp
- A barrel of pickled fish worth 15 gp
- A barrel of salted pork worth 25 gp
- A small container of pepper worth 25 gp
- A spice rack containing 10 different spices in small containers worth 30 gp

Green Slime (3): (SZ: S; AC 9; MV 0 ft.; HD 2; HP 8, 10, 14; #AT 0; Dmg Special; AL N)

13. **SERVANT'S ROOM:** The door into this room requires a bend bar/lift gates check to open. This small antechamber houses three slim beds in the western end, along with a large dresser.

Servants of the luminary staying in the Green Room resided here, ensuring that only those who were desired could enter. The beds are in good condition (25-50 gp each), and the dresser is a good piece worth 125 gp. The bottom drawer of the dresser has a false bottom, in which is stored a gold and silver mirror worth 225 gp. If the dresser is lifted at an angle, the mirror will slide and make noise.

14. THE GREEN ROOM: This large room is painted a deep, forest green color. The walls are a long running arboreal mural celebrating forest-related activities such as hunting, woodcutting, pig raising, and sex. A large canopy bed (650 gp) rests in the southeast corner, two large wardrobes (225 gp each), a large dresser (250 gp), a sitting chair (75 gp), a couch (125 gp), and a toiletry table (250 gp) complete the room. If the player characters look closely at the mural, they will see that the eyes of five of the hunters are actually inset chunks of carved malichite, worth 20 gp each.

15. SERVANT'S ROOM: The doors into this room open easily. Much like AREA 13 above, this room provided the guests in the White Room immediate access to their personal servants. The furnishing of the room are the same, but there is no false bottom in the dresser.

16. THE WHITE ROOM: Another of the guest quarters, the White Room is painted in a thick lead-white paint. Its mural is one of winter scenes: festivals, frozen lakes, bonfires, and sex. Its furnishings are of similar number and purpose, but constructed out of a pale, thin-grained ash and ornamented with alabaster and ivory, rendering them significantly more valuable than their all-wooden cousins in the Green Room. The value of the furniture is as follows: bed (1,110 gp), two wardrobes (425 gp each), large dresser (350 gp), sitting chair (150 gp), couch (350 gp), and toiletry table (400 gp).

17. THE MAGIC FOUNTAIN: This large fountain provided fresh running water to the inhabitants of the Ivory House, and surprisingly given the earthquake, still functions as intended. During the long years however, the fountain has been infused with the radiant magic of the guardian statue in AREA 30 and "gone off" in a strange, but mostly beneficial, way. Drinking the clear and fresh water is now a gamble. Any player character drinking the water must roll on the following table to determine how he is affected. Good characters subtract one from their roll while evil-aligned characters add one.

1. +1 to each ability
2. +2 to Con
3. +1 to prime requisite
4. +1 HP
5. -1 HP
6. -1 from a random ability

After the first drink, the water is simply clean and refreshing. If removed from the fountain, the magic of the water last for 1-6 turns before fading.

18. MUSIC AND DRAWING ROOM: The door to this room requires a successful open doors attempt. At one time this room must have been a most beautiful place, but of all the areas in the Ivory House it has fared the worse. Much of the ceiling has collapsed from multiple small leaks onto what was once an impressive collection of instruments. All the instruments are now ruined, but their gilded ornamentation can be stripped from them, resulting in a gain of 150 gp.

Painted on the walls, a sprawling mural follows the long life of a single individual. The individual is never named, nor are any of the locations. The mural is interrupted on the western and the eastern wall by two life-size paintings of a man and a woman, both dressed in plate armor. An individual touching either

painting discovers they are warm to the touch and seem to be vibrating very slightly, as if resonating with some unseen signal. If the paintings are brought closer to each other, the shaking increases and becomes strong enough to create a buzzing sound audible to all in the room. The closer the paintings are brought together, the louder the buzzing becomes.

If the paintings are touched, a great explosion occurs, knocking all who fail a save versus spells to their feet, but dealing no damage. In place of the paintings stand two winged creatures with opaline skin and glowing blue eyes. These two are planatars. They offer assistance to those who freed them and will acquiesce to any brief request they consider noble before departing to more lofty locations.

