

The Flaming Footprints of Jilanth

A short time ago, the Lord Admiral of Ranste suddenly disappeared. Now the streets of this thriving trade port are filled with bare footprints that dance with ghostly green flames, the signature of the long-dead pirate Firebeard. Has the dreaded buccaneer come back from the grave to haunt the city that hounded him to his grave? The Ranste Council fears the worst, and has hired a band of adventurers---the PCs---to determine the truth behind the unsettling happenings.

To that end, the PCs have been sent to the abandoned pirate-cove on the tropical isle of Jilanth to ensure that Firebeard has not returned to his old haunt. If indeed he has, the PCs are to use all the resources at their disposal to send the cut-throat back to hell!

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Advanced Adventures

The Flaming Footprints of Jilanth

By Andrew Hind



This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knives.com/osric>.

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An OSRIC™ module designed for 6-8 adventurers of levels 3-5

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ADVANCED ADVENTURES MODULE #5

The Flaming Footprints of Jilanth

by Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 3-5



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ADVANCED ADVENTURES are designed for the OSRIC roleplaying system and are playable with the first edition of the world's most famous fantasy role-playing game. You can download the free OSRIC player's manual from: <http://www.yourgamesnow.com>.

The Flaming Footprints of Jilanth

Background: A short time ago, the Lord Admiral of Ranste suddenly disappeared. Now the streets of this thriving trade port are filled with bare footprints that dance with ghostly green flames, the signature of the long-dead pirate Firebeard. Has the dreaded buccaneer come back from the grave to haunt the city that hounded him to his grave? The Ranste Council fears the worst, and has hired a band of adventurers--the PCs--to determine the truth behind the unsettling happenings.

To that end, the PCs have been sent to the abandoned pirate-cove on the tropical isle of Jilanth to ensure that Firebeard has not returned to his old haunt. If indeed he has, the PCs are to use all the resources at their disposal to send the cut-throat back to hell!

Stop! If you intend to be play this adventure, then read no further. Prior knowledge of The Isle of Jilanth will only spoil your enjoyment of the game!

Notes for the Game Master: This module is designed for 6-8 characters of 3rd to 5th level. The party should contain a balanced mixture of races and classes. If the GM wishes to place this module in his or her campaign, it is easy to do so. Ranste can be substituted for any port city on a tropical or semi-tropical coast. Jilanth should lay no more than a week's voyage by ship south of Ranste, and is itself a jungle-shrouded island as one might find in the Caribbean. That being said, with only minor changes to the flavor text the adventure can be placed in a more temperate clime.

The journey to Jilanth may be used as the basis for an adventure or series of adventures. As all shores but the one near the sea caves are either too marshy or too rocky for safe landing, the adventure assumes the PCs have arrived safely at the island and begins as they row towards the sea-caves formerly inhabited by Firebeard and his band of scurvy-dogs.

THE ISLE OF JILANTH

During the day, the jungles and marshes on the Isle of Jilanth are largely still and surprisingly peaceful. Only the occasional forlorn cry of a bird or the buzz of a giant dragonfly interrupts the tranquility. Animal life seems totally absent, or at least well concealed from untrained eyes. At night, however, the isle comes alive with all manner of predator and sinister beast. The noises increase, as does the unnerving sense of being watched, or worse, stalked.

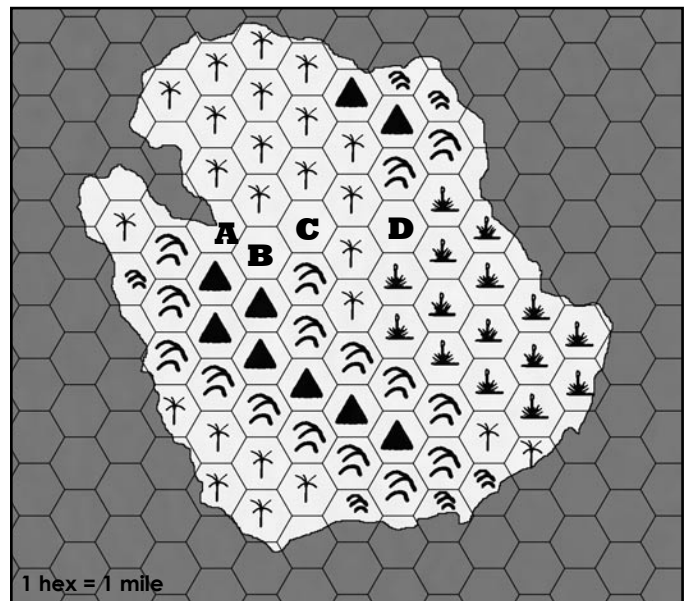
The following table provides day and nighttime encounters for the isle. The chance for encounter is 1 in 10, rolled every 3 hours during the day and 1 in 8, rolled every 3 hours during the night.

Isle Wandering Monster Table (1d10)

Roll	Day	Night
1	Ant, Giant	Ant, Giant
2	Baboon	Ape, Carniverous
3	Centipede, Giant	Centipede, Giant
4	Dragonfly, Giant	Dragonfly, Giant
5	Monoclonius	Goblin
6	Snake, Constrictor	Goblin
7	Spider, Giant	Frog, Giant
8	Event	Snake, Constrictor
9	Event	Spider, Giant
10	Event	Stirge

Ant, Giant: NA 2-20; SZ S; MV 180 ft, AC 3, HD 2, HPS 9, ATK 1 (1-6), Special: drain blood 1-4 damage after hit until 12 points are drained, AL N. The ants are in column, searching for food and will attack anything they happen upon, regardless of size.

The Isle of Jilanth



Ape, Carniverous: SZ L; MV 120 ft, AC 6, HD 5, HPS 40, ATK 3 (1-4/1-4/1-8), Special: If it hits with both claws, it rends for an additional 1-8 points of damage, AL N. The ape drops from a tree to attack the PCs. If it kills a victim, the ape drags the corpse into the canopy to feed.

Baboon: NA 2-12; SZ S; MV 120 ft, AC 7, HD 1+1, HPS 4, ATK 1 (1-4), AL N. Baboons are scavenging for food, which might include a lone and vulnerable Halfling. Otherwise, they will attack only in self-defense.

Centipede, Giant: NA 1-6; SZ S; MV 150 ft, AC 9, HD 1/4, HPS 1, ATK 1 (Nil), Special: A centipede bite inflicts a weak poison (+4 to saving throw die roll), AL N. Centipedes are a nuisance, dropping down tunics from above, crawling into sleeping bags, biting if stepped upon.

Dragonfly, Giant: SZ M; MV 360 ft, AC 3, HD 7, HPS 40, ATK 1 (3-12), Special: +2 to initiative, if it wins initiative all attack rolls made against it are at -4 penalty, saves as 16th level magic-user, AL N. A voracious feeder and fearless predator, it will attack anything human size or smaller.

Goblin: NA 2-8; SZ S; MV 60 ft, AC 9, HD 1-7 hit points, HPS 4, ATK 1 (1-6 spear, 1-6 club, or poison blowgun), Special: blowgun uses giant centipede poison, which because of its weakness provides victims a +4 bonus to their saving throw die roll, AL LE. Goblins are wary and will only fight from ambush. They wear no clothes, their bodies are painted with colored dyes, and their carry hide shields, thrusting spears, clubs and blowguns.

Frog, Giant: SZ S; MV 30 ft (90 ft in water), AC 7, HD 1, HPS 5, ATK 1 (1-3), AL N. Only measuring 2-feet in length, Jilanthi giant frogs feed mostly on birds and insects. That said, they wouldn't pass up an opportunity to gorge on a Halfling.

Monoclonius: SZ L; MV 60 ft, AC 4 (3 on head and neck), HD 8, HPS 50, ATK 1 (2-16), AL N. Monoclonius are essentially single-horned versions of the more familiar triceratops. They are grazers and generally peaceful. However, if anything comes within 60 feet they automatically consider the intruder a threat and charge.

Snake, Constrictor: SZ L; MV 90 ft, AC 5, HD 6+1, HPS 35, ATK 2 (1-4/2-8), Special: Uncoiling a snake from a victim requires 16 Strength and 2-5 melee rounds, AL N. The snake slinks down from an overhanging branch to attack unsuspecting passersby

Giant Spider: SZ M, MV60 ft, AC 4, HD 4+4, HPS 23, Att 1 (2-8, poison). The spider attempts to overpower a victim and then retreat with its prize into its lair. Pursuers may stumble into the web, a fate shared by countless goblins as evidenced by the corpses dangling from the silken strands.

Stirges: NA 1-10; SZ S; MV 30 ft (fly 180 ft), AC 9, HD 1+1, HPS 3, ATK 1 (1-3), Special: drain blood 1d4 damage after hit until 12 points are drained, AL N

EVENT 1: THE CROC POOL: This is a foul, brackish pool. Several decomposing monkey carcasses lay in the cracked mud alongside the water. The water in the pool is necrotic. Anyone drinking it must make a save vs. death or suffer the loss of one level. Even on a successful save, the character becomes violently nauseous. Vomiting will make the character lose valuable fluids and become weakened; afflicted characters loses 1-4 Con for the next 1-3 days and, unable to retain liquids, becomes fatigued through dehydration (-2 to hit and damage rolls, unable to run).

The cracked shores of the pool mask another danger. Though the mud on the surface has dried, this is only a thin veneer over a morass several feet deep. Characters walking over it face the very real risk of breaking through and becoming held fast. Small-sized characters have a 1-in-6 chance each round of becoming mired, while human-sized characters have a 2-in-6 chance. Mired characters are immobilized; short of receiving assistance from others or magical intervention, the only means of escape is a successful save vs. paralyzation at a -8 penalty. A save can be made once a day.

The pool is haunted by three undead crocodiles. In the wet season it's actually a sizable lake, but after months of drought it has shrunk to this pathetic state, barely large enough to conceal the undead reptiles that lurk within muddied waters.

Undead Crocodiles (5): SZ L, MV 60 ft., AC 5, HD 4, HPS 30, ATK: 2 (2-8/1-12); Special: 3 in 6 chance to surprise opponents, silver of magic weapons to hit, not affected by sleep, charm, hold, or cold-based spells. Hold water causes 2-8 hit points of damage. Turns as a wight.

EVENT 2: THE NEST OF THE CARNIVOROUS APE: Hidden among the jungle canopy above is a crude platform crafted from bones and lined with blood-stained leaves. This is home to a mated pair of carnivorous apes and their two young, though only one adult will be present at any one time, the other out hunting.

PCs making a Wisdom check will hear a faint cry like a child's wail coming from the trees above, and the silence. This sound was from one of the restless ape babies before it was quickly quieted by the parent. Players may well assume something more insidious and decide to investigate. That would be a mistake, for while the carnivorous ape is content to let the PCs alone, any attempt to climb the trees or otherwise approach the nest is met with a violent response.

