

CP1

Advanced Dungeon Module

Lvl 6-10

THE RUINS OF ZENKUBRA



PINNELL



GALKINS

ADVANCED DUNGEON MODULE

The Ruins of Tenkuhran

by Joe Calkins & RC Pinnell

BACKGROUND

In an ancient age Tenkuhran, a wise and generous Sorcerer-King, ruled a most prosperous realm. His army was mighty, his treasury overflowing, and his subjects adored him. Tenkuhran was a great King, but he was also an adventurer and would personally lead dangerous expeditions accompanied by his most loyal guards; these were known as the Tenkuhran Six. The prosperity of the kingdom was possible in large part by the spoils of these expeditions; because their very purpose was to seek powerful artifacts of legend from the far reaches of the world, most often found among ancient treasures of old.

Upon his return from these excursions there were great celebrations in the kingdom as Tenkuhran unveiled his latest treasures. After the King's return from one particularly long journey, the people of the kingdom gathered in the Palace Courtyard to await delivery of the fantastic tale of his travels that was always delivered by a beaming Tenkuhran. To their surprise the crowd was addressed only by The Six. They were told that the expedition was unsuccessful and that Tenkuhran was exhausted but to enjoy the festival nonetheless. The meat didn't seem as succulent that night and the ale not as intoxicating. The evening ended early and the King's subjects shuffled home with worried whispers. There had been the occasional fruitless journey before, but each time, Tenkuhran had appeared with a smile and at least a humorous tale for the masses.

In the following weeks there were rumors that the King had been slain, and without a Queen or an Heir, The Six were ruling the Kingdom. The gossip was disproven when Tenkuhran appeared briefly on the Palace balcony looking pale and gaunt. He offered only a wave of his hand and a forced smile before retreating to the confines of his chambers. Meanwhile, The Six had been convening weekly as usual but the chair at the head of the table had been empty since their return. They had been ordered to lie about the success of the expedition.

But why? They had traveled many weeks to the dense Jungles of Majeela where they descended into a temple that had been buried when an earthquake caused the hillside to come raining down upon it years before.

They had been searching for a fabled tome and a bejeweled dagger which they unearthed with little effort - exactly where Tenkuhran had said they would be. The King was eager to return home and study the relics in detail. His nose buried in the tome the entire length of the journey, he ordered The Six to deliver his message upon their return, and to leave him undisturbed in his chambers until further notice. The King had never lied to his people, much less asked his guards to do so. This was cause for concern, but The Tenkuhran Six were loyal and while they expressed their worry to one another they would never confront Tenkuhran. They trusted him. They loved him.

There would come a day when they would all regret their inaction.

It had been nearly 50 days since their return and The Six Guards were gathering for another uninspired assembly. They had just called the meeting to order when to their surprise, Tenkuhran entered the chamber. He looked emaciated and the knights were aghast at his appearance but he ordered them all to be seated and they obeyed. He stood at the head of the table and seemed to glare down at them with contempt. And then he spoke.

"You have all served me well in the past. You have killed for me and bled for me. You have helped me to obtain everything which I have ever desired." Why, the guards wondered, was the King speaking of their honorable service in such a callous manner? This was very uncharacteristic, but so had nearly every action he had taken since their return. They listened on.

"Until this day, that had been enough." the King continued in a growling murmur. "But as you have served me in life, you shall also serve me in death."

One guard responded, "Of course, my Lord. It is known that we will serve you second only to the One God, when we meet in the Ever af-"

"No!" Tenkuhran interrupted with a hellish roar, and then regained his composure. "What I mean to say is, that The One is no longer worthy of my service, and therefore no longer worthy of yours. There has been a change of plans."

The guards were outraged. "What manner of speaking is this?" one bellowed in defiance. With this, Tenkuhran's eyes became as pearly grey orbs in his eye-sockets and the very flesh exploded from his bones, The Six who were now standing were thrown to the floor by an unholy torrent of blood and sinew. They gazed up through stinging eyes at a terrible sight. Tenkuhran was now nothing more than a blackened skeleton clutching the dagger in outstretched hand, a swirling black aura emanating from his rib-cage.

The Six drew their swords. Their beloved King was dead and this foul creature had killed him. Two guards lunged forward in attack and two tendrils of the black energy shot from the creatures chest cavity to meet them in a deadly embrace. They were paralyzed and lifted off their feet where they were easy prey for Tenkuhran's obsidian dagger. In a cyclone of horror the King eviscerated each of The Six until he stood in the center of the chamber with their lifeless bodies suspended around him by the ebony tentacles.

The black aura suddenly dissipated and the once glorious warriors fell to the cold stone floor in a succession of sickening thuds. The ensuing silence was broken by the spatter of blood that had begun to flow from Tenkuhran's chest. Soon it was a crimson downpour that began to blanket the floor of the entire chamber. Upon reaching the corpses of the fallen, the hematic fluid seemed to crawl up their bodies, enveloping them. The cadavers bubbled and sizzled until the nefarious liquid began to recede, flowing back to King Tenkuhran, leaving the bare bones of his victims scattered on the chamber floors. As it did, the abomination began to re-grow the flesh it had shed moments before until at last it was whole again.

Tenkuhran's black lips curled into an evil grin. Taking his seat at the head of the table he held up his hands and muttered an incantation. Six skeletal warriors clambered to their feet and awaited his command. "Now," He said. "Where were we? Yes, Yes, I was saying how you all served me well in life and so you would in death, or something like that. You now have no need of sleep or sustenance. You will kill without fear or conscience. You are perfect. But alas I'm being rude. Although you have no need for rest, please sit. For old time's sake. We have much to discuss."

The murders continued in secrecy for weeks. Soon nearly everyone in the palace had taken their place in the ranks of the undead that was quickly

becoming a force to be reckoned with. With the help of the King these forces launched an open assault on the army regulars under cover of night. For every warrior that fell The King's army became stronger and the tide began to turn. Those who didn't flee were absorbed by the undead horde until all humans were driven from the kingdom. The crops withered, the herd animals died or ran away and the King's lands became dark and putrid with the stench of death. In time some humans returned, though not exactly the happy, family-oriented inhabitants the kingdom had previously known. In their place had come thieves, murderers, prostitutes, evil sorcerers and secretive cult members. The kingdom had become a haven for all evil beings.

Neighboring kingdoms tried numerous times to rid their lands of this evil presence, but each time King Tenkuhran's army only devoured the attackers and emerged stronger than it was before. And so began the great migration. Entire Kingdoms uprooted and fled as far away from the accursed dynasty as they could. While his murderous expansion continued, he kept himself busy by creating all sorts of enchanted bone creatures and siege equipment to supplement his war machine.

Meanwhile, the neighboring free kingdoms had been searching for champions, warriors of light to lead their armies against this abomination. Paladins and Clerics of the highest orders had been assembled and the day of reckoning had come. The white armies fell upon Tenkuhran keep in the light of morning. The heavens rained down upon the vile inhabitants in a glorious destruction. They smote the dark sorcerer and seven High Clerics purged the grounds with an flamestrike of unprecedented power.

The armies returned home, satisfied by Tenkuhran's death and thinking his reign was finished. The ruins were forgotten, as generations passed. But, some say, evil has returned to Tenkuhran's Keep.

Some say... its Master has returned.

FOREWORD

A quick scan of things ahead should reveal to the DM that this is not an easy adventure for the players. Even with the levels indicated, the continuous drain on the characters' abilities and resources will test any and all parties that dare penetrate the thick jungle surrounding the keep, as too will the ruins, itself.

NOTES FOR THE DM

This adventure is designed to test the limits of a party of characters of levels from 6 to 10. To ensure the maximum challenge it is suggested that you allow players to run characters as low as 5th and with a group average of 7 or 8. Spell casters should not be high enough to have or be able to cast the *Teleport* or *Word of Recall* spells in the beginning. Should they have, for some reason, scrolls containing such spells you should adjudicate the use of the items as you deem reasonable. It is fairly certain that fighter types, including the paladin and ranger, will bear the brunt of the physical assaults upon the group, and the party should include several clerics for this reason. 1 to 2 magic users will suffice, even if multi-classed. While a thief will find most of the adventure tedious, there are moments when one's skills will be in need. Classes from the UA text should be excluded unless you choose to allow them. The assassin should not be allowed unless the player is bound to the survival of the party and will take no actions that might jeopardize its success. Naturally, if a paladin is among the party the inclusion of an assassin should not be allowed.

GETTING STARTED

As the Background describes it, the ruins are now long overtaken by the encroaching jungle. In the world of the DM this should imply that Tenkuran's Keep had, at one time, been at the fringe of civilization, and not far from the deep jungles that he and his elite 6 would explore for hidden treasures. As jungle terrain, in the real world and in a fantasy setting, should rightly fall along the warmest-wettest part of the globe, it is recommended that the DM place the adventure near the equatorial divide of his world, in a place that is far removed from any large community. How the party arrives at the ruins is the next step.

It is not beyond the accepted standards for the DM to read aloud the Back Ground section to the players. In most cases such practice is expected. However, there is much information within the one provided that would not, rationally, become known to generations long after the fact; not even as myths and legends. If you choose to divulge all within the Back Ground to the players at the start of the adventure, so be it. Otherwise, it is suggested that you glean the material provided and reveal only bits and pieces, glimpses, fragments, that might be enough for them to connect into a larger picture, though not the total story. If you prefer this method, the following table is provided for you to reveal to the players' characters random rumors, myths and legends they may already know, or acquire during their investigation as they journey to the land in question.

Myths, Rumors and Legends Table

1. King Tenkuhran was a powerful warrior-mage. He ruled his realm with a benevolent and just hand.
2. Tenkuhran and his Elite Guard frequently explored the surrounding lands on quests of ancient relics and artifacts the king believed would help him to rule by.
3. After returning from his last adventure the king appeared to have changed. Something had happened to him during the quest...something sinister and dark.
4. The king changed over time, consumed by something his elite guardsman did not know of. And when it finally took command of him, the reign of death began--starting with his guardsmen.
5. The once kind king was now a menace to every realm within a week's ride. Such threat could not go unchecked, and the high priests of the neighboring kingdoms rallied troops and set upon Tenkuhran's Keep and smote him, calling down a fireball from the heavens.
6. Now, generations later, the ruins have been all but nearly forgotten, left to decay back into the earth as the jungle has expanded and crept upon it, claiming it.

But many ancient scholars wonder, still, what it was that the former king had uncovered during his quests, that had made him turn to evil and wickedness.



The DM should use the table above, and the Back Ground, to provide the party with any information he feels will be beneficial as they begin the adventure.

JOURNEY TO TENKUHRAN RUINS

The wilderness map provided shows the remains of a road unused for generations. It indicates that the direction the party must travel is south. This implies that the starting point of the characters lies further north. This could be a large city, a sea port, or any other such device the DM feels is needed to act as a *jumping-off* point for the players. Whether this is in a known-realm to them, or merely the disembarking point after a long voyage or journey is up to you. Any pre-adventure you wish to design that leads them to this point is in your hands. But it should be at this city, or sea port, that they can restock supplies, acquire mounts, if needed, and so on. In that light, this city or "home base" should be no further than 2 week's ride by mount at a normal pace, and 1/2 that if they press their horses to the maximum.

The *DM & PLAYERS* map is for both you and them to use. It represents a larger view of the area concerned and would be reasonably seen from them as they make their way down the mountain path toward the low lands. The "marked" map, designated for you alone, shows several locations along the trail that include encounters that must be handled.

MOVEMENT

A lengthy journey from the party's home base to the hills overlooking the jungle realm need not be included unless you (the DM) desire to create additional story and encounters before the party reaches the ruins of Tenkuhran Keep. In lieu of such, you should simply begin the party 1 hex north of the 1st encounter as noted on your wilderness map, and allow them to go on from there. The movement tables below should be used as they descend the hills and enter the lowlands and encroaching jungle.

MOVE RATE ON MOUNTS

| | L. Horse | M. Horse | H. Horse | Pony/Draft |
|-----------------------------|----------|----------|----------|------------|
| Normal Move | 24" | 18" | 15" | 12" |
| Road or path. Hexes per Day | 8 | 6 | 5 | 4 |
| L. Jungle | 4 | 3 | 2.5 | 2 |
| H. Jungle | 2 | 1.5 | 1.25 | 1 |
| D. Jungle | 1 | .75 | .575 | .5 |

| Normal Move | ON FOOT | | |
|---------------|---------|------|-----|
| | 6" | 9" | 12" |
| Hexes per day | | | |
| L. Jungle | 3 | 4.5 | 6 |
| H. Jungle | 2 | 2.75 | 3 |
| D. Jungle | 1 | 1.33 | 1.5 |

If the base # of miles/hexes per day is adjusted for weight/burdens, then you must adjust all the figures that derive from that.

THE ROAD TRIP

The hills of the southern wilderness are worn and craggy, with cracks and ravines both narrow and wide, deep and shallow, chiseled by the torrential rains that pound the region during the monsoons. Knee deep scrub brush and plants cling to the land sucking out as much moisture as possible before thinning to sparse remnants in the dry, Los Nina months. The air is thick and buzzing with insects, while the blurry shapes of scurrying creatures, both prey and hunter, dash madly behind the ground cover. Circling overhead upon the rising thermals birds of prey float in search of a quick meal on the surface below. The afternoon sun hangs in the western sky as the party steers its thirsty mounts down the southern slopes of the last hill. Suddenly from their flank large stone boulders whiz by their heads as they jerk their horses about and see their attackers approach.

1. **GIANT ETTINS** A pair of these giant creatures dwell in a cave not far from the road (HP 75, 65). AC3, M 12" HD10, D 2-16/3-18, CE, Large. As the party reaches this location they will toss 2 large boulders aimed at the lead horses, then rush forth from behind the nearby cover. If, or once, defeated, a trail leading back into the hills about a 1/4 mile will end at the opening of a large cave. Within the pair keep an assortment of sundry items of little use to the party, along with some treasure: 6,000 CP, 2,000 SP, 1,000 EP, 12,000 GP and a gem (base value of 500 GP). In addition is a large shield laying on the ground, **+1/+4 vs. fire attack** (including dragon breath). Leaning in one of the corners in its scabbard is a large sword (bastard) **+1/+3 vs. dragons.**

Once out of the hills and onto level ground the party will continue to follow the road south. After about 6 miles they will see in the road ahead a wide, bowl-like depression about 30' across. The center dips down to about 4' below the rim gradually and appears to be an easy obstacle to cross. Should the group do so, upon reaching the midway point the ground will erupt and a large pair of mandibles will shoot skyward to be followed by a huge, insect-creature that will attempt to grasp onto the lead horse and drag it under the ground.

2. **ANT LION.** (HP 60) AC2, M9" (1" in soil), HD8, D 5-20, SA Yes, Neutral, Large. At the bottom of its nest below the creature has managed to accumulate 40 GP, 5 PP, a golden tiara (base value 750 GP) and a **ring of spell storing** (contains a *neutralize poison*, *heal*, and *flame strike* spell).

