

SAVING THROW

a fundraiser fanzine to help James D. Kramer



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An introduction to James D. Kramer by Ron Redmond

I started working with Jim Kramer in 2009, helping to proof and edit Usherwood modules. Jim taught me how to preserve the author's "voice" and preferences; I'd say, "no Jim, a semi-colon can't be used as a colon," he'd reply (I could feel the shrug) "just leave it." Jim's dedication to OSRIC always came through. He was a big part of getting the OSRIC book organized, laid out and ready for publication. Love or hate OSRIC, Jim is one of us—a player of old school games with indefinable and infinitely enjoyable flavor. Games in which risks have consequences—some oh-so-good, and many bad—but the result is always fun.

Recently Jim has been fighting a new enemy—cancer. After his third brain tumor was removed, the doctors told Jim there was nothing more they could do to stem its progress. But Jim Kramer is a fighter, and we want to support his fight. Many incredible and inventive creators (authors and artists) have banded together to create Saving Throw, a 'zine with quality content to honor and lift up Jim and his love of the game. I am honored to introduce Saving Throw. I know you will find many things of value within its pages.

I want to finish with some quotes from the authors of OSRIC:

Matt Finch wrote: "In case anyone doesn't know Jim Kramer, he is one of the unknown heroes of the free/inexpensive old-school printing. He did layout for OSRIC for FREE, along with other projects including all but one of the issues of Knockspell." "Kramer has been a constant supporter of old school gaming, with hours and hours of time donated for free." "Kramer (the layout god)."

Stuart Marshall wrote: Kramer is "unique and creative", his maps are "bloody amazing" and you'd "have to see them to believe them." "You can tell that Kramer's continent of Verme is a labour of love. The maps are beautiful, and the locations evocatively-named (my personal fave is the mountain called "Arse of Gehenna" but that may be because I have a mental age of about eight)." Jim is "is a recognised authority on layout and (I think I'm right in saying) sometimes earns money giving lectures about it." "Easily the best layout guy in the business—easily—is Jim Kramer. He's amazing."

Thank you for buying Saving Throw.
All profits go to James D. Kramer and his family,
to help in their time of need.

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ISLAND TABLES — GROUP I

by Steve Smith aka "EOTB"

Islands - nearly every DM makes use of them during play. Larger islands are perfect for contained sandboxes for lower-level characters to stretch out in and make a discernible impact early in their careers; shown to good effect in the *The Secret of Bone Hill*, and also *Treasure Hunt*.

Moving forward in a campaign's life cycle, islands are way points on long journeys, hideouts for recurring enemies, godsend for the shipwrecked, and, often, where "X" marks the spot on a treasure map found somewhere else.

The last is my favorite use of islands - as a lure. Players end up exploring your world along the way even if not their expressed intent. Unless visibly familiar, PCs must first find out where this mystery land mass is located relative to where they are now, which may require a sage specializing in geography. Then they must find someone going there, likely requiring the exploration of at least one harbor district, and make some contacts with sea captains either going there anyway or willing to take them otherwise. Unless the voyage is very short it's likely their ship will dock at at least one port-of-call, to trade and replenish supplies. "Treasure" is a word that excites the hearts of all the scoundrels playing in my campaigns, and presumably their characters also. And treasure and islands go together like hands and gloves.

If you are like me however, the mind does not simply generate infinite pleasing shapes that look both natural and different from one another. After mapping a half-dozen islands without some source of inspiration they all start to look like circles, potatoes, or something not seeming quite believable. Then the question arises "who else is on the island?" Classic fantasy tropes serve in good stead here for some time, but after a while those too seem same-y and don't provide the curious anticipation marking engaged players.

I use the tables below to give me something to work with before I've engaged my own creativity, so that it is filtered through patterns I don't necessarily have at the top of my mind when looking at a blank sheet of paper. If the island is temporarily hosting life other than the PCs - where did they come from? Why are they here? Are they natural allies, enemies, or neutrals to the PCs coming to explore? Is the island an unusual shape? Why? Did some titanic wizard-battle happen here? Was an old-god imprisoned here, partially sinking the island? Might a submerged city lie very close just beneath the water? These are the sparks I find starting in this way, whether making another treasure map or just filling in an unmapped coastline.

As with all tables, **they are creativity aids and not replacements**. While the tables are written to generate any sort of island anywhere, don't bother rolling on sub-tables you already have an idea in mind for, and throw out anything that just doesn't fit at all - if you're rolling an island off the coast you may not want to put something the size of New Zealand there, and you already know the climate zone its in. But also be willing to play a bit with results that don't seem to fit right away - often bridging

these gaps is where I get the inspirations for my most memorable sessions, where players say "I never saw that coming"; because, of course, I didn't either until I wrestled with it a bit.