Carnivorous ape babies can be trained as effective guards, so would fetch as much as 5,000gp apiece to a skilled animal handler. However, if either of the young is taken from the nest, the surviving parent will relentlessly hunt down the PCs (assume it tracks as a 2nd-level Ranger). Imbedded within the nest's bones are several items of worth: a leather belt pouch with 200gp, a **scroll of incendiary cloud and mirror image**, and a **wand of frost** (4 charges).

Carnivorous Ape: NA 1; SZ L; MV 120 ft, AC 6, HD 5, HPS 40, ATK 3 (1-4/1-4/1-8), Special: If it hits with both claws, it rends for an additional 1-8 points of damage.

EVENT 3: THE MERE OF SORROW: The trees open up here to a wide, boggy meadow filled with waist-high grasses, cattails, and sprays of red wildflowers that look like frozen fountains of blood. A lone vulture circles overhead.

Walking through the marshy field reveals a large number of humanoid bones protruding from the moist soil, many of them child-sized. It was here, about a century ago, that human explorers slaughtered a lizard man encampment comprising almost entirely of women and children. The field is therefore considered cursed by the lizard men of Jilanth, and none will enter its confines.

A number of the skeletons here have been animated by the dark energy seeping through the veil between the planes. They rise up if intruders push more than 10 feet into the meadow. The vulture circling above is a zombie vulture. It will not attack unless attacked first, serving only as a spiritual representation of the death that blights this mere.

Adult Lizard Man Skeletons (5): NA 5; SZ M; MV 120 ft, AC 7, HD 1, HPS 7, ATK 1 (1-6), Special: Half damage from sharp/edge weapons.

Child Lizard Man Skeletons (7): NA 7; SZ S; MV 80 ft, AC 8, HD 1-4 HPS, HPS 2, ATK 1 (1-3), Special: Half damage from sharp/edge weapons.

Vulture Zombie: NA 1; SZ M; MV 480 ft, AC 8, HD 2, HPS 2, ATK 3 (1-6/1-4/1-4), Special: If diving from at least a 50 foot height, gains +4 to-hit and double damage (2-8) with claw attacks, but gains no beak attack.

A. THE PIRATE CAVES

Wandering Monsters:

A check for wandering monsters should be made once every three turns. The chance of encountering a wandering monster is only 1 in 10. If there is an encounter, roll d4 to determine its nature.

- 1-6 giant rats scavenging for food
- 1 giant spider stalking rats
- 1 giant frog, lurking in a tide pool
- 2-12 stirges roosting on the tunnel ceiling

Giant Rats (1-6): SZ S, MV 120 ft, AC 7, HD 1-4 hit points, HPS 2, Att 1 (1-3), Special: Disease. 5% chance per wound inflicted of contacting a serious disease.

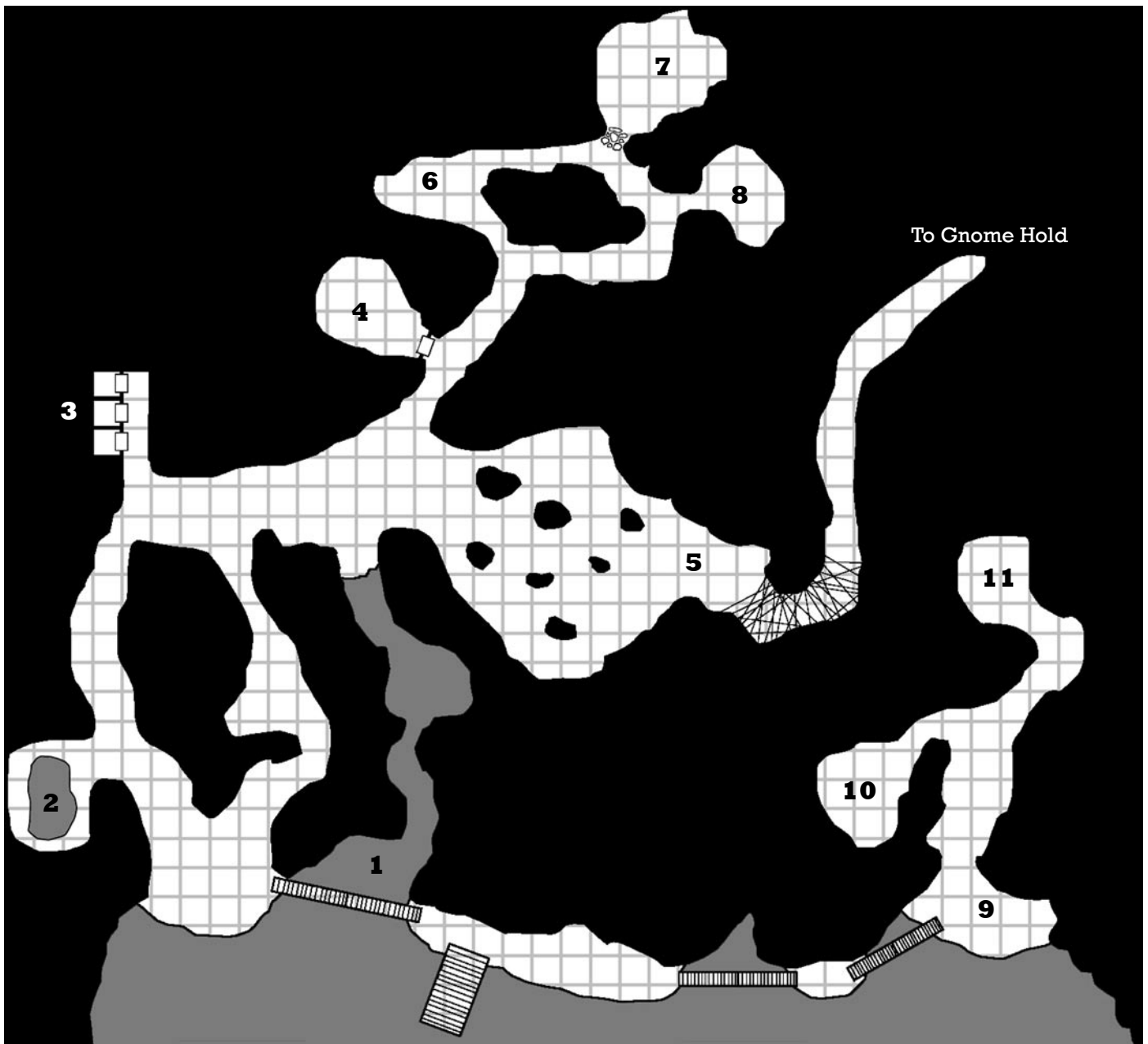
Giant Spider: SZ M, MV60ft, AC 4, HD 4+4, Hps 23, Att 1 (2-8, poison).

Frog, Giant: SZ S; MV 30 ft (90 ft in water), AC 7, HD 1, HPS 5, ATK 1 (1-3), AL N. Only measuring 2 feet in length, Jilanthi giant frogs feed mostly on birds and insects. That said, they wouldn't pass up an opportunity to gorge on a Halfling.

Stirges (2-12): SZ S; MV 30 ft (fly 180 ft), AC 9, HD 1+1, HPS 3, ATK 1 (1-3), Special: drain blood 1-4 damage after hit until 12 points are drained, AL N

1. TIDE POOL: A deep pool of rushing water separates the cave entrance from the rotting jetty and beach. An unsteady looking footbridge crosses the surging waters of the pool. Crossing the slippery and decaying bridge requires a Dexterity roll. Anyone who fails falls into the surf, which is 15 feet deep at the time the PCs arrive.

Encounter Location A: The Pirate Caves



A saltwater crocodile lurks within the water here. When a character attempts to cross the bridge, it propels itself upwards and attempts to grab the victim in its powerful jaws. If successful, the crocodile then pulls its prey back into the water to either succumb from razor-sharp teeth or drowning.

Crocodile: SZ L, MV 60 ft., AC 5, HD 3, HPS 22, ATK: 2 (2-8/1-12); Special: 3 in 6 chance to surprise opponents.

Characters fighting in the water will be -2 to the "to hit" rolls. Characters in chain or plate mail armor cannot fight in water; they instantly sink to the bottom and will begin to drown unless rescued. For every round spent in the water, players must save versus Death or suffer 1-2 points of damage from being pummeled on the rocks by the remorseless crashing of the surf.

The players may decide to wait for the surf to pull out 12 hours later. If they do, they need not fear the crocodile (it retreats with the water) and also discover an underground tunnel which previously was submerged. Remember, however, to roll for wandering encounters during that during the 12 hour span.

2. **CAVE PIRANHA POOL:** Firebeard stocked this pool with bloodthirsty cave piranhas, which he took perverse pleasure in feeding with live prisoners. Ever ravenous, they attack anything that enters the crystalline waters. The bottom of the pool is littered with humanoid bones. A glowing silver ring, clearly visible from above and obviously magical in nature, lies amidst a ribcage. The ring, a **ring of spell storing**, was swallowed by a wizard who had fallen into the hands of the pirates as a means of keeping the item from their grasp. It was only discovered by Firebeard after the wizard's corpse had been picked clean by the piranhas, but by then it was too late; not even the fearless Firebeard would brave the water. As a result, the ring has remained at the bottom of the pool ever since, temptingly close and yet beyond reach.

Cave Piranhas (10): SZ S, MV 120 ft (swim), AC 6, HD 1, HPS: 4,4,4,4,3,3,3,3,2,2, Att 1 (1-2 bite).

3. **CELLBLOCK:** Three large prison cells line the wall of this hallway. Each cell measures 10 feet by 10 feet, and features a carpet of nasty-smelling, rotting straw over the cold stone floors. Three of

the cell walls are bare stone, while that which faces the hallway consists of stout iron bars. A narrow door, secured with thick chains and large padlocks, guards the only means in or out.

The locks on the gates are bubbling with rust and therefore difficult to open (-10% to pick locks checks). That said, the chains and bars are weakened with age, and so characters attempting to Open Doors or Bend Bars do so as if their Strength scores were 3 points higher.

Cell 1: In one cell lies a woman with blood-caked in her hair. Her clothes have been torn, and the skin on her upper chest and shoulders are livid purple. Her face is a pulped ruin; one eye is swollen closed, while blood trickles from her split and slack lips. She makes no sound, but seems to be breathing.

This entire cell is an elaborate trap, designed to take advantage of the mores of would-be rescuers. The woman is in fact nothing but an illusion. Pressure plates are tripped whenever someone approaches within 5-feet of her figure, instantly snapping a **wall of ice** over the iron bars. The ice plane is 7-inches thick, and any character breaking through suffers 14 hit points of damage from extreme cold. The ice plane is permanent, but may be deactivated by speaking the code-word "Glacier".

Cell 2: This cell is unremarkable, except for the word "Glacier" scratched into the wall. The previous inhabitant discovered the code-word to deactivate the wall of ice trap in the adjacent cell, and scratched it into the wall so he wouldn't forget if ever rescuers came. Unfortunately, none did and the relevance of the inscription was lost.

