



RAMPAGE

RAMPAGE

An Epic Level Adventure for AD&D 1st Edition

By Joseph A. Mohr

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CREDITS

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INTRODUCTION

The legendary Tarrasque is on the loose in Zanzia. This notorious beast is terrorizing the entire land. He is fueling his insatiable hunger by crushing towns, castles and villages all across the land. He is ravishing the land causing ruin everywhere he visits. He is eating people and livestock. His enormous tail is sweeping through homes and buildings. He has crushed several towers and keeps that were unfortunate enough to be in his path. And his path seems to be leading towards the capital city of Barrowmar.

The king has sent soldiers to try to deal with the beast but most are now dead and the rest have scattered before the might of the Tarrasque. The capital, the kingdom and possibly even the keeps of the adventurers themselves might be at risk if the beast does make it's way to Barrowmar. The king summons the adventurers and implores them to find some way to defeat this beast. No known way to destroy the Tarrasque has ever been found. But the king's advisors have suggested that a reclusive sage by the name of Remacle may have some answers. If the adventurers need more incentive the king may offer them titles or estates if they do not already have such things. Or perhaps he might even offer them some ceremonial award such as "knight of the realm" or some such honor.

This sage is believed to be the foremost authority on the Tarrasque. The sage once had an encounter with this monster in his youth. Unlike, others in his village, he was the only survivor of that encounter. And it is believed that ever since that day he has dedicated his life to study of this legendary

creature.

What is known about the Tarrasque already is relayed to the adventurers by the king's vizier. The beast shows up at random times and begins a rampage across whatever land he appears in. And then he eats everyone and everything in his path. Or he wrecks it with his enormous feet or sweeping tail. Occasionally he will use his enormously powerful arms to crush someone or something that interests him. The beast is huge. It is at least 50 feet long. And it is powerful. Whole armies have been easily destroyed by the creature. Whole kingdoms have been destroyed by it. It has no known weaknesses. And then as quickly as it arrives it will disappear. No one knows where it goes when it is not on the feeding rampage. Perhaps it is merely feeding somewhere else. Perhaps it goes into hibernation. No one knows for sure.

Magic seems to have little effect on the creature. It has incredibly hard skin and blows from weapons also seem to have little effect. And when the creature bull rushes one would best not be in the way of it. Most creatures and people flee before the creature which is a wise precaution.

The sage Remacle is known to be a recluse. He has a small house that serves as his home and library deep in the Dark Forest of Zanzia. The elves of the forest keep watch over him as he often does research on their behalf in trade for their protection. A general idea of the location of this home is given to the adventurers by the vizier.

The king begs the players to save the kingdom once again. And he ask them to seek out this sage and find out what can be

done to destroy this menace.

DUNGEON MASTER **NOTES**

The Tarrasque is a legendary creature. As such it has the statistics equal to, or perhaps greater than, many of the major gods in the Deities and Demigods book. The creature is nearly indestructible and even the highest level adventurers will find it to be a deadly foe. But this adventure is not just a battle between the adventurers and the Tarrasque. That would likely be too one sided. This adventure provides a way to build a weapon that “may” give the adventurers a chance to defeat the creature.

If the adventurers complete the quest and pick up the six items required the sage can help them build a weapon which will temporarily reduce some of the creature’s resistances and give them an opportunity to do real damage to it. Without this weapon the adventurers will find most of their attacks doing little or no damage to the beast.

I have not listed specific level requirements for this adventure. I believe that this is more or less an epic level adventure. As a dungeon master you will need to decide for yourselves whether your adventurers could complete this adventure or if it is challenging enough for them. You might need to adjust the adventure (and I will give suggestions) in order to make it more or less difficult to complete successfully.

My suggestion would be characters of at least 20th level or higher but it is possible that characters of slightly lower level might be successful.

Of course, this adventure does not have to take place in the World of Zanzia. It could just as easily take place in your gaming world. The locations in this adventure will reference places in Zanzia but could easily be changed to similar locations on your own world map.

CONVENTIONS USED **IN THIS ADVENTURE**

As in similar adventures of mine certain notations will be given in the monster blocks. Several of the monsters in this adventure have been modified using some books from 2nd Edition AD&D to make them more difficult. One line of books in particular play an important part in this adventure and those are Van Richten’s Guides to various undead creatures. Notations for this adventure include:

MM	Monster Manual
MM2	Monster Manual 2
FF	Fiend Folio
MonM	Monstrous Manual (2 nd Edition)
UA	Unearthed Arcana
DMG	Dungeon Master’s Guide
PHB	Player’s Handbook
VR	Von Richten’s Guides (various) (2 nd Edition AD&D)
Mon Com	2 nd Edition Monstrous Compendium Addendum Followed by Volume Number

THE DARK FOREST **OF ZANZIA**

The Dark Forest is three days ride from the city of Barrowmar. The forest borders the

Barbarian Lands to the north and the land known as The Horde to the west. Both lands are hostile places and sources for many of the raiders that plague Zanzia.

The forest itself is a dark and dangerous place. Bandits and raiders frequent these woods. High elves live in this forest but even those mystical creatures cannot control the woods completely. Random encounter checks should be made twice daily while the adventurers are in these woods. Finding the home of Remacle will not be a simple task. While the vizier knows approximately where the home is he does not know it's exact location. It must be found. Searching the forest for the home will take 1-4 days. During that time encounters are likely.

On a 1-3 out of 10 an encounter has occurred. Such an encounter would be:

1. High Elves patrolling the woods
2. High Elves patrolling the woods
3. High Elves patrolling the woods
4. Hungry Owlbeats
5. Bandit camp
6. Bugbear raiding party
7. Treants
8. Very Old Green Dragon
9. Dryads
10. Green Hag

Bandit Camp

These bandits are hiding here in the Dark Forest. The camp consists of 50 bandits led by Jamal Dhagar. He is wanted by authorities in Zanzia as well as in the Jural Empire.

Jamal Dhagar: F9: AC -1; HP 75; **chain mail +4; shield +1; hammer-lucern +2/+3 versus lawful creatures;** AL NE; MM page 66.

Bandit Lieutenants (4): F2: AC 4; HP 12 each; chain mail and shield; long sword; AL N; MM page 66.

Bandits (15): AC 8; MV 12; HD 1-6 hp; HP 3 each; # AT1; Dmg by weapon (halberd); AL N; MM page 66. Leather armor. No shield.

Bandits (10): AC 8; MV 12; HD 1-6 hp; HP 3 each; # AT1; Dmg by weapon (light crossbow and short sword); AL N; MM page 66. Leather armor. No shield.

Bandits (25): AC 8; MV 12; HD 1-6 hp; HP 3 each; # AT1; Dmg by weapon (long sword); AL N; MM page 66. Leather armor. No shield.

Bugbear Raiders

This group is a raiding party from a large tribe in The Horde.

Bugbears (25): AC 5; MV 9; HD 3+1; HP 15 each; # AT 1; Dmg by weapon (battle axes and morning stars); SA surprise on 1-3' AL CE; MM page 12.

Dryads

These creatures are not necessarily hostile but live in the forest and may defend it if they sense that it or they are threatened.

Dryads (3): AC 9; MV 12; HD 2; HP 10 each; # AT 1; Dmg by weapon (dagger); SA charm; Magic Resistance 50%; AL N; MM page 35.

Green Dragon, Very Old

This very old green dragon is out looking for food for it's mate which is dying. It has a lair within the forest but it is far away from

where it hunts.

Very Old Green Dragon (1): AC 2; MV 9/24; HD 9; HP 63; # AT 3; Dmg 1-6/1-6/2-20 or breath weapon (chlorine gas); AL LE; MM page 33. She cannot speak or use magic. She will not be found sleeping as she is out hunting.

Green Hag

She has recently made her home in this forest and is out looking for victims to torment.

Green Hag (1): AC -2; MV 12; HD 9; HP 54; # AT 2; Dmg 7-8/7-8; SA 18/00 STR (att +6 to damage roll); SA mimic voices and call for help; SA can use following spells once per round: **audible glamer, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing, weakness**; SA surprise 1-5 out of 6; SA move silent 90%; SA infra and ultra vision; SD surprised only on a 1 in 20; SA speak annis, green hag, ogre, giant and common; Magic Resistance 35%; AL NE; MM2 page 71.

High Elf Patrol

Such a patrol will be well armed and guarded. They patrol the area near their village as well as the area near the home of the sage. They will be distrustful of any one appearing in those areas of the forest. They will not immediately attack them but they will question those in that area and will not warmly welcome them. A good explanation for the presence of the adventurers will go a long way towards building trust and acceptance. They are aware of the dangers of the Tarrasque and will accept answers involving that creature's presence in the lands as valid reasons to seek out the sage.

These elves will refuse to leave the woods or help in combat with the Tarrasque.

However, if the encounter with these elves sufficiently impresses them with the good intentions of the adventurers then the sorcerer will offer them the use of her **folding boat** to aid their quest. This boat might come in handy as some of the quest components do involve water. They will take the adventurers to Remacle once they discover the intentions of the party.

These elves will not be pleased by any use of magical fire in their forest.

Such a group will include:

Glorandal Chaekas, Ranger, Half-elf: R8: AC 1; HP 54; **leather armor +4; shield +2; Long Bow +2; 12 arrows +2; long sword +2/+4 versus giant class creatures;** Dex 16; AL CG.

Allisa Elafir, Sorcerer of the Woods: MU11: AC 4 ; HP 29; **robe of blending; wand of fear (22 charges); ring of shooting stars; bracers of defense AC 4; folding boat;** AL CG. Spells memorized: **magic missile, message, sleep, charm person, web, detect evil, mirror image, fly, lightning bolt, dispel magic, hold person, dimension door, confusion, ice storm, cone of cold, hold monster, feeblemind.**

Deulara Norcan, Druid of the Forest, Half-elf: D7: AC 3; HP 27; **leather armor +3; wooden shield +1; scimitar +2; eyes of the eagle;** AL N. Spells memorized: **entangle, faerie fire, pass without trace, speak with animals, bark skin, heat metal, obscurement, cure light wounds, call lightning, snare, hold animal, cure serious wounds.**

30 Elves (archers): AC 5; MV 12; HD 1+1;

HP 5 each; # AT 1; Dmg by weapon (long bows and long swords); SA +1 with long bow or long sword in combat; Magic Resistance 90% to charm and sleep only; AL CG; MM page 39.

Hungry Owlbears

Owlbears (5): AC 5; MV 12; HD 5+2; HP 25 each; # AT 3; Dmg 1-6/1-6/2-12; SA hug; AL N; MM page 77.

Treants

These treants are hunting for a band of Bugbears which have burnt some of the trees in the forest. This has angered them and they intend to get revenge. They will not attack unless they encounter the players being destructive or using fire in the forest. A campfire.....may enrage them.

They are also quite protective of Remacle as he has provided them important information in the past. They will become enraged if they feel that he is endangered in any way. They will not aid in finding the sage even if they learn of the intentions of the adventurers.

Treants (5): AC 0; MV 12; HD 10 each except the oldest which is 12; HP 40 each except the oldest is 60; # AT 2; Dmg 3-18/3-18 (oldest is 4-24/4-24); SA control other trees; AL CG; MM page 96.

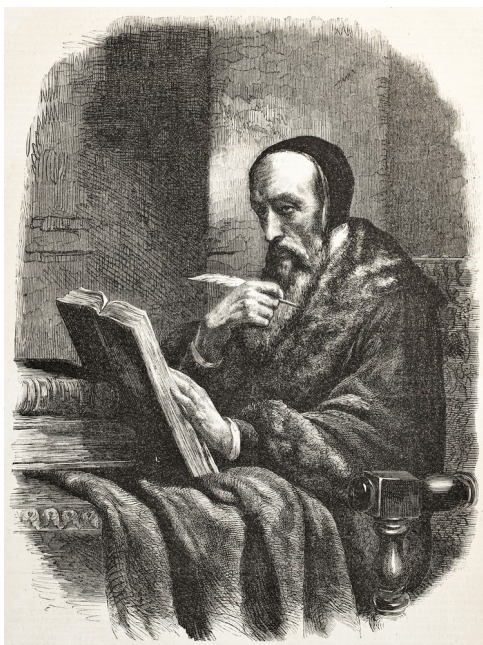
THE HOME OF REMACLE

This unremarkable house is in a clearing in the forest. The trees themselves seem to watch over the house and the adventurers can feel many eyes upon them as they approach it. The inside of the home is filled with books, papers, scrolls, maps and

documents of all kinds. Virtually every corner seems to have something in it. And none of it appears to be in any sort of order at all. Remacle, of course, knows exactly where everything here can be found.

Remacle is a very old gentleman. He appears to be quite human but his age is clearly quite advanced for one of that race. He wears a plain gray robe at all times.

Remacle: MU 14; AC 5; HP 26; wears a plain gray robe which is actually a **robe of the arch-magi** (neutral version) and gives him 5% magic resistance; carries a **staff of power** with 16 charges on it which he will not hesitate to break in half if he is threatened in any way; AL N.
Spells memorized (and in his spell book): **mending, read magic, magic missile, friends, shield, mirror image, strength, levitate, forget, esp, dispel magic, lightning bolt, fly, haste, slow, dimension door, wizard eye, minor globe of invulnerability, ice storm, teleport, conjure elemental, hold monster, wall of force.**



Remacle is a sage well versed in the history and abilities of the Tarrasque. He has made this subject his primary specialty as a sage. As a sage, however, he has many other specialties and areas of interest. His major field of study is Fauna. His specialty in that field is the Tarrasque. His minor fields are flora, the supernatural and the physical universe. DMG page 31-32.