Further along the road, where the ground becomes more even the road appears to blend in more to the surrounding land and more difficult to distinguish. As the group continues on a 2nd eruption will appear in the field next to the road about 9 miles from the last event. They will likely think it to be the same thing and begin to make preparations when 5 more occur and they find themselves surrounded by a group of creatures unlike the previous one.

3. **ANKHEG GROUP.** (HP 52/8HD, 45/7HD, 39/6HD, 32/5HD, 26/4HD, 19/3HD) AC2/4, M12"(6") D 3-18 +1-4, SA Squirt Acid, Neutral, Large. These hungry creatures have had little to eat of late and will aggressively attack the party. Though they have no treasure per se the largest among them has a **stone of luck** in its gullet.

Once beyond this encounter the group will enter the leading edge of the jungle. At first the growth will be light, and the trail will continue to guide them onward. But the overhanging canopy of the trees and dangling vines will begin to block the sun, creating dim conditions that obscure and limit their range of vision. The air turns hot and moist and heavy, and the droning sound of insects assaults their ears.

4. **DRAGONFLY DELUGE.** 6 Giant dragonflies (HP 46, 44, 42, 40, 38, 36) AC3 M1"/36" HD8+1-8 D2-16, SA +2 to initiative, SD yes, MR as L16 MU, Neutral, Man-sized, will swoop down upon the group at this point having smelled the horses and in search of a meal. These have no treasure.

*You (the DM) can bypass these wilderness encounters if you desire the party to reach the village or ruins without hindrance. You can also **lighten** the damage potential of them by reducing the HP of the creatures. If you plan to utilize them, it is suggested that you spend a little time studying each type of creature listed to get a better understanding of its abilities, as these are not fully disclosed here.*

THE RIVER VILLAGE, OPTIONAL SUBPLOTS

Following the wide trail leading south the party will find it ends abruptly at a swift running river. Just off the trail to the west is, clearly visible, a village. You must decide before the players reach this point which of the two options that follow you plan to utilize.



Option 1

5. **THE VILLAGE OF THE DAMNED.** Abandoned and decrepit structures barely stand, their walls and roofs are minimal with sections missing, as are parts of the raised floor in the large hut. Once the recent abode of a colony of Jungle Orcs, it is now empty as the tribe was driven out by creatures they inadvertently released when they discovered the ancient, forgotten ruins in the deep jungle to the east. The entire place is overgrown and the remnants of its former residents have long decayed back into their base components, leaving behind little more than piles and puddles and twisted forms not even recognizable as to their original purpose. Currently lurking within the ruins is a large band of GHULAPE (pronounced, goo-lop-ee). A form of ghoul-ape, these creatures combine all the abilities of the two. From 1 to 4 will be encountered within each hut, with the largest structure containing 4-16. As they do not like bright daylight, they will tend to stay indoors until the sun begins to set, and once it is up past the horizon. Wandering encounters with them will nearly all occur during these times, and at night, when they will sally forth. To determine if this is the case roll a d6 every 3 turns that pass as the party explores the ruins, with a 1 indicating one or more of the creatures has emerged and is on the prowl. Otherwise, they will only be found within the huts. Besides these creatures you should include the chance for other beasts to be roaming the site. Certainly some large anaconda snakes might be seen slithering about, along with crocodiles, or even komodo dragons! Your own imagination is encouraged. Use it.

GHULAPE

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 8
 % IN LAIR: 30%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-8
 SA: Paralyzation
 SD: Immune to charm, sleep spells
 MR: Standard
 INTELLIGENCE: Low (upper)
 ALIGNMENT: Neutral-evil
 SIZE: L (7' + , very broad)

There is nothing left of value in the village, and the only clue as to who once occupied it is a note in the large hut scribbled in blood on a piece of animal skin. Only magical means will translate and reveal the message, from the chief to his son, informing the latter that the tribe was forced to flee, heading in a NE direction. What the chief doesn't know is that his son, senior warrior and leader of the tribe defenders, eventually returned to the village and found it abandoned. He was searching for clues as to why when he and his men were attacked by hordes of Ghulape. The creatures eventually overcame and slaughtered him and all his men, save one, who managed to escape and flee northward, though badly wounded. All that remains of the chief's son and his men are bones littering the grounds and inside the huts. Standard searching methods should expose the note within 10 turns. In this option, the tribe has fled, as mentioned, to the Tenkuhran ruins to escape the creatures. When the party encounters the orcs there, their story will be revealed.

Option 2

5. THE VILLAGE OF DESPAIR. A large clan of Jungle Orcs has established a make-shift village along the river here, having fled the deep jungle to the south. For generations this race has dwelled in the steamy jungles of the region, totally unknown to the realms and cultures north of the equatorial zone. But something happened recently causing them to flee their cherished homes, seeking safety across the great river. Ancient ruins deep in the heart of their lands were discovered by hunting parties and entered. After that their lands were besieged by monsters of various depraved forms. Feeling he had no other option, the chief gathered his people, they abandoned their homes, and made their way north to this location.

When the party reaches this locale they will discover a frightened and suffering people. They will also likely be surprised when not ambushed or attacked as they approach the scene. But as they attempt to understand

the situation they will quickly learn that **Jungle Orcs** are not evil. (A complete description of this race is provided in the appendices following the adventure.) If a paladin is among the party, or should a cleric cast a *detect evil* or *know alignment* spell before hand, the rush to attack by the group will likely be avoided. Once the party has determined its course of action, the chief and his remaining guards will respond accordingly; but if given a choice, you (the DM) should have the chief attempt to parley as the two factions meet.

There are approximately 170 jungle orcs present. The chief, the high priest, and a dozen elite guards are all that protect the young, old and female at the moment. The reason for this will be quickly revealed as the chief explains their predicament to the adventurers.

In this option the village is not in a state of ruin, but it is occupied by a frightened folk. The huts are in a fair condition, with all sundry items one might expect of jungle dwellers kept within. Bowls of jungle fruit and vegetables will be found atop tables made of bamboo and other indigenous materials, as sleeping mats or hammocks will be found pushed up against the walls. Though most of the cooking of meats and things is communal and done in the open in large clay pots, signs seem to indicate that little if any such activity has gone on recently; implying that the jungle orcs are either eating cold rations, or nothing at all.

Communicating with the chief and jungle orcs in general will task the party slightly. Magic users with the *Comprehend Languages* spell will make the process simpler. If such magic is not available, you can allow each character a 15% chance to understand what the chief or any jungle orc is trying to say. In addition, several orc females, once captives of human tribes further south, have learned some Common tongue. Seeing humans again, they will flock to the party, excited and eager to escort them to the hut of the chief; who will ask the group several things to determine if they can be trusted, and if they will assist his people. He will want to know the following (and you are free to use whatever words and gestures you like to communicate it):

1. Do you worship the gods of the sky or the earth?
2. Is there a holy one among you?
3. Have you encountered any strange beasts?
4. If so, did you destroy them?
5. Did you see a small band of my folk while traveling?
6. Why have you come to the lands of my people?

The answer to question 1 will inform the chief and his high priest if the party believes in and obeys the gods. This is a good sign if they answer yes. Question 2 will affirm the 1st, and show that the party needs the help of the gods from time to time; also a good sign. The answer to 3 and 4 will aid the chief in determining if the

party is willing and capable of destroying the beasts that threaten his realm, while the response to 5 is very important, as the chief's son and lead warrior has not returned from a hunting-war party that left two moons ago. The chief is anxious to know what has become of his son and the larger body of his warriors. The last question is meant to open the lines of communication so the chief can determine if the party can be bartered with, and enlisted in helping his people.

The chief has 2 main concerns to deal with, the safety of his people, and what has become of his son and the other warriors. What he doesn't know (and in this option) is that his son and company went NE in their exploration of the lands on this side of the river. They set up a hasty camp just south of the ruins of Keep Tenkuhran, and were soon besieged by creatures from the deeper jungle. They fled onto the islands in the great crater, and have been trapped there for over 2 weeks. His goal, then, is to get his people away from this location and to safety. But, he would like, also, to know what has become of his son and the other men. Thus, he will attempt to negotiate with the party on both issues, offering them what little treasures he has to entice them to accept.

While not possessing treasure in the sense familiar with the characters, the chief does have several ivory and jade statues of great value. These were found in the jungle ruins and returned when his warriors explored there. There are 5 statues in all--3 ivory and 2 jade. Each is about 2' tall and weighs around 200 coin weight. The figures are smoothed and worn from age and the elements, but clearly depict some type of deformed beings, with multiple limbs and/or heads, long tails and snouts. Each is worth from 2,500 GP to 5,000 GP on the open market in a large city.

Inquisitive players will likely want to know all the particulars of why the chief and his tribe fled their homelands, what creatures they uncovered in their explorations of the temple ruins deep in the jungle, and where its location might be. You should reveal, through him, all the details described as you deem appropriate, as well as anything you wish to insert that you feel will enhance the mystique of this new race, and the lands in which the characters find themselves.

If the party finds it acceptable, they might escort the orcs out of the area and to safety. They might, either or also, go in search of the chief's son to find out what has become of him and his warriors. They might choose to go in search of the temple ruins in the jungle. It is also possible that the party will feel no compulsion to question the orcs, preferring to slay them to the last one and be on their way. Whatever actions they take you must be flexible and quick to adapt and change things to accommodate their choices.

Once the group decides its next course of action you should consult the remaining Keyed areas when they come into proximity of them. As this might not be in the sequential order listed, be prepared to skip around according to the group's actions.

THE RUINS OF TENKUHRAN KEEP

A lesser trail branches off from the main path the party used to descend from the hills and into the low lands of the jungle. Taking a sharp turn to the NE, it becomes less and less distinguishable from the earth and grass that borders it; in many places becoming overgrown with vegetation and disappearing for large sections all together. There is some chance the party could wander off the trail and get lost, but with a ranger in the group it is almost certain they will not.

At about 6 miles total (2 full hexes) the trail weaves through light jungle, with a canopy of intertwined tree limbs above them, yet enough space for the path to average a good 8' across. Still, there is plenty of ground cover and vegetation for things to hide in, and leaf or moss shrouded limbs for things to lurk on as the party passes. Thus each time the group goes from the main trail to the ruins (or the opposite direction) a check should be made to see if some wandering encounter may have occurred. A result of 1 on a d6 indicates that an event of some type has happened. Consult the following table to determine what such might be. Travel at night will always result in the (N) listing of the pair.

| Die Roll | Creature/s encountered | Located in Manual |
|----------|---|-------------------|
| 1-2 | 1-4 Ceratosaurus /5-20 Stirges (N) | MM |
| 3-4 | 5-40 Giant Frogs/ Groaning Spirit (N) | MM |
| 5-6 | 2-8 Hyaenadon/ 1-4 Ghulape* (N) | MM/New |
| 7-8 | 1-3 Boalisk/1-8 Mobats (N) | MM2 |
| 9 | 1 Greater Basilisk/1-4 Giant Horsefly (N) | MM2 |
| 10 | 1 Gloomwing/1-12 Su-Monsters (N) | MM2/MM |

* These creatures are previously described in Wilderness Area 5 under Option 1, **Village of the Damned**.

All monsters listed not specifically designed for this module can be found in the previously published manuals indicated (Monster Manual, Monster Manual 2). None of the creatures encountered will be in possession of any treasure.

As the party nears the ruins the trail will expand into a wide open area easily 200 feet across. At the NE part of it stand over a dozen rickety, make-shift huts. At this point you must adhere to the options that follow according to the choice that you took at Wilderness Area 5. For example, if you went with Option 1, there, then use Option 1, here. However, if the party has, for some reason, reached this location before going to the village at area 5, then simply reverse the process if, or when, they do reach the river village.

Option 1

6.1 THE VILLAGE OF DESPAIR. A large clan of Jungle Orcs has established a make-shift village here. Having fled the deep jungle to the south, this clan escaped to the north bank of the river and, for a while, were able to dwell there. But creatures, they had previously and by accident set free from ancient ruins, eventually caught up to them. This caused their flight from that location to this new one.

For generations this race has dwelled in the steamy jungles of the region, totally unknown to the realms and cultures north of the equatorial zone. But something happened recently causing them to flee their cherished homes, seeking safety across the great river. Ancient ruins deep in the heart of their lands were discovered by hunting parties and entered. After that their lands were besieged by monsters of various depraved forms. Feeling he had no other option, the chief gathered his people, they abandoned their homes, and made their way north, across the river, then to this location.

When the party reaches this locale they will discover a frightened and suffering people. They will also likely be surprised when not ambushed, or attacked, as they approach the scene. But as they attempt to understand the situation they will quickly learn that **Jungle Orcs** are *not* evil, if a paladin is among the party, or should a cleric cast a *detect evil* or *know alignment* spell before - hand. Once the party has determined its course of action, the chief and his remaining guards will respond accordingly; but if given a choice, you should have the chief attempt to parley as the two factions meet.

There are approximately 170 jungle orcs present. The chief, the high priest, and a dozen elite guards are all that protect the young, old and female at the moment. The reason for this will be quickly revealed as the chief explains their predicament to the adventurers.

Communicating with the chief and jungle orcs will be slightly tasking. The *Comprehend Languages* spell will make the process simpler. If such is not available allow each character a 15% chance to understand what the chief or any jungle orc is trying to say. In addition, several orc females, once captives of human tribes further south, can speak the Common tongue. Seeing humans again, they will flock to the party, *excited* and eager to escort them to the chief and elsewhere; who will reveal the following to the party, in order.

1. They are not an evil tribe; though some of their race is.
2. This clan follows the path of "live and let live" with acts of kindness customary regarding the suffering, weak, and aged.
3. They are the *KOO-HOO-LEE*, a peaceful band of hunters and gatherers that dwelled for generations in the southern jungles.

4. About 3 summers ago a band of hunters from the tribe discovered some ancient ruins, a temple, deep in the jungle. Upon entering it, those that survived and returned to tell the chief, they were set upon by hordes of un-living creatures; things of rotted flesh, and some entirely of bone. Those that managed to escape swiftly returned to the village to warn the chief of what they had discovered. Hoping the creatures would not venture out in the light, the chief decided not to relocate his people.

5. But 7 moons ago their homeland was flooded with the monsters, swooping into the village and attacking them in the dead of night. The chief's son, leader of the warriors, pushed the creatures back so that the chief could flee with the women, children and elders.

6. Racing north and west the chief and refugees finally reached the great river and crossed, hoping the rushing water would prevent the beasts from following. And for 3 full moons resided there in a makeshift camp until the chief's son and other warriors could rejoin them.

7. Their wait was ended, however, as, somehow, the beasts had reached the north side of the river, and quickly found the tribe and attacked. Fleeing frantically for their lives the chief, high priest and a small elite guard managed to escort those that could travel fast, and the entire group raced northward, until finding a secondary path leading to the NE. Following it, they arrived at an opening in the jungle just south of the ruins of the keep.

8. Here the chief and his surviving people have been waiting for the chief's son and the tribe warriors to find them. A note hastily written and left behind, their only hope of informing the warriors where to look for them.

In this option the chief is unaware that his son and the warriors did, eventually, follow his trail to the river, and crossed to find the temporary village. He also doesn't know that his son and the warriors were ambushed by a throng of un-living beasts and killed. Should the party have discovered Wilderness area 5 before coming here, and you chose Option 1, there, then it is possible that the characters could inform the chief of the bones and trinkets they found at the site, describing them, to the horror of the old man and his frail group.