"High island" — One note about a term used on the tables that may not be familiar: a "High island" is the default island type we think of most of the time when we hear the word "island": a mountain significant enough to break the ocean's surface with a good amount of landmass surrounding it - think Hawaii, or the Canaries. But while this is prominent in the tables they also contain results for many other minor island types: sea stacks, atolls, tidal islands, and the large land masses such as Sicily or Jamaica which could hold hidden civilizations and take weeks to explore.

SPECIAL VARIATION

for Continental islands

01-05	Sea stacks – usually found in numbers of 3d18
06-30	Tidal island – connected to mainland at low tide
31-100	(no special variation)

for Oceanic islands

Note: Inland seas have no special variations.

01-05	Seamount – submerged and considered as no result if encountered by skilled captain in a shipping lane as it will be charted, but may be sufficiently shallow to imperil shipping if uncharted or inexperienced (possible 5% chance sunken village/town/city on its surface; double if uncharted).
06-100	(no special variation)

CLIMATE

01-20	Frigid
21-60	Temperate
61-75	Subtropical
76-100	Tropical

SIZE

Note: Tidal islands are always small.

01-20	Small island (or Islet)
21-60	Large island

AREA (square mileage)

Note: See stacks are always less than 1 sq mi.

for Small islands

01-40	less than 1 sq mi
41-65	1-10 sq mi
66-85	11-100 sq mi
86-100	101-400 sq mi

Modifiers

-10	Tidal island
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for Large islands

01-29	400-700 sq mi
30-58	701-1,000 sq mi
59-78	1,001-2,000 sq mi
79-85	2,001-4,000 sq mi
86-91	4,001-10,000 sq mi
92-97	10,001-40,000 sq mi
98-100	40,001+ sq mi

LENGTH/WIDTH RATIO

All ratios are approximate.

01-05	7:1
06-10	10:1 or higher
11-25	5:1
26-45	3:1
46-70	2:1
71-100	1:1 (or virtually equal)

Modifiers

-10	up to 10 sq mi
+10	greater than 400 sq mi

SHAPE

If a letter is rolled, the intent is a rough inspiration in the general shape; either capital or small version, in any orientation; deform as necessary for a non-obvious result. If random orientation is required, roll 1d8 for compass point with standard letter orientation used on a result of "1" (true north) and rotating clockwise.

01-10	irregular	50-59	narrow oval
11-14	A or V	60-62	L
15-26	B	63	M or W
27-31	C or G	64	N or Z
32-40	D	65-85	O or Q (the classic)
41	E or F	86-88	P or R
42	H	89-90	S
43-45	I or T	91-96	U
46-48	J	97	X
49	K	98-100	Y

TYPE (composition)

Note: All large islands are automatically High islands. Roll only for small islands.

for Frigid & Temperate climates

01-05	rocky
05-40	skerry or ait (eyot)
41-60	sandbar or barrier
61-100	High island

for Subtropical & Tropical climates

01-15	rocky
16-25	skerry or ait (eyot)
26-40	sandbar or barrier
41-60	cay or key
61-100	High island

Modifiers (for all climates)

-35	up to 1 sq mi
-10	1-10 sq mi
+40	101-400 sq mi

GROUNDWATER

Notes: Groundwater may be frozen in some climates. Chances presume island is within a body of salt water; groundwater is always present at freshwater islands.

Rocky islands: no groundwater, but may have captured rainwater.

High islands:

less than 1 sq mi	as Rocky islands above
1-10 sq mi	40% chance of fresh groundwater
11-25 sq mi	80% chance of fresh groundwater
25 sq mi or more	fresh groundwater always present

All other island types: 40% chance of fresh groundwater if between 11-100 sq mi, otherwise none.

VOLCANIC ACTIVITY – High islands only

Only 20% of High islands are have volcanic activity.

Years since last significant eruption

01-25	currently active
26-75	1-100 years ago, active often
76-90	1-100 years ago, inactive often
91-100	100-1000 years ago

Eruption potential (with example)

01-30	effusive (Hawaii)
31-50	gentle (Stromboli)
51-65	explosive (Etna)
66-80	catastrophic (Lassen Peak)
81-90	cataclysmic (Pelee)
91-95	paroxysmic (Vesuvius)
96-97	colossal (Krakatoa)
98-99	super-colossal (Tambora)
100	mega-colossal (Yellowstone)

MAX ELEVATION

for High islands

01-50	up to 500 ft
51-60	501 to 1000 ft
61-70	1001 to 2000 ft
71-80	2001 to 4000 ft
81-90	4001 to 8000 ft
91-100	8001 to 16000 ft (or higher at DM choice)

for other island types

01-25	1 to 10 ft
26-50	11 to 50 ft
51-90	51 to 100 ft
91-100	101 to 250 ft

Modifiers

-50	sandbar or barrier
-10	atoll
+20	cay or key

VEGETATION

Note: Rocky islands do not roll for vegetation.