Questions regarding the Tarrasque he will gladly talk about freely and without charge. He desperately wants to see this creature come to an untimely death and will happily help adventurers seeking to accomplish this. However, even though he is a powerful magic user, he will not accompany the adventurers on the quests or to confront the Tarrasque.

If questioned about the Tarrasque he will

immediately go running about the house looking for important scrolls and tomes which have many valuable pieces of information regarding the creature. He will become excited at the prospect of someone challenging it in combat. And he will tell them that he may have a weapon which could help them defeat it. He will tell them that once the creature is slain that it will rise again unless they can procure a wish to prevent it from doing so after it has been defeated.

The weapon, however, requires the acquisition of several required ingredients. Without any of these items the weapon will be useless. Once all of the items are acquired they should be brought back here so that Remacle can create the weapon. This weapon will consist of a potion which can be thrown on the creature and which will reduce its resistances and weaken it considerably for a short time. After that time has passed it will go back to being nearly invulnerable.

Each of these items requires a dangerous quest to acquire. These quests may be almost as deadly than facing the Tarrasque itself.

The quest items are as follows:

1. An egg from the largest Roc in the Dragon Teeth Mountains
2. Ink from the largest Kraken known to exist in the Sea of Misery south of Zanzia
3. Dust from the shattered skull of an ancient and powerful Demi-Lich
4. The central eye of the Undead Hive Mother
5. A strange mold from the bottom of an underground lake here in the Dark Forest
6. A fresh egg from the worm tunnels

of central Zanzia

These items can be acquired in any order that the adventurers wish. The order is unimportant. Once all items are acquired Remacle will mix them into the potion which will serve as the weapon. It would probably be advisable to give the quests one at a time. Seeing all of the requirements for completion at one time might cause the adventurers to balk at completing any of them.

Naturally the adventurers may seek to acquire more than one of these weapons. Unfortunately there will be only enough of certain quest items to make only one such item. Specifically, there will be only enough dust from the Demi-Lich skull for one potion. And there will be only one central eye from an Undead Hive Mother available. And there will be just enough ink from the Kraken for this one potion.

The adventurers may return at any time for more information on the location of these items. Time is of the essence, however, as the Tarrasque is on the loose and is destroying everything in its path.

The home of Remacle has no real treasure. The books, papers and tomes are his treasures. And they are worth a great deal. Should this library be taken from him it might fetch as much as 50000 gold pieces if sold separately to libraries, sages and collectors.

THE QUESTS

FOR THE

WEAPON

There are six quests which can be done in any order. There is no requirement that the adventurers visit the sage between each event but the DM might want to control the number of quests that the players know about so that they do not feel like it is an impossible series of missions. It is also likely that the adventurers will want advice from the sage on where to go to complete these tasks. He knows most of the information that they would need to know. And he would gladly give it to them to see the Tarrasque destroyed.

AN EGG FROM THE

LARGEST ROC IN

ZANZIA

The largest Rocs in Zanzia are usually found in the Dragon Teeth Mountains. These mountains are about 12 days ride from the Dark Forest and 8 days ride from the city of Barrowmar. The roads traveling to the mountain range are safe enough as they are well patrolled by the Zanzian army. None of the encounters that a high level party would possibly meet along the way would be very threatening to such a party.

Random encounters in the mountain range are a different thing entirely. These encounters might well be dangerous to even the most powerful adventurers. Encounters should be rolled twice daily. A roll of 1-3 out of 10 would indicate an encounter has occurred.

Random Encounters in the Dragon Teeth

1. 2-12 Frost Giants
2. Ancient White Dragon Flying Overhead

3. 1-2 Rocs
4. 2-12 Griffins
5. 2-12 Yeti
6. 1-8 Ettins

Ettins: AC 3; MV 12; HD 10; HP 40 each; # AT 2; Dmg 2-16/3-18; SD surprised only on a 1; AL CE; MM page 40.

Frost Giants: AC 4; MV 12; HD 10+1-4; HP 45 each; # AT 1; Dmg 4-24; SA hurl rocks for 2-20 points of damage; SD impervious to cold; AL CE; MM page 44.

Griffins: AC 3; MV 12/30; HD 7; HP 30 each; # AT 3; Dmg 1-4/1-4/2-16; AL N; MM page 50.

Rocs: AC 4; MV 3/30; HD 18; HP 75 each; # AT 2 or 1; Dmg 3-18/3-18 or 4-24; AL N; MM pag 82.

Yeti: AC 6; MV 15; HD 4+4; HP 25 each; # AT 2; Dmg 1-6/1-6; SA camo in snow gives them chance of surprise; SD impervious to snow but weak to fire damage; AL N; MM page 103.

White Dragon, Ancient: AC 3; MV 12/30; HD 7; HP 56; SA breath weapon (frost); AL CE; MM page 34.

KEY TO THE ROC NEST MAP

After reaching the mountains the adventurers will pick up a trail that the sage will have advised them of. This trail begins at point 1 on the map.

1. Trail

This trail is barely discernable. But it is clear that there is a small gap between the mountains that has been well traveled. At this point a random encounter check should

be made.

2. Bend in the Trail

After about a days ride into the mountains the trail bends northward. A random encounter check should be made.

3. Bend in the Trail

After about half a days ride the trail bends westward again. A random encounter check should be made.

4. Bend in the Trail

After about a half days ride the trail bends back northward again and leads to a very tall peak. This peak is the tallest in the entire mountain range and this can be seen clearly from down below. A very thin trail seems to lead up the mountain towards its peak. A random encounter check should be made.

5. The High Peak and Roc's Nest

The adventurers can climb the peak by traveling up the trail that winds up the mountain or they can use magical means. Climbing the trail will require an entire day worth of climbing and will require two random encounter checks.



At the top of the peak is an enormous nest on the highest ledge. This nest is made of entire trees which have been snatched up and patched together into a bird nest. In this nest is a single huge Roc and her three eggs. Once combat is begun she will screech loudly and her mate will arrive soon afterwards and join the battle in the second round of combat.

Anyone engaging in combat on this narrow ledge near the nest, or within the nest itself, is in a precarious position. Should they be struck by one of the Rocs there is a chance of being knocked off of the ledge or out of the nest. This will mean a fall of some distance. This distance could be short or it could be long. The chance of being knocked off of the ledge or out of the nest should be determined by rolling 4D6 against dexterity to avoid this occurrence each time one is struck in combat.

Falls will be determined on the following table:

Falls

01-10	20'	2D6 damage
11-15	30'	3D6 damage
16-18	40'	4D6 damage
19	50'	5D6 damage
20	100'	10D6 damage

Elder Rocs (2): AC 2; MV 5/50; HD 40; HP 160 each; # AT 2 or 1; Dmg 5-30/5-30 or 6-36; AL N; MM page 82 modified.

ADJUSTING THE ENCOUNTER

This encounter can be made more difficult or easier depending upon the strength of your adventurers. Making it easy can be done by making the rocs normal sized with normal hit dice, attack damage, etc. To make it harder have momma roc continue screeching which will draw the attention of other rocs in the area. After one round another 2-5 rocs will arrive to drive off the invaders.

These roc eggs are far bigger than normal ones. They are worth 10000 gold pieces each if sold. One of them is needed for the quest item. Also to be found in the nest: a wooden wagon which was snatched off of the roads in Zanzia and brought here which has a large marble statue of the king strapped to it which is in surprisingly good condition and is worth 15000 gold pieces, a diamond necklace with a blue diamond centerpiece worth 12500 gold pieces, a finely made long bow made of the finest oak and engraved with elvish runes worth 1200 gold pieces, **a two handed sword +4/+6 versus cold using creatures** and a **large tower shield +2/+4 versus missiles**.

INK FROM THE LARGEST KRAKEN IN THE SEA OF MISERY

The sage will advise the adventurers that what is needed is ink directly from the ink bladder of the creature. Diluted ink from the water will not suffice. The creature must be slain and the ink removed by cutting into the creature and taking it.

To the south of the coastal town of Freeport is the Sea of Misery. This is a dangerous sea filled with pirates and raiders from other lands. Merchant ships wisely travel in convoys with warships to protect them in these dangerous waters. But further dangers exist. Rocks and reefs are treacherous along these shores. Whirlpools and sea storms are a frequent hazard. And then....there are the sea monsters. The most dangerous of these is the Kraken.

The Sea of Misery is known to contain the largest kraken ever seen by human eyes. This kraken is often seen near a small village just south east of Freeport near a lighthouse. This lighthouse seems to attract the beast for reasons unknown.

There will be no dangerous encounters traveling to the coast. Once at the coast random encounters should be checked. A 1-3 out of 10 will indicate an encounter. The chance for an encounter in the bay itself is 1-5 out of 10. Roll twice daily and at the points designated in the text.

Random Encounters Near the Lighthouse

1. 3-30 pirates
2. 3-30 raiders (berserkers)
3. 3-30 smugglers (buccaneers)
4. A merchant ship sails in the bay
5. Sea storm
6. Whirlpool seems to begin in the bay

Random Encounters in the Bay Itself

1. Whirlpool
2. Sea Storm
3. The Kraken
4. The Kraken
5. A school of 3-12 sharks (common ones)
6. A giant sea snake (10 HD variety)

7. The Kraken
8. The Kraken
9. 1-20 Sea Horses
10. 3-12 Sea Lions
11. The Kraken
12. The Kraken

Merchant Ship

Such ships are common sights along the coast

Pirates

This will be a shore raiding party. They will have small boats nearby and a ship well out from the coast so as not to be seen.

Pirates: AC 8; MV 12; HD 1-6 hp; HP 3 each; # AT 1; Dmg by weapon (short swords); AL CE; MM page 67.

Lieutenant: F7: AC 0; HP 54; **chain mail +2; shield +2; short sword +3**; AL CE; MM page 67.

Raiders

Raiders on the southern coast are frequent. Usually they are berserkers that sail around the coast of Dunar to raid southern Zanzia.

Berserkers: AC 7; MV 12; HD 2-7 hp; HP 4 each; # AT 2; Dmg by weapon (long swords and battle axes); AL N; MM page 67.

War Party Leader: F6: MV 12; HP 45; # AT 2; Dmg by weapon (**long sword +1** and **footman's flail +1**); AL N; MM page 67.

Sea Horse

Schools of these creatures can be found

along the coastline of Zanzia.

Sea Horse: AC 7; MV 21; HD 3; HP 15 each; # AT 1; Dmg 2-5; AL N; MM page 86.

Sea Lion

These creatures are a nuisance to merchants and others along the coast.

Sea Lion: AC 5/3; MV 18; HD 6; HP 25 each; # AT 3; Dmg 1-6/1-6/2-12; AL N; MM page 86.

Sea Snake

Giant snakes in the water are a terrifying sight for merchants who travel along the coast. These sea monsters can bring ships under.

Sea Snake: AC 5; MV 12; HD 10; HP 45; # AT 2; Dmg 1-6; 3-18; SA constriction; AL N; MM page 88.

Sea Storm

Sea storms are frequent. They are not typically too dangerous while on shore but can be deadly if one is on the water when it occurs. These storms disappear as quickly as they arrive. Anyone in a boat when this occurs has a 5% cumulative chance per round of finding their boat capsized. In a ship this chance is only 1%.

Sharks

Sharks along the coast are a common sight. Typically these will be normal sharks.

Shark: AC 6; MV 24; HD 5; HP 25 each; # AT 1; Dmg 2-5; AL N; MM page 87.

Smugglers

Smuggling is big business along the coast of Zanzia. Zanzia has import taxes and prohibits bringing certain items into the land. Criminal elements often try to circumvent these laws.

Whirlpool

From shore these are fascinating to watch. From the water, these whirlpools, are terrifying to find nearby. Anyone in the water or in a boat within 25 feet has a 10% chance per round of being sucked into the center of the pool. When this occurs one will find themselves pulled underwater and drowning within 2-5 rounds unless they receive magical help in escaping. Ships have a 2% chance cumulatively per round of being sucked under if they are within 25 feet of it.

KEY TO THE KRAKEN MAP

This small stretch of coastline is filled with white sands. A small bay is overlooked by a lighthouse and a small fishing village.

1. The Village of Utoam

This small village is a mere collection of wooden huts. The locals are fisherman and have small boats which they push out into the bay for fishing. There is nothing special here and there are no shops. The fishermen will tell tales about the Kraken if asked. They will say that this kraken seems to be far more intelligent than any normal Kraken. And that it has wrecked many ships and fishing boats.

2. Lighthouse

This lighthouse is a simple tower with a

large mirror at the top of it. At night a fire is lit and this mirror is moved around the fire to shine a light towards the sea at random points. The mirror is attached to a circular rail and this rail has some kind of machinery which causes the mirror to move. A roof above the mirror keeps the fire from getting wet during storms and protects the lighthouse keeper.

Lighthouse Keeper

Amos Amballon is the lighthouse keeper and he is a salty sailor that retired long ago. This lighthouse serves as his home as well as his employment. Merchants from Freeport pay him a small salary to keep the lighthouse operating to protect their ships from danger. Amos is a zero level NPC with AC 10 and HP 3. He is neutral in alignment.

If asked about the Kraken he will tell them to beware of it. Not only is it the largest of it's kind it also is far more powerful than a normal Kraken. And it has friends nearby at all times. It can generally be found around the bones of the large dinosaur in the middle of the bay.

3. Eastern Part of the Bay

This is the eastern part of the bay. Roll a random encounter check.

4. Western Part of the Bay

This is the western part of the bay. Roll a random encounter check.