Cell 3: The final cell is home to several giant fleas (treat as weak stirges, replacing flight with a jump move of 120). These bloodthirsty vermin are the size of large rats and lurk under the straw, waiting for the unwary to disturb their rest.

Giant Fleas (4): SZ S; MV 120 ft, AC 9, HD 1+1, HPS 3,3,3,2, ATK 1 (1-2), Special: drain blood 1 point of damage after hit until 3 points are drained, AL N

4. **BARRACKS:** The rotting remains of hammocks strung between walls fill most of this room. In the foreground is a long table straddled by a pair of benches. Atop the table are an assortment of dust-covered cutlery, dishes, and ale-mugs.

Laid flat on the table is a weathered parchment, its four corners held from curling by daggers imbedded into the table. The parchment contains a treasure map leading to a horde Firebeard's crew were plotting to pillage before they were hunted down and killed. This map can lead to any future adventures the GM might have in store.

5. **SPIDER SNARE:** Stretching across the tunnel are the webs of a giant spider. While the strands are so fine as to be nearly invisible, they are also extremely resilient, easily strong enough to trap and hold a man-sized creature. Characters will only have a 25% chance of noticing the webs before walking into them (only 10% chance if moving at greater than standard speed). The spider responsible for the webs lurks in the mesh above, and will immediately move to attack any creature that falls victim to its snare.

Wrapped in silk near the top of the web is a trio of bodies, two adventurers who recently sought to plunder Firebeard's lair and one giant spider body, killed by the adventurers and cannibalized for food by the remaining spider. One adventurer is dead, the magic user named Thelonious, and 50gp and a scroll with slow and mirror image can be found on his person. The other adventurer, named Hieroman, is incapacitated at 0-hit points. If healed, Hieroman will willingly join the party for

the remainder of the adventure. **Hieroman of Glybur** (Human half-elf thief level 5; Chaotic Good; AC 5; HP 20) S14 I14 W12 D16 C14 CH13. He is equipped with **+1 leather armor** and a **ring of climbing**, but will need to borrow a weapon as his are nowhere to be found.

Past the spider lair is a long tunnel (approximately half a mile) leading through the gnomish mines to the Gnome Hold. The path to the hold remains the larger passage with smaller mining passages branching off periodically. The mine is mostly derelict but roll for encounters based upon the gnome hold random encounter table if the party ventures through the area.

Giant Spider: SZ M, MV 60 ft, AC 4, HD 4+4, Hps 23, Att 1 (2-8, poison).

6. **GIBBETS:** During the sea battle that saw Firebeard's ship overpowered, most of his crew of cutthroats had been killed, going down fighting alongside their captain. Those few that were captured were summarily killed, though not before they were tortured into giving up the location of their secret anchorage. After a brief refit, the Ranste fleet sailed for Jilanth and wiped out the remainder of the pirate brotherhood. A dozen were captured, brutally flogged, and then hung on hastily erected gibbets as a dire warning to any who would seek to take up their lawless mantle.

The gibbets are rotting and lean wearily. The dead pirates hang at the end of frayed ropes, clothes and flesh hanging like threads from their yellowed bones. When the PCs enter, the ropes snap, dropping the animate skeletons to the ground. Burning with hatred for the living and a thirst for vengeance, the skeletons pick up cutlasses from the cave floor and attack the PCs immediately and relentlessly. They retain a measure of their former unique fighting style, and once every three rounds can feint to throw opponents off balance. The opposing character must save vs. paralyzation, with fighters getting a +1 bonus for every level; if the character fails his save, for the remainder of that round he loses his Dexterity bonus (if any) to AC and the skeleton gains a +1 bonus to its attack roll.

Swashbuckler Skeletons (12): SZ M, MV 60 ft, AC 7, HD 1, Hps 6, Att 1 (1-6)

7. **CAPTAIN FIREBEARD'S CHAMBERS:** The entrance to Firebeard's chambers have been blocked off by a cave-in of rock and timbers, sealing the room behind almost 10-feet of debris. When the forces of Ranste stormed the pirate stronghold, Firebeard's mistress, an Olmec tribeswoman dubbed the 'Voodoo Witch of Jilanth', took refuge behind this chamber's barred door. The reputation of the dark mistress was such that the invaders feared to kill her, lest they be cursed by her dying breath. Instead, they decided to destroy the corridor and seal the Voodoo Witch away for all time.

Except for a layer of dust, the room beyond hardly looks as though decades have passed since it was sealed. The furniture is all in its place. A stove sits ready to warm the teakettle sitting on its top, and a bunk appears to await the imminent return of its owner. At the foot of the bunk is a sea-chest, and beyond is a large desk topped with maps and souvenirs from exotic lands.

Sitting behind the desk, draped over the mahogany surface, is the mummified remains of the "Voodoo Witch of Jilanth." Her skin has turned grey as her body dried out, and it appears as brittle as paper. As the PCs enter, the chair she sits upon scrapes across the rock as she pushes it back from the desk and rises to attack the intruders.

Voodoo Witch of Jilanth, Mummy: SZ M, MV 60 ft, AC 3, HD 6+3, Hps 30, Att 1 (1-12, plus rotting disease), Special: fear (save vs.

magic or be paralysed for 1-4 rounds), dying curse (upon her death, she utters a curse against her killer, afflicting him with dementia; -6 to Wisdom and every time he is forced to make a decisive action he must make a save vs. paralyzation or spend 1-4 rounds utterly confused and unable to act).

The Voodoo Witch has several potions secured to her belt, among them a **potion of healing** and a **potion of levitation**. She also has a unique brew that causes amnesia in those who drink it--the character forgets his past, his skills and experiences, and the use of his magical items. Memory may be restored through the use of **commune**, **heal**, **restoration**, **limited wish**, or **wish**.

The sea chest is magical, and can only be safely opened with a key long since lost or by magical means (either a knock spell or through magical damage). Attempting to pick the lock or break it open using physical force results in the offending character being teleported into the chest, where he is bound and gagged, becoming a helpless prisoner. The chest contains 800 gp, a **ring of regeneration**, a **dagger +1**, 5 exotic swords taken from foreign lands (non-magical, but worth three times that of a normal blade due to their exotic nature), and silver framed mirror worth 50gp. The chest has enough space to hold one human-sized creature. Once full, the chest is capable of being picked or forced normally.

The desk top contains numerous maps and charts to various sea and coastal localities, all accurate though clearly not professionally done.

The desk has a single drawer, which is trapped with a small scything blade that slices at the hands of anyone attempting to pick the lock. The blade deals 1-6 points of damage. It also contains an invisible dye that works its way into the bloodstream of wounded individuals, rapidly turning the skin pigmentation a bright red. Firebeard didn't entirely trust his crew and used this dye as a means of identifying thieves. The dye lasts 1-12 months, and can only otherwise be removed by **limited wish** or **wish** spells.

Until it either disappears or is removed, the dye can lead to various adventures. Characters may be regarded as mutants and pursued by witch-hunters, or perhaps a surviving member of Firebeard's crew recognizes the discoloration for what it is and attempts to kill the PCs out of revenge or to gain whatever valuables the pirate captain had secured in his desk drawer. Finally, high priests of cults worshipping krakens use the same red dye---harvested from a rare fish---to discolor their skin and mark them as divine. This could lead to all sorts of difficulties for the affected PC.

Within the locked desk are three gems worth 250gp each, a journal containing personal notes in the scribbled hand of Captain Firebeard (locations of buried treasures, hazards to be avoided, tempting targets, and a list of trustworthy associates in various unsavory professions---fences, smugglers, slavers, etc.), and a **potion of healing**.

8. STORAGE: This small chamber has clearly been ransacked long ago. The crates, burlap sacks, and barrels that fill the room have been opened, ripped-open, and upturned so that their contents spill out onto the ground. Rotting clothes and blankets, stained rugs, shattered grog bottles, and a variety of weapons cover most of the floor space.

All of the items, save for the weapons, have long since lost their value. The weapons are serviceable and include 60 crossbow bolts, 3 rapiers, 10 daggers, 1 crossbow, 4 throwing axes, and a battle axe.

Several giant rats have nested among the blankets. Though they are the size of terriers and equally fierce, they'll only fight if cornered. Otherwise, they scurry away and find a dark recess to hide in.

Giant Rats (3): SZ S, MV 120 ft, AC 7, HD 1-4 hit points, HPS 2, Att 1 (1-3), Special: Disease. 5% chance per wound inflicted of contacting a serious disease.

9. BOATYARD: A longboat lies on the shore here, upside down and with its ribs partially showing. The repairs that clearly were being performed on the boat were interrupted by the attack on the cove that destroyed the remnants of the pirate band. Further back is a sawpit, where timbers were cut into planks; a log is suspended horizontally over a 6-foot deep and 4-foot wide pit, which is then cut into boards by two men---one standing atop the log, another within the pit itself---using a large saw. Several rotting planks are stacked beside the sawpit. A **mako ship's figurehead** (see new magic items) lies nearby.
10. RIGGING STORAGE: This small room is filled with coils of rope and ship rigging, as well as several boxes containing copper nails and a cask containing hard, dry tar. The skeleton of the pirate band's shipwright lies sprawled against the coils of rope, an adze still gripped in his hand as if to ward off attackers.

The skeleton is harmless, but the dying man's lifeblood soaked into the coil of rope, staining it black and infusing it with a primitive sentience that remembers only the horrors of his final moments. The coil of rope animates as a Rope Horror (see new monsters) and attacks the PCs. Searching the skeleton turns up a rusting key which opens the chest in room A11.

Rope Horror: SZ S, MV 120 ft., AC 8, HPS 20 (attacks as 4 HD monster), Att 4 (1-3, 1-3, 1-3, 1-3), Special: On a roll of 19 or 20, the victim is entangled (unable to move, -4 to hit and damage, requiring a save vs. paralyzation to cast spells), +1 or better weapon to hit, vulnerable to fire.

11. SHIPWRIGHT'S QUARTERS: This room is only sparsely furnished. There's a bunk, a plain wooden table with a single chair, a work bench strewn with tools typically used by a shipwright, and a large wooden chest. Hanging over the table is a hooded lantern, and lying atop the table are a pair of books and several faded sheets of parchment. A red cloak and a leather apron hang from hooks beside the door.

The papers on the table detail inventory and stores, as well as blueprints for several types of small craft. The books are:

- Principle of Boat Design**, by Alfonse Alburque
- The Arte of Karvyng Fyjureheads**, by Bjorn Garsson.

Each book can be sold for 20gp in any port of fishing town/village. The red cloak and leather apron are of little interest.

The chest is neither locked nor trapped, and contains some garments, a pair of boots, and sundry personal affects. It also contains an intricate copper box shaped like a schooner, which is both locked and trapped. One of the portholes is a keyhole, in which the key found in area 10 fits. If a character opens the box without the key or without the lock first being successfully picked, she becomes wretched by a pair of ghostly electric eels that inflict 2d-12 points of electrical damage each round for 3 rounds.