Planatars (2): (SZ: L; AC -7; MV 150 ft., flying 480 ft., swimming 240 ft.; HD 144 hp; HP 144; #AT 3; Dmg by weapon +7; SA see monster description; SD see monster description; AL CG)

19. SERVANT'S ROOM: The doors into this room are stuck and require an open doors check to open. Much like AREAS 13 & 15 above, this room is an antechamber to the Wood Room beyond.

20. THE WOOD ROOM: Fine oak, teak, walnut, maple, mahogany, and ebony make up the decoration of this room. The room is paneled in an ornate geometric fashion, almost like a mosaic. The Wood Room's furnishings are of similar number and purpose to the other guest rooms and are of surprisingly simple construction given the theme of the chamber. The value of the furniture is as follows: bed (500 gp), two wardrobes (200 gp each), large dresser (150 gp), sitting chair (50 gp), couch (200 gp), and toiletry table (200 gp). Along the backside of the toiletry table there is a secret compartment containing a special **ring of protection from stone guardians** (for the stone guardian in AREA 42).

21. CHAPEL: The double doors leading into this area open easily and an observant player character will notice the barefoot footprints before the doors. This large chapel served the religious needs of the guests of the Ivory House, and as such, is occupied by many divine statues placed around the room in a horseshoe pattern.

Along the walls engraved marble plaques display various common theological themes based upon the gods within the chapel. All of these decorations are covered with filth and excrement by the ghouls who periodically visit this location. Currently, there are 2 ghouls within, having fun taunting a mite they have recently captured and paralyzed. The mite rests in the center of the room.

If the ghouls know of the player character's presence in the Ivory House, one of them will wait in a cubbyhole directly above the doors into the area and jump down upon the first who enters the chapel. The other will hide behind a statue along the eastern wall, gaining cover, and try to lure the PCs into the area.

Hidden in a secret compartment in the base of one of the statues is a golden altar service worth 525 gp. Additionally, a box of fine candles (10 gp), a silver incense burner (75 gp), and two silk bags of incense (25 gp) are sheltered in the hidden niche in the statue's base.

Ghoul (2): (SZ: M; AC 6; MV 90 ft.; HD 2; HP 7, 13; #AT 3; Dmg 1-3, 1-3, 1-6; SA Paralyzation; AL CE)

Mite: (SZ: S; AC 8; MV 30 ft.; HD 1-1; HP 2; #AT 1; Dmg 1-3; AL LE)

22. SERVANT'S ROOM: This room is like AREA 13, excepting the door opens freely.

23. **THE BLUE ROOM:** A thick, lead-based blue paint covers the smoothly plastered walls of this guest chamber. Upon the deep blue, sea motifs embellish the room between well-articulated paintings of walrus, whales, seals, porpoise, sea lions, mermaids, and sea monsters. The ceiling features a giant mosaic of a dragon turtle, but many of the glass tiles have fallen over time, littering the floor with shards of colored glass. The Blue Room's furnishings are of similar number and purpose to the other guest rooms. The value of the furniture is as follows: bed (400 gp), two wardrobes (300 gp each), large dresser (200 gp), sitting chair (50 gp), couch (250 gp), and toiletry table (250 gp).

24. **SERVANT'S ROOM:** This room is like AREA 13, excepting the door opens freely.

25. **THE YELLOW ROOM:** The door into this room is so stuck it requires a bend bars/life gates check to open. This is a blessing in disguise for would-be openers, as the room is peppered by a half-dozen small patches of yellow mold growing upon the semi-digested remains of the once-fine furniture within. If great care is taken by a thief character a single citrine encrusted silver mirror (250 gp) can be looted from the bottommost drawer of the mold-covered toiletry table without jostling the yellow mold.

Yellow Mold (6): (SZ: S; AC 9; MV 0 ft.; HD —; HP —; #AT 1; Dmg 1-8; SA poison spores; AL N)

26. **SERVANT'S ROOM:** This room is similar to AREA 13.

27. **THE SILVER ROOM:** This room, like the Yellow Room, is in poor shape and occupied by several yellow molds.