5. The Teeth of Misery

This is where many ships have met their doom. Bits of wood can be seen in the rocks here which jut up out of the water like teeth. Some of these pieces of wood have

markings of ships that were lost long ago. Roll a random encounter check.

6. Middle Bay

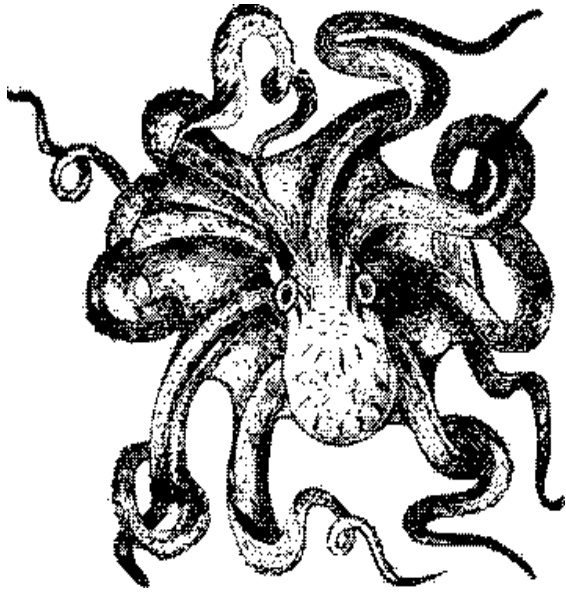
The large skeleton of some prehistoric beast can be seen jutting up out of the water here. These bones look to be from an enormous creature. In fact they are the bones of a brontosaurus. They would be a good place to stand and fight the Kraken should someone think to do so

Roll a random encounter check.

THE KRAKEN

The Kraken will not appear until the adventurers themselves are in the water or on the water and at risk. It may be sighted at a great distance but will immediately dive deep. It cannot be engaged from out of the water with one exception. Adventurers standing on the bones at area 6 will be able to engage it. But since the Kraken is mostly submerged attacking it with magical spells or missile weapons may prove ineffective.

The kraken is the largest of it's kind. It is an enormous beast nearly twice the size of an average one. And it is quite powerful and has many friends in the sea.



within seconds making visibility in the water non-existent; SA if more than two of the tentacles grab the same person there is a 50% chance the beast will just dive and take its victim with it. The bay is nearly 100 feet deep at its deepest point. If chased the creature will head out to open sea with its prize; SA the ink cloud of the Kraken is also poisonous to those in the water. Those individuals will need to save versus poison or take 2-8 damage per round until the ink cloud disperses in 3-30 rounds. If they get out of the water they will stop taking damage from the ink; SA at will the creature can use the following spell-like abilities: **airy water** in a sphere of 200 feet across, **faerie fire** lasting 12 hours, **control temperature** in a 100-foot radius, **control winds**, **weather summoning**, **animal summoning** (sharks); AL NE; MM2 page 79 modified.

Ancient Kraken: AC 4/-2 (tentacles/main body); MV 6/42; HD 40; HP 185; # AT 2 (barbed tentacles) and 4-6 (striking tentacles and 1 (bite); DMG 3-18 (barbed tentacles) x 2/4-16 (normal tentacles) x 4 (and then grapple); 6-36 (bite); SA all of the tentacles are used for grabbing victims and dragging them to the mouth of the Kraken to be eaten. These tentacles are STR 22 each.

Attempting to break free from these tentacles requires a strength roll greater than that of the creature (roll 3D6 and add to STR of the creature and compare to a similar roll by the player); SA when a victim is grabbed it is constricted each round for 5-20 damage per round; SA one could cut through the tentacle itself but this will require doing more than 50 points of damage to the tentacle (which does not count against the creature's 180 hit point body); SA once three or more tentacles have been severed it will release its cloud of ink and attempt to escape. This ink will blacken the entire bay

ADJUSTING THE ENCOUNTER

This encounter will already be a difficult one. This is no ordinary Kraken. And this battle will take place in the water where it has all of the advantages and the adventurers have none. Combat in the water should be done in accordance with DMG page 55-57. Read these pages carefully. Spell usage in the water is limited. Some means of breathing under water will be required. Attacks with weapons are modified by their use in the water (no crushing weapons, movement restricted, etc). Attempting to fight the Kraken from a ship or boat is possible but inadvisable. The creature will crush such a vessel in the first round with a single tentacle strike.

Should you feel the need to make this encounter less difficult.....then your adventurers are wimps....but you could reduce the HD to that of a normal Kraken or reduce the damage accordingly or both.

Should you feel the need to increase the difficulty level of this encounter then in the first round have the Kraken summon sharks. Instead of summoning common ones summon 4-16 of the largest HD variety (8 HD) or 2-5 Giant Sharks (15 HD variety). It could do this at any time.

In addition to the ink bladder of the Kraken many other treasures may be found inside of the stomach of the beast. If cut open the creature will reveal it's horde: three large locked chests filled with 5000 gold pieces each and a fourth filled with 5000 platinum pieces (it swallowed these prizes when it ate a ship recently), a metal scroll tube with the following magic user spells: **symbol**, **reverse gravity**, **incendiary cloud**, an **iron flask**, **horseshoes of speed**, the decorative carved mast from a merchant ship made in

the image of a beautiful woman but worth only 250 gold pieces due to the damage it has taken, and a **trident +4/ +6 versus water breathing creatures**.

THE WORM TUNNELS

In the western deserts of Zanzia that border the Jural Empire there are great tunnels dug by the sand worms. These worms are a desert variety of the **Purple Worm** but are equally dangerous. Some of these, however, grow nearly twice the size of the Purple Worm in the deepest parts of the desert. Naturally the sage indicates that it is an egg from one of these massive sand worms that is needed for the quest.

Traveling to the desert will be uneventful. But once the desert is reached (after 14-16 days riding from Barrowmar) random encounter rolls should be made. A roll of 1-3 out of 10 will indicate an encounter. Encounter rolls should be made twice daily. After 2-4 days of searching the deepest parts of the desert one of the many entrances into the tunnels may be found.

Random Encounters

1. 1-2 Sand Worms
2. 1-2 Sand Worms
3. 4-40 Nomads
4. 4-40 desert raiders
5. Patrol from the Jural Empire
6. 3-12 Desert Giants

Desert Giant

A breed of giants live in the deepest part of the deserts. These evil giants worship the sun god Raal whose goal is to overrun the greenest parts of the land with desert.

Desert Giant: AC 1; MV 15; HD 13; HP 55 each; # AT 1; Dmg 2-12 +7 (gigantic scimitars with giant strength); SA can hurl great spears for 2-16 damage +7); SD camo in desert gives them surprise on 1-4 out of 6); AL NE; MONM page 134 modified.

Desert Raiders

Some tribes in the desert are not so peaceful. These bandits roam from oasis to oasis looking for easy pickings. Strangers to the desert are the preferred targets but nomads are welcome targets as well.

Raiders: F0: AC 8; HP 3 each; scimitars; leather armor; slings; 20 bullets; light war horses and camels; AL CE; MM page 66 modified (brigands).

Leader: F5: AC 8; scimitar +2; leather armor; light war horse; AL CE; MM page 66.

Nomads

Many tribes of wandering nomads live in movable tent villages in the desert between Zanzia and Jural. Often they just move to a new oasis as water or food begins to run out. Most of these tribes are peaceful but some are very warlike and defend their oasis violently.

Nomads: F0: AC 10; HP 3 each; white or light colored robes; scimitars; short bows; 12 arrows; light war horses and camels; AL N; MM page 68.

Leader: F5: AC 10; HP 35; white robe and turban with a gold head band; **scimitar +2**; short bow; **12 arrows +1**; light war horse; AL N; MM page 68 modified.

Patrol of Jural Empire

This patrol of soldiers claims sovereignty over the desert. Of course, Zanzia, also claims this territory. It is a frequent point of dispute during their many wars over this border. These soldiers will be distrustful of strangers and will question the travelers that they meet in the desert. They may be quite rude and insulting to people coming from the Zanzian side of the border but generally they will not attack unless provoked to do so.

Horse Soldiers (3-30): F0: AC 7; HP 4 each; leather armor; shield; scimitar; short bow; 12 arrows; light war horse; AL NE; MM page 68 modified (dervish).

Leader: F3: AC 4; HP 25; chain mail; shield; scimitar; short bow; 12 arrows; medium war horse; AL NE; MM page 68 modified (dervish).

Sand Worms

This cousin to the purple worm lives in the deepest parts of the desert. They are quite dangerous as they often appear out of nowhere and swallow desert travelers.

Sand Worms: AC 6; MV 9; HD 15; HP 60 each; # AT 1 and 1; Dmg 2-24/2-8; SA poison stinger; SA sand colored camo gives them chance to surprise on 1-3 of 6 in desert; AL N; MM page 80 modified purple worm.

KEY TO THE WORM TUNNELS MAP

Random Encounters in the tunnels should be rolled at every point marked 2 on the map. Such an encounter will always be with 1-3 sand worms. Cave ins are also frequent in these tunnels. Roll for a cave in check at the points marked 2 as well. A cave in takes

place on a 1 in 10. A cave in will not be fatal but will require digging out of the tunnels and finding another entrance.

1. Entrance to the Tunnels

There are many entrance to the tunnels. All are basically the same. They are just a deep hole in the sand which leads downward. These holes lead to tunnels beneath the sands.

2. Worm Tunnels

The worms dig these tunnels constantly. At each of these points roll a random encounter check.

3. Main Chamber

This is the main chamber of the queen of the worms. She and her mate are present here at all times with 2-7 other worms nearby. All will immediately rise to defend the queen.

Queen Sand Worm and Her Mate

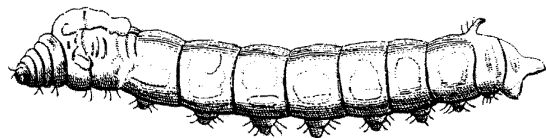
(Ancient Sand Worms): AC 0; MV 18; HD 30; HP 145 and 110; # AT 1 and 1; Dmg 4-48 and 2-16; SA poison stinger (save or die at -3); SA swallow whole; Size: These are 70' long; AL N; MM page 80 modified.

2-7 Sand Worms (normal): AC 6; MV 9; HD 15; HP 60 each; # AT 1 and 1; Dmg 2-24/2-8; SA poison stinger (save or die); SA swallow whole; AL N; MM page 80.

ADJUSTING THE ENCOUNTER

Adjusting this encounter is easy. How many other worms in the royal court will change the difficulty of the battle. To make it easier make few royal court members or even none if needed. To make it difficult make it the maximum number of extra worms to fight.

Treasures to be found in this chamber include: 2-5 gems of 1000 to 5000 gold pieces of value inside of each of the royal court members. Inside of the mate of the queen there is a 15000 gold piece blue sapphire, the skeleton of a Zanzian knight wearing **plate mail +3** and a **bardiche +4/+5 versus enchanted or magic using creatures**. Inside of the queen herself there are five enormous black pearls worth 10000 gold pieces each, a marble statue of the Emperor of Jural worth 5000 gold pieces and a **gem of seeing**.



4. Egg Laying Chamber

Six well guarded eggs sit in this chamber. These eggs are enormous for worm eggs (four times the normal size for such eggs). Each of these eggs is worth 10000 gold pieces. Only one is needed for the quest. Wedged under one of these eggs is a **cube of frost resistance**.

MOLD FROM THE BOTTOM OF AN UNDERGROUND LAKE IN THE DARK FOREST

This underground cave is only a few miles away from Remacle's home. The cave can be entered from the Dark Forest itself. There will be no significant encounters on the way to the cave. Inside the cave there will be no random encounters either unless drawn by the shriekers or by the Aboleth itself.

KEY TO THE CAVE AND UNDERGROUND LAKE

The cave seems to give off a strange glow. Strange mold on the walls of the cave give off a faint yellow glow. Mold at the bottom of the lake give off a stronger blueish glow. The cave feels damp. The cave itself is made out of limestone.

1. Entrance to the Cave

Piles of rocks lie on the ground in several places. Some of the rocks appear to have been part of a rock slide which once blocked access to this cavern.

2. Alarm System

Several enormous **shriekers** cover this part of the cavern. These **shriekers** serve as a warning system for new arrivals to the cave. These shriekers are dominated by the **Aboleth** and will only shriek when strangers to the cave arrive. They recognize the **Aboleth** and its other slaves.

Painted in the middle of these shriekers is a **Glyph of Extension**. See the Glyphs Chart below for a description of the effect.

Shriekers (12): AC 7; MV 1; HD 5; HP 25 each; # AT 0; Dmg none; SA shrieks bring random encounters and alert others of incoming explorers; AL N; MM page 87 modified.

3. The Underground Lake

The strange glowing mold lies on the floor of this underground lake. The lake itself is a hundred feet deep. The mold is at the very bottom of this. Hidden in this underground lake are many small caves that cannot be seen from above. In the largest of these caves is the **Ancient Aboleth Savant**. At the bottom of this lake (where the blue mold is found) a **Glyph of Law** has been painted. See chart below for a description of this Glyph.