Inside the chest are 50gp, a large pearl worth 300gp, an ornately carved pipe made from whalebone (worth 30gp), and a **ring of protection +1**.

B. THE GNOME HOLD

Wandering Monsters:

A check for wandering monsters should be made once every three turns. The chance of encountering a wandering monster is only 1-in-10. If there is an encounter, roll d4 to determine its nature.

1. 1-6 giant rats scavenging for food
2. 1 giant spider stalking rats
3. 1 hold creeper begins stalking the PCs.
4. 2-12 stirges roosting on the tunnel ceiling

Giant Rats (1-6): SZ S, MV 120 ft, AC 7, HD 1-4 hit points, HPS 2, Att 1 (1-3), Special: Disease. 5% chance per wound inflicted of contacting a serious disease.

Giant Spider: SZ M, MV 60 ft, AC 4, HD 4+4, Hps 23, Att 1 (2-8, poison).

Hold Creeper: SZ S; MV 60 ft; AC 6, HD 2, HPS 12 ATK 2 (1-3/1-3), Special: +1 to attack rolls and damage when fighting gnomes, when hitting with both claws it begins to strangle the victim (automatic damage each round, victim must a save versus death each round or begin to suffocate, a suffocating victim dies in a number of rounds equal to his Constitution divided by 3), AL CE

Stirges (2-12): SZ S; MV 30 ft (fly 180 ft), AC 9, HD 1+1, HPS 3, ATK 1 (1-3), Special: drain blood 1-4 damage after hit until 12 points are drained, AL N

1. RUM ROOM: Large casks rest within alcoves lining both sides of the room. A ramp directly opposite the doors leads up to a mezzanine level which also is filled with casks. From the scent hanging heavily in the air, it's clear they are filled with rum.

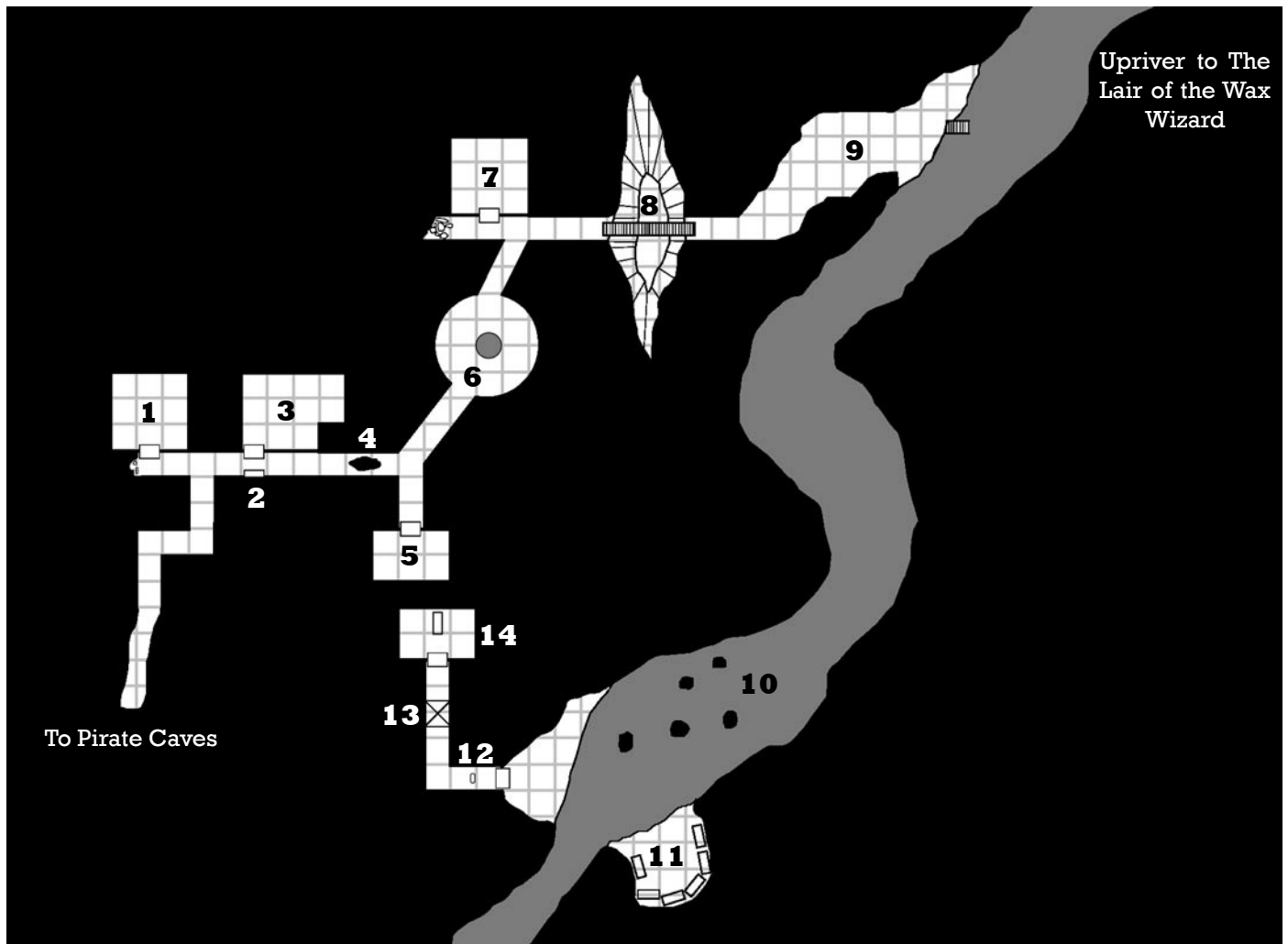
A poltergeist inhabits this room. He is the tragic spirit of gnome who, as one of the last surviving unchanged residents of the mine, retreated here to die peacefully rather than face the prospect of being eaten by one of his erstwhile friends. The spirit is unable to differentiate between creepers and other races, and therefore sees any humanoid creature to enter the room as a threat.

The poltergeist begins by attempting to intimidate the intruders by slamming the door shut. If this fails to induce the characters to leave, the poltergeist drops a cask down on them (attacks as 2HD monster, 1-6 damage). If this doesn't succeed in forcing a retreat, the poltergeist bursts a number of casks, filling the air with deadly splinters of wood. All characters within the room are subject to this attack (attacks as a 2HD monster, 1-4 damage).

After this last desperate show of force, the poltergeist has expended its energy for the day. It makes no further attacks. Instead, characters hear a quiet sobbing without discernible source, and a disembodied voice saying "Gods protect me" over and over in gnomish. If the PCs search this room, they find a gnome skeleton hidden behind one of the casks.

2. FALSE DOOR TRAP: A heavy iron door engraved with the unsettling image of a ferocious-looking dragon coiled around

Encounter Location B: The Gnome Hold



a pile of coins stands at the end of a short corridor. This 'door' is in fact an elaborate trap, designed to create the impression that a great treasure lies beyond and then punish the greedy who seek to claim it for themselves. The door's hinges are located on the bottom, and the only thing holding it in place is the latch. When the latch is pulled, the door slams down and crushes those standing in its path for 2-12 points of damage. Dwarves have a 1 in 6 chance of noticing the anomalous construction, and thieves can find/remove traps as normal.

When the door crashes to the ground, the heavy thud reverberates down the hallway and can be heard echoing into the distance. All creatures within 100 yards will become aware of the PCs presence and will come to investigate. In addition, when next checking for wandering encounters, the chance to meet a monster rises to 3 in 10.

3. **HALL OF RECORDS:** This room was once the gnome hold's records room, and a library and study for its Steward. It contains a large writing desk with equipment for illuminating manuscripts (even when keeping records, gnomes are nothing if not arduous and meticulous), and shelf after shelf of scrolls and books. The records are not kept in any particular order, so finding answers to any particular question in the controlled chaos requires 1 hour and a successful Intelligence roll (magic users and illusionists enjoy +1 to this attempt).

While the records mostly cover a variety of mundane topics---births, deaths, trading transactions, details on mining operations, and so forth---they also contain some information that might be of particular use to adventurers. For each hour spent searching, and assuming they make a successful Intelligence roll, PCs turn up one of the following clues:

- 1) Until 100 years ago, the mine produced copper in abundance and the community was comparatively wealthy and generally content.
 - 2) But the easily accessible veins began to play out, forcing the gnomes to dig deeper and deeper into the earth. Priests foretold of disaster, but greedy for greater riches, the gnomes ignored their warnings and dug even deeper into the darkness.
 - 3) Miners uncovered a vault deep below ground that had been sealed centuries ago, if not longer. Soon thereafter, babies throughout the gnome-hold were born deformed or stillborn. In time, the gnomes stopped reproducing completely. It was as if the entire population had grown barren and sterile. Most of the gnomes fled to the surface to and to parts unknown, but some few remained behind.
 - 4) When at last their bodies and mind began to warp, and members of the population began to display cannibalistic tendencies, the gnomes realized their greed had cursed them with a great evil. To spare the world, they sealed themselves within the halls to meet their fate. No entries follow this.
 - 5) Finally, really persistent characters may actually uncover a map of the mines themselves. The mine is found down the southern passage and after a half mile connects with the Pirate Caves at the spider lair. The path to the pirate caves remains the larger passage with smaller mining passages branching off periodically. The mine is mostly derelict but roll for encounters based upon the gnome hold random encounter table if the party ventures through the area.
4. **HOLD CREEPER LAIR:** The ceiling here has partially collapsed, creating a narrow chimney that rises 30 feet above the ceiling. Halflings can navigate the tight confines without much effort, but other races find it much more difficult. Elves suffer a -2 to all attack rolls and AC while in the chimney, and become stuck on a 1 in 6 each round. Dwarves and humans suffer a -4 to

all attack rolls and AC, and have a 2 in 6 chance of getting stuck. Stuck characters can only free themselves after much struggling and a successful save vs. paralyzation.

Atop the chimney is a low, narrow alcove measuring 5 feet wide, four feet high and 15 feet deep where a hold creeper lurks. The monster attacks the first character to climb the chimney; it is at a distinct advantage because its malleable form means it suffers no penalty to hit or AC.

Bones, rotting chunks of meat, and the stench of death greets the PCs when they arrive in the alcove. Searching through the debris uncovers the key to the Hall of Records---a gold key with a gleaming red stone set into its handle (worth 40gp). A thorough search also uncovers one set of silver cutlery (worth 6gp), a pewter tankard (2gp), and various cheap belt buckles (worth a combined 1gp).

Hold Creeper: SZ S; MV 60 ft; AC 6, HD 2, HPS 12 ATK 2 (1-3/1-3), Special: +1 to attack rolls and damage when fighting gnomes, when hitting with both claws it begins to strangle the victim (automatic damage each round, victim must a save versus death each round or begin to suffocate, a suffocating victim dies in a number of rounds equal to his Constitution divided by 3), AL CE

5. **HANGING AROUND:** Long before the PCs arrive, they heard plaintive cries for help intermingled with screams of terror coming from this room. Within the room is a gnome suspended above the ground by a short rope attached to a hook set into the stone ceiling. The rope is frayed and it's only a matter of time, perhaps hours, perhaps only minutes, before it snaps. The gnome is disheveled and has obviously been abused. His arms and legs have been crudely stitched together, and so a steady stream of blood drips from the limbs. Hungrily lapping up each drop as they fall is a roiling mass of phlegmatic bile pooled on the hard stone floor beneath the gnome.