Yellow Mold (4): (SZ: S; AC 9; MV 0 ft.; HD —; HP —; #AT 1; Dmg 1-8; SA poison spores; AL N)

28. **SERVANT'S ROOM:** This room is similar to AREA 13.

29. **THE PINK ROOM:** This room is an explosion of pink. Everything within is one of a dozen shades of light red, the walls are painted in pink geometric patterns, the fabrics are all pinks, and even the wood of the furniture is lacquered pink. This was the favorite room of a Mrs. Cornelia Metella, whose prim and proper spirit still resides within the room as a **haunt**. The skeletal remains of Mrs Metella remain upon the large bed, the splinter of wood from the lacquered pink ceiling responsible for her death still protruding from her left eye socket.

The haunt desires to punish the lazy servants who ruined her best dress, and if it she manages to possess any player character, she will attempt to open the door leading to AREA 8 and then down to the cellar. The servant in question is now one of the zombies in the cellar. Being unable to distinguish who is who, the haunt will attempt to slay all the zombies.

The value of the furniture in the Pink Room follows: bed (200 gp), two wardrobes (150 gp each), large dresser (100 gp), sitting chair (50 gp), couch (125 gp), and toiletry table (150 gp).

Haunt: (SZ: M; AC 0; MV 60 ft.; HD 5; HP 15; #AT 1; Dmg 2 points of Dexterity per hit; SA possession; SD damaged only by silver, fire, magic; AL CN)

30. **THE GUARDIAN STATUE AND LANDING:** Atop this landing stands a beautiful statue of woman playing a lyre. This statue overlooks the split-stairs and radiates a powerful magic throughout the Ivory House (but not to the basement or stables) that is unsettling to creatures of evil alignment. Any such creature entering the house must save vs. spells or find itself unwilling to enter the house out of fear. Any evil creature succeeding against this effect can enter and roam the house as desired, but must continue to save every hour or flee the house.

If an evil creature approaches within 20 feet of the statue, the statue animates and attacks as a **hasted stone golem**. The statue will not travel more than 60 feet from its pedestal and will return if no evil creatures are within that range.

The statue also softly plays a tune whenever any creature enters within 30 feet. The tune played depends upon the alignment of the nearest creature. Upon the base of the pedestal is inscribed, "Our Lady of Enjoyment - Alabanazar."

Guardian Statue: (SZ: L; AC 5; MV 120 ft.; HD 60 hp; HP 60; #AT 2; Dmg 3-24, 3-24; SA slow; SD damaged only by +2 or better weapons, immune to most spells; AL NG)

31. **MINSTRAL'S GALLERY:** This balcony was once filled with minstrels looking down upon smiling faces. It is currently empty of all save a few plain wooden stools.

32. **SUNWALK:** A dozen settees, divans, and fainting couches line this heavily-windowed walkway primarily used during winter. These pieces of furniture are in good condition and worth 100-200 gp each. If the player characters come within 60 feet of the eastern end of the hallway, they will be attacked by a pair of memory mosses growing on the underside of the divan at the very end of the sunwalk.

Memory Moss (2): (SZ: S; AC 10; MV 0 ft.; HD 1-2 hp; HP 1, 2; #AT 0; Dmg Special; AL NE)

33 **BALLROOM:** The double doors into this room are lodged and require a successful open doors check. If listened at, a soft flapping sound can be heard the ballroom (the **stirges**).