Ancient Aboleth Savant: AC -3; MV 6, SW 30; HD 36; HP 175; # AT 4; Dmg 2-12 + special; SA spell casting at 15th level as a priest and 15th level as a maigc user with no spell components required; SA aboleth glyphs (see below); SA tentacle toxin (the touch of the aboleth savant requires a save versus spell. A failure indicates that the person is infected with the toxin and his or her skin turns clear membrane. It must remain in water or else it takes 1D20 points

of damage per turn until cured. Curing can be accomplished by **cure disease** followed by **cure serious wounds**); SA domination (once per round it can attempt to enslave someone to it's will. This requires a saving throw versus spell at -4. A failure means the person is now a servant of the creature and will do whatever it asks of them. This effect can be reversed by dispel magic (cast above 15th level) or remove curse. The range of this effect is 50 yards); ; SA frenzy (if within 25 hit points of death the creature goes into this state and can no long cast spells. However it's tentacle attacks double and will cause double damage during that time. It may also use a head butt attack for 6D6 damage and requiring the victim to save on 4D6 against dexterity or be stunned for 3-12 rounds); SD Mucus Cloud (when discharged this cloud causes all those in the water breathing in it to save versus poison or lose the ability to breath air for 1 to 3 hours They will suffocate in 2D6 rounds. If the person stays in the water they can breath in the water for 1 to 3 hours; SD detect invisibility at will (90% chance within 100 feet); AL LE; Priest Spells Memorized: **command, cause fear, sanctuary, resist cold, detect good, darkness, protection from good, silence 15' radius, resist fire, augury, chant, know alignment, hold person, detect charm, speak with dead, bestow curse, prayer, dispel magic, cause disease, cause blindness, animate dead, detect lie, cure serious wounds, protection from good 10' radius, divination, true seeing, slay living, cure critical wounds, dispel good, heal, harm**; Magic User Spells Memorized: **magic missile, message, shield, comprehend languages, sleep, levitate, darkness 15' radius, mirror image, scare, shatter, lightning bolt, suggestionl, slow, dispel magic, phantasmal force, wizard eye, charm monster, fear, confusion, ice storm, cone of cold, airy water, hold**

monster, feeble mind, contact other plane, death spell, anti magic shell, power word stun; Mon Com Annual Volume Two page 6 modified.

Master Glyphs of the Ancient Aboleth Savant

The savant can draw these Glyphs under water or above water in the cave itself. One can make a saving throw versus magic to avoid the effects of these but some of these saving throws are modified as described below.

Glyph of Law

All creatures of non lawful alignments must save versus magic at -5 or suffer a negative prayer effect at double strength (-2 to all attack, damage and saving throw rolls). The range of this Glyph is 40 feet. This effect lasts for one turn.

Glyph of Enfeeblement

Those within 30 feet of this Glyph must save versus magic at -3 or suffer temporary loss of strength, dexterity and constitution of 3 points of each statistic and lasting for one turn.

Glyph of Extension

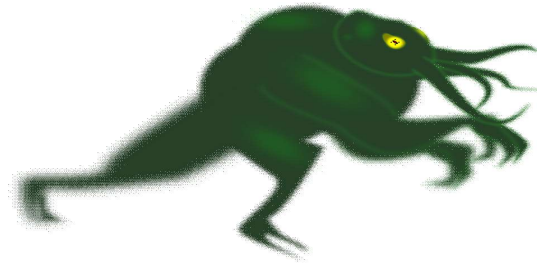
Any aboleth within 40 feet of this Glyph have double the normal range for it's domination power.
This effect lasts for one turn.

Glyph of Slime Curse

Any one within 40 feet of this Glyph must save versus magic at -2 or will find that the tentacle toxin of the creatures are more effective (now must save versus that toxin at -4). This effect lasts for one turn.

ADJUSTING THIS ENCOUNTER

This encounter could be made easier by having none of the Aboleth's slaves aid it or by reducing the hit dice of the creature. Making it more difficult could be accomplished by having one or more of the Aboleth's slaves to come to it's aid from the many small caves in the lake or from the shore line in area 4 where some are hiding.



SLAVES OF THE ABOLETH WHICH MIGHT AID IT

The creature has the ability to telepathically summon it's allies for it's defense. Some of these allies might include the following creatures that are either in the underwater caves connected to the lake or on the shore in area 4. None of these slaves own treasure. The master has appropriated all of that and it can be located in area 4.

Trolls Hiding in Area 4

Trolls (10): AC 4; MV 12; HD 6+6; HP 30 each; # AT 3; Dmg 5-8/5-8/2-12; SD regeneration; SD can fight on even if limbs are severed; SA infravision; AL CE; MM page 97.

Underwater Gargoyles

Kopoacanth (5): AC 5; MV 9/15; HD 4+4; HP 20 each; # AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapons to hit; AL CE; MM page 42.

Giant Gar

Gar (3): AC 3; MV 30; HD 8; HP 35 each; # AT 1; Dmg 5-20; SA swallow whole; AL N; MM page 42.

Eye of the Cave Lake

This creature is a fresh water version of the Eye of the Deep. In all other respects it is the same as it's salt water cousin.

Eye of the Cave Lake (1): AC 5; MV 6; HD 12; HP 65; # AT 3; Dmg 2-8/2-8/1-6; SA central eye can cause an intense flash of light that blinds and stuns everyone who sees it unless they save versus poison. The effect lasts for 2-8 rounds; SA the other two eyes can act in conjunction to cast an **illusion** or can act separately and **hold person/hold monster**; AL LE; MM page 41 modified.

Dark Tentacles

Arising out of the depths are strange tentacles that reach for the adventurers.

Dark Tentacles (1): AC 3; MV 1; HD 9; HP 40; # AT 5 or 2 per opponent (up to 36); Dmg 1-6 (squeeze) or 1-2 (slap) or by weapon; SA charm, hold, constriction, bite;

SD sphere of force (once per week it can make a spherical wall of force to separate itself from a dangerous enemy any escape); Magic Resistance 60%; AL CE; Mon Com Annual Volume Two page 33. If any victim is grabbed by two tentacles that person will fight at -2 and suffer a -1 armor class penalty while held as well as having speed reduced by one half. Three tentacles cause a penalty of -3 to attacks and -3 to armor class and reduce movement to only three feet from current position. Four tentacles cause a penalty of -4 to attacks and -6 to armor class and no movement at all. If four tentacles hold one victim the creature will use it's special charm or hold abilities. The charm feature will required the tentacles to life the victim so that it can see one if it's many eyes (on each tentacle). The charm is the same as for a 4th level magic user but will make the charmed person aid the creature in any way they can. The hold ability is cast as a 4th level MU and must be saved against at -3. Failure means paralysis for 8 rounds. If five tentacles hold a person then that person cannot move at all. Their AC will be 10. And all attacks from that person are at a penalty of -5. A grappled character may be pulled into the water in which saving throws versus drowning should be performed (my suggestion is 4D6 versus constitution rolled each round the victim is held underwater. Two failures indicate immediate death.). Each tentacle has 14 hit points. These hit points do not count against the main body of the creature which must be destroyed in order to kill it entirely. If a tentacle takes more than 7 points of damage in a round it will let go and retreat back into the water. The creature has at least 50 tentacles and can just bring another one into play. The creature has a black glistening body with three beak like mouths. If it pulls a victim to one of these mouths it will bite for 3-12 damage.

4. The Far Shore of the Lake

The treasures of the **Aboleth** have been heaped upon this wet and slimy shore of the lake. The lake must be crossed in order to reach this area and the **Aboleth** will certainly notice the arrival of strangers around it's treasure horde. 24567 gold pieces, 14543 electrum pieces, 12431 platinum pieces, a platinum statue of Bahamut worth 25000 gold pieces, a fine grand piano worth 5000 gold pieces but weighing nearly 2500 pounds, a fine painting of Malcon the Fire Bringer dating back to his time as the Grand Vizier of Zanzia worth 2500 gold pieces, a scroll with illusionist spells: **veil, vision, chaos**, a ruby pendant in gold worth 7500 gold pieces, a **girdle of masculinity/femininity**, a **Pale Lavendar Ioun Stone**, a **pearl of power(6th level)** and a **hammer-lucern +4/+5 versus chaotic aligned creatures**.

A **Glyph of Enfeeblement** has been painted in the middle of this treasure horde. See the chart above for a description of the effects.

The Glowing Blue Mold

The mold itself is harmless and can easily be scraped into a potion bottle or similar container. It will be impossible to obtain the mold, however, without the creatures in and about the lake noticing and reacting to this.

5. The Underwater Cave of the Aboleth Savant

This cave is not on the map. It is but one of many underwater caves in the lake but it is clearly the largest. At the entrance to it is a **Glyph of the Slime Curse**. See the chart above for a description of this effect. The Aboleth Savant lives in this cave and keeps

her more special treasures here. These treasures include:

A golden statue of the snake god **Sseth** worth 5500 gold pieces.

A golden crown with black opals circling it which was once worn by one of the many warlords that fought long ago for control of the land now known as Zanzia. The crown is worth 17500 gold pieces.

An idol carved out of pure ivory resembling the demonic deity Simaru and worth 1750 gold pieces.

A **heavy crossbow +4**.

A **shield -1, missile attractor**.

Two **javelins of piercing**.

A **helm of underwater action**.

A **short sword +5**.

DUST FROM THE SKULL OF A DEMI- LICH

Remacle gives the adventurers directions to a place in central Zanzia known to have been the resting place of a powerful wizard from before the kingdom existed. This wizard was known to be quite evil as well as incredibly powerful. His name was Cruneth and it is believed that he was one of the earliest Lich on the continent of Dunar. There were rumors at the time of his burial that he was not really dead at all. But that he had moved on to some form of unlife. Some bards in Zanzia still tell stories of powerful adventurers meeting a great Lich in a tomb

in central Zanzibar about six days ride from the city of Barrowmar. This tomb has never been located again but Remacle has done extensive study of the history of Zanzibar from many ancient tomes and scrolls and believes that he has a fix on the location of it.

Remacle believes that given the advanced age of Cruneth as a Lich it would be likely that by now he would have become a Demi-lich. This assumes, of course, that some powerful adventurers have not already destroyed him and his phylactery.

While Remacle does not know the exact location he has it narrowed down to a one mile radius very close to the halfling shires of central Zanzibar. After six days ride the adventurers find themselves near the low hills of the shires.

There will be no significant random encounters on the way to the shires. The search for the entrance to the tomb will take 1-4 hours.

The adventurers will eventually find a bit of rubble where a marker once stood. This marker was once part of a larger mausoleum that has long since crumbled to dust. The markings on this stone are in an ancient form of language that has long been dead and most sages have even long forgotten. The markings state "Cruneth's Eternal Resting Place."

RANDOM ENCOUNTERS WITHIN THE TOMB

A roll should be made twice daily. A roll of 1-3 out of 10 will indicate that an encounter has taken place.

1-5 **12 Bone Devils:** AC -1; MV 15; HD 9; HP 45 each; # AT 1; Dmg 3-12;

SA ultravision 60'; SA bone hook impales and holds onto a victim struck by it 50% of the time; SA anyone stuck to the bone hook is also struck by the tail of the devil for 2-8 damage and a loss of 1-4 points of strength (save versus poison) for 10 rounds; SA at will the creature can use the following spell like abilities: **generate fear** in a 5' radius, **create illusion, fly, invisibility, detect invisibility, fear, summon another bone devil** (40% chance); SA once per day it can create a **wall of ice**; Magic Resistance 40%; AL LE; MM page 21.

There are two groups of 12 in this complex. Once both groups have been dealt with they will not be encountered again.

6. **Cave In** - Everyone in the area must make a saving throw of 4D6 versus dexterity to avoid falling pieces of wall and ceiling. These falling pieces do 2-16 points of damage when they occur. A saving throw avoids all damage.

KEY TO THE TOMB OF CRUNETH

The Tomb itself is dusty and ancient. Serious cracks in the floor, walls and ceiling are readily apparent. Cave ins seem very likely as dust and debris constantly drift down towards the floor as the adventurers travel through the tomb. The smell of death and decay is constant and makes breathing the stale air here a little difficult. If the party has a paladin with them the paladin will sense the presence of evil all around him. No doors in this complex are locked. No rooms

are lit except for area 9 or unless otherwise stated in the text. The complex feels unusually cold for such a place given it's location.

1. Entrance

The crumbling old steps lead down about twenty five feet at a steep incline into a circular room. This room was once well decorated with frescoes depicting the adventures of the great wizard Cruneth in the early days of the continent. But those frescoes are now crumbling and have large gaps where parts of the wall have fallen. Doors lead north and west from this room. Those doors are made of stone and are difficult to move without using substantial force.

2. Hallway Pit Trap

This is a standard pit trap created to kill. The fall is only 20 feet but there are multiple spikes at the bottom of the pit. The pit has a trap door which will snap and lock into place. And when the trap is sprung poison gas pours from vents in the wall of the pit. At one time the spikes themselves were poisoned but this has long since dried up.

The fall will do 2D6 damage. The spikes will do 2D6 damage. The gas may be saved against (poison) but failure results in death.

At the bottom of the pit are the skeletal remains of a thief who died hundreds of years ago in this pit. In his hand is a **dagger +4/+5 versus undead**. His leather armor has long since decayed.

3. Crushing Walls Trap

This room appears to be empty except for a stone table and a small vial of liquid in a

bottle. The liquid is blue and swirling. And it is just bait for the trap. If anyone approaches the table it will sink into the floor and the door will slam shut. A large stone slab will fall in front of the door blocking exit. And the doors will begin crushing inward from the east and west. These walls will reach the crushing point in only five rounds. At this point they will begin doing 5-50 damage per round for 10 rounds and then they will move back into place and the stone table will rise up again out of the floor.

High level adventurers should have little difficulty evading this trap or escaping it even if they do fall for it. Lower level adventurers, or course, would almost certainly die from it. Close inspection of the walls may reveal faded blood stains from long ago on them. The potion is fake.

4. Guard Room

This room seems incredible cold and dark. Waiting here in this room are some of Cruneth's contingent of guards. These devils have been given to Cruneth long ago as a favor from Dispater. Cruneth was a loyal servant and follower of this arch devil and still serves him in some ways even now.