In this Option the chief has several ivory and jade statues of great value that he will use to negotiate with. These were found in the jungle ruins and returned when his warriors explored there. There are 5 statues in all--3 ivory and 2 jade. Each is about 2' tall and around 200 coin weight. The figures are smoothed and worn from age and the elements, but clearly depict some type of deformed beings, with multiple limbs and/or heads, long tails and snouts. Each is worth from 2,500 GP to 5,000 GP on the open market in a large, "modern" city. Whether the chief asks the party to lead them out of the cursed lands or not is up to you. The party has many options at this point.

The chief and his high priest has not allowed the women, young or elderly to venture far from camp as several have gone missing. They are aware of the large water-filled crater just north east of them, and from

where they draw their daily ration, but they do not venture into the overgrown ruins themselves. They are not, actually, sure exactly what the ruins are, so thick with moss and vines and growth are they. Should the party enter them to explore, then skip ahead to the Keyed listings to see what each will have in store.

Option 2

6.1 THE ABANDONED VILLAGE. Should you have chosen Option 2 for Wilderness Area 5 then this will be the concluding sub-plot involving the Jungle Orcs. Upon entering this large open area the party will see over a dozen decrepit and collapsing structures with most of their walls and roofs missing. Constructed similarly to the village located at the river, there is one great hut, and many smaller ones. During the day they might see and hear as they approach any of them dark shadowy shapes darting about within, and the muffled grumblings and grunts of something hiding. These are Ghulape. From 1 to 4 will be encountered within each hut, with the largest structure containing 2-12. As they do not like bright daylight, they will tend to stay indoors until the sun begins to set, and/or once it is up past the horizon. Wandering encounters with them will nearly all occur during the early morn or sunset, and at night, when they will sally forth. To determine if this is the case roll a d6 every 3 turns that pass as the party explores the site, with a 1 indicating one or more of the creatures has emerged and is on the prowl. Otherwise, they will only be found within the huts. These creatures are described in Wilderness Area 5, Option 1.

Before these creatures claimed the area, however, the Jungle Orc chief's son and his warriors had discovered this location, quickly erected the structures, and were about to scout out the area and then report back to the chief, when they were set upon by the monsters. Barely escaping with their lives, Nanoc and his men fled to some islands in the great water-filled crater, where the waters appeared to repel the advancement of the beasts who showed signs of fear and dislike of the fluid. It is there (11) more information about them and their plight will be found.

KEEP RUINS WANDERING ENCOUNTERS

| Die Roll | Creature/s encountered | Located in Manual |
|----------|---------------------------------------|-------------------|
| 1-2 | 2-8 Ape-zombies /5-20 Stirges (N) | MM |
| 3-4 | 5-40 Giant Frogs/ 1-4 Harpies (N) | MM |
| 5-6 | 2-8 Hyaenadon/ 1-4 Ghulape* (N) | MM/New |
| 7-8 | 1-3 Boalisk/1-8 Mobats (N) | MM2 |
| 9 | 5-20 Banderlog/1-4 Giant Horsefly (N) | MM2 |
| 10 | 2-8 Kech /1-4 Su-Monsters (N) | MM2/MM |

A check should be made for each hour spent exploring the ruins, with a roll of 1 on a d6 indicating an encounter listed above.

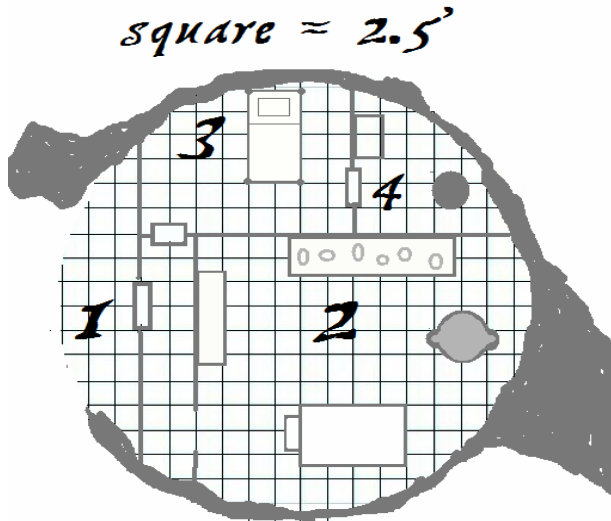
Ape-Zombies are created using the Animate Dead spell described in the 1E DMG. Use the MM Ape (carnivorous)/zombie template.

* These creatures are previously described in Wilderness Area 5 under Option 1, **Village of the Damned**.

All monsters listed not specifically designed for this module can be found in the previously published manuals indicated (Monster Manual, Monster Manual 2). None of the creatures encountered will be in possession of any treasure.

6.2 THE PLANT MEN In the southeast edge of this clearing dwell 6 of these creatures (HP 35, 32, 29, 26, 23). They are called ALGOID among their own kind, and are very chaotic by nature, having only a seminal amount of intelligence. While the size of an average human, their 2 blows can deal a large amount of damage when brought to bear upon a victim (1-10 x2). They are very protective of this area, which they have claimed as theirs, and will attack those that intrude upon it. They are able to manipulate the trees around them similar to the manner that a Treant does. Thus, when angered they are likely to summon forth up to a dozen of those nearby to assist them in driving out intruders. This is very likely since they are very mad at the Jungle Orcs for felling some trees to erect huts on the islands in the water-filled crater; unable to distinguish humans from orcs they will react to the party in a similar fashion. They have a small treasure hidden in the stump of a large cypress that includes, a black pearl worth 2500 GP base value, and a **Ring of Water Walking**. *More information regarding these creatures will be found in the previously published manual, the **Fiend Folio**.*

6.3 THE TREACHEROUS TOWER To the NW of the village is a semi-intact tower. Its upper battlements and floors have long collapsed and fallen away, leaving only the ground floor with no roof, but several crumbling and deteriorated walls that appear to form some rooms (See Map Insert). Undiscovered until now, the smell coming from within the tower has been enough to keep most inquisitive creatures away; not even the Ghulape pass within 90' of the ruins here. Dwelling within this hovel of depravity is a **Green Hag** (HP 54), and the horrendously offensive odors emanating from within the tower come from a boiling cauldron within an inner room. If Option 1 of the Sub-plot is in play, then it is possible that the ingredients in the bubbling stew might actually include the organs and parts of a missing child or elder from the jungle orc village. If Option 2 was chosen, then the remains of some of the fallen warriors are present instead. In both cases, 3-12 skulls of her victims have been boiled and scraped clean, and sit in a row upon the table beside the large pot. Though the idea be macabre, the skulls might actually fetch from 10-100 GP on the open market in cities where spell users dwell. The Hag is very intelligent, and may well become aware of the party exploring the ruins before they discover her. If that is the case, she will use all her skills as described in MM2 to lure victims to her lair.



- | | |
|------------------------|------------------|
| 1. ENTRY | 3. SLEEPING ROOM |
| 2. KITCHEN/DINING AREA | 4. TOILET ROOM |

Each of these chambers will be filled with sundry items one might expect within a hag's lair. If you wish to develop this encounter further then consult the sections of manuals most appropriate for your needs. For example, the hag might have several pets that serve as guards and familiars. Along with any treasure that you wish to place within the tower it is recommended that it include a **wand of magic missiles**, and a dozen **+1 arrows**.

6.4 THE SINGING TREES Anyone or thing coming within 120' of this location will begin to hear a soft and pleasant tune floating in the air. The closer one gets to the source the more angelic the voices creating the melody become. Those that do not fall under the spell of this enchanting music will quickly realize as they approach that a flock of creatures dwells among the high branches of a cluster of trees here. By then it will be too late, as 2-12 **Harpies** will swoop down to attack those that come near. The exact number present at any given time fluctuates, as some will be off hunting from time to time, but regardless if any similar creatures have been encountered and slain as "wandering types" the number found at this location will never be below 2. What little treasure they possess consists mostly of necklaces, bracelets, ear rings and such from the orc females that have wandered too far from the village if Option 1 is in play. Approximately 5-20 such items may be present, and each will have a value of no less than 5 GP and no more than 100 GP. That being said, it is recommended that you allow the largest harpy (with the most HP) to use a **+1 dagger** when physically attacking. Besides its bonus to hit and damage, it conveys the +1 to all Saving Throws!



6.5 THE FLOWERY DOOM In the center of what appears to be an open courtyard stands a cluster of trees. Residing beneath their canopy in the cool shade is a creature called a **MANTRAP**. It is a jungle variation, much heartier than the ones found in temperate zones, thus having 11HD (HP66). A significant difference between this and others encountered is that the scent it emits to attract prey does not affect female creatures. In fact, it is quite the opposite, as the fairer sex finds the aroma foul and repugnant. While males that fail to make their Save vs. poison will become enamored by the scent and move swiftly to its source, females that fail will become ill as if in the presence of a *troglydye*. While it possess no treasure per se, its acidic fluids actually have beneficial effects once the creature is dead. If gathered into glass containers and kept for 24 hours the power of the acid actually reverts to a repellent. If spread upon armor, shield, weapon or flesh, it provides a +3 bonus to saving throws vs. acid for its half-life, and a +1 thereafter for 12 Turns. From 7-12 flask (potion) size containers can be extracted from the creature, with each being able to coat roughly 12 square feet of surface. *You should consult MM2 when this encounter occurs.*

6.6 THE MOUNTAIN OF BONES Inside a large open structure is what appears, at first, to be a huge pile of scores of large, thick bones and skulls. This quickly becomes something else when approached. A cone-like mound of layer upon layer of bones will begin to shake and rattle should the party get within 60', becoming more agitated upon approach until the entire thing collapses and the bones and skulls seem to magically connect with one another, forming the skeletal shapes of 2 **Giant Apes!** (AC2, M15", HD10, HP 70, 60, ATK3, D2-16 x2/1-12, SA hurl objects (skulls) for 1-12, SD magic weapons to hit, MR immune to charm, hold, sleep and illusion spells, AL neutral, S large (12'+ tall when erect). They will attack with a claw/claw/bite melee routine but can hurl objects up to a range of 60' with accuracy. While only 2 full sets of the giant ape skeletons are present, there are scores more of other bones and skulls that will not animate. These, however, have fossilized over time and are quite hard; thus the unusual damage they can inflict when thrown. These monsters do not possess any treasure themselves. However, if/once destroyed and the bones are then searched, there is a 1:10 cumulative chance per turn spent of finding a large, shiny **Stone of Controlling Earth Elementals**, *or* an **Iron Flask** containing a *Water Elemental*, 100-1000 CP, 100-800 SP and 100 -600 EP. You can decide which item the party might find, or let chance determine it with a random roll of the dice. The option is yours.

6.7 THE IMPASSABLE GATE Long ago in this curving alley of the keep a giant gate stood, one of 3, that could be closed and locked preventing residents from passing into the northern most section of the royal quarters (See Ruins map, **b**). It is now so overgrown with trees and vines and vegetation as to be inoperable. Monsoon rains have rusted its mechanism, and vines and moss have penetrated its hinges and joints and fused gate to fence making it unlikely that even a giant could sunder the portal. Just reaching the metal remnants is tasking, as trees and growth block both sides of it. Making things more difficult, a large family of 12 **SU-MONSTERS** dwell in the growth and will attack anyone or thing that nears their abode (HP: males 43, 39, 35, females 34, 30, 29, 25, young 22, 20, 17, 12, 10). If wandering types of these are killed during an encounter, they do not count against those listed here. Living high in the trees, combat with them will be difficult until close-quarter attacks are made. They have little treasure, consisting only of 1-8 bead and/or shell necklaces worth 5 to 50 GP each. Should the party manage to avoid these creatures and reach the gate, they will find it in dismal condition. A *Bend Bars- Lift Gates* check will cause the entire section to collapse, sending rusted iron and tree limbs down upon those within 20' of the portal. Those that make a Save vs. Paralyzation will suffer only half damage while those that fail will be struck by debris for 2-24 points of

damage each. Once this is over the alley will be clear enough for the party to proceed. (*SU-MONSTERS are listed in the MM*)

6.8 THE KEEP PROPER, ROYAL QUARTERS While the roofs and ceilings of this elaborate structure have long disappeared so too have the floors that have sunken into the earth and been covered by new layers of soil and vegetation. Continuing from decade to decade, this process has gone on until a kind of gooey, spongy surface has developed that caves and cracks when moving across. Walls vary in heights from 7' to 13', with their tops crumbled and overgrown by moss and other lichens, while leafy vines creep down their bloated and distorted former shapes. Topless arches that were once doorways are filled with sinewy webs strewn with helpless winged victims trapped by their own bad luck. Grubs and centipedes a span in length slither across the grounds hurrying to find the shelter of the shadows of an overhanging ledge. The abundance of insects is startling, and their flurry and noise the same considering the hunters that prowl the ruins in search of a quick meal. For, oddly, a large roost of 12 **COCKATRICE** (HP 33/22, 31/21, 30/20, 29/19, 28/18, 27/17) reside within the area and can be found in pairs at the locations marked, X!

So over grown and covered by layers of earth over the passing centuries, whatever treasures might have once been located throughout the Keep Proper are now beyond the reach of simple probing. Yet, if the party wishes to spend the time, there is a 5% chance per hour of digging and sorting of finding 1-100 CP, 1-100 SP, 1-100 EP, 1-100 GP. Such coins will be difficult to distinguish, being covered with thick muck and green from oxidation. Such prowling will no doubt be noticed by the nearest pair of Cockatrice, who will follow the sounds of such activity, arriving within 1-3 turns. Once the party encounters the first pair of the creatures they will likely find it odd that no remnants of stone, rubble or otherwise, appear to be around, indicating the nature of the creatures roaming this part of the ruins. This should remain a mystery, one that will nag the player's minds well after the adventure is over. Offer no solid answer, hint only about vibrations beneath the ground that are barely perceptible, sporadic and brief. In addition to the Cockatrice that roam the vicinity, a creature able to imitate the likeness of mundane objects has somehow managed to claim the area marked D in the SW section. Commonly known as a **Mimic**, it is a *killer* version of the species (HP 45) and will attack anyone that attempts to probe it. Currently it is hiding in the form of a stone chest. It has no treasure.

6.9 THE BOTTOMLESS PIT A sinkhole has worked its way up from the depths of the earth and has not yet reach the surface at this location. At about 30' across,

there is but a thin layer of soil 8 inches deep spanning the pit like the skin of an animal pulled taut over a wooden drum. Characters probing ahead with lances and poles will not easily detect anything unusual ahead of them until they step onto the *skin* itself. When this occurs the ground will begin to open up, causing those atop it make a mad scramble for safety. Those that make an ability check by rolling their DEX score or less on a d20 will have made it to safety, while those that fail will plunge into the pit taking 20d6 of damage and being sucked under the muck in 1-3 turns and disappear in the mud below. You should adjudicate the chances of falling characters being able to reach out and be grabbed, or lassoed by others, being as fair and reasonable as possible. Anyone that is not able to be saved or prevented from falling in, and yet survives the initial damage, will be stuck in thick and clinging mud 70' below. This muck is so goeey that to pull the victim out of it via rope or other physical means requires the rescuer to make his *Bend Bars/Lift Gates* ability check; in the case of more than one rescuer involved the combined strengths are used. Hauling a victim up will take from 1-4 turns. During such activity a *Wandering Encounter* check should be made. There is no treasure in the pit, obviously, until a victim succumbs to it. Once a victim is retrieved from the pit, the mud will dry into a quasi-cement state, causing his move rate to be cut in half and his dexterity bonus nullified for 6 hours, or until the mud is removed with water or some other liquid solution.