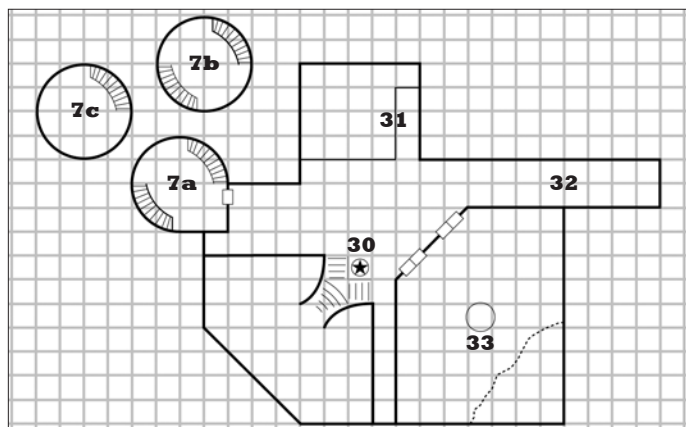
This large room has an ornate parquet floor. Decorated with 4 different woods of various stains, the floor appears as a large seascape, featuring dolphins, seahorses, and a single sinuous sea monster curving around the entire room. Unfortunately, the floor is buckled and marred all along the south and eastern walls because of the multiple holes in the roof over that area. In the southeastern corner (indicated by the dotted line on the map) the floor is weak and riddled with multiple small holes. It is liable to collapse (75%) when 100lbs. is pressed upon it, and this chance increases by 5% for every additional 10lbs.

In the center of the room is a small dead tree in a large, dirt-filled, clay pot of a most impressive size. It is an extremely rare tree that only a druid may immediately identify. A druid has a 50% chance +5% per level over 1st of immediately identifying the tree before approaching closer.

The tree is the near-mythical golden apple tree. It bears fruit that is solid gold. Buried in the dirt around the tree are 4 golden apples (along with the rest of the stirges' treasures) worth 150 gp each. The real treasure of the apples, however, is that in

UPPER STORY AND TOWER

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each fruit are 6 seeds. Each seed has a 25% chance of growing into a golden apple tree that will produce 4 apples every year for 20 years after first reaching an age of 20 years. These apples however will not have seeds; only the last apples produced by a dying tree have seeds. After discovering the golden apples, allow any druid that failed his first identify check another opportunity to identify the plant. This second check has a base 80% chance of success plus the 5% adjustment for level.

Abutting the ceiling in the northeast corner is a very large stirge nest made of a mix of clay, paper (from the library), and grasses. These 27 creatures have discovered a near-perfect nest location and venture forth via the holes in the ceiling. They will aggressively defend their nesting area. Some of these stirges may have been encountered as wandering monsters; if so, remove the appropriate number from the roster.

The stirges have taken to burying their treasures in the dirt within the giant pot. Besides the golden apples previously mentioned there are; 1,245 cp, 2,387 sp, 1,395 gp, 5 50 gp gems, a potion of delusion, and a silver-tipped, mahogany wand of magic detection (88 charges).

Stirges (27): (SZ: S; AC 8; MV 30 ft., flying 180 ft.; HD 1+1; HP 2 (x4), 3 (x3) 4 (x6), 5 (x4), 6(x3), 7 (x3), 8 (x2), 9 (x2); #AT 1; Dmg 1-2; SA Blood drain; AL CE).

34. MAIN CELLAR: This large cellar is occupied by 16 zombies; the former servants of the Ivory House. These servants were left behind to perish of thirst by their masters. The three weakest zombies are child zombies. The zombies attack as soon as they are aware of the player characters.

The cellar once held a vast array of materials, but all has been smashed and destroyed by the zombies. Digging through the debris requires several hours and yields but a few yards of fine silk worth 25 gp.

Zombies (16): (SZ: M or S; AC 8; MV 60 ft.; HD 2; HP 2 (x3), 3(x2), 4, 5 (x2), 6 (x2), 8, 9, 11 (x2), 12, 14; #AT 1; Dmg 1-8; SA Always strikes last; AL N)

35-39. SERVANT'S QUARTERS: These plainly-decorated rooms have been smashed and destroyed by the wandering zombies that congregate in the cellar. At their rising from the dead, the zombies retained just the slightest bit of their living memory and the accoutrements of their prior life filled them with anger. Now they are just mindless things. Scattered throughout each room is 3-18 sp.

40. LIBRARY CELLAR: This room is empty of all but barren bookshelves. The owners of the Ivory House had planned to use it as a sort of

overflow area for their books, but such plans never materialized before the Ivory House's doom.

41. SECRET ROOM: Unknown to all but the owners of the Ivory House, this small square room is reached via two secret doors. Viewed from within the room, those two secret doors are obvious, but the third on the north wall is hidden. The architects' hoped to distract any would-be burglars with the illusion that the small room was just a passage between areas, as opposed to a location worth careful consideration.