The poor fellow, a gnome named **Glimber Silvernose** (Gnome fighter level 4; Neutral Good; AC 5; HP 23) S15 I7 W11 D13 C12 CH10, is a member of an adventuring party that made the ill-fated decision to explore the sea-caves of Captain Firebeard (two companions are ensnared in the giant spider webs in area 5 in the Pirate Caves while the other lies at the bottom of the chasm in area 8 in the Gnome Hold). Badly wounded from his fight with the spiders, Glimber was easily overpowered by one of the Hold Creepers and strung up here to die a slow and tortured death. He currently has 2 hps.

In order to rescue Glimber, the PCs will either have to first kill the bile (simply an unusual-looking type of gray ooze) or else safely extricate him from his current predicament (perhaps by magic, perhaps through a combination of skill and guile). If rescued, Glimber becomes a faithful ally. He's a stalwart fighter, though ill-at ease in urban areas due to his disfigurement---his nose was severed in battle against orcs, and though he's had a silver prosthesis made to replace it, people tend to view him as something of a freak. He is equipped with **+1 chain mail**, a **+1 footman's pick**, and in his backpack are 50 gp, 3 torches, an empty water skin, and iron rations for a week.

Glimber's party was composed of three additional members, Thelonious the magic user, Hieroman of Glybur the thief, and Wisteria the elven magic user. They were dropped off on the island earlier this week and found the sea caves. There they fought the giant spiders to poor results with Thelonious succumbing to poison and Hieroman captured before the remaining members were forced to flee into the unknown areas past the spider's lair. These areas are the old gnomish mines and eventually Glimber and Wisteria found the Gnome Hold. The hold creeper captured the badly wounded Glimber and Wisteria fled quickly only to fall to the stirges' attacks in the chasm.



Gray Ooze: SZ L; MV 10 ft; AC 8, HD 3+3, HPS 21, ATK 1 (2-16), Special: Immune to spells, heat and cold, AL N

6. **WELL ROOM:** The room is circular and largely empty save for a well located in the center. Bones and unidentifiable scraps of meat litter the floor. The air here is heavy with death and the stench of rotting flesh. All characters must save versus paralysis or become nauseated for the duration of their time in the room (-2 to attack rolls, unable to cast spells, half move). Thieves can climb down the well as normal, but with a -10% chance because of loose masonry. The water line for the well is 20 feet down and the well goes down another 5 feet.

A severed finger, lying on the stone floor and greening with mold, still sports a ring set with a gleaming agate gem. The ring's surface is etched with words written in an ancient monastic tongue; clerics making an Intelligence roll can decipher it. It reads: "to shoot straight and true, one must first believe he can".

If a character puts on the ring, his vision blurs and thunder roars in his ears. When at last his senses clear, he finds himself in a bucolic field. A beautiful maiden (or, if the PC is a female, a noble lord) reclines serenely on a silk blanket stretched out on the grass. A flock of snow-white doves linger on the grass a short distance away. In their midst is a single black raven. The character is equipped with nothing save for the clothes he wears and three weapons of whatever ranged weapon he is proficient in (a fighter proficient in a bow will have a bow and three arrows, a cleric might have a sling with three stones, a thief or wizard three daggers, and so forth).

"Good sir, I have need of your skill. An evil witch in the guise of a raven pollutes my doves, spreading disease through their ranks. If she is not killed, I fear my flock will perish and the good they represent will disappear from these lands", says the woman

solemnly. "I would have you kill the witch, and my blessing will be yours in return. But please do not harm my doves."

If the character agrees, the raven suddenly caws and startles the doves. They take flight, with the raven safely among them.

"Quickly," the maiden urges. "Bring down the witch before she escapes!"

The character now has three chances to kill the raven. In the first round, the distance is short, increasing to medium in the second and long-range in the third round. The raven is considered to have AC 5. If the character misses on an attack roll by more than three, he brings down a dove instead. The raven has a single hit point, so any successful hit will kill it.

Should the character succeed in bringing down the raven without killing a dove, the maiden thanks him and gives him a gentle kiss on the cheek. Just as she does that, the character's vision blurs once more and again he hears thunder in his ears. Moments later, he finds himself "back" in the well-room among his friends. The character is indeed blessed, just as the maiden promised. As long as he wears the ring, he gains +1 to hit with whatever type of weapon he wielded during the test, but only when used as a missile weapon. In addition, while wielding this weapon, the character can hit creatures that are otherwise immune to all but magical weapons.

If the character could not succeed in his task, the maiden begins to weep. Her sobs are the last thing the character hears before he is transported back to the well-room. He gains no benefit from the ring; it is merely a mildly valuable (worth 15gp) piece of jewelry.

7. **CAVE OF THE SUBTERRANEAN LIZARD:** The mangled form of an unidentifiable humanoid (actually a creeper) lies in the center of this cave, its body torn apart and gnawed down to the bone. Fresh blood, just now becoming tacky, pools beneath it. Much of the remainder of the chamber is filled with large piles of discarded stone.

The subterranean lizard responsible for slaying the creeper is still here, lurking silently behind one of the stone piles. Characters making an Intelligence check may notice bloody footprints left by the lizard, leading to its position and betraying it. The lizard is ferocious and always ravenous, and will therefore pursue the characters relentlessly.

Subterranean Lizard: SZ L; MV 60 ft; AC 5, HD 6, HPS 44 ATK 1 (2-12), Special: Double damage on a 20, AL N

- The skeletal body of a much older victim lies behind another rock-pile. His belongings are scattered about, including a long sword, 120 gp, and four **+1 arrows**.

8. **DEEP CHASM:** The gnomes encountered a deep deposit of copper-bearing ore here and created this chasm extracting it. The ceiling of the chasm rises 15 feet above an unsafe looking wooden bridge that spans the gorge. The chasm is 40 feet deep and 20 feet wide.

Any character crossing the bridge runs the risk of breaking through the rotting boards. This is 1 in 6 for elves and Halflings, 2 in 6 for dwarves and humans. Creatures larger than humans (such as the subterranean lizard) have a 3 in 6 chance of falling through. Running or fighting upon the bridge increases the chance by 1 in 6.

Characters who break through can make a Dexterity roll to catch themselves at the last moment. Pulling themselves back up requires a successful Strength roll. If someone helps, the character adds half of the assisting characters Strength to his own for the purpose of determining success.



A flock of 6 stirges reside in the shadowy crevasses below, ready to feed on their next meal.

Stirges (6): SZ S; MV 30 ft (fly 180 ft), AC 9, HD 1+1, HPS 3,3,3,3,2,2, ATK 1 (1-3), Special: drain blood 1-4 damage after hit until 12 points are drained, AL N

At the bottom of the chasm lies the crumbled body of a female elven magic user named Wisteria, companions of the ill-starred adventures from Pirate Cove area 5 and Gnome Hold area 5. She carried only a **wand of magic missile** (15 charges) and a backpack of sundries, but the wand's been damaged in the fall and now there is a 1 in 6 chance per use that the wand misfires and causes a discharge of magical energies that actually harms the wielder 1-4 points of damage. The sundries (a week's worth of rations, flint and steel, 3 torches, and a full wine skin) survived the fall. The wine is of questionable quality, but drinkable.

9. **RIVER OF THE DEAD:** The tunnel ends at a stone pier jutting out into an underground river. A flat-bottomed skiff rests upside down upon the pier, and a stone statue of a brooding gnome mistress stands off to one side. At her feet are several large toads, and in her outstretched hands she holds a hollow skull, the insides of which are caked in blood. Wall sconces for long-burned out torches line the tunnel as the river flows downstream, to the left. The river eventually leaves the island to join the sea in the southern part of the island through a very low tunnel (2 feet above water level) and is almost impossible to see from the outside.

Easily viewable within the water are numerous large albino fish. Many of these grow as large as 4 feet in length, and while they look like dangerous aberrations they are actually quite harmless and tasty.

This is the River of Dead; downstream, accessible only by water, are vaults where the deceased are laid to rest. Gnomes, or clerics making a successful Wisdom roll, will recognize that the statue depicts Belorphyne, a gnomish demigod who ferries the dead across the River of Shadows and into a blissful afterlife. Toads are symbols of death and of Belorphyne herself.

The skiff is still quite sound and can safely hold up to 8 individuals. There is a pole in the skiff that can be used to maneuver the craft in the water. Because of the current, movement rate when going downstream is 60 feet, and in general handling the skiff requires no skill. If the characters want to perform a more complex maneuver, such as avoiding an obstacle or backing away from a danger, it requires a Strength check.

Returning against the current is more difficult. Movement is reduced to 20 feet, and even then only if the PCs make a boat-handling check. Making a blessing to Belorphyne in the form a sacrificed toad assists in a safe passage (it grants +2 to boat handling checks, and characters will not encounter wandering monsters).

Checks for wandering monsters while upon the river should be made every three turns. The chance of encountering a wandering monster is fairly small, however (1 in 10 chance)

1. Huge water spider hunting for prey
2. 1-4 stirges
3. 1 giant frog (SZ S, MV 30 ft. (swim 90 ft.), AC 7, HD 2, ATK: 1 (1d6), Special: swallow whole on a natural 20
4. Water snake vortex. A swarm of snakes swimming in a tight circle creates a vortex, which threatens to pull the skiff into its grasp. The poling character needs to make a boat-handling test to avoid the danger. If the skiff is caught, it begins to buck and pitch dangerously and passengers must make Dexterity checks each round to avoid being thrown into the water. There is a 2 in 6 chance each round of the skiff capsizing and automatically throwing the PCs into the snakes' coils. To extract the skiff from the vortex, the poling character must make a Strength roll at -3.

Water snakes (10): SZ S, MV 90 ft. (swim 90 ft.), AC 7, HD 1-6 hps, ATK: 1 (1d4), Special: venom causes convulsions for 3-18 rounds if saving throw fails.

10. **GROTTO:** Massive stalagmites rise up from the river to meet equally large stalactites that drip down from the ceiling high above. A strange green glow emanates from a point beneath the water's surface near the center of the grotto, illuminating much of the chamber in an eerie light. The source of this light is phosphorescent lichen growing on the bottom.

This cave is home to 6 piercers that feed predominantly on fish and giant frogs, dropping down from above to impale their prey and crawling back up after feeding.

Piercers (6): SZ S, MV 10 ft., AC 3, HD 1, HPS 8,5,5,4,4,2, ATK 1 (1-6), AL N

11. **TOMB:** There are six stone coffins within the tomb, four of which occupy alcoves set into the walls while the other two lay in the middle of the room. As soon as one coffin is opened, the lids of the others begin to slowly slide open as well. Skeletons emerge from their resting places, with malice burning like red flames in their empty eye-sockets and their skulls twisted in bitter hatred for the living.