6.10 THE CROAK OF DEATH As they approach this location the party will feel the air become thick, humid, and swarming with tiny flying parasites that will begin relentlessly biting them. They will also notice a loud croaking sound ahead that will grow louder the closer they get. When they reach the bank of this water-filled crater the noise will have stopped, and they will be swarmed by **Giant Frogs** that suddenly emerge from the murky waters and hop upon them. Seven of the creatures are very large, having 3 HD (HP 24, 21, 19, 17, 15, 2x13), 13 more will have 2HD (HP 9 each) and 20 small ones of 1 HD (HP 5 each) round out this large colony. The creatures have no treasure unless Option 2 is in play, and the jungle orc warriors led by Nanoc are currently trapped on the crater islands south of this location. If that is the case, there is an *Unusual* spear among the decomposed bodies of several warriors just under the water's surface. About 8' from the bank of the crater in 4' of murky water, there is a 3% cumulative chance per turn spent of finding the object. It will not detect as magical, but it does considerable more damage vs. large-sized creatures due to the design of the head, which is serrated with long, back curling barbs. As it is withdrawn from its target it will inflict an additional 1d8 of damage.

6.11 ISLANDS OF REFUGE An enormous water-filled crater takes up a large area within the ruins; roughly 675' in diameter. As told in the *Background* section, it was created when an army of priests called down fire from the heavens to smite King Tenkuhran and his evil creations. As time passed and the keep fell into ruin the crater collected runoff water from monsoon rains, along with uprooted trees and stumps and other plants that have settled to the bottom, creating the fen it is today. Only the waters in the center appear to have open areas free of plant growth floating up from below, and actually look dark blue on occasion. Nearer the bank the foliage is thick, and tall, and filled with spider webs and swarms of gnats and other creatures indigenous to the swampy topography. At its deepest, in the center, the water is about 30' from surface to bottom, with a gradual incline of 27 degrees until it reaches the banks and is but a foot deep. Scattered across the crater rise islands out of the quagmire. Some are rather large, being hundreds of feet in width and/or length, while others vary in smaller dimensions. If Option 2 is in play, the party will see when standing upon the banks many make-shift huts atop the two largest islands in the south half of the crater. The jungle chief's son, Nanoc, and his band of 70 injured warriors, have been trapped here for some time. Their plight has been previously described, and though they will be shocked to see people other than their own race, they will appear to be friendly and open to approach.

Whatever interaction you wish to occur between the party and the orc warriors is strictly up to you, based on the players' actions. It is possible that they might be inclined to assist the orcs and help them return to their temporary river village to the southwest. Or they may wish Nanoc and his men to help them reach the temple ruins deeper in the jungle to the south. Or, any number of other possibilities. It could be, by the time the party reaches the crater islands and discover the orcs, that they have cleared out many of the creatures within the ruins, and such news will be gladly received by Nanoc who might, then, simply take his men and depart. Since such things are dependent upon the tone and actions of the players you must be prepared, in turn, to offer responses you deem appropriate. If Option 2 is not in use then the huts on the islands will be ruins themselves for you to use, or not, as you wish.

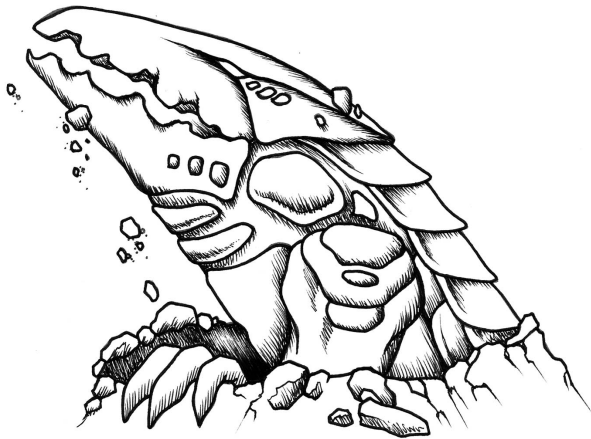
If Option 2 was chosen, and Nanoc and his wounded warriors are here, they will not be lacking information that the party can use. For example, brief hunting forays into the ruins and surrounding jungle have led he and his men to discover the gates at **a**, **b** and **c**, though they were unable to pass through them. The orcs are also aware of the trail leading away from the ruins to the northeast. Though they have not gone very far down it into the jungle, they followed it until it did a sharp bend to the south, going no further than that. Any

other information you feel they may have gathered while on a hunt you should determine ahead of time. And whether they will divulge such to the party.

Regardless of this, there is an immediate threat to the party should they explore the two large islands, as a group of 4 **KELPIE** (HP 30, 27, 32, 19) led by a great matron of 9HD (HP 50) dwells in the waters between the two. (See X on the Ruins map) While female party members are in little danger from the creatures, males will be susceptible to the creatures' alluring abilities. If the kelp-beings are destroyed and their lair searched beneath the 8' deep waters, the party will find treasure that once belonged to the evil King Tenkuhran, and is now coveted by the Kelpie. Included in the treasure is 4000 CP, 6000 SP, 4000 EP, 3000 GP, 5 gems (base value of 50GP, 3x150 GP, 500 GP), a Silver Tiara with inset gems (worth base value of 2250 GP) and a magic **+3 war hammer**.

6.12 THE MARSH MONSTERS Currently lurking in this cluster of trees along the southern rim of the crater are 2 **SHAMBLING MOUNDS** (HP 67, 42). The larger of the two has 9HD and the other, 8HD. They tend to linger near the water's edge, blending in with the thick trees along the bank, and have not behaved aggressively since arriving at the ruins. They do not possess any treasure at the moment.

6.13 THE SHAKING GROUND When the party comes into this area they will slowly begin to feel vibrations coming from beneath their feet. As it so happens, a large **BULETTE** (HP 56) is tunneling its way across the clearing to get a drink from the crater (as indicated by the X on the Ruins Map). If they remain still and do not move for 2 Turns it will pass and leave them alone. Should they attempt to run or depart it will detect their movement and turn toward them and attack.



6.14 DINO DANGERS Upon entering this area the party will be confronted by a pack of 4 **IGUANODON**

(HP 43, 36, 33, 29) stomping nervously about and skittish. They will attack if approached, but in a defensive manner more than aggressively. If the party gets close enough they will be able to discern scratches and bites and blood oozing from the wounds of these creatures. If left alone the beasts will return the favor, attempting to find an exit through the trees rather than return out the opening leading from the trail here. The reason for this will be apparent in due time. If the party lingers for more than 2 turns the creature hunting these beasts will appear (see listing 15).

6.15 THE TRAIL TO TERROR If the party has not already met up with one of the two beasts that have been chasing the Iguanodon they will, here! Two **GORGOSAURUS** (HP 97, 79) are hunting the smaller, plant-eating creatures that have trapped themselves in a dead-end just south of here (See location 14) Having chased the smaller creatures from deeper in the jungle all have just arrived as the party makes its way along this trail.

The trail continues northeast for about a mile before turning due south. Should the party decide to follow it you should consult the Wandering Encounter table on page 13, along with the Wilderness Jungle Map.

Whenever the party decides to head out on the trail again they will discover, to their surprise, that several of the orc females--those that speak a primitive Common that the party can understand--will have followed them, with sacks filled with assorted tribal women items. These females have been smitten by the group ever since laying eyes upon them. If the characters declare or have stated so at any time that they are carefully scrutinizing the females, they will notice some very, human-like characteristics about them. This will/should lead them to suspect the females are, really, just 1/2 orcs. You can play this component up as much as you like, with the females very enamored with 1 or several of the party members. And though they are 1/2 orc, most of them (3 out of the 5) are not unpleasant to look upon; having a charisma of 10 to 12, in addition.

THE FATE OF TENKUHRAN

The myths, the legends, the rumors of what all treasure might be found have led the group through to this point. But they have not found a clue within the centuries deteriorated ruins to explain what became of the former Wizard-King. So far, they know only that the jungle orcs were forced to flee their homelands to the south, after hunting parties discovered and entered some ancient temple ruins there. They have also, likely, encountered

some odd, and un-living beasts --the Ghulape-- whose abilities resemble those of creatures the party has faced before in their careers--Ghouls. Are the two-- the temple and the Ghulape-- somehow connected? And if so, what does King Tenkuhran have to do with it?

JOURNEY TO THE TEMPLE RUINS

Like the trails they have traveled before the one they must follow is but a faint remnant of its former self. At one time it was a great road 24' across, covered in layers of packed earth and stone with primitive mortar between each, creating a fairly smooth and level track that was heavily used. The jungle growth was cut back, then, a good 6' from the edges, allowing carts loaded with various items--some bearing payment for services, some bearing away sacrifices to be dispersed through - out the area--easy access to and from the temple deep in the jungle's heart. But now it is overgrown, its mortar cracked and open with jungle plants growing up from beneath. Trees and ground cover that had been kept at bay now encroach upon the trail, and hang over it like a scaffold awaiting to snare the unwary. Sunlight does not penetrate the canopy above as the sweltering air is kept to a suffocating temperature and humidity as swarms of blood-hungry insects fill the space beneath the falling leaves and rotting vines that dangle like serpents, swinging in the heat. It stretches southward, mile upon mile as it winds deeper into the jungle on its course. It feels endless, and smells of rotted flesh and impending death. But there is no other way, and the party must carry on.

There is no other way to the ruins, save through the thick and non-cleared jungle itself. Trying to go that *route* will slow the party to a crawl, then a standstill, as the jungle surrounds and envelopes them. Unless some kind of magical aid is employed to create a path for them, forward movement through the overgrown fauna and trees will become impossible as it closes together, preventing them from traveling more than a half mile. Those with average intelligence will realize that the only way to reach the temple ruins is by following the *path*, what little there is of it.

As the party moves south along the path make a check for each hex they enter or pass through to see if some kind of *wandering encounter* has occurred. A roll of 1 on a d6 confirms one has. When such is the case use the table below to generate *what*, exactly, it is.

| Die Roll | Creature/s encountered | Located in Manual |
|----------|-----------------------------------|-------------------|
| 1-2 | 1-2 Dracolisk /5-20 Stirges (N) | MM2/MM |
| 3-4 | 5-40 Giant Frogs/ 1-3 Boalisk (N) | MM/MM2 |
| 5-6 | 2-8 Hyaenadon/ 1-4 Ghulape* (N) | MM/New |

| | | |
|-----|---|--------|
| 7-8 | 4-9 Qullan/1-8 Mobats (N) | FF/MM2 |
| 9 | 1 Greater Basilisk/1-4 Giant Horsefly (N) | MM2 |
| 10 | 1 Gloomwing/1-12 Su-Monsters (N) | MM2/MM |
| 11 | 1-2 Rhinoceros Beetles/ 4-9 Qullan (N) | MM2/FF |
| 12 | 3-12 Apes, skeleton/1-4 Apes, zombie (N) | MM |

* This is a new creature, more information regarding it will be found in the appendices following the adventure.

You can, at your option, forgo the "wandering" encounters if you wish to have the party arrive at the temple ruins quickly and without incident.

Qullan are a tribal race of exotic warriors in the region. You can develop them more, creating an entire village further to the south if desired. For it is there that the 1/2 orc females were taken when captured. How the females escaped could be connected with the warriors' appearance, here.

THE ANCIENT TEMPLE OF MICTECACIHUATL

A decayed reminder of the past, this ruin temple was the seat of worship of an extinct race that dwelled in the region eons ago. Built to honor the Queen of Death and the Underworld, grisly deeds were done atop the highest level of what was once a pyramid structure. The lineage of kings that ruled the region, the high priests that conducted the rituals that kept the people in fear and under control, and their entire history has been lost in time. Whatever became of them, whether the natural decline of monarchism or some cataclysmic event, their disappearance is not noted in any of the great scholarly histories of forgotten lore, found in the deep and dusty vaults seldom entered anymore. It is remotely possible that a magic-user or cleric within the party might have some limited knowledge concerning this. You will have to determine if this is the case, and to what extent. Also, the use of a Sage might provide more information than one of the characters is likely to possess. Such use would have logically preceded the party's initiation of the adventure. If that is the case, and you (the DM) should desire to expand upon this to create more background than what is provided, the place to begin would be with a search of Aztec Mythology.

KEY TO THE TEMPLE RUINS, SURFACE

The above ground levels of this once great structure have long since collapsed, leaving but a few walls left standing in a miserable, crumbling state. These have been overgrown in some sections by the jungle's unsuccessful attempts to reclaim the foul site; the essence of evil remaining below ground, though weak, has prevented a total reclaim by the natural world. The sky above the structure is open and clear of the normal canopy of trees, but little to no breeze seems to reach down into the open area, and the air is hot, and humid, and permeated with stench. While some of the walls

join with others, indicating a room or chamber might have existed there long ago, the only area of this level of the pyramid that has retained a roof of sorts is a square at the southern elevation of the structure comprised of areas 8, 9 and 10. Because of the closeness of the walls here, the collapsing upper levels of the pyramid have tended to pile atop this, creating a kind of rubble mound.

When the party finally reaches this location they will be very close to finding out, once and for all, if the myths and rumors of King Tenkuhran were true. But this will require them to descend to the level below, and in order to do this they may have to encounter and dispose of the creatures now claiming parts of the above ground ruins as their own. The following table is intentionally sparse of detail, as the creatures possess no treasure, and serve only as a nuisance for the party. Once these are disposed of, and after at least 4 hours of exploring, you can roll an additional monster check on a d6 with a result of 1 indicating that 1-4 Ghulape have appeared. Otherwise, once the roster of monsters has been removed, they will not reappear.

Surface Ruins Table

1. **Miner, Jungle** (HP 90) A larger, more damaging version of the species lies in wait beneath the surface of the trail at this location. Its barbs function as a standard miner, but its shell and musculature is much stronger, giving it 12HD and a damage base of 8+ when it envelopes and attempts to crush its prey. As it has not caught anything with treasure in a long while all that it still retains in its folds is a gem worth a base value of 2500 GP.

2. **Nonafel, Cat o' 9 tails** (HP 67) This strange feline has recently arrived at the ruins and is in the process of marking its territory when the party arrives.

3. **3 Water Weird** (a) (HP 25, 23, 21) What appears to be an open courtyard is actually just a large chamber of the ground level of the once standing pyramid. Oddly a stone pond with a fountain has managed to remain intact. Though surrounded by collapsed ceilings and other debris, the pond has retained quite a bit of water; remnants of passing monsoon storms, obviously. There is no visible treasure within the pond. However, once the resident creatures have been dealt with and the water searched, there is a 1 in 6 chance cumulative per turn that a silver ring will be discovered. If its face is cleared away of mud and muck the engraved figure of a face of a goat will be revealed. This item is typically known as a *Ring of the Ram*. Its powers can be most beneficial, and are described in the UA manual. At the present it has only 12 charges; the wearer will sense that he can expend 1,2 or 3 charges per use.