The east-west secret doors have been slightly damaged in the earthquake, creating a small seam between them and allowing a bit of air to travel through the room. This small air flow increases the likelihood of finding a secret door by 1 in 6 for searches made while torches illuminate the area. A lantern will not provide the bonus as the flame is too well-protected from the slight breeze to provide any help.

Additionally, both east-west secret doors are strongly lodged in place, the western more so than the eastern. Opening the eastern door requires a successful open doors check and the western requires a bend bars/lift gates check. The mites and pesties are aware of the secret door, but lack the strength to open it. They've considered picking it open with their wee digging tools, but are fearful that the noise it would cause would reveal their presence to something beyond the door.

If the PCs approach from the east and require more than a single attempt at opening the eastern door, the mites and pesties are alerted to the PCs presence and react accordingly.

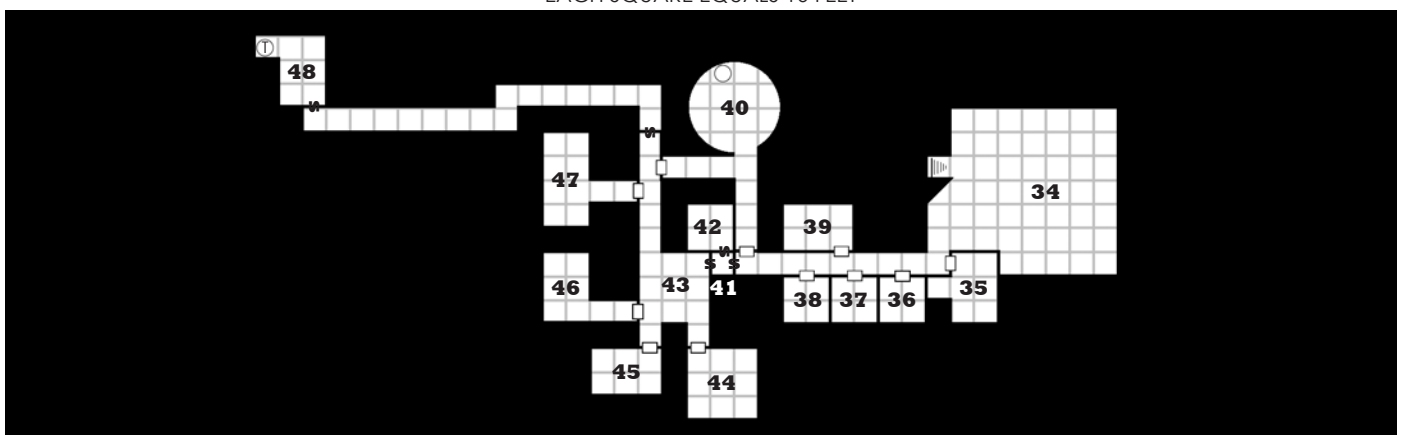
42. TREASURE ROOM: The owners of the Ivory House stashed some of their valuables in this room and guarded it against unwanted trespasses. There are 4 chests (all locked) in the room along with a weapon rack and several different suits of armor upon standing body forms in an armor rack. The guardian of this chamber is a stone guardian of rather ancient make. This creature is tasked with protecting the treasure from looting and will fulfill that task to the fullest.

The following can be found within the 4 locked chests and upon the weapon and armor racks:

- 40 silver ingots worth 20 gp each
- 30 gold ingots worth 200 gp each
- 5 platinum ingots worth 1,000 gp each
- 1,256 gp
- 124 pp
- 6 finely crafted and decorated long swords worth 100 gp each
- A long sword +1

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- 3 suits of ornate plate armor (human-sized) worth 600 gp each
- 1 suit of **plate mail +1** (human-sized)
- 1 suit of **splint mail +4** (dwarf-sized)
- A **rod of absorption** (27 spell levels remaining, 6 currently held within, trigger word Alabanazar)