Bone Devils (12): AC -1; MV 15; HD 9; HP 45 each; # AT 1; Dmg 3-12; SA ultravision 60'; SA bone hook impales and holds onto a victim struck by it 50% of the time; SA anyone stuck to the bone hook is also struck by the tail of the devil for 2-8 damage and a loss of 1-4 points of strength (save versus poison) for 10 rounds; SA at will the creature can use the following spell like abilities: **generate fear** in a 5' radius, **create illusion, fly, invisibility, detect invisibility, fear, summon another bone devil** (40% chance); SA once per day it can create a **wall**

of ice; Magic Resistance 40%; AL LE; MM page 21.

5. Temple of Dispater

This unholy room is a temple to the arch-devil Dispater. Any paladin approaching this room will immediately feel revulsion when coming within 25 feet of it. The room is dark and cold. There is an altar against the west wall and a statue of Dispater against the north wall.

Even with the advanced age of the altar blood stains can be seen on it's surface. Both the statue and the altar radiate powerful evil and magic.

The Statue of Dispater

This statue is larger than life. It stands nearly ten feet tall and towers over the adventurers. The statue holds a long staff in it's right hand in which the head of the staff is shaped like the head of a horned devil. In it's left hand it holds a rod which has a jewel shaped tip and a sharp point at the other end.

Should the statue be touched by someone of good alignment they will need to make a saving throw versus death magic or be stunned for 3-30 rounds. A loud screeching sound will be heard and footsteps shuffling in the hallway can be heard immediately as the door busts inward and **twelve bone devils** arrive to defend the statue.

Bone Devils (12): AC -1; MV 15; HD 9; HP 45 each; # AT 1; Dmg 3-12; SA ultravision 60'; SA bone hook impales and holds onto a victim struck by it 50% of the time; SA anyone stuck to the bone hook is also struck by the tail of the devil for 2-8 damage and a loss of 1-4 points of strength (save versus poison) for 10 rounds; SA at will the

creature can use the following spell like abilities: **generate fear** in a 5' radius, **create illusion**, **fly**, **invisibility**, **detect invisibility**, **fear**, **summon another bone devil** (40% chance); SA once per day it can create a **wall of ice**; Magic Resistance 40%; AL LE; MM page 21.

Close inspection of the statue may reveal that it has a secret compartment at the rear arm. Inside of this compartment is a lever. Should that lever be pulled the head of Dispater will pop upwards and fall forward revealing an opening into the statue. Inside of that opening is a scroll of magic user spells: **shape change**, **monster summoning VI**, **mass invisibility**.

The Altar of Dispater

This ancient bloodstained altar has seen many human sacrifices. A paladin or good aligned cleric will feel the souls of the many victims of this altar crying to be freed. Touching this altar is painful for a good aligned adventurer. They must save versus death magic or suffer 4-40 points of damage.

The altar could be destroyed. Doing so would free the many souls trapped within it. In it's current form it is indestructible. But if holy water is poured onto it it will become vulnerable to attack. It will have AC 10 and 300 hit points. Once destroyed it will crumble into pieces and an intense wind will blow in the room as the souls escape the altar. Once destruction of the altar has begun the **twelve bone devils** will arrive as described above. Those **twelve bone devils** will arrive in this room only one time. So ignore this part if the statue has been touched already by a good aligned person.

6. Ceiling Trap

This chamber seems to be empty except for a small stone pedestal in the center with a gleaming gold crown with many jewels resting upon it. A small wall of force protects this crown from being taken.

Should anyone enter the room a large stone block will fall out of the ceiling and crush anyone in the room for 10-200 points of damage (10D20). The crown is just a gold coated piece of lead and the jewels are paste.

7. Fake Skull of Cruneth

Sitting on a black pedestal in this dark and cold room is a skull. The skull has eyes which turn to flame as the adventurers arrive in the room.

“Welcome to my tomb!” it says as the adventurers arrive. The skull is not, however, the **demi-lich**. It is actually a fake. If it is attacked it will explode doing 5-50 points of damage to all in the room (save versus magic for one half damage). This explosion will bring the shuffling feet of the **bone devils** in one round.

Bone Devils (12): AC -1; MV 15; HD 9; HP 45 each; # AT 1; Dmg 3-12; SA ultravision 60'; SA bone hook impales and holds onto a victim struck by it 50% of the time; SA anyone stuck to the bone hook is also struck by the tail of the devil for 2-8 damage and a loss of 1-4 points of strength (save versus poison) for 10 rounds; SA at will the creature can use the following spell like abilities: **generate fear** in a 5' radius, **create illusion**, **fly**, **invisibility**, **detect invisibility**, **fear**, **summon another bone devil** (40% chance); SA once per day it can create a **wall of ice**; Magic Resistance 40%; AL LE; MM page 21.

8. Death Magic Trap

This dusty room has some kind of large rune painted on the floor of it. This rune is covered in dust.

What is on the floor of this chamber is a Symbol of Death. The large amount of dust that has settled over this symbol prevents it from going off immediately.

Should anyone choose to sweep away any of the dust they will take the full force of the spell effect and must make a save versus magic or die .

9. Cruneth's Crypt

This large room has many ornate pillars that hold the ceiling above. Three coal filled braziers burst into flame as the adventurers open the door to this room. Curiously, these braziers give off no heat, despite the flames. In fact, the room, seems incredibly cold. In the far southwest corner of the room is a crypt. Sitting beside this crypt is a skull in a pile of dust and bone fragments. As the adventurers enter the room the dust forms into the shape of a man.

Each of the fiery braziers suddenly flare up and out of the flames three **ice devils** arrive to defend Dispater's ally. Shortly after the battle commences **bone devils** will arrive from the hallway.

Devils, Ice Devils (3): AC -4; MV 6; HD 11; HP 50 each; # AT 4; Dmg 1-4/1-4/2-8/3-12; SA each of these carry the great spear that upon hitting an enemy will slow the victim 50% (save versus paralysis avoids); SA at will each of these devils can use the following spell like abilities: **fly**, **wall of ice**, **detect magic**, **detect invisible**, **polymorph self**, **gate in two bone devils (70%)** or

another ice devil (30%) with a 60% chance of success; SA once per day can create an **ice storm**; SD ultravision; SD regenerate 1 hp per round; SA radiate **fear** in a 10' radius (save versus wand); SA STR for grappling is 18/76; AL LE; MM page 22-23.

Cruneth, Demi-Lich (1): It is nearly impossible to make a normal stat block for this creature. It is quite complex and has many different abilities, defenses and powers. See MM2 page 32-33 for a complete description of this creature and read it in detail before the encounter. Like all Demi-Lich the skull itself has 50 hit points (to begin with) and can only be damaged by the means listed on page 33.



Some important notes on this creature:

The creature will at first manifest itself in the form of a cloud of dust. It has the powers of a wraith but cannot be turned.

While it is in this form every physical attack against it will appear to be working. But they will not. The creature will collect 1 point of energy for each point of physical damage which it appears to take. It will also gain one point of energy for each spell level cast against it.

Once 50 energy points are collected the creature will shift to the appearance and abilities of a ghost. It still cannot be turned by a cleric. Again it will appear to take damage but does not. It continues to gather energy points.

If the skull is touched it will rise up into the air and howl at the most powerful member of the party. All those within a 20 foot radius of the skull must save versus spell or be slain permanently.

To kill the creature the adventurers must destroy this skull. So eventually it is going to get “touched.”

After this howl attack the creature will begin a new form of attack. Eight of the teeth in the skull are jeweled. Each of these gems can be used to draw the soul of an opponent of the skull. There is no saving throw from this effect and the demi-lich will always choose it's strongest adversary. After it steals a soul it will sink back down the dust again until touched again and beginning the process anew. Once the teeth are all filled it will only have it's death howl available to defend itself but will continue using that each time it is hit or touched.

The creature can bestow very powerful curses such as:

- you will always be hit by every opponent attacking you
- you will never make a saving throw
- you will lose all treasure without gaining experience from it
- you are unable to obtain new experience points (from MONM)

These curses can be removed by a remove curse spell but at a cost of one point of charisma permanently.

There are limited ways to actually damage the skull of the Demi-Lich (which is the only way to destroy it and complete this quest):

- Forget spell causes skull to sink down to the dust without howling or taking a soul
- Shatter spell causes it 3-18 damage
- Power word kill cast by an astral or ethereal magic user kills it
- A fighter or range with a vorpal blade, sword of sharpness, sword +5 or a paladin with a +4 or better weapon or a vorpal weapon inflict normal damage on the skull
- Exorcism causes it to sink
- Dispel evil causes it 5-8 points of damage
- Holy word causes it 5-30 damage
- Any character with a +4 or better weapon or a mace of disruption can do 1 point of damage per hit

At 50 hit points of damage the skull is destroyed. Each of the jeweled teeth need to make a saving throw versus spell. A failure indicates that the life force trapped inside of

it is permanently drained away. A success indicates that the jeweled tooth still contains the life force. The soul can be freed but an available body (such as a simulcrum or clone) must be nearby.

The demi-lich dust and other remaining bits must be destroyed by holy water or the creature will reform in 1-10 days (for purposes of this adventure assume that the dust can be brought to Remacle before this occurs).

Shortly after the battle begins the shuffling of feet can be heard in the hallway as **twelve bone devils** arrive to help the master. This will not occur if two groups of bone devils have already been met and destroyed previously in the tomb.

Bone Devils (12): AC -1; MV 15; HD 9; HP 45 each; # AT 1; Dmg 3-12; SA ultravision 60'; SA bone hook impales and holds onto a victim struck by it 50% of the time; SA anyone stuck to the bone hook is also struck by the tail of the devil for 2-8 damage and a loss of 1-4 points of strength (save versus poison) for 10 rounds; SA at will the creature can use the following spell like abilities: **generate fear** in a 5' radius, **create illusion, fly, invisibility, detect invisibility, fear, summon another bone devil** (40% chance); SA once per day it can create a **wall of ice**; Magic Resistance 40%; AL LE; MM page 21.

The Skull

When the skull is defeated it will crumble into dust. This dust is the quest item

Remacle has asked for. In the eye sockets of the skull were two large gems. One was a sapphire and other an emerald. Both are worth 10000 gold pieces. Eight of the teeth that were in the skull are still intact. Each of these teeth contain a gem (these gems are where souls are trapped). Each of these jeweled teeth has either a ruby, diamond, jacinth or oriental topaz. Each jeweled tooth is worth 5000 gold pieces.

The Pillars

These pillars are ominous looking in the light of the braziers. Each has some kind of hellish design which invokes images of either the second plane of hell or the City of Dis. Evil can be detected in this pillars but should they be damaged in any way the roof of this room will collapse doing 10-200 points of damage to all in the room. If holy water is splashed on these pillars they will crack but not collapse and the evil inside them will fade.

The Braziers

The braziers magically burn but give off no heat. The coals in the braziers are still black and do not seem to be burnt. Should anyone search these braziers they will find a **necklace of strangulation** in one of them and a **decanter of endless water** in another.

Secret Doors

A secret door in the northwest wall leads to area 10. Another secret door in the west wall leads to area 11.

The Crypt

The crypt is a large stone container with the skeletal outline of a man engraved into the stone lid that covers it. This crypt is very

dusty and does not appear to have been opened in perhaps a hundred years or more.

The lid is trapped. It can be pushed off with a combined strength of 45. Should the lid be moved without first disarming the trap gas will spray out of the inside of the crypt and into the faces of those pushing off the lid. Those individuals need not worry. The gas is corrosive and will affect their armor and weapons rather than them. An appropriate saving throw should be made in accordance with the item saving throw table in DMG on page 80 for acid.

Inside of the crypt are some of the more personal mementos of the former Lich. A **robe of the arch-magi (black)** rests on the bottom of the crypt. A **staff of the magi** with 23 charges lies beside it. A **ring of protection +4** and a **ring of delusion** lie beside the staff. The **ring of protection** is coated with contact poison (save versus poison or die).

ADJUSTING THIS ENCOUNTER

Making this encounter less difficult can be accomplished by eliminating the bone devil arrival or the ice devils arrival or both. Making it more difficult can be accomplished by increasing the number of ice devils arriving or doubling the number of bone devils arriving or both.

10. Treasure Vault of Cruneth

This room is dusty. There are no footprints in the dust and cobwebs cover the corners. There are three overflowing chests with the lids propped open and coins and gems spilling out of them. The contents of the chests include:

17453 gold pieces
14231 platinum pieces
3 diamonds worth 5000 gold pieces
7 emeralds worth 2500 gold pieces
5 sapphires worth 1000 gold pieces
12 rubies worth 1500 gold pieces
2 fire opals worth 7500 gold pieces
1 star sapphire worth 10000 gold pieces

A golden statue of Tiamat worth 5000 gold pieces

A fine portrait of Dispatier worth 1000 gold pieces to a collector of such art

A crown made of platinum and gold and studded with rubies and sapphires worth 20000 gold pieces

Three platinum candlesticks worth 500 gold pieces each

A jewel encrusted sacrificial dagger made of silver and inlaid with rubies in the pommel worth 1500 gold pieces

A **rod of smiting** with 15 charges

A **mace of disruption**

A quiver of 20 **crossbow bolts** +4

A suit of **ring mail** +5

A **scarab of death**

A **stone of good luck**

11. Exit Tunnel to the Surface

This secret tunnel leads to an exit hidden by a fake tree stump about a mile away from the main tomb entrance.