Coffin 1: The skeleton herein wears a chain mail shirt and grips a war hammer in his hands.

Coffin 2: The skeleton has a crossbow at his feet. While it still works, the weapon has become decayed over time and has a 2 in 6 chance of breaking with each use.

Coffin 3: This coffin is empty, save for a lining of dirt. It was the resting place of a gnome vampire, but the creature has long since moved on.

Coffin 4: The skeleton in this coffin has no head. It was severed from the body during battle and was unrecoverable. As a

result, when this skeleton animates it simply flails wildly with its sword.

Coffin 5: The skeleton lying at rest in this coffin carried a sword and shield, and has a silver ring set with a tourmaline stone (worth 50gp) on one finger.

Coffin 6: This skeleton wields a **lesser short sword of sharpness** (see new magic items). Lying at the skeleton's feet is a glass jar containing a severed hand preserved in whiskey. Its fingers twitch occasionally, and if undead or necromantic magic is within 30 feet, the hand begins frantically clawing at the glass. If the hand is released it immediately attacks the nearest character. However, if a magic user casts both **raise dead** and **find familiar** on the hand, he can bind the animate to his will. The undead hand will then faithfully do its new master's bidding—performing menial tasks, attacking enemies, even serving as a remote conduit for touch spells.

Undead Hand: SZ S, MV 20 ft., AC 6, HD 1, HPS 4, Att 1 (1-2)

12. **COCKROACH TUNNEL:** All surfaces in this tunnel are covered by a rolling, hissing mass of stinging jungle cockroaches, many as much as 6 inches long. There are thousands of cockroaches in total, so resorting to physical means to destroy them is fruitless. Only area of effect weapons (such as burning oil) or spells make any dent on their numbers; assume either kills all insects within range.

Characters moving through the swarm are soon assaulted by dozens of cockroaches that crawl up their legs and drop down from the ceiling above, dealing 1 point of damage every other round through their cumulative stinging. The cockroaches also mask the trigger for a pendulum trap, a stone plate on the floor (thieves suffer a -15% chance to find traps). The pendulum attacks as a 3HD monster and deals 1-8 points of damage. It continues to swing for 8 rounds, and while anyone attempting to pass is subject to attack with each round the pendulum begins to lose momentum (-1 damage per round).

13. **PIT TRAP:** The hallway looks rather unremarkable, but midway along its length there is a 20-foot deep pit trap, its base lined with spikes. The gnomes were ingenious engineers, however, so the trap is far more than it seems. The pit is 10-feet across, a reasonable enough distance for most characters to jump. However, a five-foot wide block on the far side of the pit is rigged to swivel when weight is placed on it, thereby dropping characters back into the pit. Characters must make a successful Dexterity check to grab the ledge before plummeting into its depths. Characters falling into the pit suffer 3-18 points of damage.

To circumvent the trap, characters must first identify the swivel block on the opposite side; a thief's Find Traps ability is made at -10% because of the distance involved. Once the trap has been identified, it must either be removed or characters must leap a 15 foot distance to clear the danger.

14. **TOMB OF KING SNURRESON:** This room contains four cold and lightless braziers surrounding a stone coffin resting on a raised dais. The coffin contains the remains of the long-dead monarch. Incredibly, though King Snurreson has been dead almost 500 years, his body has not rotted or decomposed. In fact, a thin trickle of blood still seeps from the fatal wounds suffered in battle against the orcish horde of Kutkla Khan. Snurreson is quite dead, however, and in peaceful repose.

If the lid is removed from the coffin, a mournful moan escapes from its depths and smoky tendrils begin to seep out. Unless the lid is immediately returned, the ghostly mist quickly envelops all PCs within the tomb. Skeletal faces and clawed hands are visible in its hazy depths. The PCs then feel a deathly cold—like that of a long dead grave—coursing through their body and they suffer 1-6 points of damage. In addition, unless a saving

throw vs. death is made, any character suffering more than 6 points of damage loses 1 point of Strength permanently. These attacks continue every round until either the lid is returned or all living creatures have left the tomb.

King Snurreson was buried with potent magical items and considerable treasure. In addition to the corpse, the coffin contains the following:

- 1) An impressive looking **+1 war hammer**, its head crafted to resemble back-to-back bull heads and with metallic plates covering the haft. The metal plates have been harvested from a slain gorgon, and now the war hammer possesses some of this monster's power—whenever a natural 20 is rolled to-hit, the victim must save vs. petrification or be turned to stone. In addition, the war hammer begins softly ringing, as if striking metal, when orcs or goblins are within 50 yards.
- 2) A suit of **chain mail armor +2**.
- 3) Two gold tablets worth 500gp each, in which are transcribed the highlights of the king's reign.
- 4) A **ring of spelunking** (see new magic items).

C. THE LAIR OF THE WAX WIZARD

1. **WAX GUARDIAN:** This large chamber closely resembles a natural cave, but dwarves will realize that the stone was indeed cut by hand intended to look as it hadn't been. Sunlight streams in through a 20 wide shaft in the ceiling, but there are deep, shadowy recesses along the walls nonetheless. This shaft is actually an illusion, intended to support the façade that this chamber is a natural cave and that the guardian residing within it is therefore real. The sunlight is quite artificial as well, the product of a sunlight spell. A long hallway, sloping down over 50 feet, leads out of this chamber to a subterranean river that connect to the Gnome Hold after a quarter mile of travel.

When the PCs enter, they hear lumbering movement within one of the recesses. Slowly, the shadows part to reveal a ferocious looking wyvern. The creature is in fact made of wax, but players only realize this if they save vs. spells. Initially, because of the gloom from which it emerges and the sheer terror of the sight, characters make the save at -1. Each round thereafter, however, they gain a cumulative +1 bonus to their saves to recognize the wyvern for what it is.

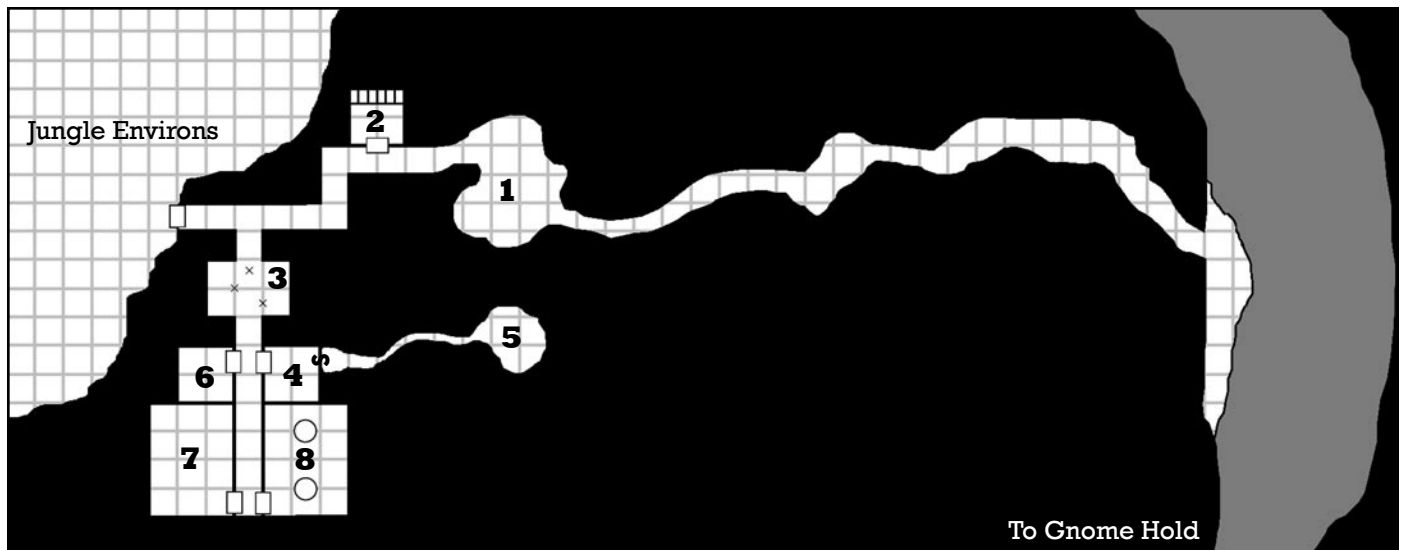
The wax wyvern has all the stats of a real wyvern, except it cannot fly and lacks the poisonous tail sting. Because of its wax composition, the creature takes double damage from fire. Its mission is to prevent any interlopers from entering the wizard's domain from this direction and it fights to the "death" in purpose of this mission.

Wax Wyvern: SZ L, MV 60 ft., AC 3, HD 7+7, HPS 50 ATK 2 (2-16 bite, 1-6 tail), AL N

2. **KENNELS:** There are six locked cage-stalls in the northern portion of this room, each one inhabited by a pathetic looking mastiff. Once proud and strong beasts, the dogs are now painfully thin, almost skeletal, from neglect and their eyes reflect despondency. The room reeks of unkempt dogs and animal waste.

Lazio Sharpe was an avid hunter, and these mastiffs were his prized companions. Unfortunately, his affinity for these animals was not passed on to the wax doppelganger who has taken over in Sharpe's stead. The dogs are rarely fed; not out of any sadism on the part of the doppelganger, but simply because it can't fathom the necessity of sustenance.

Encounter Location C: The Lair of the Wax Wizard



The dogs alternate between whimpering and barking when the PCs enter. If released, the hunger-maddened dogs immediately attack. However, if first fed and treated with kindness the dogs will not attack.

Mastiffs (6): SZ M, MV 120 ft, AC 6, HD 2+2, HPS 6 (16 normally), ATK 1 (2-8), AL N

- TRAP ROOM: Hundreds, if not actually thousands of 2-inch diameter holes have been drilled into all the walls of this room. A smashed boulder, cracked open and broken as easily as one would an egg, lies crumbled against the base of the stoney western wall.

Dwarves, or characters with mining experience, will be able to determine that the boulder broke after impacting with great force against the western wall. This observation may serve as a vital clue that this room contains a lethal threat in the form of a trap. Whenever a pressure plate is activated (marked with X's on the map), a single sling stone is fired towards it from one of the holes in the eastern wall. As soon as the sling stone is fired, it instantly transforms into a large boulder that deals 2-12+10 points of damage to all within its line of fire.

There are three individual stone-firing mechanisms in the eastern wall, one per pressure plate. Each one holds a total of 1-4 **+1 sling boulders**, minus any that are fired during the course of this encounter (see new magic items). Locating the well-hidden traps from among the countless holes requires a thief make a Find/Remove Trap at -10%. The thief can make multiple attempts after the first, but each one takes 15 minutes. Extracting the stones also requires successful Find/Remove Trap rolls, one for each of the three traps.