4. **3 Apes, Zombie** (HP 46, 42, 38) loiter about at this location. Having but 2 attacks, they still deal enough damage to be threatening (2-12/2-12). They are *turned* as if *Shadows* on the Turn Undead table for clerics, and are immune to spells as a standard zombie is.

5. **3 Apes, Zombie** (HP 45, 41, 37) Similar to above.

6. **3 Apes, Zombie** (HP 44, 40, 36) Similar to above.

7. **Stun Jelly, Greater** (HP 51) A large section of the wall at this location (b) appears to glisten, slightly due to the presence of the gelatinous creature. Though larger than the standard version (7HD) its abilities are the same.

c. **Tri-flower frond, Greater** (HP 39) Other than its larger size (7HD) it is identical to that described in the monster manual.

d. **Mantis, Giant** (HP 70) This gigantic insect (10HD) is generally benign unless assaulted.

8. **3 Spiders, giant** (HP 45, 42, 39) lurk in the webs that fill this partially enclosed area. Being a large jungle variety (6+6HD) their poison is extremely toxic, causing victims to make a Save vs. Poison at a penalty of -4!

9. **3 Spiders, giant** (HP 43, 40, 37) Similar to above.

10. Stairs down. A single stone door blocks entry to this flight of steps. Opening it requires a successful check of one's *Bend Bars/Lift Gates* rather than the standard *Open Doors*. One attempt may be made per person per 2 Turns, however, up to 3 can combine their strengths to achieve entry. The wizard *Knock* spell or other magic may suffice.

Unless otherwise stated the monsters described will not possess any treasure. Searching the grounds for such will be tedious, at best, and upon a successful roll of 1 on a d6 per hour spent, will yield only 1-100 CP.

KEY TO THE TEMPLE RUINS, DUNGEON

While sacrifices to MICTECACIHUATL were carried out atop the highest level of the pyramid eons past, priests of the Goddess of Death resided below, and would commune with her via altars upon this level. This was made easy by the fact that a portal into the Goddess's own plane allowed her most favored High Priest to physically journey to her palace and serve at her feet for long periods of time. To safeguard this the dungeon was fitted with inter-dimensional gateways (h1-h2; i1-i2) designed to confuse and trap the unwary. Also, the location of the planar portal was separated from the outer chambers, with access possible only through a dimension door (j1-j2) device.

While the temple has been in ruins for centuries, long before even the fall of King Tenkuhran, one might think that whatever objects and items kept within have long decayed back to their base elements. But such is not, entirely, the case, for the walls of the dungeon were so finely crafted and sealed with layers of mortar as to keep out the majority of moisture; an element that would have normally assaulted the things within. But because this was prevented, much of what was kept here eons past, has remained intact, for the most part, and might still hold value and use to this day.

As the party explores the dungeon they will find the air cool, but dry. While it does not appear to be circulated it is not rank, or stale as one might think it should be. As already mentioned the walls are heavily mortared and covered in a fine powder, or dust; caused by the outermost layers that have suffered most the passing of the centuries. The floors appear to be hard-packed earth, worked to a smooth and level surface. Ceilings throughout will vary from chamber to chamber, but are no less than 9' and as much as 20' above the floor. The exception is the roughly formed cave (6), which is described in more detail later.

There are no *wandering* encounters in the dungeon. But because of the planar portal, a dampening effect upon magic items exists the longer one remains on the level. While the party is in the outer chambers a check must be made each hour spent exploring per each item a character possesses. This is calculated vs. *Death Magic* at the same level as the item's possessor. Failure indicates the item has lost one "+" bonus, or charge, or has had its ability diminished somehow (you must rule upon this as you best reason it). The loss is temporary, and will be restored once the character has left the dungeon, on a 1 per day rate. In addition, all

spells cast must overcome a *Dispel Magic* aura that is constantly maintained in the dungeon; consider the aura at 15th level. Spell casters that cannot simply fail to cast whatever spell they are attempting at the time.

1. STAIRWAY TO DEATH Descending these steps the party will notice alcoves along the way. Standing in each of these is a stone figure, 7' high, in the form of a mutated man and jaguar. Appearing bipedal, the figure shares the features of both, having a spotted surface, claws, and a feline face and ears, while its arms, legs and torso are clearly humanoid. A Detect Magic cast upon them will indicate a positive result, but the figures will not seem to move, at first. After the party has passed the first pair of figures, 1 turn later they will become mobile, moving to attack the intruders. Each pair after the first will animate after 5 rounds, moving to join in the fray. Those at the bottom of the stairs will simply animate and attack. All are considered to be *Stone Guardians* (HP according to those closest to the door at the bottom of the stairs, going up: 36, 35, 34, 33, 32, 30, 28, 26) Once (if) these are disposed of, the party must open the stone doors to enter the dungeon. This requires an ability check identical to that described for the door on the surface (see #10 previously). When the doors are opened the vacuum within will cause the air outside to be sucked in, and at that moment an eerie moan will arise, lasting but a few seconds.

2. THE HALL OF DOOM Upon entering this hall the party will be astonished by its size--30' wide by nearly 200' in length. The light from their torches/lanterns/ or other devices will reveal straight walls at perfect 90 degree angles from the floor, the ceiling a good 15' above their heads, and a strange path (b) of what appears to be dried mud or muck leading north. If they look to the west they will see a pile of wooden poles (c); most appearing splintered and broken, though a few seem intact. These range from 6' to 20' in length, and about 2" in diameter. Further north, about 80', a large stone pit dissects the corridor. While steps descend into and out of it from both the north and south, it is currently filled with thick looking mud. Should the party approach within 60' or molest if from afar, 12 creatures will emerge and begin to attack. These are *Mud Man* (HP 2x16, 2x15, 2x14, 2x13, 2x12, 2x10), created by the negative magic that fills the dungeon, and the earth that has seeped up into this pool through cracks in the bottom. Destroying the creatures should not task the party much, but passing through the muddy pond will not be as easy as it might seem. Those attempting to simply walk through will be entrapped as if by a *Web* spell, and must use their strength or the assistance of others to get free. While some party members may have magical means of passing above and over the pit those that do not must be accommodated. Among the poles they discovered 4 are long enough to allow one to attempt to vault across the pond. This assumes a lot

of factors that you must determine. Base such an attempt on an ability check vs. Dexterity. Note that the pit is 12' deep.

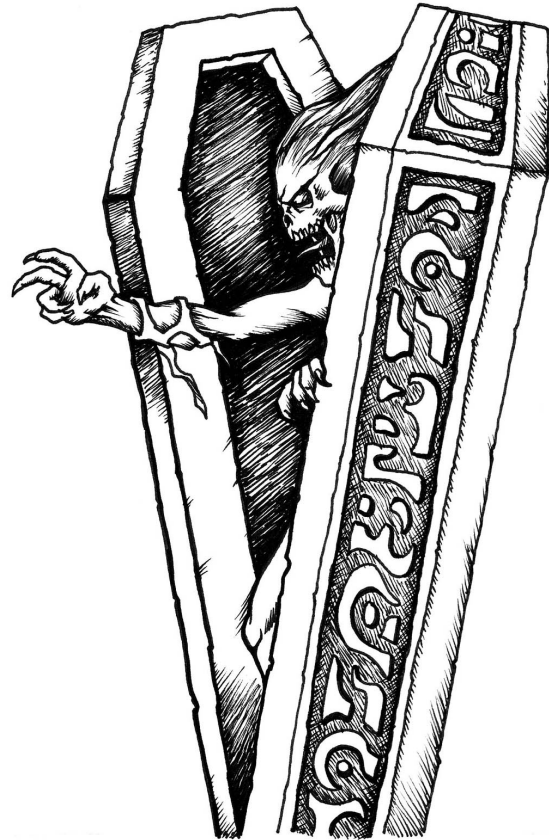
While the creatures care not for treasure themselves, a victim from Tenkuhran's last expedition into the ruins lost his life within the pond, and his corpse lies to this day on the bottom. Searching the muddy pond is almost impossible, but clever players might come up with a solution to the problem. If such is the case then allow them a reasonable chance to discover the body and the only item of worth still in its grasp, a **magic hammer of strength!** This mundane appearing item is actually quite damaging. Rather than add pluses to the wielder's attack rolls it adds 2 to his strength (even if such exceeds normal racial/gender limits) *when using* it. This does not allow the wielder to exceed level limits according to his normal strength! It also allows the wielder to strike creatures requiring a magic weapon to hit.

As the party explores this corridor they will notice that beneath the layer of dust some sections (5' high by 10' long) of the walls appear to be filled with figures and symbols carved into the mortar. Wiping or brushing the dust away will reveal a variety of scenes depicting a race of people from long ago, going about their daily lives of farming, and worship, and sacrifice. Mingled among the scenes will be figures clearly representing the priests, always in command positions, as the people perform various tasks of labor. Scattered also within the carvings are strange symbols, and figures of odd looking creatures the party is not likely to be familiar with. But the grandest scene of all is of the temple itself, back in its days of glory. The pyramid rising above the surrounding land, with thousands of worshippers about, as the priests perform sacrifices to their Goddess while atop the highest level. It is clear from the carvings that the blood of sacrificial victims ran frequently to appease the Goddess of these people.

Once the party is beyond the pond the muddy trail continues north. Further on they will come to a wall hanging upon the west wall. If moved aside a narrow passage will be revealed leading west. This ends inside a tall stone box with a door facing west. The door is trapped (See room 3 for details). To the north, about 15', the wide hallway ends, and a much narrower one (10') continues on. If the party destroyed the mud men earlier, the evil magical waters will have created replacements in 3 hours, and the same number will appear, then, and should the party attempt to leave the dungeon.

3. CHAMBER OF DEATH Upon entering this chamber the party will notice 2 upright sarcophagi standing in

alcoves at the southern part of the room. If the group enters through the concealed passage to the east they will have to step through a similar sarcophagi, pushing outward the lid to allow them to access the chamber. Doing so will trigger a trap device from an identical sarcophagi due west of this one, sending a bolt of lightning speeding across the chamber, and doing 10-60 points of damage; half if a Save vs. Lightning Bolt is made. If they enter from the north and investigate either sarcophagi at the eastern or western wall, the same result will occur; once the traps have been triggered they will not function again. The 2 sarcophagi to the south contain creatures (1 in each) that will spring forward should anyone trigger either of the other devices upon entering the chamber. These are **Demi-Wights** (HP 48, 45) and are more powerful than the standard types encountered. Having 6+3 HD, and having 2 attacks that do 1-6/1-6 damage, the creatures are not affected by *Suggestion* spells, or others that are mind-based—including illusions! A *Raise Dead* spell will not kill it if it makes its saving throw! Otherwise they have all of the abilities listed in the monster manual, and weaknesses as well. They have no treasure.



4. THE FALSE SHRINE Normally entered from the corridor entering from the west, it is also accessible via the narrower one entering through the north wall (i2);

the latter one only being possible if the party has stepped into the *teleport* mechanism at (i). A 20' wide alcove is located in the middle of the south wall that extends 20' further. Lying on the floor there is a large round pile of what appears to be white ash and bones, including a crowned skull. This appears to be simply an incinerated corpse but is, in fact, all that remains of King Tenkuhran--for the moment. A second alcove in the east wall, 20' wide by 8' deep, contains what looks to be an altar. Several (5) gigantic, ape skulls made of polished ruby gems sit atop it. Each weighs 30 pounds and is worth 1000-4000 GP in a large city market. A *Detect Magic* spell cast upon the altar will reveal the presence of some kind of magic, as a powerful *relic* lies hidden in a secret compartment within. But doing this, or molesting it in any way will cause the bones and ash in the southern alcove to suddenly begin to vibrate, and join together, creating a kind of skeletal figure. This takes but 1 round and when completed, the figure of the once former King, Tenkuhran will arise to defend the shrine. Lacking flesh and blood, the sight of him alone will cause creatures of less than 5HD or levels to flee in panic. But his abilities are even worse. This **Demo-Lich** (HP 77) has the power to attack with deadly use of its two fists (1-10/1-10) as an 11HD monster, with each blow landed stealing 1 point of constitution from its victim, and paralyzing him for 2-12 rounds unless a Save vs. Paralysis is made! Once per encounter it can emit a *Death Howl* (as a demi-lich). It can steal up to 2 souls (like a demi-lich), trapping them in the 2 gems that fit in its eye-sockets. In addition to its usual immunity to spells (as a lich) it has a magic resistance of 100% vs. 1st level illusionist spells; 90% vs. 2nd level, 80% vs. 3rd level, etc. Only +3 or better magical weapons can harm it, or any magical weapon wielded by a paladin of 5th level or higher.

If all that isn't enough, visible within its rib cage is an undulating black mass, with 4 tentacles extending out to a length of 6'. This zone of nauseating evil is all that is left of the former inhabitant's soul, and a touch by 1 of the tentacles will immediately turn the victim into a glob of black melting flesh and blood, to be sucked up by the orifice at the tentacle's end, or left to turn into undead servants of the creature. Characters that fall victim to this are essentially turned into *Ghasts*. All victims of such attacks may avoid this by making a Save vs. Death Magic, with paladins and all Lawful Good beings getting a +1 bonus to their save throw. Oddly, females receive an additional +3 bonus, as they are the vessels of life, and as such, are resistant to the negative force involved. Unlike a typical lich, Tenkuhran cannot cast spells. But nor do special attacks that effect a demi-lich effect him. You must consult all the appropriate monster manuals to correlate the combined abilities of these creatures in order to run the encounter.

Should the party destroy Tenkuhran, and discover the secret compartment in the altar, they will find the evil relic that was the king's downfall. This item, The **Dark Fang**, is described in the appendices following the adventure.

THE FINAL FATE OF KING TENKUHRAN

But was he not destroyed when the armies of the good kingdoms converged upon Tenkuhran Keep centuries ago? Did not the fires raining down from the heavens consume him? No, not entirely. For Tenkuhran was in possession of an artifact so evil, that it prevented him from being totally annihilated. The relic, a favored item of the Goddess MICTECACIHUATL, had been stolen by the Wizard-King, and being somewhat sentient--and a part of her--it needed to return to its creator. Though broken and weak, and barely able to drag himself through the jungle, Tenkuhran had no choice but to obey the stronger will of the relic, as it guided his blind and battered self back to where he had found it. And for centuries, his crippled and shattered form has lay in the chamber where he first laid eyes upon it. Until at last his body was nothing more than dust and bones. But even as close as death as he had come, the relic would not release him. And so, his remains have lay motionless, while his tormented and tortured soul passed into the realm of the Goddess, where she saw potential in the wicked king, and a possible use for him even in death.

