

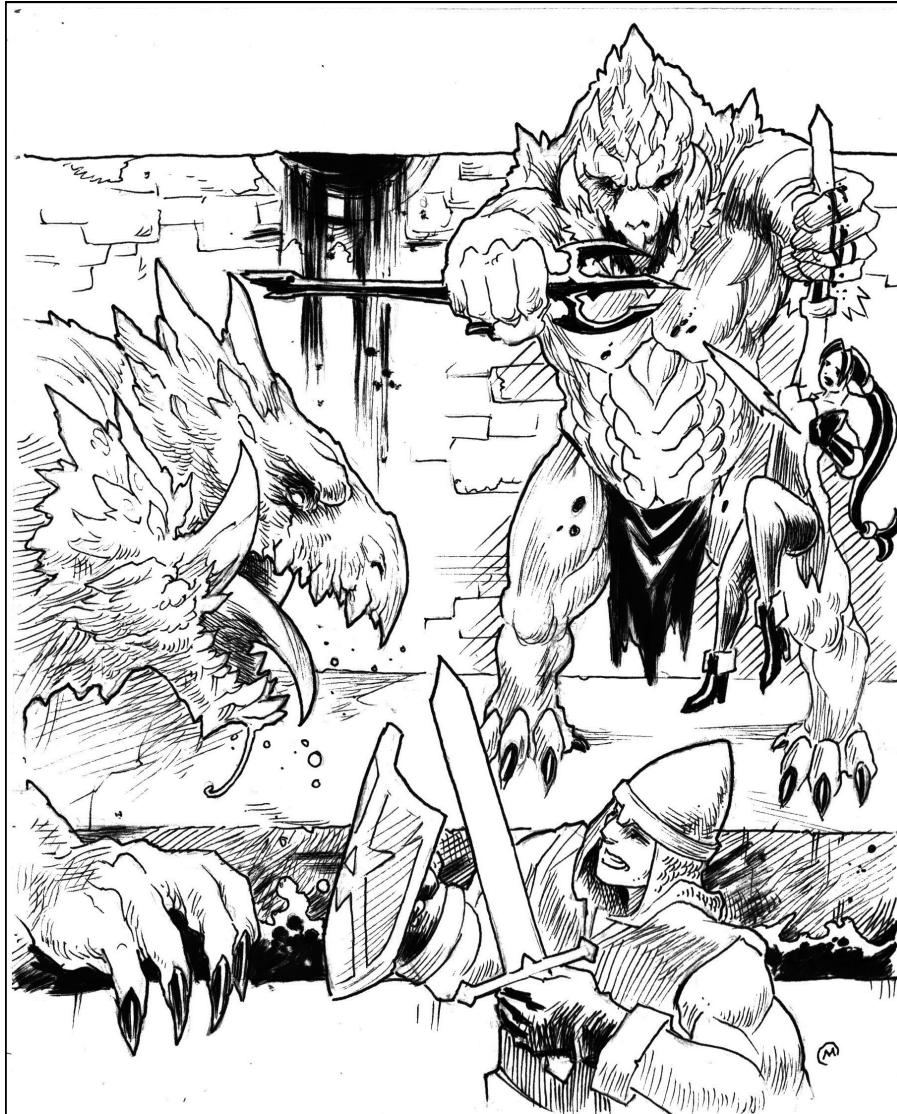
B0.5

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FIRST
EDITION

Secrets of the Unknown

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Adventure Supplement for B1 In Search of the Unknown*



The true secret of Quasqueton was not lost with the vanishing of Zelligar and Rogahn! This adventure supplement details several encounters to bolster TSR's **B1 In Search of the Unknown***

B0.5 Secrets of the Unknown is an adventure for eight characters of first to second level using the First Edition game rules.

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Secrets of the Unknown

Adventure Background

Secrets of the Unknown is a short adventure supplement designed for use with the classic TSR adventure, **B1 In Search of the Unknown**. This adventure, which is nothing more than a set of encounters, is a small expansion designed as a conclusion to the PCs exploration of Quasqueton and provides a bridge to the sequel module, **B1 Legacy of the Unknown** by Pacesetter Games & Simulations. Alternatively, this small set piece can be dropped into just about any campaign.