01-15	no vegetation
16-30	very little vegetation, non-edible
31-60	occasional plants, some edible
61-80	varied vegetation, many edible
81-90	cornucopia
91-100	rain forest

Modifiers (cumulative)

-35	1 sq mi or less
+10	11-400 sq mi
+40	more than 400 sq mi
+25	1001 to 2000 ft max elevation
+50	volcanic or 2000 ft or higher max elevation

NUMBER OF GEOGRAPHIC FEATURES

For larger islands, consider as the number of features within 25 sq mi of landing site; detail as necessary for campaign play.

Islands of 1 sq mi or less: 0-2 features (roll 1d4; rolls of 3 or 4 equal 0 features); the first feature will always be a cove.

1-10 sq mi: 0-3 features

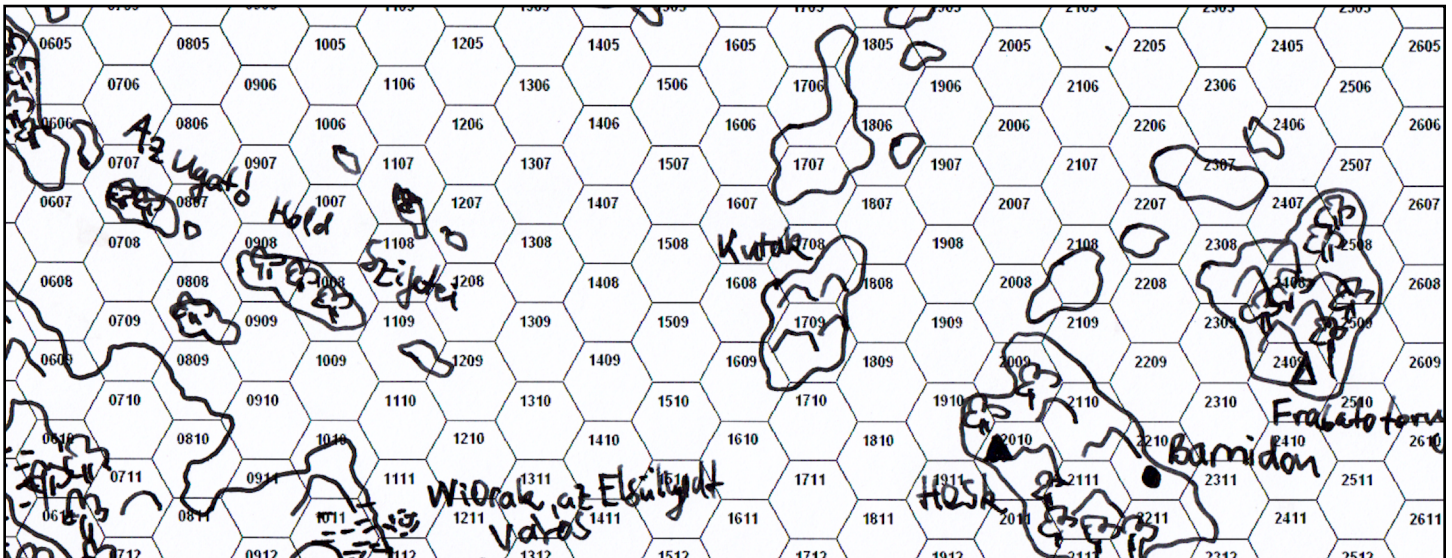
11-400 sq mi: 2-4 features

More than 400 sq mi: 3-6 features

GEOGRAPHIC FEATURE TYPE

Re-roll features incompatible with known island characteristics. In frigid climates, treat water feature results as glacial activity of appropriate size.

01-05	bay
06-10	caves
11-15	corrie loch
16-20	coastal cliffs
21-25	inland cliffs
26-30	cove (hold 1-2 ships)
31-35	delta
36-40	harbor
41-45	hills
46-50	internal body of water equal to 10%-50% of total area
51-55	loose scree of various size (75% chance good catapult ammo here)
56-60	major stream or river
61-65	peninsula (20% chance of fort if population technology allows)
66-70	pool
71-75	prominent peak
76-80	promontory (50% chance of fort if population technology allows)
81-85	quarry-quality rock
86-90	swamp
91-95	thicket/forest
96-100	waterfall



ANIMALS

Note: 20% chance any indicated bird species is flightless.

01-10	no animals
11-20	one dominant animal species makes non-permanent use (e.g., seal rocks)
21-40	1d4 bird or sea-based animal species, no predators (animals likely don't react to danger)
41-60	bird and sea-based animal species, plus a prey/predator combo; 50% chance predator is a monster
61-80	bird and sea-based animal species, with varied land animals/monsters
81-100	complex ecosystems

Modifiers

-60	no vegetation
-50	very little vegetation, non-edible
-30	occasional plants, some edible
+40	cornucopia
+60	rain forest

POPULATION

Note: Islands with cornucopia or rain forest vegetation are always populated, if not by people then by organized monsters, unless the DM rules otherwise.