THE UNDEAD HIVE **MOTHER'S LAIR**

Remacle directs the adventurers to a location in the swamps along the coast of southern Zanzia.

The sage tells the adventurers of an extremely unusual phenomenon which is perhaps unique to Zanzia. A hive mother has

become an undead hive mother. While beholders themselves have known to occasionally be known to become undead versions of their species this is the first and only known instance of a hive mother turning undead. On this occasion, it seems, the hive mother has become almost like a Lich in the sense that she has become far more powerful than any beholder or normal hive mother has ever been.

There are three separate entrances into the lair and any of the three may be found easily enough in the swamps. Remacle knows of the location within about a one mile radius and with about a days worth of searching all three entrances could be located. Which entrance is used is up to the adventurers.

A random encounter check should be made every hour in the lair. A roll of 1-3 out of 10 indicates an encounter has taken place.

Random Encounters Within the Lair

1. **2-8 Gas Spores:** AC 9; MV 3; HD 1 hp; GP 1; # AT 1; Dmg inject spores into victim; SA explode when struck for 6D6 damage to all within a 20' radius (save vs wands for half); SD 25% chance to be mistaken for a beholder even at very close range; SD 90% chance to be mistaken for a beholder at ranges beyond 10'; AL N; MM page 42.
2. **2-5 Beholders:** AC 0/2/7; MV 3; HD 45-75 hp; HP 60 each; # AT 1; Dmg 2-8 (bite); SA eye stalks have various magical abilities as does the central eye; SD anti magic ray; AL LE; MM page 10.
3. **2-7 Gauthe:** AC 0/2/7; MV 9; HD 9+9; HP 50 each; # AT 1; Dmg 2-5

(bite); SA infravision; SA creature begins to glow when it enters combat; SA anyone meeting the gaze of it's central eye must save vs spell at -2 or be affected by feeble mind; SA has six eye stalks as follows: 1 cause serious wounds, 2 repulsion 10 ft wide and 40 ft range, 3 cone of cold (3D4 damage) can only be used 3 times daily; lightning bolt (4D4 damage) 80' range can be used 4 times daily, 5 paralyzation 40' range, SA dweomer drain: drain charges from magical items with a 40' range (wands or other chargeable items become useless for one round and lose one charge; swords or other magical items with no charges are rendered powerless for one round; artifacts are unaffected); SD a dispel magic spell cast upon any of the creatures eye stalks render that eye powerless for 1-4 rounds; SD when a Gauthe is slain it's power dissipates and there is a 2% chance that it will explode in a burst of energy doing 4D4 damage to all in a 10 ft radius (no save); AL NE; MONM page 23.

4. **2-5 Beholders:** AC 0/2/7; MV 3; HD 45-75 hp; HP 60 each; # AT 1; Dmg 2-8 (bite); SA eye stalks have various magical abilities as does the central eye; SD anti magic ray; AL LE; MM page 10.

KEY TO THE UNDEAD **HIVE MOTHER'S LAIR**

1. South Entrance

A staircase leads twenty five feet down into a dark room. There is a Glyph of Warding on the archway leading into the corridor north of the room. Anyone moving under

this Glyph will suffer 40 points of lightning damage (save versus magic for half damage).

The room itself has frescoes and paintings of Beholders in combat, enslaving others, ruling over kingdoms and performing powerful feats of magic.

2. West Entrance

A staircase leads twenty five feet down into a dark room. There is a Glyph of Warding on the archway leading into the corridor east of the room. Anyone moving under this Glyph will suffer 40 points of fire damage (save versus magic for half damage).

The room itself has frescoes and paintings of Beholders in combat, enslaving others, ruling over kingdoms and performing powerful feats of magic.

3. East Entrance

A staircase leads twenty five feet down into a dark room. There is a Glyph of Warding on the archway leading into the corridor west of the room. Anyone moving under this Glyph will suffer 40 points of frost damage (save versus magic for half damage).

The room itself has frescoes and paintings of Beholders in combat, enslaving others, ruling over kingdoms and performing powerful feats of magic.

4. Fire Trap

Anyone passing through this hallway may step on a trigger in the floor which will set off an explosion which will affect all within a 20 foot radius. This explosion will do 10D6 damage (save versus death magic for one half damage).

5-6. Gas Traps

Anyone passing through these passages may trigger a poison gas trap which will spray poison gas quickly from vents in the walls and ceiling. Anyone in a 20 foot radius must save versus poison or die within one round.

7. Statue of The Hive Mother

This large chamber has an enormous pedestal made of white marble. Sitting upon that pedestal is a statue of a Gigantic Hive Mother. This depicts the Hive Mother of this Lair. Runes on the base of the pedestal indicate that the name of the Hive Mother is Xavanax. It would appear that this statue was created before she became undead.

The statue has an unsettling effect on those that see it. The central eye and the fifteen eye stalks seem to follow the adventurers as they move across the room. The statue radiates both evil and magic if detected for.

Should the statue be touched it will speak a riddle:

“It stands alone, with no bone or solid form.

Adamant, it prospers never wrong,
though hurt it may.

Twistable, malleable, might it be,
but always straight as an arrow.”

Answer: Truth

Should this answer be given the statue of the Hive Mother will open it's mouth revealing a **ring of wizardry** (doubles fourth and fifth level spells).

Should the wrong answer be given the central eye of the statue and it's various eye stalks will all begin glowing. And then the fun begins as various rays shoot randomly at

the people present in the room. No more than 5 rays will fire at any one person. Each can be avoided (or damage halved) with a save versus spell except for the magic missiles which will hit.

Central Eye - Disenchantment ray - Anyone struck by this ray must make a saving throw for each piece of magical equipment that is being used at the time (armor worn, weapons wielded, wands held, rings worn but not things that are packed away in a back pack or out of view). The saving throw is a normal saving throw versus magic (by the player not the item). Each item gets such a saving throw. Failures indicate that the item has been drained and is no longer magical.

1. Magic Missile (5 missiles)
2. Telekinesis (person is slammed from wall to wall by an incredible force and take 6D6 damage as a result of the constant damage)
3. Stunned for 1-4 turns
4. Lightning Bolt (8D6)
5. Harm (reverse heal spell)
6. Teleport (200 feet above the lair and released to fall to the ground and take 20D6 falling damage)
7. Cone of Cold
8. Finger of Death
9. Destruction (reverse resurrection)
10. Petrification
11. Disintegrate
12. Feeble Mind
13. Flame strike
14. Silence for 2-8 turns
15. Confusion

8. Floating Sphere

This oddly shaped room has walls that are made of metal. A strange buzzing sound can be heard once the door to the room is opened. Floating in the center of this room is

a shiny metal ball about two feet in diameter. What causes this ball to float is a mystery.

Should anyone approach the ball they may notice that it seems to have a small crack which circumvents the sphere. Perhaps this sphere has something inside of it.

The room and the sphere are, of course, a trap. Should the sphere be touched a lightning bolt will fire from it and strike the person doing so. This bolt of lightning, however, will not stop there. It will keep bouncing off the walls in random directions. Anyone in the room has a 25% chance of being struck by the bouncing bolt of lightning each round they are in the room. If the door to this room is still open there is a 25% chance that the bolt will bounce out of the room and down the hallway each round.

Anyone struck by the lightning bolt takes 10D6 damage (save versus spell for half damage). The same person can be struck multiple times by this bolt until it goes down the hallway.

If the bolt of lightning does go down the hallway the sound of it brings a random encounter within 1-2 rounds.

Inside of the sphere is a **wand of wonder** with 50 charges and a very large black opal worth 12500 gold pieces.

What keeps the sphere floating is constant electrical current running through the walls of this place and electromagnetic force. Should the electricity be shut off in some manner (removing the trap) the sphere will drop and crack open on the floor ruining the black opal but not the wand. The opal will be shattered by the impact.

9. Illusion

As the adventurers approach this room a programmed illusion will begin. An enormous hive mother floats before the adventurer and asks a riddle:

“What fire nor water can kill
But wind can easily blow away uncountable
But still not a copper worth to pay”

Answer: Sand (a grain of)

Should the correct answer be given the illusion will end revealing a metal scroll tube lying on the floor. Inside the tube is a scroll with illusionist spells: **vision, mass suggestion, demi-shadow monsters.**

Should an incorrect answer be given the central eye and eye stalks of the illusion will fire off rays as listed previously in area 7. The central eye will have no effect but the other eyes will have the same effects unless the adventurer makes a successful roll to disbelieve the illusion.

10. Pedestal and Force Field

In this octagonal chamber rests a black pedestal made of obsidian. Sitting upon the pedestal is a strange misshapen looking crown made of shimmering gold and sparking jewels. This crown looks like it might fit an enormous eye tyrant. Protecting the crown is a prismatic sphere which covers the crown on all sides.

The crown is real. It is worth 35000 gold pieces. Since she became undead she no longer feels the need to wear it as all beholder kind know her authority. Her authority is power and she has plenty of it.

The prismatic sphere can be reduced by the normal means as described in the PHB on page 93.

But the crown, is trapped, of course. Should anyone lift the weight of the crown off of the pedestal the pedestal itself will sink quickly into the floor and then a ten tone ceiling block will drop into the room doing 30-300 points of crushing damage to anyone and anything in it's way. The trap could be detected and removed once the prismatic sphere is removed. Until this is accomplished, however, no one can see closely enough inside the sphere to detect a trap. If, you feel the need to do so, you may allow a saving throw versus Dexterity (4D6) to avoid the trap by diving for cover into the hallway.

11. Royal Chamber of the Undead Hive Mother

This large circular room has a high domed ceiling. A gigantic ornate wooden pedestal with a fluffy red pillow atop it dominates the center of the room and on this pedestal is a foul undead horror with one dead looking central eye and perhaps fifteen different eye stalks around it's spherical body. This creature's skin looks as if it is rotting. Floating about the room are several eye tyrants that are her royal court. The floor itself is covered in jewels and coins of all types. This makes walking in the room difficult as one would have to walk across this pile of treasure to get to the pedestal.

The room itself is lavishly decorated with fine murals and frescoes depicting eye tyrants dominating and enslaving large groups of enemies.

Xavanax, The Undead Hive Mother: AC - 4; MV 0 or 3; HD 30; HP 200; # AT up to

16; Dmg each eye stalk or the central eye has a power associated with it; SA magical powers from it's many eyes; SD +3 or better weapons to hit; SD immune to cold, hold, charm, sleep, poison, death magic; SD regenerates 5 HP per round; SA she can telepathically summon her royal guards from areas 12 and 13 in two rounds; AL LE; Magic Resistance: 50%; MONM pages 25-26 and pages 23-24 modified. See a full description of her and her many powers at the end of this adventure.



Beholders (4): AC 0/2/7; MV 3; HD 45-75 hp; HP 60 each; # AT 1; Dmg 2-8 (bite); SA

eye stalks have various magical abilities as does the central eye; SD anti magic ray; AL LE; MM page 10.

ADJUSTING THIS ENCOUNTER

Making this encounter less difficult could be accomplished by reducing the number of her “royal court” and/or reducing the numbers of additional beholders coming from rooms 12 and 13. To increase the difficulty you can increase the number of beholders that add to the battle or slow down the speed at which they react to the telepathic summons of “Mother.”

The piles of treasure on the floor include:

32452 copper pieces
23542 silver pieces
14233 gold pieces
4233 electrum pieces
7435 platinum pieces
15 moonstones worth 50 gold pieces each
20 aquamarines worth 100 gold pieces each
5 peridots worth 500 gold pieces each
1 fire opal worth 12500 gold pieces
1 large pearl worth 1000 gold pieces
4 ivory figurines of dwarven heroes in combat worth 200 gold pieces each
A painting of an ancient king of Zanzia worth 2500 gold pieces to a collector of historical art
1 electrum candlestick worth 100 gold pieces
A marble bust of the Emperor of Jural worth 500 gold pieces
1 golden statuette of a unicorn worth 250 gold pieces
3 bolts of fine Juralian silk in different colors worth 200 gold pieces each
5 sticks of fine Incense worth 30 gold pieces each

A Footman’s Flail +5

12 **Arrows +4** in a fine leather quiver with strange elven runes in the leather

A Jewel of Attacks

A potion of Speed

A potion of Longevity

A potion of Giant Strength (cloud)

A Flask of Curses

A Periapt of Health

3 sticks of Incense of Meditation

An Amulet of Life Protection

A Horn of Blasting

The Pedestal of Wood

Hidden under the big red pillow is a **Ring of X-ray Vision**.

In a secret compartment in the pedestal is a bone scroll tube with a clerical scroll with the following spells: **regenerate, holy word and speak with monsters**. There is also a wooden scroll tube with druid spells: **fire storm, turn wood and fire seeds**.

12. Guard Room

Awaiting a summons from “Mother” are 2-5 eye tyrants floating in a circular domed room with no decoration.

2-5 Beholders: AC 0/2/7; MV 3; HD 45-75 hp; HP 60 each; # AT 1; Dmg 2-8 (bite); SA eye stalks have various magical abilities as does the central eye; SD anti magic ray; AL LE; MM page 10.

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COMPLETION OF THE QUESTS

Once all six quests have been completed the items should be brought to Remacle for preparation of the “weapon” that he has promised. This weapon will consist of a special magical potion which will be flung against the Tarrasque and which will reduce the resistances and defenses of the creature for a limited duration. The actual duration is unknown even to Remacle. In fact, whether the potion will even work at all is not totally certain. He will even admit this if questioned about it. But his research suggests that it should work....for a limited time. As the Tarrasque is enormous and can hardly be missed only a roll of a natural 1 will indicate a failure to hit the creature with the potion. If this is the case then the potion will be wasted and have no effect at all on the beast.