As the PCs prepared to assault Quasqueton in module **B1 In Search of the Unknown**, they learned of a terrible battle wherein a tribe of barbarians came down from the north to wage war. During the battle, the wizard Zelligar the Unknown cast a spell which created a cloud of deadly gas that descended upon the barbarian host. It is there the story ends, or at least until the PCs complete their adventure within Quasqueton.

When the PCs conclude their adventure in Quasqueton, they learn more of that terrible battle. Fresh from their successful raid on Quasqueton, the PCs are regaled as heroes. At some point they are approached by a very old soldier who witnessed aforementioned battle. He will relate the following: As the poisonous cloud engulfed the horde, those that could fled in panic and one such group stumbled upon a fissure within a waterfall. The group entered the fissure and never returned. The old warrior watched the escape of the barbarian group, but assumed they had drowned. He will relate the story to the PCs. The old soldier has returned to pay his respects now that Quasqueton is safe.

It has been assumed that Zelligar and Rogahn built their fortress, Quasqueton, beyond the farthest reaches of civilization to enjoy seclusion. However, the seclusion of Quasqueton was merely a benefit of their search for a magical device of unparalleled power, the Temporal Orb. Zelligar, through years of research, believed the Temple of Shard lay somewhere beneath the ragged hills surrounding Quasqueton. Zelligar and Rogahn's dwarven engineers quickly found the caverns (that now make up Quasqueton) and the duo began construction of their base in order to search for the lost temple.

Zelligar and Rogahn never found the temple (which is not really a temple at all, but an outpost of the City of Shard; see module **B1 Legacy of the Unknown**). This adventure details the caverns that eluded Zelligar and Rogahn.

1. Waterfall

DM's Description: A small stream falls from ledge to ledge down a rocky hill a few miles south of Quasqueton. The stream, no more than three feet wide and a foot deep, makes a final 20' plunge into a large pool. A much larger stream exits the pool and drains into a massive valley below. It should be clear that much more water exits the pool than enters via the small stream. At the base of the waterfall, and just beneath the surface of the water, are a group of massive boulders that conceal a chasm leading into the hill. A crevice (large enough for a man to pass) leads to a cave complex beneath the hill. An underground stream flows through the hidden cave complex and feeds the pool from beneath (this is the additional water source that feeds the pool and exiting river). Water from the underground stream flows through the crevice, but it is dispersed enough that its current is weak.

The water in the pool is clear and icy cold. Rocks form the basin of the pool and trout can be seen darting after bait; crayfish and insects. Alders and pine trees hang over most of the pond's bank though a small section of reedy marsh borders the northwest side of the pool. A pair of killer frogs live in the pond, near the reeds.

PCs that enter the pool, near the reeds, will be attacked by the frogs. The frogs have no treasure, but the skeletal remains of a barbarian (killed in the battle against Zelligar and Rogahn) lies just off shore in five feet of water on a gravel bed. Amid the bones is a ruined spear and a silver bracelet inset with tiny rubies in the shape of a bear (100 gp).

Swimming through the rock crevice is not overly difficult, but only one PC may pass through the narrow space per round. Beyond the crevice a short tunnel gently slopes upward until it emerges in a small chamber (location 2).

Killer Frog (2) AC 8; HD 1+1, hp 9, 6; #AT 3; Dmg 1d2 claw, 1d2 claw, 1d4+1 bite; SA None; SD None; MV 60 / 120; SZ S; Thaco 18; EXP 20 +2/hp

2. Ancient Guardian

DM's Description: A shallow stream enters this chamber and fills the pool that takes up most of the chamber with cold water. A black, granite statue of a beautiful woman in black robes and holding a scimitar stands just outside the pool in the center of the stream. The statue's eyes glow with a blue light that illuminate the entire chamber. Even though the

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stream has flowed past the statue for centuries, there is no erosion; in fact, the statue is perfectly smooth. It radiates magic if detected.

This statue is a representation of the last wizard of Shard (see module **B1 Legacy of the Unknown**). In the distant past, when the tower of Shard was still located on the hill, dozens of these statues were placed in the caverns beneath the tower to warn the wizard in the event of incursion. The statue will report intruders (the PCs), but since the tower is no longer at this location, nothing will occur.

If the statue is attacked (physically) it will discharge an electrical shock at its attacker. The electrical charge will inflict 1d4 damage (save vs. spell for half damage). Eons have diminished the statue's power (it originally inflicted significantly more damage).