01-30	never populated
31-60	formerly populated
61-100	currently populated

Modifiers

-60	no vegetation
-50	very little vegetation, non-edible
-30	occasional plants, some edible

POPULATION SPREAD

Notes: Islands of 1 sq mi or less have only a single village/town, if any. At DM choice, any population could be an aquatic race in the immediate vicinity (unfriendly if an organized monster).

01-50	single village/town
51-75	one tribe/nation - no organized monsters
76-90	multiple tribes/nations - no organized monsters
91-100	one (50%) or many (50%) tribe(s)/nation(s) and organized monsters

Modifiers

-25	10 sq mi or less
+50	101-400 sq mi

POPULATION ORIGIN

For quantity, roll either on the settlement populations chart for your campaign setting, or number appearing if determination by monster entry is more appropriate.

01-60	native(s)
61-70	nearby group; settling colonists
71-85	nearby group; economic and/or military outpost
86-90	far away group; settling colonists
91-100	far away group; economic and/or military outpost

POPULATION PERMANENCE

01-10	migratory; passing through
11-40	migratory; regular circuit
41-50	mix of migratory and settled if more than one group; otherwise permanent
51-100	permanent

population split for mixed migratory & settled groups:

01-30	about even
31-70	2:1 ratio between the population permanence types
71-100	lopsided one way or the other

POPULATION GROUP RIVALRY

Rivalry results indicate a broad range of conflict left up to the DM: master/vassal (or slave), enmity/enemies, truce, war, fragile alliances, and more as best fits your campaign.

01-50	rivalry exists
51-100	not rivals

Modifiers

-25	10 sq mi or less
+40	101-400 sq mi

POPULATION TECHNOLOGY

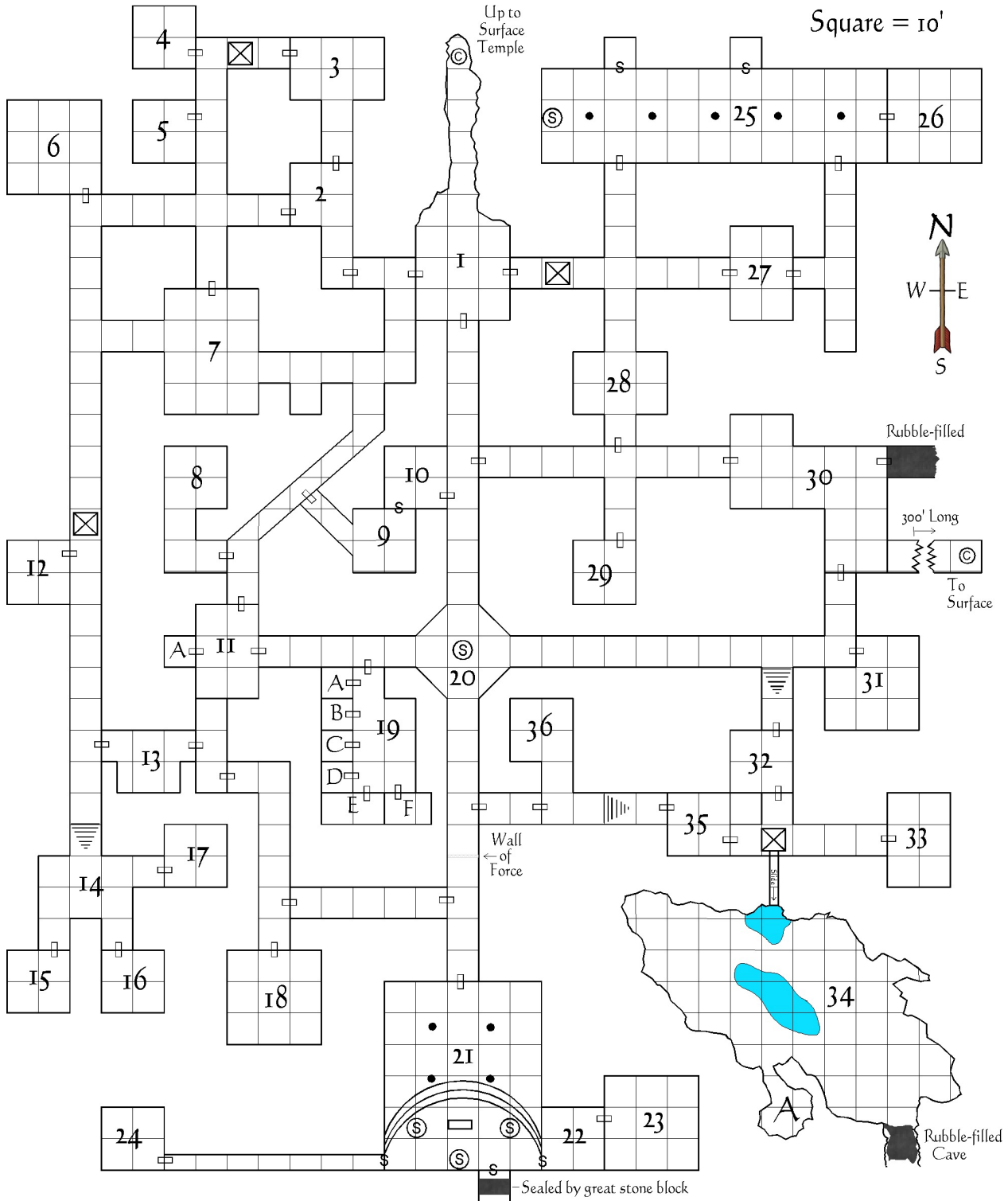
Results are compared to campaign standard. Either roll as general status of all groups on the island, or roll for each group.