Stone Guardian: (SZ: M; AC 2; MV 60 ft.; HD 4+4; HP 28; #AT 2; Dmg 2-9, 2-9; SD ¼ damage from edged weapons, immune to normal arrows, ½ damage from cold, fire, electricity, see invisibility; AL N)

43. SOCIAL AREA. This area is filled with large plush couches and low tables. It once served as the gathering place for guests in between their trips to the various pleasure rooms. The area is currently occupied by a group of mites and pesties who have moved the couches to the sides of the walls and destroyed most of the tables for the small fire in the center of the area. These creatures will defend their temporary lair to the best of their ability, but would prefer to avoid confrontation and are quite willing to negotiate up to a quarter of their treasure away in exchange for being left alone.

There are several small debris piles in the corners of the room and upon one is the dryad's cup. The cup radiates magic, but has no use to any but a dryad. The mites and pesties have been using it as a chamber pot, finding it humorous that the dryad they took it from seemed so distressed at its loss.

In one of the couches, the mites have made a large cut, depositing all of their treasure: 1,234 cp, 1,834 sp, 1, 102 ep, a 50 gp bloodstone, and a 100 gp garnet.

Mites (20): (SZ: S; AC 8; MV 30 ft.; HD 1-1; HP 1(x2), 2(x3), 3(x2), 4(x4), 5 (x5), 6 (x2), 7 (x2); #AT 1; Dmg 1-3; AL LE)

Pesties (4): (SZ: S; AC -4; MV 210 ft.; HD 1-1; HP 3, 5(x2), 6; #AT 0; Dmg 0; SD +3 saves against dodgeable spells; AL N). Each carries a wee belt pouch containing 3-18 cp.

44-48: PLEASURE ROOMS: All of the doors into these rooms are tightly wedged shut and require a successful bend bar/open gates to lift. These rooms are barren of all but a large silver pentagram engraved in the floor. Trapped within each pentagram is an invisible spirit of evil pleasure. Entering the pentagram allows the enterer to experience the various pleasures of the trapped spirit: room 44 contains the spirit of pleasurable pain, 45 contains the spirit of gluttony, 46 contains the spirit of sexual pleasure, 47 contains the spirit of hatred.

48. STABLE CELLAR: Beneath the stables, 4 mites guard the secret door leading to area 43. If warned by the guard in the stable, all five retreat behind the secret door, closing it behind them. The stable cellar contains wax-sealed barrel after wax-sealed barrel of oats. The oats are in good condition and the mites and pesties have been slowly eating off the store. There are 45 such barrels, each worth 10 gp.

Mites (20): (SZ: S; AC 8; MV 30 ft.; HD 1-1; HP 2, 3, 5, 6; #AT 1; Dmg 1-3; AL LE)

THE MAUSOLEUM

The people that inhabited Redtooth Ridge buried all of their dead in this mausoleum. Composed of a single above-ground building, and several chambers excavated into the ridge rock, the mausoleum abuts the edge of the cliff and features many small window slits that shed light into the below-grand levels of the complex. The doors within the complex are made of solid stone and pivot in both directions upon well-crafted hinges.

Recently, the mausoleum has become the lair of a band of **14 ghouls**. During the day, there are 1-4 of them roaming about Redtooth Ridge and during the night 2-8 are skulking about looking for food. The GM should remove this number from total found in the area descriptions below as appropriate. Remember that the ghouls here do not always remain where indicated and move around with some frequency.

1. THE MAUSOLEUM ENTRANCE: Constructed of blocks of solid marble, the above-ground portion of the mausoleum is oddly unadorned: smooth and rectilinear. Two large, brass-covered, doors separate the interior from the exterior. Inside, there are several plain benches along the walls and a large statue of the winged messenger god. This area is coated with old blood and offal. Two ghoul guards are always found here.

Ghouls (2): (SZ: M; AC 6; MV 90 ft.; HD 2; HP 12, 14; #AT 3; Dmg 1-3, 1-3, 1-6; SA Paralyzation; AL CE).