3. Trade

DM's Description: The passage widens here and another statue stands in the center of the stream. While the statue is again the form of the wizard of Shard, it does not hold a weapon. Both of the statue's arms are extended and its hands open with palms facing downward; its fingers spread wide. The eyes of the statue glow with the same blue light as the statue at location 2. There is enough light to illuminate this chamber as well 60' beyond in all direction. If attacked, the statue has the same defenses as noted in location 2.

The statue allows passage to those who know the secret of its purpose. If a ring, any type, is placed on any finger of the statue, it will vanish and be replaced with a *ring of the great tower* (copper). Unless a PC has a ring(s) noted on its character sheet, a roll must be made to determine if he carries a ring. Each player may roll percentile dice for his character; a result of 20% or less indicates the character possesses a ring (random value [1d6 x 25 gp] which must be deducted from character's gold total).

If a PC stands on the dais (location 5) and speaks the word "Shard", he will instantly be teleported to the top of the waterfall (the previous location of Shard). The PCs will tumble down the waterfall and plummet into the pond. The PC should make a dexterity check to avoid damage (1d3) from the fall. The dais is magically programmed to teleport to that location, not the current location of the tower.

A PC who wears a ring of the great tower (provided by the statue) will have a vision that details the location of the

tower of Shard. The PC will also "know" that Zelligar and Roghan are there.

4. The Hunters

DM's Description: A group of three troglodyte hunters are resting in this chamber. They have emerged from location 5 on their way to the pond (location 1) where they occasionally hunt for humans, or other creatures, who come to fish its waters. The troglodytes will be alerted to the PCs if they linger too long at location 3. The troglodytes will attempt to ambush the PCs when they enter the chamber rather than make an outright attack.

Troglodyte (3) AC 5; HD 2; hp 14, 11, 9; #AT 3 or 1; 1d3 claw/1d3 claw/1d4+1 bite or by weapon; SA Revulsion stench; SD None; MV 120; AL CE; Thaco 16; EXP 36 +2 per hp. Each troglodyte carries a stone-headed spear (1d6), a pouch with various fish heads, colored snail shells, 3d12 gp, and 2d4 chipped gems worth 1d10 gp each. Additionally, each troglodyte has a 25% chance of wearing a piece of jewelry (see chart on next page).

5. The Hunter of the Hunters

DM's Description: A Neptrisin (see **New Monster** section) is stalking the troglodytes (location 4). It has just emerged from the water-filled tunnel that enters the bottom of the pool in this chamber. The tunnel is a long one; 500' and completely filled with water. The creature is very hungry and will attack the PCs immediately.

Neptrisin (1) AC 4; HD 4+4; hp 24; #AT 3; Dmg 1d4 claw/1d4 claw/1d4+1 bite or by weapon; SA Hydro blast; SD Mist shield; MV 120; AL LE; Size L; Thaco 15; EXP 350 +4/hp; Carries *whalebone spear* +1 1d8+2, starcutter (6) 1d4+2, trophy necklace (300 gp), and two pouches containing 3d12 gp each, and a *potion of ogre strength*.

6. Temporal Orb

DM's Description: The floor, walls and ceiling of this chamber are made of black granite. Thin blue veins streak across the surfaces; glowing with enough light to fully illuminate the chamber. The ceiling is a dome and 50' high at its apex. In the center of the chamber is a raised dais (seven feet above the floor). Floating five feet above the dais, at its center, is a *tem-*

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poral orb (the size of an apple) [see **New Magic Item** section]. The orb is clear and blue mists swirl about the interior of the sphere. Directly beneath the orb, lying on the dais, is an open chest (made of black granite). The chest is over-flowing with blue gems.

Seven men in barbarian garb stand motionless in the chamber (they are located on the map). One is clearly a leader as he has colorful robes and carries an ornate staff made of white oak. The barbarians have fallen victim to the **temporal orb**. A thin blue mist swirls around each barbarian. Neither the barbarians nor the orb can be harmed in any way (see below).

For each PC that enters the chamber, the orb will call forth 1d3+1 temporal serpents; the serpents emerge from the blue veins that run along the walls and floor. The serpents will only attack the PC for which they were summoned. If a PC is put into temporal stasis by the venom of a snake, all the snakes assigned to that PC will vanish back into the blue veins within the granite floor.