- BEDROOM: The door to this room is magically locked and can only be opened by a **knock** spell, through brute force, or by a 'master key' in the form of an agate gem born on the back of the wax wizard's hand (it was originally embedded in the hand of Lazio Sharpe, but was carved out by his usurper). However, thieves who succeed with their Find Traps ability notice that the door is, in fact, hollow and filled with a liquid substance. The door's interior is airtight filled with an alchemical liquid that combusts when it comes into contact with air. If the door is damaged—by characters kicking the door in or hacking it down—the liquid erupts into a fireball that fills a 10 foot square and causes 2-16 hit points of damage (saving throw applicable).

This large bedroom is clean, well-ordered, and almost sterile in appearance. The luxuriant, four-poster bed, shrouded with silk drapes and covered with satin sheets, clearly hasn't been slept in for quite some time. Against one wall are a desk and cabinet, while along another is a bar and an extensive wine rack. The wine rack is filled with expensive wines (a total of 18 bottles, worth 600gp in total), while the bar contains several bottles of liquor (3 bottles, worth 50gp total). There's also a bottle containing three potions of cure light wounds.

Only the desk and cabinet show any sign of recent use. The cabinet contains a variety of miniature wax figures and scented candles, all demonstrating impressive craftsmanship (in sum, they might be worth 25gp to collectors). There's also a small but eclectic collection of books, ranging in breadth from geography and history to texts on candle making. These 10 texts could be sold for over 750gp collectively. Hidden in a secret drawer under the book collection is the **spell book of Lazio Sharpe**. It contains the following spells:

Level 1: **read magic, enlarge, comprehend languages, burning hands, sleep, shocking grasp, shield**

Level 2: **darkness, web, stinking cloud, mirror image, ESP, magic mouth**

Level 3: **hold person, lightning bolt, clairvoyance, slow, fireball**

Level 4: **wall of fire, confusion, ice storm, polymorph other**

Level 5: **stone shape, contact other plane, hold monster**

Atop the desk are sheets of parchment for writing—which display crude attempts at spelling and penmanship, at a small child's level of ability—and a daily journal that suddenly stops several months ago. The writing in the journal, which is crisp, flowing and in the language of an educated individual, is quite obviously not from the same hand that was practicing writing skills. In fact, the journal was written by the magic user, Lazio Sharpe, who until recently resided within this complex. A few months back, he was kicked out by his wax doppelganger, which suddenly gained awareness and led the wizard's wax creations in a successful coup. The wax doppelganger has since assumed Sharpe's identity, and has been practicing reading and writing with his first wandering and unclear attempt (found in the pile of parchments) poorly discussing the exile of "the maker." The journal possesses Lazio's thoughts on the art of wax works and would be valued at 2,000gp to the right collector. It provides guidelines in making wax creatures, but is far from complete as Lazio wisely chooses to keep the most important aspects to himself. Lazio was set upon when

he was effectively defenseless after a full day's worth of spell casting and wax work. They expelled him from his lair, leaving his treasured spell book out of reach. He fled into the jungle and was eventually captured by lizard men.

A secret door in the wall opens by pushing inward with some strength, leading to area 5.

5. **SECRET TREASURE ROOM:** The secret door leads into a narrow tunnel. Navigating the first 20 feet is easy enough, though claustrophobic. Beyond 20 feet, the tunnel narrows to no more than 2 feet wide. Halflings and elves may pass without worry, but humans and dwarves must roll under their Dexterity every ten feet or become stuck for 1-6 rounds. A stuck character automatically attracts the attention of the stirges residing in the treasure room. The stirges have been trained, in a long and bloody process, by Lazio to not attack anyone whistling as they move about the chamber, but they are now so hungry they will attack anything.

A natural cave roughly 20-foot square contains Lazio Sharpe's treasure, locked in two large, ironbound oak chests. The first chest contains 2,250sp, 3,100cp and 500 pieces of worthless fool's gold. The second chest is trapped with poison gas (save vs. poison) that inflicts 1-10 permanent Con damage, and contains 532gp, two potions of healing, and a potion of hill giant strength. The chests have been purposefully crafted to be far too large to squeeze through the tunnel, each one measuring 3x4x3 feet. Lazio cast reduce on the chests to get them in here; PCs will have to use similarly ingenious methods, or completely empty the contents of the chests, to claim the contents as their own.

Stirges (8): SZ S; MV 30 ft (fly 180 ft), AC 9, HD 1+1, HPS 3,3,3,3,3 2,2, ATK 1 (1-3), Special: drain blood 1-4 damage after hit until 12 points are drained, AL N

6. **KITCHEN:** A stove, wash basin, bread oven, and a preparation counter fill the room. The kitchen is well-stocked with good quality wares. Through an alcove to the west, characters see a large grist stone used for grinding grain into flour. An inert wax figure, generally humanoid in shape and size, stands beside a bar protruding from the grist stone and which obviously is used for turning the wheel. The wax figure is actually a wax golem, one of Lazio Sharpe's first attempts at making these constructs and therefore only partially successful. It's even dimmer than most of its ilk, capable of performing only the simplest of tasks, typically manual labor. It fights only if attacked, and will immediately stop fighting if its attackers call off their assault, showing no further interest in them whatsoever. If approached cautiously, characters can discover that the golem may be ordered to perform simple tasks on their behalf, but will still only fight in defense.

Imperfect Wax Golem: SZ M; MV 60 ft, AC 6, HPS 40, ATK 2 (1-6, 1-6), Special: wax splash restricts movement, attacks as 6 HD monster

7. **MAIN HALL:** This room is a spacious and well-furnished dining hall. A fine oak table with 6 chairs stands alongside a massive window offering a beautiful view into a jungle glade with a placid pool fed by a gurgling waterfall. The room also contains two comfortable upholstered chairs beside a fireplace, a thick and soft carpet, and fine artwork hanging from the walls.

The window is actually a permanent illusion. As much as Lazio Sharpe was enthralled by the beauty and mystery of the jungle beyond, he was realistic enough to realize that a window looking into it was an invite for trouble---nothing would spoil a meal faster than a rampaging dinosaur crashing through a sheet of glass and upending your imported table.

The paintings display an artistic touch, but are not particularly noteworthy. If someone troubles to remove the 10 works of art, he might receive as much as 300gp from a serious collector.

- 8 **WAX VATS:** This room is a large, vaulted chamber with scaffolding running along the perimeter and bisecting the room down the middle 10 feet above the ground. Two large vats occupy much of the room. They are suspended over large fire pits, one of which is glowing hot with fiery coals. A light wind, magical in origin, pushes all smoke upwards into ducts in the ceiling that vent it out into the open air. The breeze does little to alleviate the heat that hangs heavily in the room.

The wax doppelganger, who attempts to pass himself off as Lazio Sharpe (and who is slowly coming to believe he is indeed the rightful Lazio Sharpe), stands atop the scaffolding. He wears a hooded robe that masks the fact that his face drips and glistens with moistness in the heat, and carries a crooked staff that's topped by a withered ghoul hand and serves as a **wand of paralysis**.

The doppelganger will protest intrusions into his domain, but will parlay as long as it seems the PCs are buying into his act. The minute it feels threatened, it attacks.

Fighting atop the scaffolding requires a character to roll under his Dexterity on a d20 every round. If he fails, he falls to the ground below and suffers damage as normal. Characters who fall into the boiling wax, or who are paralyzed and thrown in by the wax doppelganger, suffer 1-6 points of damage per round of total immersion. Damage from boiling wax continues for 1-3 rounds after exposure, but this damage is only half that dealt during actual contact.

Characters caught in the wax must make a Strength check at -3 every round to simply tread water, or Strength check at -5 to move to the vat's side where he can pull himself free. If the character fails a check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath.

D. LIZARD MAN ENCAMPMENT

Located next to a murky black pool of standing water are three crudely-constructed platforms arranged in a semi-circle and raised 12 feet above the boggy ground. Each has a domed shelter of branches and draped moss. Suspected from the over-arching branches of a tree is a wicker cage imprisoning a bedraggled, emaciated and thoroughly bound human. Even from a distance, several lizard men can be seen moving about the encampment. Nets of foodstuffs and other supplies concealed amongst the branches of trees, to keep them away from the swamp fauna. A large, single-horned rhinoceros-like dinosaur grazes amidst the encampment. There is no evidence of a fire pit, as the lizard men do not need or want a fire, eating their food raw.

The bedraggled figure in the wicker cage is Lazio Sharpe, who was captured by the lizard men shortly after being forcibly expelled from his own demesne. The lizard men are holding him until the new moon, when they will ritually feast on his flesh. Lazio has been creating the flaming footprints using Firebeard's own magical boots, which he acquired years ago and which he still wears.

Since ambushes and surprise attacks are one of their own favorite forms of attack, the lizard men have set precautions against surprise attacks. They have laid out several alarm and snare traps around the clearing's exterior to alert them of intruders and trap them. Those approaching the camp are 95% likely to run across an alarm tripwire in their approach, and 50% likely to encounter a snare.

If the PCs trip a wire, they topple a hidden pile of rocks and thereby betray their presence. A snare is looped on one end, designed to tighten around a creature stepping inside it, while the other end is attached to a supple tree that has been bent over. When the snare is triggered, the tree straightens, dealing 1-6 points of damage to the trapped creature and lifting it off the ground. The character is immobile; all actions are at a -4 penalty, and spell casting requires a save vs. paralyzation to be successful.

There are ten adult lizard men in the community. As soon as they hear an alarm or see the PCs, the lizard folk are fully alert and will track down the source of the disturbance. The lizard men are aggressive fighters and fight ferociously, wielding barbed darts, clubs, and hide shields. If it's clear that an attack is underway, the tribal chief (the largest lizard man) rushes to harness the tamed monoclonius to ride it into battle. This takes 2 uninterrupted rounds.

Lizard man: NA 10; SZ M; MV 120 ft, AC 4, HD 2+1, HPS 17, 15, 15, 14, 14, 12, 12, 12, 10, ATK 2 (1-8/1-8 or 1-4 with barbed darts)

Monoclonius: NA 1; SZ L; MV 60 ft, AC 4 (3 on head and neck), HD 8, HPS 50, ATK 1 (2-16), AL N.

Lazio Sharpe (Human male magic-user level 10; Lawful Neutral; AC 10; HP 26) S11 I17 W11 D14 C12 CH17; Spells possible: 4 4 3 2 2; Spells possessed: None currently. Items possessed (currently held by the lizard man chief): +2 ring of protection, a +2 dagger, and a necklace of adaptation.

WRAPPING UP

If Lazio Sharpe is saved from being the main course at a ritual feast, he is understandably and eternally grateful and therefore allows the PCs to keep any treasure they recovered from his home in exchange for his spell book, if it has been found. He will also ask for his direct possessions taken by the lizard men chief) but is willing to part with those as well if that ensures the return of his spell book. If the PCs have killed the wax imposter, or agree to do so on his behalf, Lazio will also offer to construct a wax golem for them, but only if he possesses his spell book. He will also use this offer to secure his spell book and taken possessions, if hard pressed.