01-50	more primitive
51-95	normal
96-100	more advanced (75% chance forgotten/hiding civilization). These groups are always permanent, but never colonists if forgotten/hiding; reclassify as necessary.

TREASURE MAPS

01-10	treasure maps lead here, for good reason!
11-50	treasure maps lead here, but the treasure's gone
51-100	no treasure maps lead here

Sorcerer's Stone - Dungeon Level



SORCERER'S STONE

by Keith Sloan

BACKGROUND

The old hill known as Sorcerer's Stone has a long and dark history in this region. For untold ages it has been known as a gathering place for evil forces, and the site of strange, demonic rituals under the stars. Although the identity of those who have used this site for their evil purposes has changed over the centuries, the site has remained a focus for evil.

At present, Sorcerer's Stone is the primary gathering place for a sect worshipping the god of evil that has infiltrated this area over the past few decades. The cult uses the hill for their monthly sabbats, as a place of worship, sacrifice, and meeting to discuss important matters for the cultists. *Walpurgis*, slated to be celebrated the last night of April, will be the largest such festival for this cult.

The hill is literally permeated with evil, as a secret tunnel complex exists beneath the outdoor temple on the hilltop. The place is haunted with a variety of evil influences that have collected here over the years, drawn by the hill's strange affinity for evil. Some whisper that a great evil lives deep beneath the hill, perhaps imprisoned or perhaps simply sleeping. None know, as the tunnels heading deeper into the hill from the upper catacombs are sealed.

DM NOTES

This adventure is best used by a DM as a site of worship for a cult that the party has tangled with previously. Alternatively, the party may have been hired or otherwise cajoled into attempting to save some locals who have gone missing and been tracked down to this cult. They might then attempt a variety of approaches in beginning this adventure (impersonating cultists, watching from a discrete distance, etc.). It should be clear to them that attempting to take on the entire cult would be suicide, and thus saving the sacrificial victim may simply not be possible. If the party insists on assaulting the rites as they occur, among the revelers will be 10 fighters (levels 2-5), 3 clerics aside from Nereb and his assistant (levels 2-5) and 5 witches (magic-users levels 2-5). The other cultists will also fight viciously with daggers, stones and the like, if attacked.

The cultists know nothing of what is in the dungeon level, aside from the fact there is a Wraith dwelling there (they are not welcome in any case, being seen as third-rate followers of the god). Thus, this level has little or nothing to do with the cult itself. This may not be clear to the PCs.

THE HILLTOP TEMPLE

The old road that leads from the crossroads north of town leads directly to the base of Sorcerer's Stone, at which point a rocky footpath ascends, crisscrossing the steep face. The top of the hill is about ¼ mile across north to south and somewhat more east to west, roughly oval shaped. The center is slightly bowl shaped and the footpath leads to the center of the hilltop. The footpath moves to the center of the bowl, where an ancient outdoor temple is located.

The temple is arranged in an oval oriented east-west. A number of 12' menhirs form the outer perimeter of the temple. Sconces for torches are set into the standing stones. At the head of the temple is a great stone altar etched with strange runes and covered with old blood. Two great stone fire urns stand to either side of it, while a large square fire pit sits in front of the altar. This fire pit has a secret trapdoor that leads to the dungeon level below. The door is a part of the pit and when opened, will slide to the side, allowing a person to appear to rise up in the midst of the flames, between the altar and the worshippers. There are also several skeletons attached by chains to a few of the front menhirs, while a pile of skulls has been stacked to one side of the altar.