The orb can only be destroyed by a physical attack from atop the dais. It has AC 8 and 15 hp. Alternatively, the granite chest can be used to capture the orb. If destroyed or encased within the chest, all temporal serpents in the chamber will vanish and the barbarians will be freed from their temporal prison. The barbarians will be disoriented for one round. They will attack the PCs as soon as they recover.

The chest contains 200 blue amethysts. Each is worth 1d10 gp. Three of the amethysts are actually **temporal stones** (see **New Magic Items** section). This chamber was created by the wizard of Shard to trap would-be thieves that would use these caverns to infiltrate her city. The orb was the object of Zelligar's search, though he did not know its true purpose or power.

Temporal Serpent (1d4+1) AC 6; HD 1/4; hp 2 each; #AT 1; Dmg 1 point; SA Temporal poison; SD None; MV 150/90; AL N; Thaco 20; EXP 50 +1/hp

Barbarian (6) AC 4; HD 1; hp 8, 7, 5, 5, 5, 4; #AT 1; Dmg spear 1d6 or hand axe 1d6; SA None; SD None; MV 120; AL NE; Thaco 19; EXP 10 +2 per hp. Each carries a spear and two hand axes. All have 1d10 gp, 2d10 sp and a 50% chance of having a piece of jewelry (see chart).

Barbarian Shaman (1) AC 5; HD 3; hp 17; #AT 1; Dmg 1d6+1 w/staff; SA spells; SD spells; MV 120; AL NE; Thaco 16; EXP 105 +3 per hp. Spells: *cure light wounds, bless, command, silence 15' radius, hold person*. He wears silver necklace worth 250 gp and carries the **scroll: command, cure light wounds, light, aura of power** (see **New Spell** section). He carries a **+1 White Oak Staff** (see **New Magic Items** section).

New Spell

Aura of Power

Level: 1

Range: None

Duration: 5 rounds / level

Area of Affect: special

Components: V, S, M

Casting Time: 3 segments

Saving Throw: N/A

When cast, an aura of light surrounds the caster. The cleric must select which color he will bring forth when casting the spell. This spell can only be cast on the spell caster - no other creature can be targeted.

Red: Cleric is surrounded by red light (illuminates 30' radius); any creature that physically strikes the cleric will be immolated by fire for 1d6 damage (save vs. spell for half damage); undead who touch the cleric must also save vs. spell or suffer 1d6 damage per level of the caster and flee in panic for 2d6 rounds

Blue: Cleric is surrounded by blue light (illuminates 30' radius); any creature that physical strikes the cleric will be frozen for 1d8 damage (save vs. spell for half damage) and the attacker automatically loses initiative on the subsequent round. Fire-based creatures suffer double damage.

Gold: Cleric is surrounded by gold light (illuminates 30' radius); any creature that physical strikes the cleric will be blinded for 2d4 rounds (save vs. spell negates); undead who touch the cleric must also save vs. spell or flee in panic for 2d6 rounds and suffer 2d12 damage.

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New Magic Items

Ring of the Great Tower

There are two types of this ring; silver and copper. A ring of the great tower must be worn in order to operate various functions within the tower including levitation stones. The copper rings grant their wielder the ability to cast *detect magic* once per week as a fifth level magic user. The silver rings grant the same ability as well granting the ability to cast *legend lore* once per month. These rings can be used by any character class. Additionally, these rings can be used to activate teleportation slabs located throughout the City of Shard, or any of the Arcanum towers.

Value: 1,200 gp (copper), 2,500 gp (silver)

Whalebone Spear

When neptrisins reach the appropriate age they must engage in their first hunt and cannot return until they have killed a monster of the deep. Surviving neptrisins return with a relic proving their success and that relic is often transformed into a magical weapon or device. A favored target is the narwhale, though many neptrisins do not survive the encounter, and the horn of the beast is transformed into a weapon by a neptresin sorcerer. These spears are created from the horn of a narwhale and imbued with magic. The spear is a +1 magic weapon. Also, the weapon can emit a sonic blast 10' x 60' that inflicts 2d6 damage (save vs. rod, staff, wand) for half damage three times per day. All targets struck by the blast lose their hearing for 1d4 rounds.

Value: 3,000 gp

Potion of Ogre Strength

Any creature consuming this potion instantly improves their strength score to 18/00. The duration of the potion is 3d4 rounds. There is a 30% chance that the imbiber will actually transform into an ogre and the duration is extended to 24 hours.