While it is not likely the party will realize that the thing within the chamber, or that they have destroyed if that be the case, was the remains of King Tenkuhran, there are, as it so happens, a few clues to that effect. The dagger, for one (should they locate it) is a link to the material found in the Background section at the beginning of the adventure. It is fitted into a scabbard of bronze with the letter "T" engraved on the face. And a signet ring, very likely that of a very high ranking monarch, will be found around one of the creature's skeletal fingers, along with a crown upon its skull.

Sadly, Tenkuhran's dreams of ruling the world were unrealized, and in the end he became a mere guardian, a servant to the Goddess whose temple he had raided while alive.

5. THE TRUE SHRINE & ALTAR Three sets of double doors block access to this chamber. Each requires an ability check using *Bend Bars/Lift Gates* in order to pass. In this case, however, the western doors require a standard check, while the middle pair penalize those attempting with a -5% to their roll, and the last and easternmost doors a -10% penalty to their roll. Once they have overcome these obstacles--or found another means to bypass them--they will find themselves in a very large chamber running west to east. There are 4

alcoves to the north and south and 12 pillars that run the length of the chamber. Should the party get within 40' of the altar (g) the guardians of the chamber will quickly appear. From the north will come a **DRELB** (HP 40) out of one of the alcoves, while from the south a **MASTIF, SHADOW** (HP 30, 29, 28, 27) will emerge from each alcove starting with the farthest at the west end, and every 2 rounds thereafter one will appear from each alcove sequentially until all 4 have entered the chamber. The altar (g) radiates great evil, and it is from here that priests of the Goddess communed with her. Only the highest and favored of her worshippers lived on this level. If the altar is attacked she will know of it and send 2-12 *giant spiders* and 4-16 *ghasts* to punish those responsible.

The walls of the chamber itself are similar to those already described, with carvings and such. Many of these depict the most ghastly of scenes of human sacrifice, torture and dismemberment. There is no treasure in the chamber.

H/I These two narrow corridors appear to reach a dead end. However, upon stepping to within 10' of the wall the person will have entered a time displacement shift and after 2 seconds will disappear, only to reappear in the area sequential to the one entered. Thus, one can only go from h to h2, and from i to i2; never in the reverse direction.

J/SECRET CHAMBER This small room is empty save for an archway in the east wall. The air within the arch is shimmering, and cloudy, and cannot be seen through. Anyone stepping through will be teleported to j2.

6. THE CAVE OF DEATH'S DOOR This large natural cavern is the only chamber of the dungeon not worked and fashioned by diggers and slaves. It is accessible only from the archway-portals (j2 & j3), though there appears to be a hallway in the eastern wall leading to somewhere. Anyone entering through j2 can return that way and exit the dungeon. The archway of j3, however, does not resemble the other two. It appears to be made out of the bones of a giant beast, bones that have been fused together by some means, and put into place to form the device. The space within the archway is solid black with twinkling lights of yellow and red, bursting erratically and without any sequential significance. A droning hum emanates from this space and the air is thicker as one approaches the portal. Should anyone attempt to step through j3 they will be instantly shocked with a bolt of electricity doing 2-200 hp of damage. If they make a Save vs. Death Magic they will take only half damage, but if they fail, all their items will have to be checked to see if they survived or not. The portal cannot be entered by mortals from this side without

speaking the command word. Only the highest and favorite priests of the Goddess knew this, centuries ago. This secret password still exists, it was carved on clay tablets and kept hidden by the priests in their quarters (7); the command/key is-- "*Death Becomes Me*". Attempts to destroy this portal will be futile. All spells cast at it will be reflected as if by a ring of spell turning. Only weapons of +5 or better can physically harm it, doing only 1 point per successful attack; with 5000 hp it is not likely to collapse; it regenerates 9 per round regardless. Once per day the device will begin to hum very loudly, and the space will turn solid red just before 1-10 Ghulape step through it. This can occur at any time, and you should use a d6 & d12 to determine what hour of the day it happens. These creatures will have instructions to swiftly exit the cave, following the tunnel appearing in the east wall. This splits, with one leg turning south and the other going northeast for about 3 miles before reaching the surface. If the party is within the cave when the creatures appear they will be immediately attacked. An extended combat lasting more than 3 turns can possibly attract the creatures residing in 7. A roll of 1 on a d6 indicates such is the case, and those listed there will approach the cave cautiously, as they are cunning. The walls of the cave extend a good 30' up before a vaulted ceiling appears. Otherwise, there is nothing to investigate within.

Should the party discover the clay tablets at 7 and decipher them, they will discover the command word to activate the portal (j3). Anyone that then steps through will be teleported to the plane of Death and the realm of MICTECACIHUATL, appearing before the Goddess herself, sitting upon a throne in her Grand Temple. As this is a parallel prime plane it is possible that the traveler will be able to continue breathing, but that is up to you (the DM). Any human, priest or otherwise, that appears before her must immediately fall to the floor in a prone position, repeating the phrase, "*Death Becomes Me*" or she will slay him instantly with a Death Ray. Characters of good alignment will be hard pressed to repeat the phrase twice, while evil and chaotic ones will likely appear relaxed, even in her presence. She will notice the difference. Those of questionable character might be saved, and offered some menial position of servant in her realm, if they beg well and it amuses her. Others will be offered the chance to convert, or die. Paladins will automatically be slain.

Creating a parallel plane, with all that suggests, is not within the scope of this adventure, and you should not devote too much time or concern about it, unless you would like to have the party venture there when all is said and done, here. Otherwise, simply suggest to the players that, beyond the portal, lies another realm, another plane, another world that might, at some future time, need exploring.

7. THE CHAMBERS OF THE FAVORITE SONS This odd-shaped chamber contains several rooms. These served as the quarters of the high priests of the Goddess, and as their tombs as well, when the temple was overthrown eons ago by the forces of the light. While a lingering death would not have been pleasant, the alternative was not exactly planned, either. For during their last months, starving and about to turn to cannibalism, the priests were confronted by a strange creature drawn to the negative force of the portal (Death's Door). When investigating the device, it encountered the priests and, easily, slew them. But their death did not go unnoticed, and the Goddess arranged for them to continue, at least, as guardians of the unholy record of their activities. Thus she raised them back as zombies, yet with cunning and abilities that exceeded those commonly encountered. Since that time they have diligently guarded the clay tablets that carry the record of all the sacrifices and deeds that they performed in Her name. And when the party makes its way to this location (if the creatures have not already gone to investigate them earlier) they will find 4 **juju zombies** (HP 33, 31, 29, 27), 2 in area **l**, 1 in **m**, and 1 in **n**. Areas **p**, **q** and **r** are empty, but the secret room--**o**, contains the remains of their earthly treasure. Before encountering them, though, the party must deal with the creature at location **k**, which has been taunting and terrorizing them of late. Sent here to safeguard the former priests' treasure lest others find it and become corrupt as well, is a **XAG-YA** (HP 40) of 8HD. Beside the treasure, 10 clay tablets 10" wide by 16" high by 2" thick have been stored in a crate in area **r**. If found, the party will discover symbols and runes across each describing various events, times, cycles, etc. Upon the 7th tablet will be found the command phrase to activate the portal, *Death's Door*. Only by magical means can this writing be read and understood.

The former priests' treasure consists of 500,000 Bronze Pieces (1BP = 1SP), a **Tome of Ineffable Damnation**, 3 **javelins of lightning** (that will become +2 weapons each after leaving the dungeon and returning to the surface), a **Periapt of Foul Rotting**, and a bone **necklace of adaptation**.

This ends the expedition to the Ruins of Tenkuhran.

AFTERWORD

This has been a very pleasurable experience for me, and I am very excited about the product that Joe and I created. It is our hope to bring other projects to completion in the near future, and that players and Dungeon Masters will enjoy the results of our collaboration.

RC Pinnell,
Sept. 2010

It has been my pleasure to work with RC Pinnell on *The Ruins of Tenkuhran*. His writing really brought the adventure to life. As my first module illustrated start to finish without the use of any of my stock images, it's been a lot of fun as well as a great learning experience. I look forward to collaborating with RC Pinnell on many more projects in the future.

Joe Calkins
Cerberusart.com

APPENDICES

GHULAPE
 FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 8
 % IN LAIR: 30%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-4/1-4/1-8
 SA: Paralyzation
 SD: Immune to charm, sleep spells
 MR: Standard
 INTELLIGENCE: Low (upper)
 ALIGNMENT: Neutral-evil
 SIZE: L (7' + , very broad)



These creatures are common on the parallel plane of MICTECACIHUATL, the Goddess of Death. They have the shape of a regular jungle ape but share many of the abilities of a ghoul. The Goddess uses these, and ghouls, and giant spiders as her shock troops, acting as scouting parties and van guards. Their hair is usually grey-white and mangy, their eyes are blood red along with their curled lips that reveal black and yellow fangs beyond. Tougher than the standard ghoul, yet just as cunning, they are very threatening in large groups. The duration of their paralyzation lasts only 7 to 12 rounds.

KING TENKUHRAN
Demo-lich

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: -8

MOVE: 9"

HIT DICE: (77 hp)

%IN LAIR: 100%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2 (AS 11HD monster)

DAMAGE/ATTACKS: 1-10/1-10

SPECIAL ATTACKS: Death Howl, Soul-stealing, Fear
paralysis

SPECIAL DEFENSES: +2 or better weapon to hit; same as
lich and demi-lich

MAGIC RESISTANCE: Immune to spells as lich, demi-lich;
and 100% vs. 1st level illusion spells,
90% vs. 2nd level, 80% vs. 3rd level,
etc.

INTELLIGENCE: Supra-genius

ALIGNMENT: Evil (any)

SIZE: Man-sized

This cursed being-creature has been described in the text previously, and should be analyzed more than once before conducting an encounter including him. It is up to you (the DM) to make all the pieces fit, and his abilities brought to bear upon intruding parties.

NEW ITEM

This bejeweled dagger is equal to a *dagger of venom* as found in the DMG, with the following exceptions: it has a +2 bonus to hit/damage; on any successful hit it will inject its poison into the victim who must make a Save vs. Poison or die; the "holding cell" for the toxin must be filled by the wielder's own blood. This evil relic is nourished by the substance, and coagulates it into the lethal liquid it injects. Even if it does not have the opportunity to inject its venom, the volume must be replaced once every week. This essentially drains the wielder of 1 point of constitution each week until the wielder drops to 3, at which point the evil essence of the dagger takes possession of the wielder, turning him evil (if he was not already) and into a ghoulish semi-lich. At which point the character becomes an NPC under the DM's control.



PREROLLED CHARACTERS

| # | Class | Level | Race | Sex | Al. | HP | STR | I | W | D | C | Ch |
|---|---------|-------|----------|-----|-----|----|-------|----|----|----|----|----|
| 1 | Cleric | 8 | Human | F | -- | 44 | 15 | 13 | 17 | 15 | 15 | 14 |
| 2 | Druid | 10 | Half-elf | M | N | 45 | 12 | 11 | 17 | 15 | 14 | 15 |
| 3 | C/Ftr | 5/5 | Half-elf | M | -- | 30 | 17 | 10 | 15 | 13 | 15 | 10 |
| 4 | Fighter | 8 | Dwarf | M | -- | 60 | 18/51 | 5 | 12 | 15 | 16 | 9 |
| 5 | Ranger | 6 | Human | F | -G | 52 | 17 | 13 | 16 | 17 | 17 | 12 |
| 6 | MU | 9 | Human | M | -- | 31 | 12 | 15 | 13 | 15 | 15 | 15 |
| 7 | MU/T | 7/8 | Elf | M | -- | 32 | 11 | 17 | 9 | 16 | 15 | 11 |
| 8 | Thief | 9 | Human | M | -- | 49 | 13 | 15 | 9 | 17 | 16 | 15 |

Magical Items

- 1 Gauntlets of OP, +2 Mace, +2 Splint mail, +1 Shield, 4 Potions Healing
- 2 Bracers AC4, Cloak of Elf-kind, 2 Potions Extra-healing
- 3 Crossbow of speed, 10 +1 bolts, +1 Chain mail, 2 Potions Healing
- 4 +2 Hammer (D-thrower), +1 Plate mail, +2 Shield
- 5 +1 Long sword, 20 +1 arrows, +1 Splint mail
- 6 Cloak +2, +1 Ring of protection, 2 Potions of speed, +2 dagger
- 7 +1 Short sword, +1 Ring of protection
- 8 +2 Leather, +1 Long sword, Boots of speed, Rope of climbing

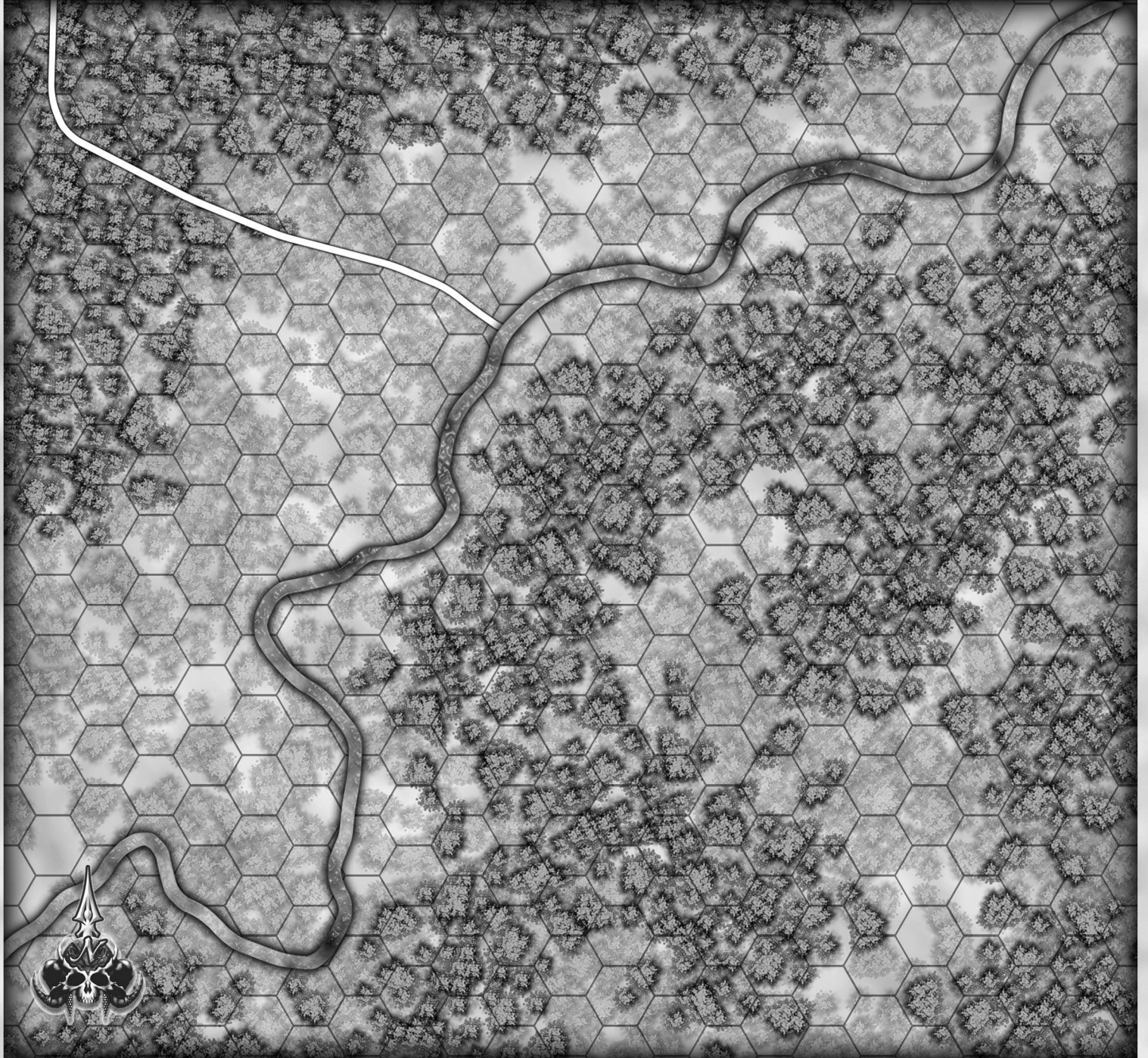
Magic users' Spell books

- 6
 - L1 Burning hands; Comprehend languages; Detect magic; Enlarge; Feather fall; Hold portal; Light; Magic missile; Read magic; Shocking grasp.
 - L2 Darkness 15' radius; Detect evil; Detect invisibility; Knock; Levitate; Rope trick; Web
 - L3 Dispel Magic; Fireball; Haste; Hold person; Infravision; Slow; Suggestion; Water breathing
 - L4 Confusion, Dig; Dimension door; Fire shield; Ice storm; Wall of fire; Wizard eye
 - L5 Airy water; Cone of cold; Feeblemind; Hold monster; Passwall; Transmute rock to mud; Wall of iron
- 7
 - L1 Charm person; Dancing lights; Friends; Identify; Jump; Message; Push; Read magic; Spider climb
 - L2 Continual light; Detect evil; ESP; Forget; Locate object; Mirror image; Stinking cloud; Strength
 - L3 Blink; Clairvoyance; Feign death; Flame arrow; Invisibility 10' radius; Lightning bolt; Tongues
 - L4 Charm monster; Fear; Fire charm; Massmorph; Plant growth; Remove curse

Spell books should be altered and/or spells substituted at DM's discretion.