Behind the temple area is a stony hillock known as the Singing Stones. These stones will produce eerie notes that sound like a groan and whistle together, a truly haunting harmony of sound. This noise will be overwhelmed during the revelries of unholy rites but can be heard before and after these events whenever the wind blows.

WALPURGIS

During this unholy night, about 60 cultists will gather at the temple. They come from all the surrounding towns and farmsteads and will begin traveling to the place after full darkness sets in. As this is a dangerous and evil night, most good folk light candles and lock themselves into their homes, thus the cultists can travel with great secrecy and not be caught. Most will walk while some will ride horses. Some few will use magic to fly to the place and displays of magic are common in order to impress others with a cultist's power (at least 4 will fly on broomsticks while 6 more will use other forms of magic – potions or spells, mainly). All cultists will wear black masks to hide their identity. The only unmasked person will be a naked woman placed on the altar, bound and gagged, for sacrifice to the evil god. The cultists will all greet one another with the phrase "*Nos toi venko*," a cryptic greeting they use for one another.

Much of the ceremony will involve cultists dancing, chanting, and singing their strange dirges and paeans to Roshim (and a few to Morbidus). At one point holy symbols of various good deities will be thrown to the earth to be trampled and spit upon by the cultists. Then, at one point a few of the revelers will become seemingly possessed. Some will fall to the ground, writhing in strange agony, while others will begin to speak visions or prophecies, all about the monumental glory of evil's power and its impending ascendancy and what not. Next, a strangely drugged wine made of blood and poison will be passed about (save versus poison or hallucinate for 2-8 rounds). The frenzy will really get going at this point, and there may even be some violence as dagger-wielding cultists begin cutting themselves and others. Then, a great burst of dark fire will erupt from the pit before the altar, and a strange figure will slowly arise in the midst of the flames. The figure has a roughly human shape but is a strange darkness amidst the flames, except

for two glowing red eyes. The thing emits a feeling of great evil and unearthly cold (it is the Wraith from the dungeon, coming to look upon the worshippers). The wraith will look upon the assembled cultists and many will quail with uncontrollable fear. Then, the officiating High Priest will take the gag from the sacrifice and use magic to levitate her from the altar to the Wraith. As the girl screams in abject horror, the Wraith will energy drain the victim and then toss the body to the side, dead. It will then descend back into the Dungeon, sealing the trapdoor. The victim will now form into a very weak Wraith (3HP) that will be loudly compelled by the evil priest to flee into the night in order to spread evil and death, which it will do. The revels will then resume for an hour or two, slowly devolving into an orgy. A few hours before dawn the cultists will begin to depart for their homes the same way they came.

THE DUNGEON LEVELS

The dungeon level is very old and is of unknown origin. It has, however, always been an evil place, haunted by worshippers of dark gods and their allies. The place is rather freewheeling with regards to monsters and the like, which are either brought here or wander in. However, the chieftain of this little domain is undoubtedly the Wraith, who is fed sacrificial victims monthly.

There are a number of tunnel connections to deeper layers of this place, but all seem to have been intentionally sealed. These may be detailed as an expansion to this adventure as desired. However, it should be noted that the tunnels were sealed for a purpose and the party will likely be too weak to take on whatever challenge would await them, at least for some time to come. In any case, something very evil dwells deep below Sorcerer's Stone and even the dungeon below it.

KEY TO DUNGEON LEVEL

WANDERING MONSTERS

Encounters occur 1 in 10. Check each turn.

Die Result

1-2	1-4 Large Spiders (MOVE6web15 AC3 HD1+1 HP6 #AT1 THACO19 DAM1+poison XP175 poison does 15HP damage unless save vs poison at +2 – onset in 15 minutes). If pressed will flee to (7).
3-4	Use a monster from a nearby room.
5	2-20 Giant Rats (MOVE12 AC7 HD½ HP2 #AT1 THACO20 DAM1-3 5% Disease XP15)
6	2-5 Wererats (MOVE9 AC6 HD3+1 HP13 #AT1 THACO17 DAM1-8 XP270 1%/HP damage of Lycanthropy; Silver or Magic to hit). They appear as mangy humans and may seek to trick the party. If pressed, they will call 2-20 Giant Rats (see above)
7	1-4 Ghouls (MOVE9 AC6 HD2 HP10 #AT3 THACO19 DAM1-3/1-3/1-6 XP175 Save vs. Paralyzation on hit; immune to <i>Sleep/Charm</i> spells)
8	2-7 Skeletons (MOVE12 AC7 HD1 HP5 #AT1 THACO19 DAM1-6 XP65 Immune to <i>sleep/charm/fear/hold</i>)

1. **ENTRY HALL:** A roughly hewn cavern leads from the trapdoor in the Hilltop Temple to this chamber, and the walls transition to a more finished stone. The room is otherwise empty. Roll one check for Wandering Monsters whenever this room is entered.