Value: 1,000 gp

Temporal Orb, Blue

These magical devices were created by Arcanum arch mages to defend their cities and treasure hoards. The orbs are meant to function in specific locations, but retain some power otherwise. Their powers vary and are detailed when in their specific location. They also vary by color. A blue temporal orb, when away from its designated location, can summon a

temporal serpent three times per day (although only one may in existence at a time; i.e. one must be destroyed or unsummoned before another can be called forth). Additionally, the orb emits a blue light 60' radius (it can be dimmed on command). Finally, the orb can *slow* a single target once per day or *haste* a single target once per day (seventh level use).

Value: 5,000 gp

Temporal Stone, Blue

These stones are designed to be hurled at a target. The stones magically accelerate to the speed of a fired arrow. No hit roll is required, but the target must be visible (as if attacked by a missile weapon). The stone inflicts 1d8+2 damage. The target creature must also save vs. spell or be *slowed* (per spell, seventh level). These stones are the equivalent to a +2 magic weapon. When a stone is thrown, it loses its magical power and its value is reduced to 1d10 gp x 10.

Value: 750 gp

White Oak Staff

This +1 magical weapon is prized by clerics due to its magical ability to empower clerical spells. Once per day, a cleric who casts a spell while wielding the staff gains maximum benefit from the spell. For example, a cleric who casts a *cure light wounds* spell would heal eight hp - no die roll is required. Spells that do not have a random or numerical effect are cast at three levels higher than the cleric, i.e. *dispel magic*.

Value: 4,000 gp

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New Monsters

Temporal Serpent, Blue

Frequency: Rare
 No. of Appearing: Special
 AC: 8
 MV: 150 / 90
 HD: 1/4
 Thaco: 20
 % in Lair: N/A
 Treasure Type: None
 No. of Attacks: 1
 Damage: bite 1
 Special Attack: temporal poison
 Special Defense: none
 Magic Resistance: none
 Intelligence: animal
 Alignment: neutral
 Size: S
 EXP: 35 +1/hp

Temporal serpents are the creation of temporal orbs. These serpents are always the same color as the orb that created them. These creatures appear translucent and almost ghost-like in appearance. The snakes are very fast and they can fly (90' per round). Their bite inflicts one point of damage and injects a magical venom. The effects of the venom vary based on the location of the target and color of the serpent.

Blue serpent: If the target is within the special location designed for the orb that created the serpent, a failed saving throw vs. poison results in the target being frozen in time until the orb is disengaged or destroyed. When outside the chamber (anywhere else), the venom inflicts the effects of a *slow* spell (seventh level). If the target is hit by subsequent attack, and he is slowed from a previously failed save, he must save vs. poison or suffer the effects of *hold person* spell (seventh level; save vs. spell applies).