Clerics and Magic Users can have 1-4 scrolls of 1-3 spells each of appropriate class/levels.

DM & PLAYERS' MAP



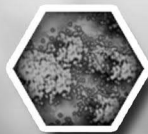
1 Hex = 3 miles



open land



light jungle



deep jungle

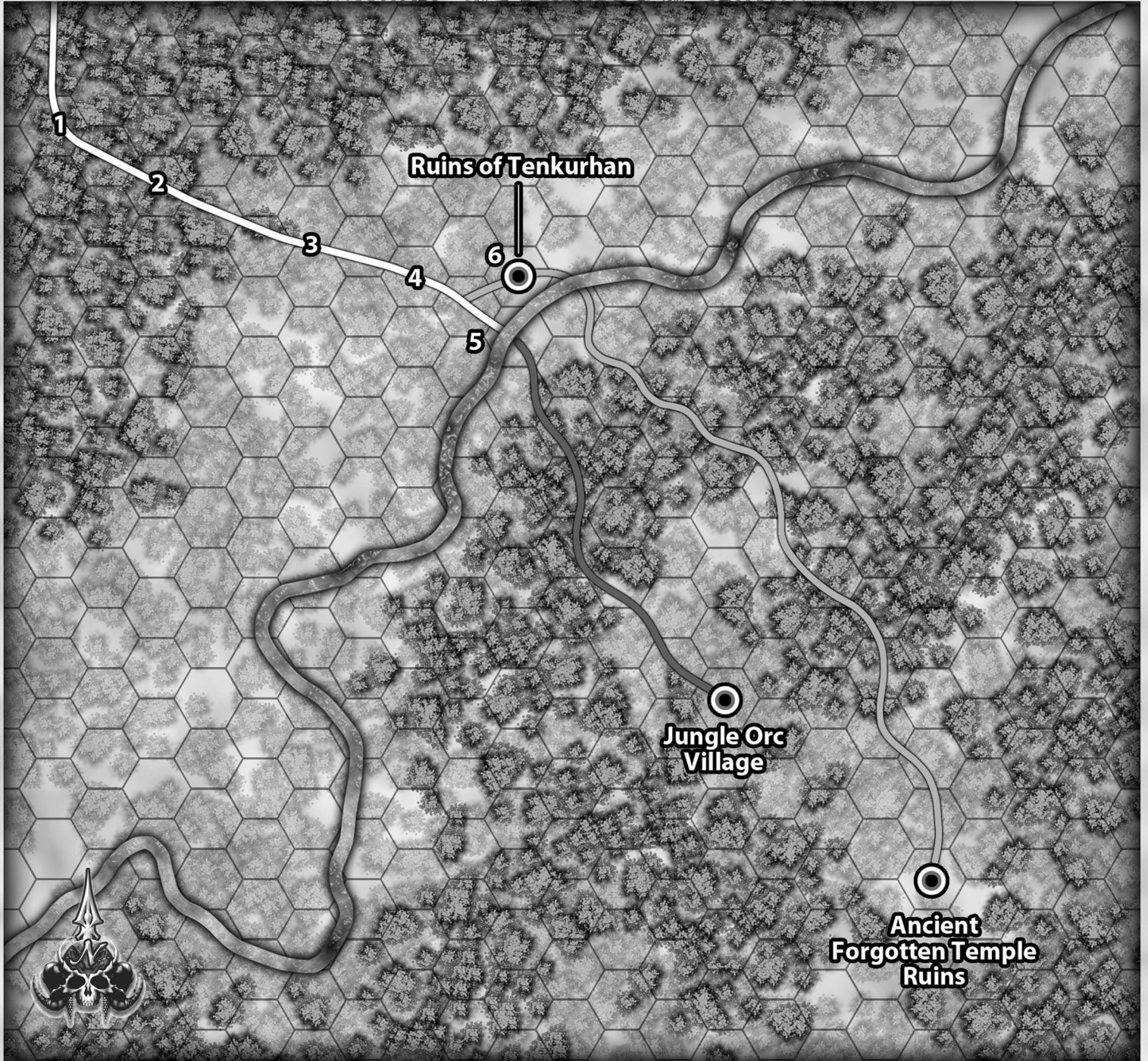


road

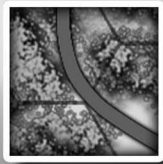


river

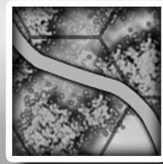
DUNGEON MASTER'S MAP



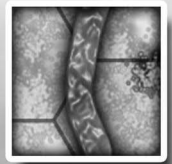
main path



orc path

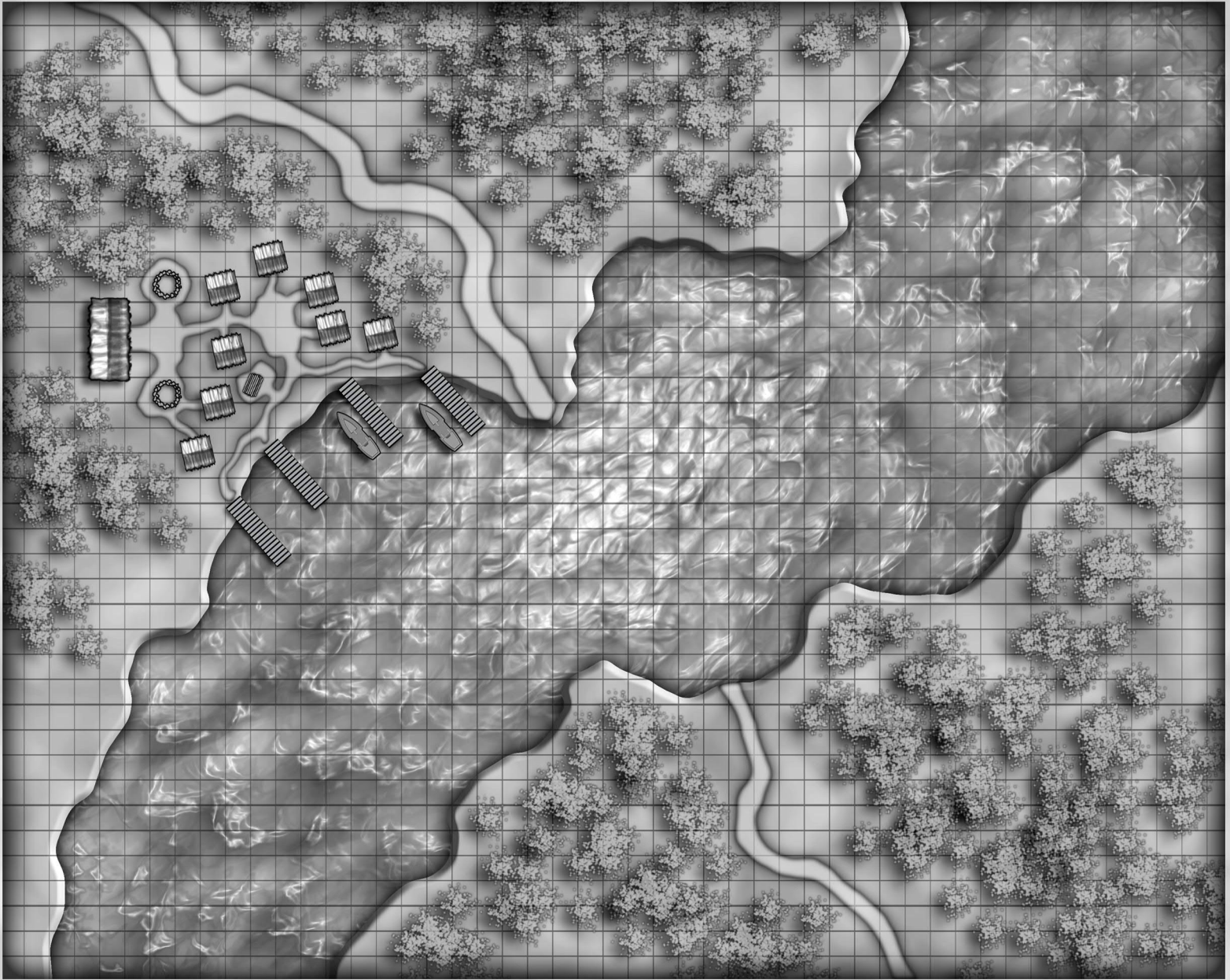


secret path



river

RIVER VILLAGE

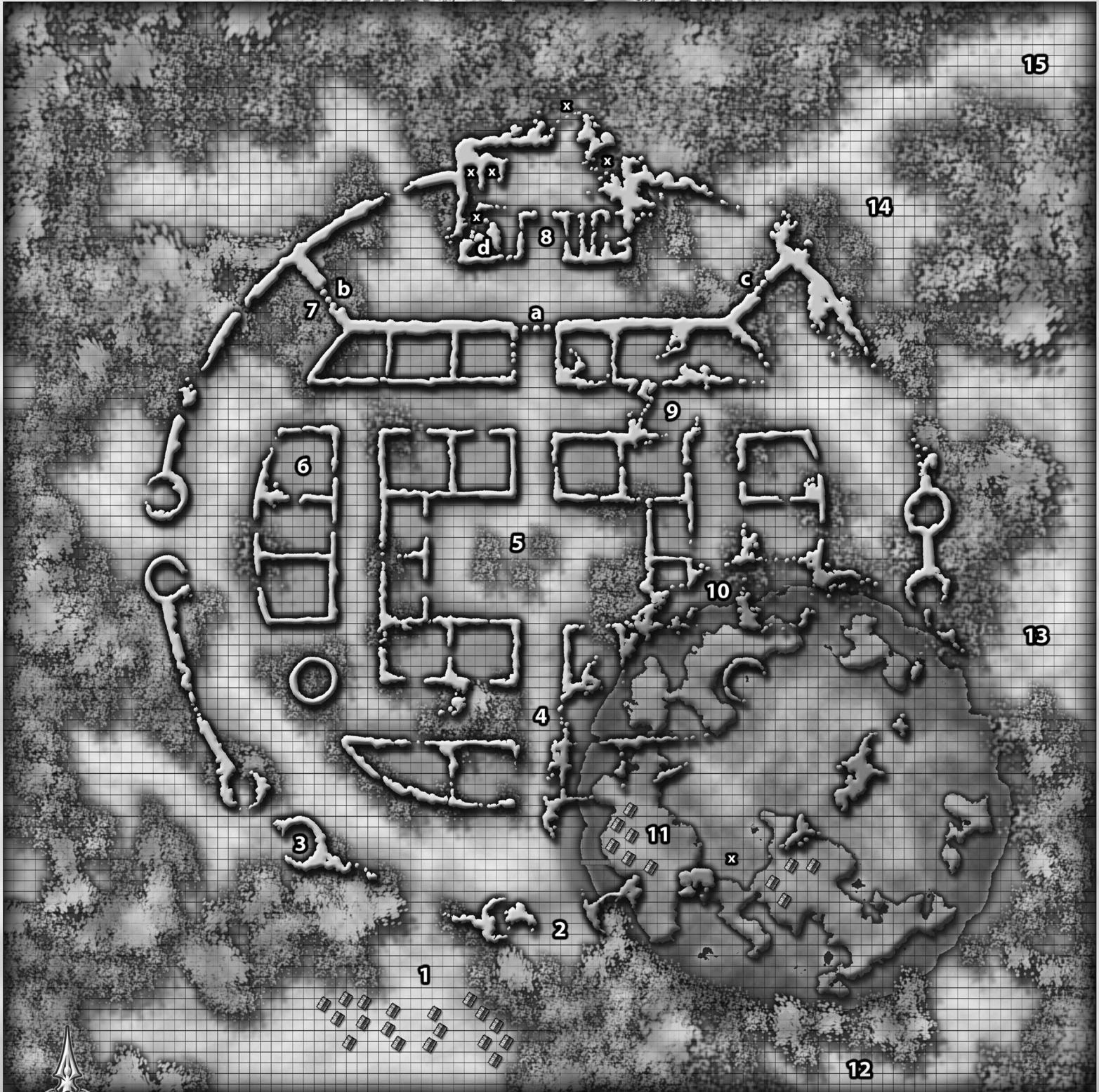


1 square = 30 ft.