For its part, the Ranste Council will be pleased to hear that Firebeard has not returned from beyond the grave to seek revenge upon his enemies. They reward the PCs with 500gp. And what of the missing Lord Admiral? Jilanth offers no clues to his whereabouts, and perhaps therein lies the seed of another adventure. Maybe he ran away with an illicit love or is conducting a secretive mission the knowledge of which he trusts no one. Foul play might be at work as well. That's left up to the GM to determine.

NEW MONSTERS

HOLD CREEPER

SIZE: Small (4.5 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 6
HIT DICE: 2
ATTACKS: 2
DAMAGE: 1-3/1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Save as 4 levels higher
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 25%
TREASURE: 20-80gp (100%), 1-3 jewelry (50%)

INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 2 / 40 + 1/hp

General Information: Hold creepers attack by clawing with their nails, aiming for the tender throats of their victims. If they hit with both claw attacks, the hold creeper begins to throttle the victim, squeezing its throat in powerful hands and slowly strangling it to death. Each round thereafter, the hold creeper automatically inflicts damage from both claw attacks and the character must a save versus death each round or begin to suffocate. A suffocating character dies in a number of rounds equal to his Constitution divided by 3 (rounded up)

They communicate with animal-like grunts and barks, though some rare individuals are capable of speaking guttural and primitive gnomish. It is rumored that hold creepers are an aberrant species of gnomes, perverted through their contact with a great slumbering evil.

All hold creeper are resistant to both magic and poison; they therefore make saving throws at 4 levels above their actual HD. They can see in the dark (infravision) up to a range of 60 feet. They gain +1 to attack rolls and damage when fighting gnomes.

Breaking a creeper's hold requires an opposed Strength roll (a hold creeper has an effective Strength of 15); the character who rolls under the target number by the greatest amount is considered the victor. If the hold creeper wins, it maintains its deadly grip. If the victim wins, he breaks free.

Hold creepers may spider climb at will. With little effort, they can pass through extremely small spaces, such as sewer grills, windows, and narrow cave tunnels. As long as the opening is greater than 6" in width, a creeper may squeeze through. Created and defined by their all-consuming greed, hold creeper's have an innate ability to locate treasure; this ability functions as per a potion of treasure seeking

Physical Description: Hold creepers stand about 4.5 feet tall, with smooth, earth-toned skin stretched taut over a slender, bony frame. They have black, beady eyes that provide the ability to see through the utter darkness of their subterranean environment. Thin remnants of beards partially hide mouths filled with jagged teeth. Though bipedal, a creeper spends most of its time hunched over, running on all four limbs with its spine jutting through parchment-thin skin.

ROPE HORROR

SIZE: Small (4 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 8
HIT DICE: 20 HPS
ATTACKS: 4
DAMAGE: 1-3/1-3/1-3/1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: Nil
TREASURE: Nil
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 235

General Information: Rope horrors flail about with whip-like appendages, dealing 1d3 points of damage per strike. On a roll of 19 or 20, the victim is also entangled (unable to move, -4 to hit and damage, requiring a save vs. paralyzation to cast spells). Rope horrors attack as a 4 HD creature. A rope horror can unwind itself to fit through narrow openings such as a keyhole, small windows, or cracks under doors. Unwinding takes a full round, as does reforming itself afterwards.

Normal weapons do not harm rope horrors, but magical weapons and fire-based attacks have normal effects. Spells of most sorts have no effect on these monsters, but fire based spells act as normal and also slows the creature by 50% for 2-12 rounds as it writhes in pain. By engulfing a coil of rope, they can restore 1d4 hit points to their body.

Physical Description: Rope horrors look vaguely humanoid, with four whip-like arms and two legs of thick, knotted ropes. When lying at rest, they are indistinguishable from normal coils of rope. They are created either by means of a magical tome, when coils of rope are stained with blood and the fleeting essence of life, or by spell-casters employing a wish and polymorph any object spell.

WAX DOPPELGANGER

SIZE: Varies, typically Medium (5-6 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 5
HIT DICE: 40 hp
ATTACKS: 2
DAMAGE: 1-8/1-8 or by weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 100%
TREASURE: 1-12k sp (25%), 1-8k gp (25%), 1-12 gems (25%), 1-8 jewelry (25%), 3 magic items (25%)
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1380

General Information: Wax doppelgangers are crafted by magic-users or clerics and are designed to act as doubles or imposters. Wax doppelgangers are able to speak and can flawlessly comprehend languages. They are able to ESP and imitate with 90% accuracy. As golems, they can only be harmed by magical weapons—All others simply pass through its body, without adversely affecting the monster. Non-magical piercing and slashing weapons have a 50% chance of becoming stuck within the creature's body, requiring a successful Open Doors roll to extract. They attack with their strong fists or with a weapon as a 9 HD creature.

Wax doppelgangers are slowed by normal fire, while magical fire does damage as normal. Most other spells have no effect on a wax golem.

Physical Description: Wax doppelgangers can take on the form of any humanoid creature from 4 to 8 feet tall. This makes them extremely valuable as infiltrators and spies. The transformation is not perfect, however. A wax doppelganger's skin remains pale and lifeless, and it forms a sweat-like sheen when warm. As well, it cannot grow hair so must rely upon wigs to complete its disguise.

Wax doppelgangers are made in a mold, and most of the construction time is spent crafting this mold from wood. The wood alone costs about 2000gp. The wax, of which there must be 300 pounds, is brought to a boil in a large cauldron (worth 100gp) and then poured into the mold. The wax settles and hardens over a period of a month, during which time a complex magical ritual is employed to bring the golem to life. Part of the ritual includes casting **ESP** and **comprehend languages** spells on the inert golem. To perform this ritual, a magic user or cleric must be at least 10th level.

WAX GOLEM

SIZE: M (7 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 5
HIT DICE: 40 hp
ATTACKS: 2

DAMAGE: 1-10/1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1680

General Information: Wax golems are relatively easy to create and mindlessly loyal guardians. A wax golem is hardly innovative in its method of attack, simply bashing opponents with a pair of over-sized fists that inflict 1-10 points of damage. Each successful strike leaves a large splash of hot wax upon the victim which deals 1d4 points of damage the following round and quickly hardens into a solid sheet that restricts the victim's movement (consult the information below for exact repercussions; effects from multiple strikes are cumulative). Prying the wax off requires a sharp instrument and a full-round. A wax golem attacks as a 9 HD monster. The below areas have an equal chance to be struck by the wax golem's attack.

Arms: (50% right / 50% left): The character suffers a -2 penalty to hit and damage rolls with that limb. Also, the character suffers a -2 penalty to Dexterity when performing manual tasks. If the limb holds a shield, the character loses the AC benefit of the shield.
Face: Character is blinded (suffering a -4 penalty to attack rolls) and cannot breath (the character begins to drown)
Chest: No additional adverse effect.
Legs: (50% right / 50% left): Movement is reduced by half, and the character suffers a -2 penalty to Dexterity for AC purposes.

Wax golems can only be harmed by magical weapons. All others simply pass through its body, without adversely affecting the monster. Non-magical piercing and slashing weapons have a 50% chance of becoming stuck within the creature's body, requiring a successful Open Doors roll to extract.

Wax Golems are slowed by normal fire, while magical fire does damage as normal. Most other spells have no effect on a wax golem. Wax golems can only comprehend simple commands and cannot speak. Many religious orders favor them as sentinels tasked with protecting churches and shrines, for they seem to complement the holy candles that cast divine light through these places of worship. Many wizards have also experimented with crafting these servants, most famously Black Dabok of the Wax Spire, who is reputed to have an army of them safely hidden within the confines of his wax-draped tower.

Witches and warlocks also favor wax golems. The dim flickering light within their eyes has a magical significance as a symbol of enlightenment, driving away darkness and ignorance. Often times, a witch will mix various herbs into the hot wax during the crafting process, resulting in a scented golem which they believe to have mystical qualities.

Physical Description: Wax golems are large, bulky figures crafted entirely from wax. Its crudely crafted face is bereft of any emotion or reaction, save for flickering candle-flames in the large eye-sockets. A wax golem's body seems to drip and run as would a flaming taper, only hardening when the golem is at rest. They weigh 500 pounds.

Most wax golems are made in a mold, and most of the construction time is spent crafting this mold from wood. The wood alone costs about 2000gp. The wax, of which there must be 500 pounds, is brought to a boil in a large cauldron (worth 100gp) and then poured into the mold. The wax settles and hardens over a period of a month, during which time a complete magical ritual is employed to bring the golem to life. To perform this ritual, a magic user or cleric must be at least 10th level.

NEW MAGIC ITEMS

Flame Boots: These boots are well worn and always scuffed, and their soles are burned black. In fact, they look the worse for wear, and most people would casually discard them. However, the boots have several magical properties that belie their unimpressive appearance. First, those wearing them can walk across any hot surface without fear of damage—they can pass over lava, walk through coals, or traverse a ship's burning deck. However, wearing the boots offers no protection from fire based attacks or being enveloped in heat or fire (such as in a burning building). **Experience Point Value:** 1,000 **G.P. Value:** 5,000

Lesser Sword of Sharpness: On a natural 20, this weapon has a 50% chance to sever a limb. It is treated as +2 or better for determining who can be hit, but only possesses a +1 bonus to hit and on damage. The light from a lesser sword of sharpness can be adjusted by its wielder, ranging from none to a 5 foot circle of candlelight illumination. **Experience Point Value:** 2,000 **G.P. Value:** 10,000

Ring of Spelunking: The secrets of crafting this rare adamantine ring are known only to the dwarves. It grants several powers to its wearer. First, the wearer has an unerring sense of direction

when underground and never gets lost when in any subterranean environment (caverns, dungeons, and so forth). At the same time, he gains an intuitive familiarity with all things related to caves and stone working, which gives him the full range of dwarven abilities. Dwarven characters find these abilities enhanced by 10% each. The wearer also gains infravision; if he already has infravision, the ring improves his visual range, doubling the distance. Finally, the ring allows the wearer to shrink twice per day, allowing him to pass through tight confines that would not otherwise be navigable. **Experience Point Value:** 2,000 **G.P. Value:** 10,000

Ship's Figurehead, Mako: If affixed to a ship, this figurehead allows the vessel to sail an additional 10 knots per hour. Furthermore, once per day, the captain of a ship with a mako figurehead attached can summon four sharks that loyally obey his commands for 10 rounds. **Experience Point Value:** 2,000 **G.P. Value:** 12,500

Sling Boulders: These unassuming magic items look like nothing more than crudely crafted sling stones. But when fired, they instantly transform into a small-sized boulder that inflicts 2d6 plus Strength bonus damage, instead of the usual 1d4 damage. The one drawback is that the range of a sling boulder is limited (3/6/12). A sling boulder can be used only once, regardless whether it hits its target or not. Typically, they come in sets of 10. **Experience Point Value:** 200 **G.P. Value:** 1,500

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