2. THE PREPARATION ROOM: In this area, bodies were prepared for mummification. There are many tables about and a few seats. In the northwestern corner, the remains of several shelves, destroyed by the ghouls lie in a heap. Broken jars and bottles cover the floor, old chemicals and unguents strewn from them haphazardly. Four ghouls usually occupy this area.

Ghouls (2): (SZ: M; AC 6; MV 90 ft.; HD 2; HP 5, 7, 10(x2); #AT 3; Dmg 1-3, 1-3, 1-6; SA Paralyzation; AL CE).

3-6. THE RESTING CHAMBERS: These rooms hold hundreds of mummified bodies each, stacked like cordwood against the walls. The ghouls have been slowly unwrapping each jerky treat as needed. Each chamber is typically empty, except when a ghoul is feeding.

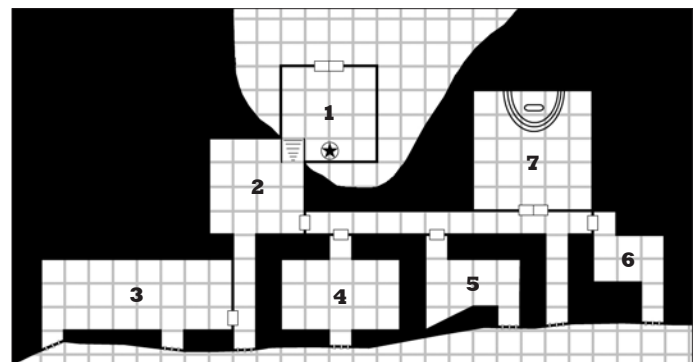
The ancient bodies are carefully wrapped in fine linen indicating great care was taken in their preservation, but their haphazard stacking seems to show an indifference to their eventual fate.

7. TEMPLE OF THE MESSENGER GOD: This temple served as the final consecration area for the recently deceased. It has been desecrated in a similar manner to the chapel in the Ivory House. The ghouls spend most of their time in this room. The altar, pews, and statue of the messenger god have all been turned over and covered with dried blood. Hidden in a secret compartment in the door is a scroll of protection from elementals.

The ghouls have piled their treasure in a corner. It consists of 4,234 sp, 2,340 ep, 1,975 gp, a **shortbow +1**, a clerical **scroll of command**, **light**, and **find traps**.

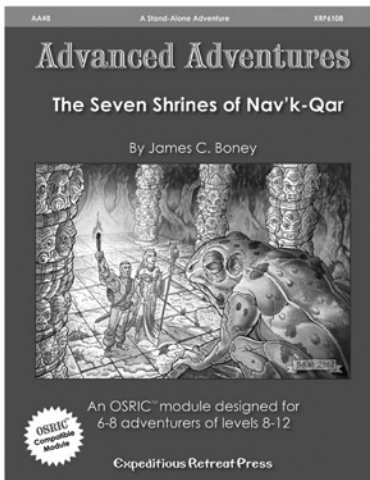
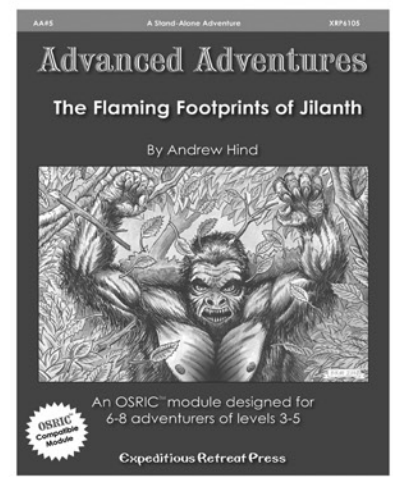
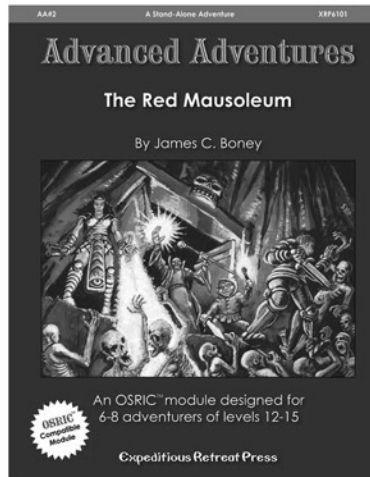
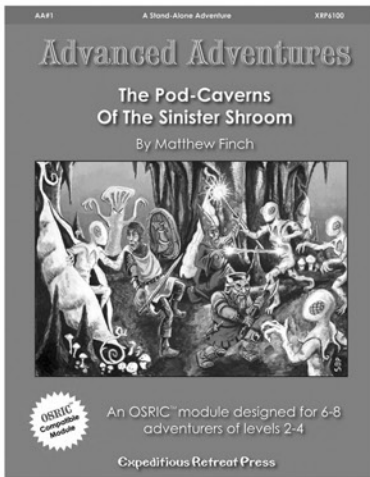
Ghouls (10): (SZ: M; AC 6; MV 90 ft.; HD 2; HP 4(x2), 5, 7(x2), 8, 9, 10, 11, 15; #AT 3; Dmg 1-3, 1-3, 1-6; SA Paralyzation; AL CE).