INNER KEEP RUINS



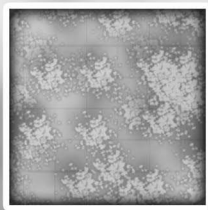
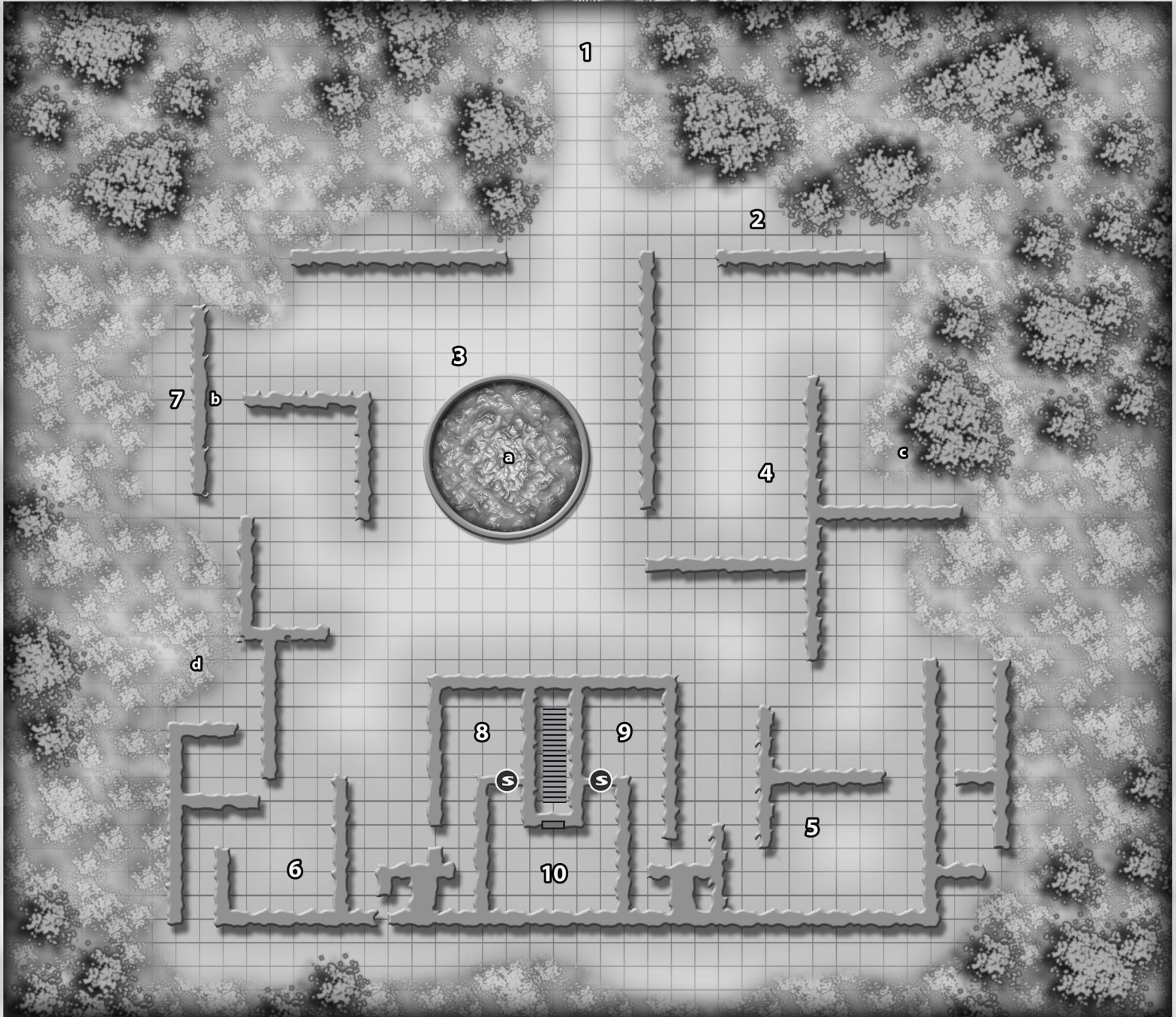
RUINS OF TENKUBRAN



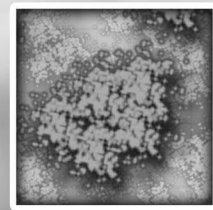
1 square = 50 ft.



ANCIENT TEMPLE RUINS

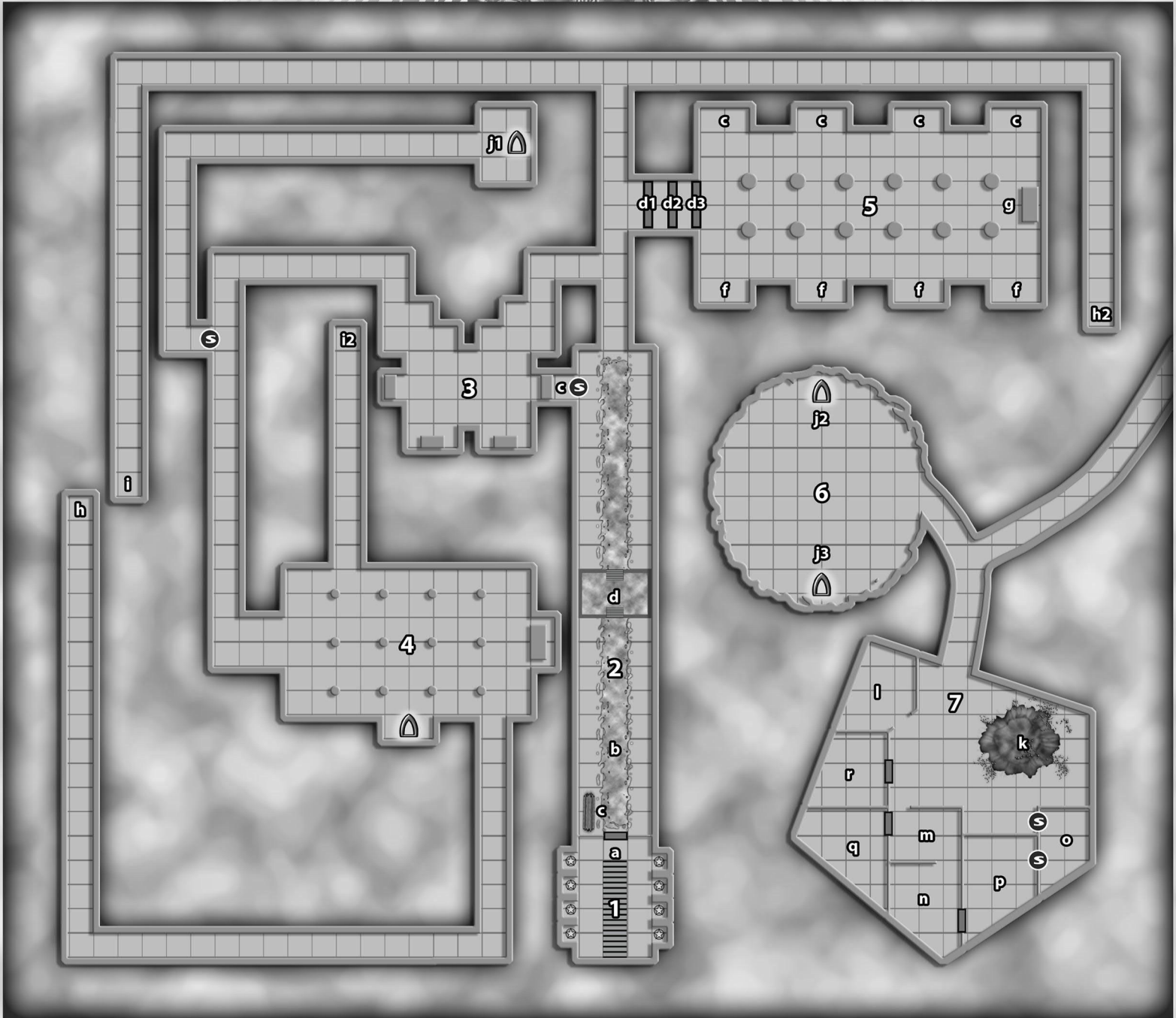


Ground cover
3'-5'



Trees
12'-24'

TEMPLE RUINS - DUNGEON LEVEL



1 square = 10 ft.



APPENDICES, NEW MONSTERS



ORCS, JUNGLE

This sub-species of Orc has so interbred with the indigenous local tribes of jungle humans over the millennia that they have become an exclusive race unto themselves, more along the nature of half-orcs and half-elves as commonly met within the medieval game adventure. This mingling has allowed them to gain benefits that are not found among their usual orc kin.

The first being that they are not exclusively evil and, in most cases, tend toward Lawful Neutral; though some are Chaotic Neutral with a solid amount of Good tendencies. The next being that they are allowed class entry and benefits. In the case of the jungle orc, the basic class upon which the society rests is that of Barbarian, with higher level types being actual Fighters or, even, Rangers. Especially wise and ancient elders are called Mystics, which translate to that of the Cleric and Magic User classes combined. These types usually serve as savant advisors to the clan chief, who is usually the most powerful warrior type among the males. Regardless of their class, all jungle orcs receive the double CON bonus described for Barbarians as found in the manual.

Ability scores for the Jungle Orc are generated as follows:

Strength: $d6+12$ (males), $d8+10$ (females)
Intelligence: $3d6$
Wisdom: $3d6$
Dexterity: as per strength
Constitution: as per strength
Charisma: $3d6-3$ (3 absolute minimum)

For every 12 level 1 Jungle Orcs there will be a leader-type of 2nd or 3rd level, having a CON of at least 16, and either 21 or 31 HP. For every 30 encountered there will be an additional leader of 5th level, having a minimum CON of 16 and 52 HP.

Each Jungle Orc clan is comprised of $10d6 \times 10$ level 1 warriors, and leaders as listed above. In addition there will be a sub-chief of 7th level, with a minimum CON of 17 and having at least 87 HP, and a War Chief of 8th level, having a CON of 17 or 18 and at least 100 or 116 HP. The War Chief will be counseled by a Mystic Elder of at least 5th level (with full cleric and magic user abilities) having at least 25 HP. All females of the clan are treated as level 1 Fighters for combat purposes; though none ever advance in ability. Young are always either sub-adult and fully capable of combat, or pre-pubescent and non-combatant. Females will always total 120% of the male population, while pre-pubescent young will be not more than 25%.

Jungle Orcs wear little armor or garb, but what they do affords them an AC8, or 7 with a shield. To this they include their double-dexterity bonus, if any, and can attain fairly protective ratings of up to ACO to -1 (for those with an 18 DEX). They do not have magical versions of these items, but have been known to use magic shields when appropriated. Their weaponry is limited to great spears, and machete-like swords made of hard-wood, with thorns and/or animal teeth embedded along sides of the blade (see illustration). They also employ the Aklys, Atlatl, and Blowgun.

Adult male Jungle Orcs stand between 6 1/2' to 7' in height, and weigh from 250 to 300 pounds. Their bulk seems to defy their agility and speed, but their strength (capable of attaining 18/100) is quickly evident. Females range from 5'9" to 6'3" in height, weighing from 190 to 250 pounds.

Typical level 1 warriors are depicted as follows.

Frequency: Rare (Common in this adventure)
No. Appearing: 4-16
Armor Class: 8 or 7 base (DEX. bonus applies)
Move: 15"
Hit Dice: $1d12$ (double CON. bonus applies)
% In Lair: 15%
Treasure Type: U (per clan-group only)
No. of Attacks: 1 (see higher level types)
Damage/Attack: By weapon, + STR bonus
Special Attacks: Open-hand (as monk)
Special Defenses: As barbarian
Magic Resistance: Standard
Intelligence: Semi- to Exceptional
Alignment: Lawful Neutral (70%), Chaotic Neutral (20%), Chaotic Good (10%)
Size: Man-sized

Jungle Orcs usually reside in huts built upon platforms above the jungle floor, but in rare instances they have been known to construct entire villages within the tallest trees. Tribal life mirrors hunter-gatherer clans in most aspects but without nomadic drives. Jungle Orcs usually reside in an area for generations as long as the environment can support the tribe. Relocating is only considered when resources disappear.

As is usual in these tribes the females tend to the young after birthing, and the sick, injured and old. Marriage does not exist as a custom, and all females reside in their own huts, away from the males. Fertility and reproduction is but a phase all females experience, and a practice that is more primal and without ceremony.

ORC CHIEF

Officiating over each clan is the Chief. He is almost always the highest level warrior (8th) in the group, though not as active as he is often many years older than his subordinates. Thus he delegates most of the physical duties of being a warrior to his sub-chief. Residing in his own, large hut, the Chief is always guarded by 6 to 8 level 4 warriors and, unlike the clan, maintains a harem of 3 to 5 females that serve him in all manner of domesticity; including breeding, which he performs frequently. The Chief is the absolute authority regarding the safety of the clan.

JUNGLE ORC PRIEST

Advising the Chief on spiritual matters that may affect the protection of the clan and conducting wars in general, the priest draws upon both the arcane and spiritual powers of nature. His study of plants, animals and natural forces along with a personal connection to the clan's *Totem*, its guardian spirit, allows the priest access to both cleric and magic user spells as if he were multi-classed. The priest is recognized at birth as being *special*, usually from abnormal traits not found in the common population, and given over to the priesthood to be raised and tutored. Most clans have a High Priest, and several of lesser stature that tend to the daily needs of the population. But it is the High Priest that counsels the Chief.

All Jungle Orc Priests will have 5 HP per level (which is the combination of cleric and magic user classes), along with whatever CON bonus they might have. They can cast all cleric spells of the appropriate level, including bonuses from high wisdom scores if applicable. But they must study and learn through trial and error any spell from the magic user class, with minor advice from senior priests. Orc priests use the druid XP table for advancement, but do not advance beyond 7th level of ability, regardless.

Sacrifices of their captured enemies is but one form of the many rituals they practice, and is among the most gruesome. Performed only on warriors of the enemy tribes, these rites always include disemboweling. Outsiders often find these acts heinous, and question the validity of chaotic good clans that practice them. Regardless, almost every part of the victim is used in other rituals, beside the sacrifice itself. Captured young and females of their enemies are merely kept as slaves.

Clan treasure is the combined wealth of its members (type U), with the Chief and High Priest having 2-8 of the highest valued items, each.

JAGUAR WARRIORS

This elite segment of the Jungle Orc society is made up of expert hunters and trackers that serve the clan. Though rolled up as previously described they never have less than the lowest required scores to qualify as a Ranger. Since they have most of the barbarian skills noted in the manual, as *rangers* they gain the tracking ability as described in that text, along with the extra damage granted standard rangers but, in this case with the bonus being against large herd type animals, instead of a "giant class". Such a list would include elephants, wooly bison, mastodons, and rhinoceros, among others.

Jaguar Warriors often serve as a van guard when tribes are at war with one another. Because of their hunter skill and their ability to use the Great Bow, they often saturate the enemy with missile fire before the main body of warriors closes in for the kill.

Great Bow: encumbrance, 150. Adjustment -3 for **long** range; 0 for **medium**; +1 for **short**. 0-80 yards for **short** range; 81-160 for **medium**; 161-240 for **long** range. AC adjustment is +1 to long bow figures listed. Damage is 1-6/1-6 for target arrows, 2-9/2-9 for hunting arrows, and 1-8/1-8 for war arrows. Target arrows are equal to those found in typical societies, and the Jaguar Warriors often use them for 1st volleys to help determine range, wind and various factors to their benefit. Hunting arrows are specifically designed for large herd animals, and are seldom, if ever, wasted on humanoids. War arrows are meant for their enemies, and are designed to inflict damage upon impact, and a like amount within 1 turn of being inside the victim, or when pulled out. The heavy draw of the bow is custom designed for each warrior and allows any STR bonus (to damage) to be included. In the hands of anyone other than its owner, the bonus is not allowed.