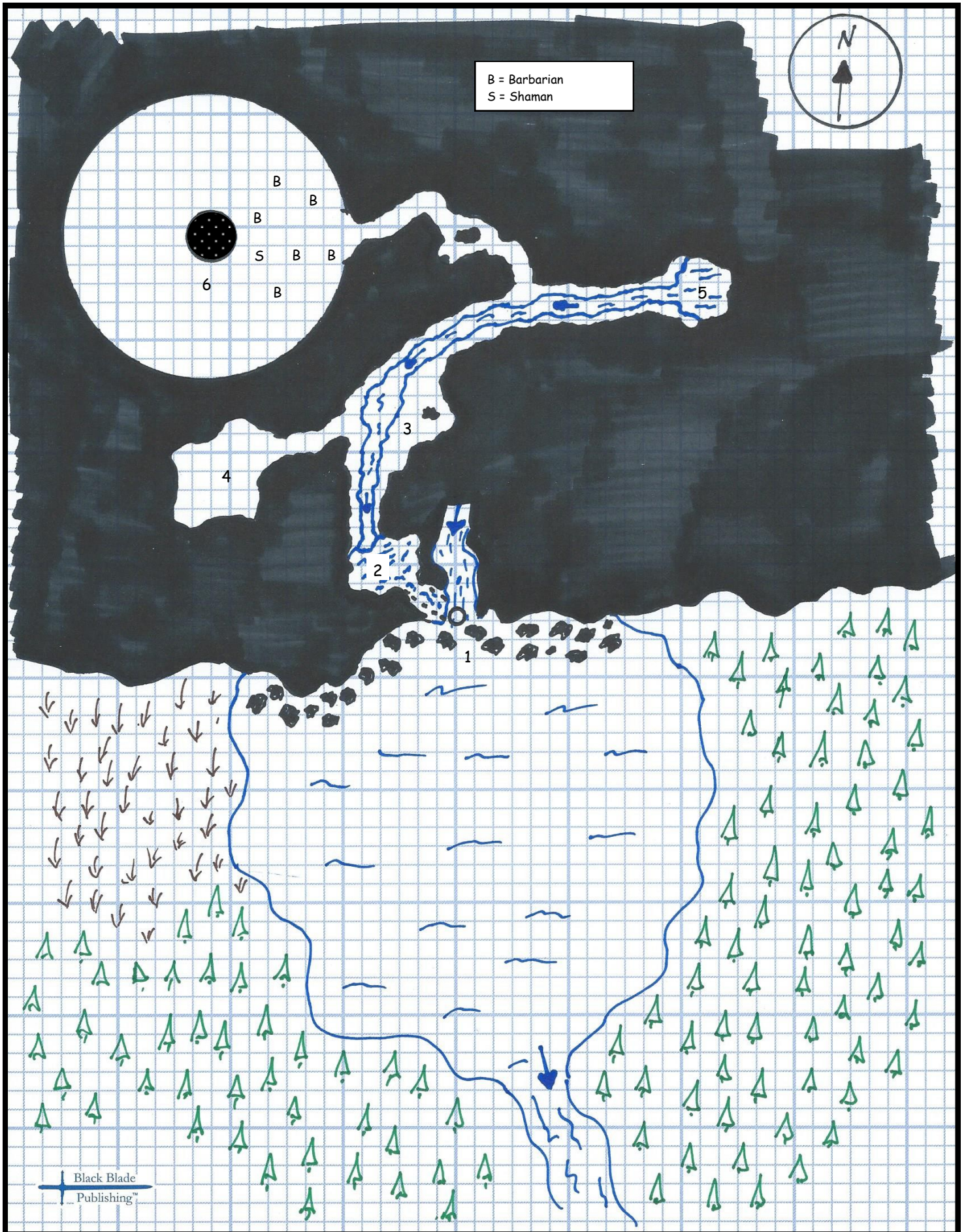
Neptrisin

Frequency: Very Rare
 No. of Appearing: 1 or 2d4
 AC: 4
 MV: 120
 HD: 4+4
 Thaco: 15
 % in Lair: 10%
 Treasure Type: Special
 No. of Attacks: 3 or 1
 Damage: 1d4 claw / 1d4 claw / bite 1d4+1
 Special Attack: hydro blast
 Special Defense: mist shield
 Magic Resistance: None
 Intelligence: Average
 Alignment: Lawful Evil
 Size: L
 EXP: 350 +3 /hp

These rare and diabolical creatures stalk the waterways of the world in search of prey. However, they hunt less for food than for the sport. They often stalk targets for days in order to minimize risk to themselves. These creatures live in communities within the deep places of the ocean or large lakes. They can survive in both fresh and salt water. They are solitary hunters, and meeting a group is extremely rare.

Neptrisins are as large as trolls and have a humanoid body with long arms and legs. They swim as fast as they travel on land. They are covered with green, blue, and gray scales. Their heads, while having humanoid characteristics also have a distinct serpent-like shape. Thin spines run down their backs. Their hands are clawed, yet quite manipulative and they can use any weapon if they so choose. Neptrisins can be sorcerers or clerics, but most are warriors.

Neptrisins carry starcutters; thrown weapons created from a rare breed of starfish. The weapon range modifiers are the same as a javelin and inflicts 1d4+2 damage. These creatures, while in water, can fire forth a hydro blast once per day at a single target, range 30' for 4d6 damage (save vs. dragon breath for half damage). Also, once per day, so long as water is within 50', they can create a mist shield for one turn that improves their AC by 4.



B1

FIRST
EDITION
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Legacy of the Unknown



PACESETTER
GAMES & SIMULATIONS

The wizard and warrior disappeared, leaving their vast underground complex behind. Years later, a band of adventurers discovered the abandoned fortress and cleared out the evil that had taken up residence.

But what happened to the mysterious owners and what was their fate.

A single clue has been discovered and it will surely reveal the **Legacy of the Unknown!**

Legacy of the Unknown is 72-page adventure module for four to eight characters of 2nd to 4th level.

The scenario requires the **First Edition Advanced** rules system.