The effects of the “Weapon of Remacle”

For a limited duration the very formidable resistances of the Tarrasque are reduced. This duration is from 2-5 rounds. The creature will, for a short time, no longer be resistant to lightning, fire, cone of cold, magic missile and the other listed spell effects. This will allow spell casters a chance to inflict a great deal of damage in a short time before the creature is nearly indestructible again. In essence, this will give most high level adventurer parties, some chance to win an encounter. But not necessarily a good chance. The creature will

still do huge amounts of damage in every round. And it still has 300 hit points.

ADJUSTING THE ENCOUNTER: **PART ONE**

If your adventurers do not appear powerful enough to meet the Tarrasque under these conditions you could make this duration longer. Say 3-12 rounds. Or 4-16 rounds. Clearly you do not want to just get a total party kill out of this encounter. What you want (or should want) is an extremely difficult and challenging encounter that will be remembered and spoken about for years after the encounter at your gaming table.

If your adventurers are powerful enough to take the Tarrasque on even without the aid of this “weapon” then perhaps you should reduce it’s effectiveness.

In any event, even if the creature is vulnerable to these forms of magic, it still will likely make every saving throw unless the DM rolls a natural 1.

THE FINAL CONFRONTATION

When the adventurers are ready to confront the Tarrasque they will find it eating a small village not far away from the city of Barrowmar. Clearly it is on a path that will take it through the capital city of Zanzia within days. Hundreds of Zanzian soldiers are trying to attack the beast but hundreds more lie dead on the ground.

DM NOTE

At 70 Hit dice (stated on MONM page 339) the creature can barely miss any target that it chooses to hit. As you can see on my expanded "to hit" table at the end of this adventure even a -10 armor class is hit by any roll over a natural 1 by the DM. Most normal NPC soldiers will likely be one shot by any to hit roll. At AC -3 most NPC soldiers cannot achieve a hit. Since most are below 3 HD they will flee in terror at the sight of it in any event. Because of leadership by soldiers more advanced than they are some of the soldiers have stayed on the field to fight. As none of the soldiers have +1 weapons to fight with none have done it any damage as of yet. The number of soldiers left on the field is up to the DM. I would suggest 10-100 with a leader type of 5th level rallying them in combat. Each round at least 1-6 of these troops will still begin to flee out of sheer terror.

The Tarrasque: AC -3; MV 9 (+6 rush); HD 70; HP 300; # AT 6; Dmg 1-12 (claw)/1-12(claw)/2-24(tail)/5-50(bite/1-10(horn)/1-10(horn)); SA creatures below 3 HD will be paralyzed with terror; SA creatures from 3 to 6 HD flee in panic; SA all creatures of 7HD or more who save versus paralyzation can avoid this effect; SA bite is treated as a sword of sharpness in that an 18 or better indicates something is severed; SD +1 or better weapons to hit; SA once per turn it can use a "rush" attack in which horn attacks are double damage and anyone in front of it is trampled under foot for 4-40 damage; SD reflective carapace of the Tarrasque gives it immunity to lightning bolts, cones of cold, magic missiles and ray type spells. In fact there is a 1 in 6 chance that such spells will be reflected back at the caster; SD immune to fire; SD regenerates 1 HP per round; SD creature is only destroyed

once it hits -30 hit points and a **wish** is employed; SD immune to psionics; AL N; MM2 page 117-118 and MONM page 339.

ADJUSTING THE ENCOUNTER: PART TWO

If the creature is totally owning your adventurers you might consider giving the Tarrasque a few other targets to hit during the battle. There are Zanzian soldiers there that have not yet fled. Those soldiers can be one shot by various attacks of the creature. It can be assumed that these soldiers will stay on the field fighting even while the party joins the fray. Seeing dead bodies pile up around them may give the adventurers a feeling of being part of an epic battle against a Godzilla type creature eating Tokyo.

Treasures of the Tarrasque

The creature collects no treasure, of it's own, per se. But the carapace of the creature itself is a valuable treasure if the adventurers realize it and make use of it. If the upper portion of the carapace is treated with acid and heated in a furnace it will yield 10-100 diamonds of 1000 gold piece base value. The underbelly can be molded by a dwarven blacksmith into 1-4 **shields +5**.

Experience Point Value

The MONM rates the Tarrasque as being worth 107000 experience points. I would suggest that this amount would be appropriate for killing such a legendary monster even in 1st Edition AD&D. But you might consider reducing this number if the adventurers do use the special weapon of Remacle and it weakens the creature substantially.

CONCLUDING THE **ADVENTURE**

Once the Tarrasque has been defeated it must be brought to -30 hit points and a wish must be employed in order to permanently destroy it. If any part of the creature exists and no wish has been used then the creature will regenerate back to full health again and continue on it's rampage. If the adventurers have no access to a wish spell then you might consider allowing them an adviser from the king of Zanzia that can cast this wish once the creature is destroyed.

The adventurers should return to the king and let him know of their success and receive any awards that he may have promised them. The king will expect no share of any treasures that the adventurers have gained along the way nor will he demand any portion of the body of the Tarrasque which is quite valuable in itself.

The adventurers can make useful magical items and can collect great treasures from the creature as described previously. If Remacle is asked questions along those lines he will tell the adventurers that he believed these things can be done with the body of the creature. Otherwise will say nothing of these things knowing that he himself can probably acquire those portions of the creature and make himself quite wealthy.

Should the adventurers fail:



EXTENDED COMBAT MATRIX FOR HIGH LEVEL CREATURES

As many of the creatures in this adventure have hit dice far in excess of those covered in the combat tables in the DMG on page 75 I have created an extended table to use. A natural 1 should still result in a miss. A natural 20 should always hit.

Hit Dice

Defender AC	16-17	18-19	20-21	22-23	24-25	26-27	28-29	30-31	32-33	34-35
-10	17	16	15	14	13	12	11	10	9	8
-9	16	15	14	13	12	11	10	9	8	7
-8	15	14	13	12	11	10	9	8	7	6
-7	14	13	12	11	10	9	8	7	6	5
-6	13	12	11	10	9	8	7	6	5	4
-5	12	11	10	9	8	7	6	5	4	3
-4	11	10	9	8	7	6	5	4	3	2
-3	10	9	8	7	6	5	4	3	2	1
-2	9	8	7	6	5	4	3	2	1	0
-1	8	7	6	5	4	3	2	1	0	-1
0	7	6	5	4	3	2	1	0	-1	-2
1	6	5	4	3	2	1	0	-1	-2	-3
2	5	4	3	2	1	0	-1	-2	-3	-4
3	4	3	2	1	0	-1	-2	-3	-4	-5
4	3	2	1	0	-1	-2	-3	-4	-5	-6
5	2	1	0	-1	-2	-3	-4	-5	-6	-7
6	1	0	-1	-2	-3	-4	-5	-6	-7	-8
7	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
8	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
9	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
10	-3	-4	-5	-6	-7	-8	-9	10	-11	-12

Hit Dice

Defender AC	36-37	38-39	40-41	42-43	44-45	46-47	48+
-10	7	6	5	4	3	2	1
-9	6	5	4	3	2	1	0
-8	5	4	3	2	1	0	-1
-7	4	3	2	1	0	-1	-2

-6	3	2	1	0	-1	-2	-3
-5	2	1	0	-1	-2	-3	-4
-4	1	0	-1	-2	-3	-4	-5
-3	0	-1	-2	-3	-4	-5	-6
-2	-1	-2	-3	-4	-5	-6	-7
-1	-2	-3	-4	-5	-6	-7	-8
0	-3	-4	-5	-6	-7	-8	-9
1	-4	-5	-6	-7	-8	-9	-10
2	-5	-6	-7	-8	-9	-10	-11
3	-6	-7	-8	-9	-10	-11	-12
4	-7	-8	-9	-10	-11	-12	-13
5	-8	-9	-10	-11	-12	-13	-14
6	-9	-10	-11	-12	-13	-14	-15
7	-10	-11	-12	-13	-14	-15	-16
8	-11	-12	-13	-14	-15	-16	-17
9	-12	-13	-14	-15	-16	-17	-18
10	-13	-14	-15	-16	-17	-18	-19

NEW MONSTERS

The Undead Hive Mother

Armor Class	-4
Movement Rate	0 (she rarely chooses to fly) 3 (on rare occasions)
Hit Dice	30
# AT	up to 16 (central eye and eye stalks)
Damage/Attack	see below
Special Attack	each eye has magical effects
Special Defense	undead resistances, +3 or better weapons to hit
Alignment	Lawful Evil
Magic Resistance	50%
Size	G

Like all beholder kind the Undead Hive Mother has many eye stalks and one central eye. In any given round she can use some or all of these eyes in combat. Typically 4-16 eyes can come into play in any given round. In all rounds the central eye will be one of those eyes used unless there is no one in front of her to use it on.

Xavanax is her name and she is, perhaps, unique. Like, powerful wizards and priests have been known to do, she has taken steps to preserve her power even after death. This process is similar to that of a Lich.

Although she cannot easily move any more, due to her size, she rests comfortably on a pillow atop a large wooden pedestal. And she can easily turn to face her opponents. She is capable of flying but will rarely choose to do so. If she does, for some reason, choose to fly then she can bite at an opponent or even swallow one whole on a natural 20. Anyone swallowed whole in this manner takes 3-30 damage per round from the constant contact with the foul undead creature.

Her central eye is a fearsome weapon. Every round it can fire off a prismatic spray. Any opponent in her chamber with her will be struck by one or more colors of the spray as per the 7th level illusionist spell.

Her other 15 eye stalks have different powers. Roll 2D8 to determine which ones are used. These powers are:

2. Magic Missiles (5 missiles 1D4+1 damage each)
3. Hold Person for 3-12 rounds
4. Confusion 3-12 rounds
5. Teleport (victim is teleported 10 miles away in a random direction)
6. Paralysis 3-12 rounds
7. Slow 3-12 rounds
8. Feeble Mind 3-12 rounds

- 9 Lightning Bolt (8D6)
10. Slay Living (reverse raise dead spell)
11. Ray of Enfeeblement 3-12 rounds
12. Harm (reverse heal spell)
13. Petrification
14. Flame Strike
- 15 Cone of Cold
16. Disintegrate

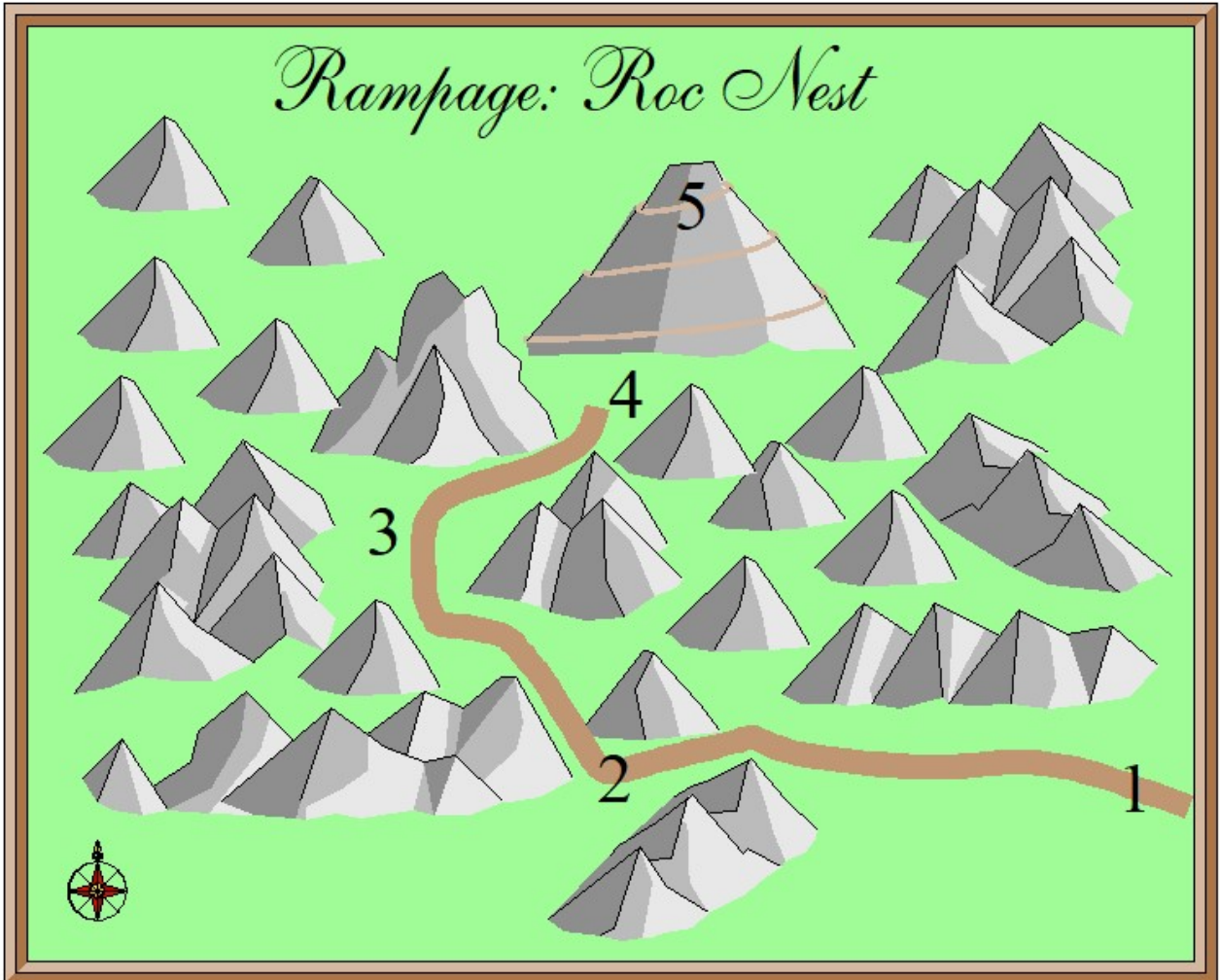
Individual eye stalks have 25 hit points each that do not count against the total for the whole body of the creature. The central eye has 50 hit points and does not count against the total body of the creature.