2. **GUARD CHAMBER:** This old guard chamber is empty.

3. **PETTING ZOO:** Someone put a Cockatrice in this room (MOVE6fly18 AC6 HD5 HP33 #AT1 THACO15 DAM 1-3 XP650 10%/AC hitting flesh – causes petrification). Otherwise, the room is empty.

4. **OGRE LAIR:** A particularly nasty Ogre lives in this room (MOVE9 AC5 HD4+1 HP33 #AT1 THACO17 DAM 1-10+2 XP270). The Ogre owns a **Bag of Holding** containing 2000 SP, 1000 GP, a **Potion of Speed**, **Potion of Heroism**, and a **Potion of Flying**.

5. **EMPTY ROOM:** Empty.

6. **GARGOYLE NEST:** 6 Gargoyles reside here (MOVE9fly15 AC5 HD4+4 HP22 #AT4 THACO15 DAM1-3/1-3/1-6/1-4 XP420 magic to hit). These creatures have been given free use of the catacombs and use it as a lair. Their treasure consists of a loose pile of 375 GP.

7. **SPIDER NEST:** this room is a massive mess of spider webs and is home to 12 Large Spiders (MOVE6web15 AC3 HD1+1 HP6 #AT1 THACO19 DAM1+poison XP175 poison does 15HP damage unless save vs poison at +2 – onset in 15 minutes). The spiders are helpful in that they patrol the catacombs. They will flee if pressed as best they can. Scattered under their webs are 20 CP, 12 SP, 13 GP, 6 PP, and a **Potion of Healing**.

8. **GAS SPORE:** A Gas Spore is in this room (MOVE3 AC9 HD- HP1 #AT0 THACO- DAM1-8 XP120). It looks very much like a Beholder and will likely be mistaken for one. Any damage done to it will cause it to explode for 6d6 damage up to 20' away. There is no treasure here.

9. **EMPTY ROOM:** Empty except for a few broken arrows.

10. **GHOUL LAIR.** 8 Ghouls live here (MOVE9 AC6 HD2 HP10 #AT3 THACO19 DAM1-3/1-3/1-6 XP175 Save vs. Paralyzation on hit; immune to *Sleep/Charm* spells). They prowl the nearby countryside for meals. They have 750 SP, 350 GP, 3 gems (10, 100, 500 GPV), a **Scroll with Wizard Lock**, and a **Scroll with Cure Serious Wounds**.

11. **MEETING HALL:** This room is now home to a Rust Monster (MOVE18 AC2 HD5 HP28 #AT2 THACO15 DAM1-8 XP270). If it successfully hits (or is hit by) a metal weapon, that weapon will immediately dissolve (magic weapons have a 10% per plus of surviving). The critter has a 30% chance of stopping in the middle of combat to eat something it turned to rust.

12. **REFUSE ROOM:** This room is full of trash and 20 Giant Rats (MOVE12 AC7 HD½ HP2 #AT1 THACO20 DAM1-3 5% Disease XP15). A thorough search will discover 30 SP, 15 GP, and 3 PP in the garbage.

13. **GUARD ROOM:** A number of human skeletons are here, though all are normal. Several have remnants of old, rotted armor on them (leather and chain) but all are in terrible condition and quite old. There is also a broken sword on the ground, badly rusted and dull.

14. **COMMON CHAMBER:** This room is damp and musty smelling and does not appear to be visited very often. It is otherwise empty.

15. **DAMP ROOM:** This room is infested with 4 Green Slimes (MOVE0 AC9 HD2 HP11 #AT0 THACO19 DAM0 XP65). The Slimes will fall on victims from the ceiling and, if they touch flesh, the victim will turn into Green Slime in 1-4 rounds unless burned, scraped off, frozen, or a *Cure Disease* spell is used. The stuff will eat through armor in 3 rounds.

16. **DAMP ROOM:** An Ochre Jelly lives here (MOVE3 AC8 HD6 HP11 #AT0 THACO15 DAM3-12 XP270; lightning splits it in two, affected by fire/cold). The room is otherwise unremarkable.

17. **DAMP ROOM:** Another damp room, this one is covered with normal mold several inches deep. If searched, the searchers will be slimed and smelly, but will find nothing.

18. **WERERAT LAIR:** 11 Wererats (MOVE9 AC6 HD3+1 HP13 #AT1 THACO17 DAM1-8 XP270 1%/HP damage of Lycanthropy) dwell here, servants of the evil cleric. They will be in rat form if surprised but human form if not. Their combined treasure includes 550 GP and 120 PP in several small sacks. If attacked they will summon 2-24 Giant Rats (DX12 MOVE12 AC7 HD½ HP2 #AT1 THACO20 DAM1-3 5% Disease XP15) that will arrive in 3-12 rounds.