THE MAUSOLEUM
EACH SQUARE EQUALS 10 FEET



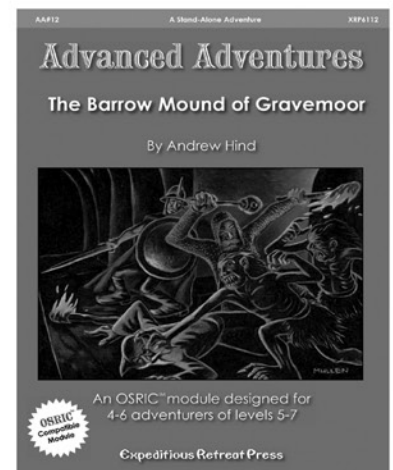
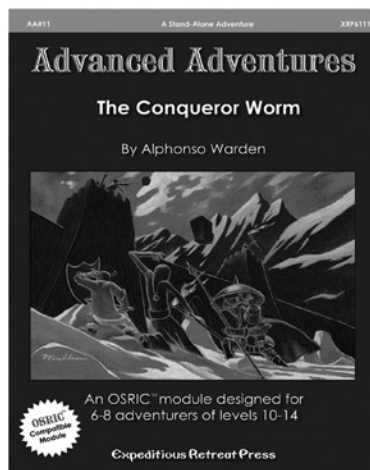
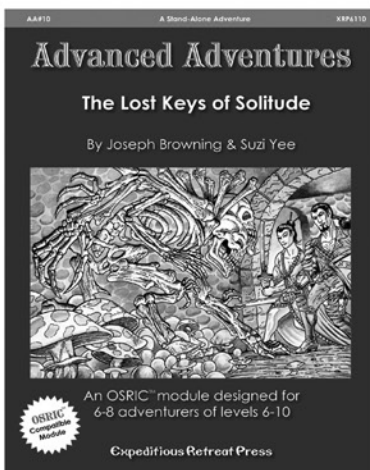
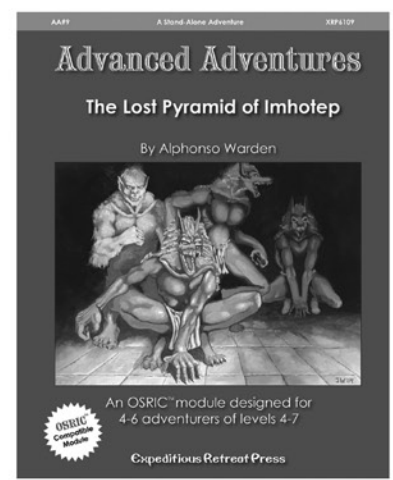
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Redtooth Ridge

The plain wooden cup the dryad Aralina needs for her great oak's rebirth has been stolen by creeping foul things! Small, man-like, creatures with great heads assaulted her and, in the confusion, pick-pocketed the cup before fleeing towards Redtooth Ridge. Without her cup, her tree will die before it can reproduce and she will die with it. In her distress, she has offered a reward of a beautiful coral necklace in exchange for her plain wooden cup.

The call has gone out and surely a party exists willing to assault Redtooth Ridge?

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