While she does not move her skin is very tough and leathery. In undead her skin has hardened and it is difficult to cut through it. Like many powerful undead creatures only weapons of a magical nature may affect her. Weapons of +3 or greater are needed in order to harm her. She also has many of the innate resistances that other undead enjoy. She is immune to sleep, hold, poison, death magic, cold or hold type spells. The creature also regenerates 5 hit points per round until it is reduced to 0 hit points. The eye stalks and central eye will regenerate in less than one week if destroyed.

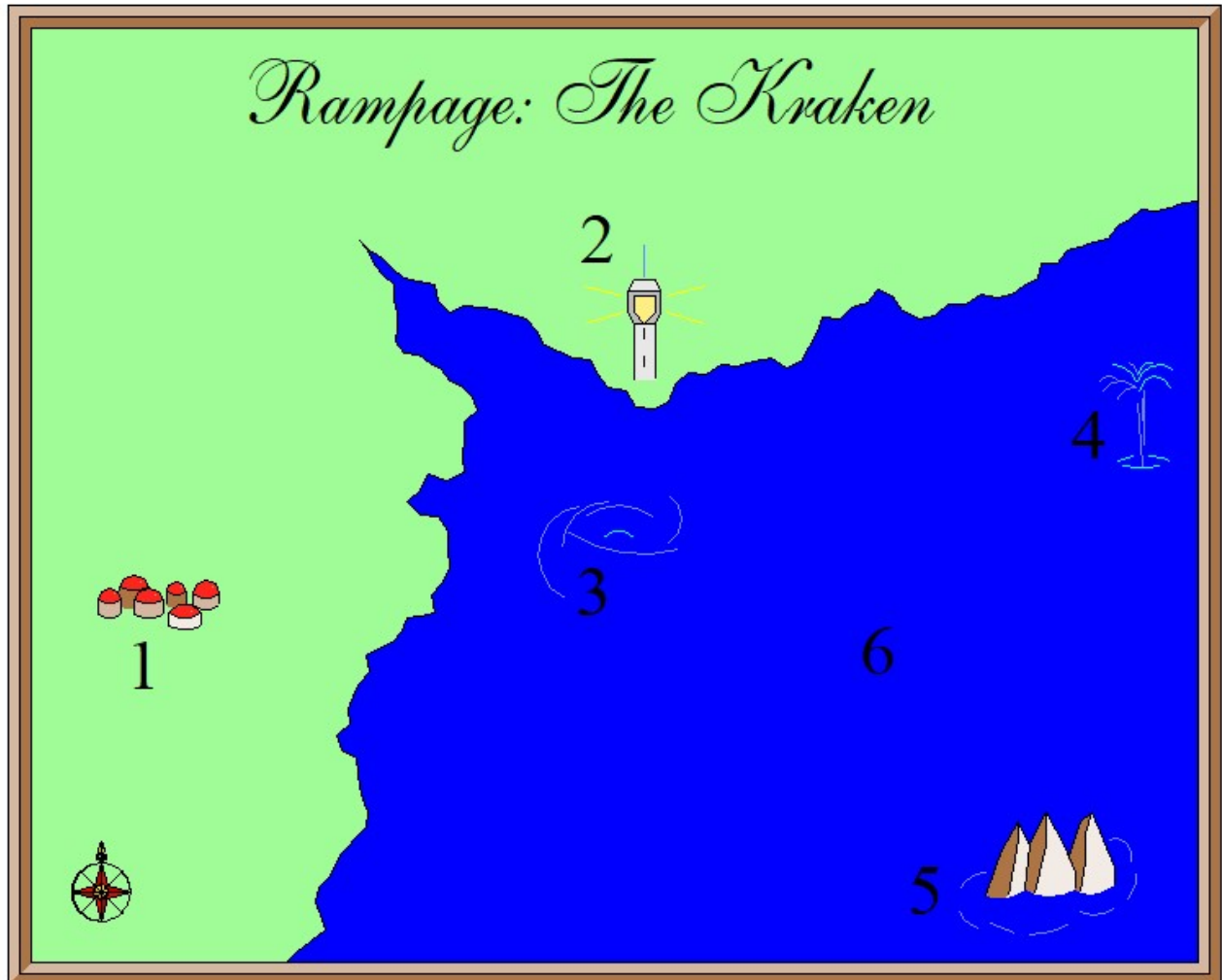
Like all hive mothers she has many beholders under her control. And she can telepathically summon others to her aid. This makes her a very dangerous adversary.

She will not hesitate to use all of her abilities despite the damage that might happen to it's own allies if necessary to defend itself.

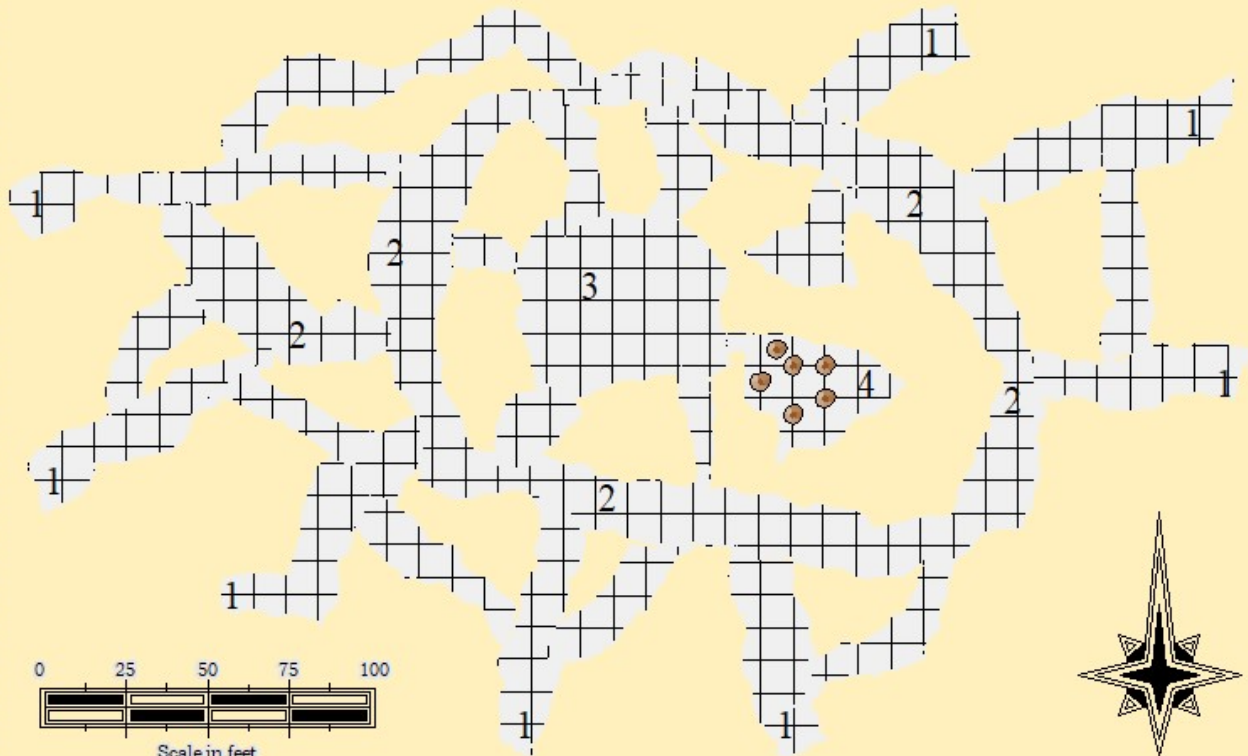
Rampage: Roc Nest



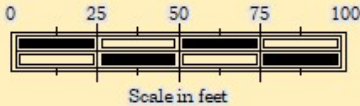
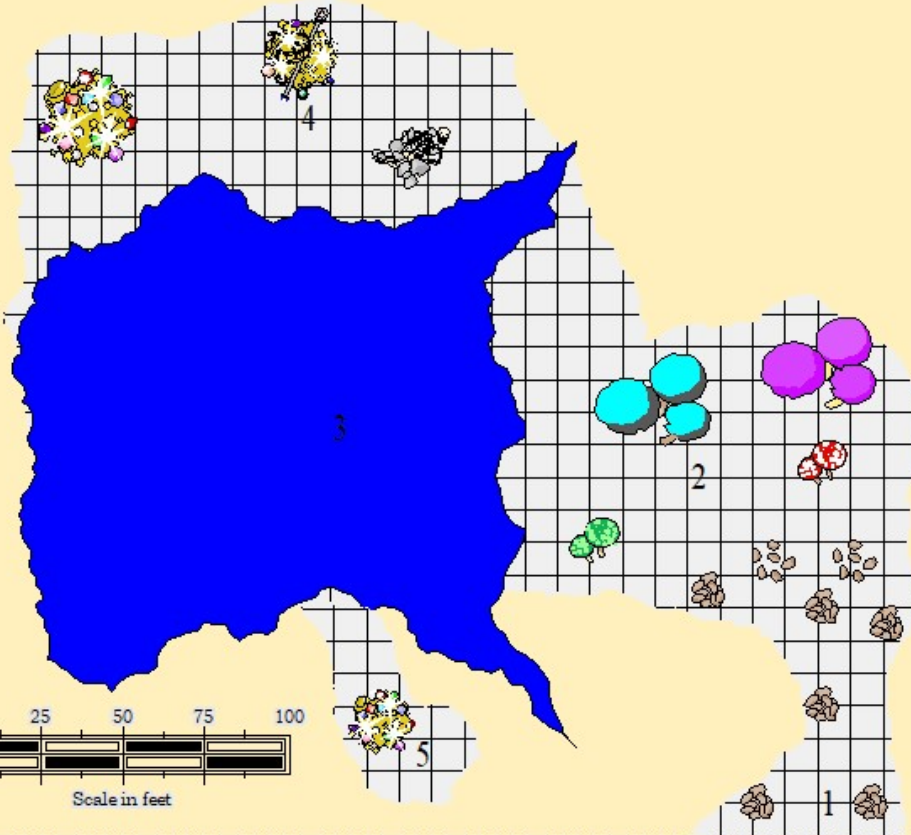
Rampage: The Kraken



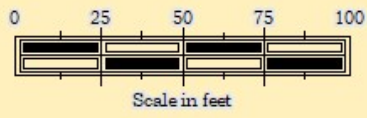
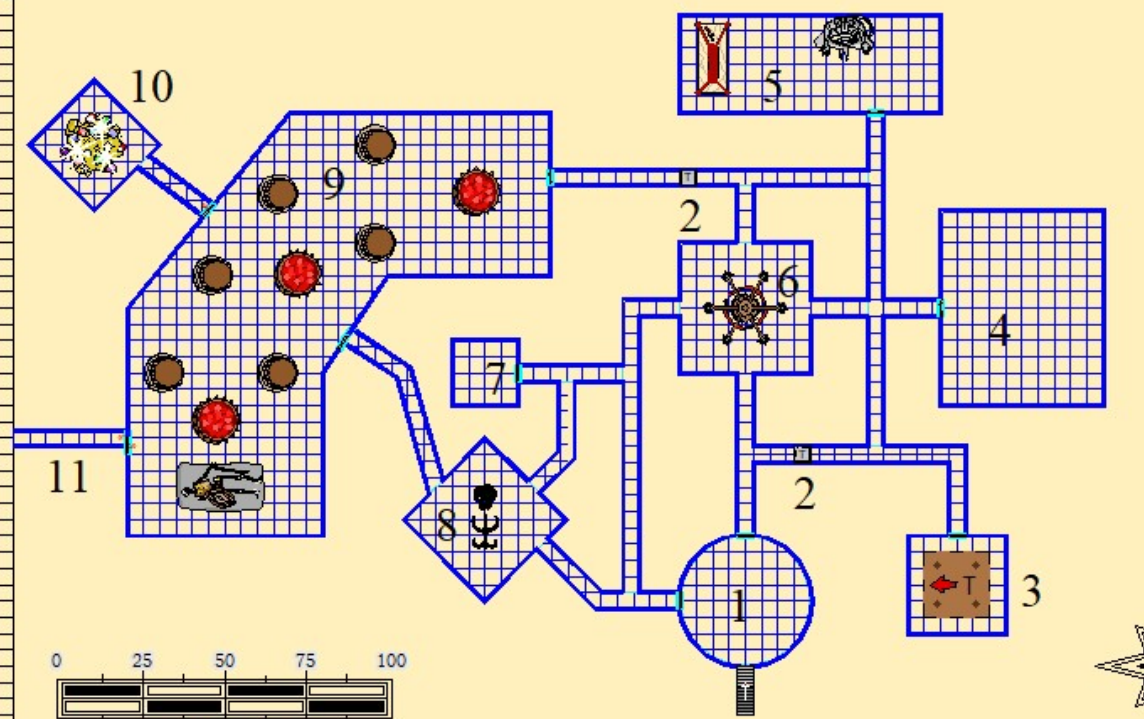
Rampage: The Worm Tunnels



Rampage: Aboleth Servant



Rampage: Demi Lich



Rampage: Hive Mother