19. **DUNGEON:** The guard is a single Wererat (MOVE9 AC6 HD3+1 HP25 #AT1 THACO17 DAM1-8 XP270 1%/HP damage of Lycanthropy Treasure L, M). This is a particularly large and nasty creature that will be in its rat-man form. It is not suicidal but will fight vigorously to avoid allowing any of its prisoners to escape.

- A. Fresh corpse of peasant, half chewed by the Wererat guard for his lunch.
- B. Wererat (MOVE9 AC6 HD3+1 HP12 #AT1 THACO17 DAM1-8 XP270 1%/HP damage of Lycanthropy); this one is being punished for insubordination; it will assume human form in order to secure release.
- C. Female peasant, alive (1HP) but in poor shape, from a remote farm to the south. She will vaguely warn against the Wererat in (B) who will do the same about her.
- D. Dwarf Fighter (LV3 HP22-now3) given as gift by the Goblins to the Wraith. He is slightly unstable right now, and is normally rather hard-hearted and morose. He will assist in his own rescue but will want to part ways as soon as possible, preferably with some treasure of his own and a weapon.
- E. 4 Giant Rats (MOVE12 AC7 HD½ HP2 #AT1 THACO20 DAM1-3 5% Disease XP15)

F. Goblin (MOVE6 AC9 HD1-1 HP3 #AT1 THACO20 DAM by weapon XP15). It was captured during a fight with mountain Goblins recently and has been marked for death. It will do what it can to escape, including cooperating with the party. Its grasp of Common is rudimentary, at best, but would not be a terrible companion for all that. It is unfamiliar with the dungeon.

20. **MAGIC STATUE:** this is a large statue (7' tall) of a man in armor holding a large sword pointed to the ground. One hand is pointed to one of the four corridors emanating from this room. Whenever the party enters the room, consult the following:

die result																			
1	Statue points in random direction.																		
2	Recites meaningless poem (see below).																		
3	Gives a rhyming clue (see below).																		
4	Screams or laughs loudly (automatic extra wandering monster check – occurs 1 in 2).																		
5	Pursue and attack (MOVE12 AC3 HD4 HP24 #AT1 THACO17 DAM 1-10 XP120). If destroyed, the next time the party passes through this chamber it will be intact and back in place as before.																		
6	Offers a real or false map (equal chance).																		
7	Holds out one open hand and says, "Give." Anything put in that hand disappears when the fist closes and is never seen again. Giving or not giving has no effect at all.																		
8	Holds out two hands, fists closed; "Choose One." 1-2 chosen hand empty, 3-6 hand holds: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>die</th> <th>result</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Iron Stone (choose randomly)</td> </tr> <tr> <td>2</td> <td><i>Lightning Bolt</i> (3d6, save for half)</td> </tr> <tr> <td>3</td> <td>Magic Ring (random)</td> </tr> <tr> <td>4</td> <td>Rot Grub (MOVE9 AC9 HD<1 HP1 #AT0 THACO- DAM - XP15 burrow into flesh, kill in 1-6 turns)</td> </tr> <tr> <td>5</td> <td>A worthless pebble</td> </tr> <tr> <td>6</td> <td>A flash of light blinds for 2-12 rnds; also check for wandering monsters</td> </tr> <tr> <td>7</td> <td>Voice says "Wish;" the wish granted is reversed or otherwise twisted</td> </tr> <tr> <td>8</td> <td>Vampire Bat (MOVE11 AC-7 HD1 HP5 #AT1 THACO17 DAM1-4+disease XP15) very fast and difficult to hit but otherwise not terribly deadly – always strikes first in the round. If it wins initiative by >4 it strikes so fast the victim cannot even get a strike at it.</td> </tr> </tbody> </table>	die	result	1	Iron Stone (choose randomly)	2	<i>Lightning Bolt</i> (3d6, save for half)	3	Magic Ring (random)	4	Rot Grub (MOVE9 AC9 HD<1 HP1 #AT0 THACO- DAM - XP15 burrow into flesh, kill in 1-6 turns)	5	A worthless pebble	6	A flash of light blinds for 2-12 rnds; also check for wandering monsters	7	Voice says "Wish;" the wish granted is reversed or otherwise twisted	8	Vampire Bat (MOVE11 AC-7 HD1 HP5 #AT1 THACO17 DAM1-4+disease XP15) very fast and difficult to hit but otherwise not terribly deadly – always strikes first in the round. If it wins initiative by >4 it strikes so fast the victim cannot even get a strike at it.
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For meaningless poetry; use one of these two poems:

(1) Gloom this place covered in fog
 the aura so frail yet nothing so fierce,
 Living in hell, this place on Earth,
 yet none so close to heaven so fine.

Stain-glass window peering through snow,
 all in wonder wanting to know
 the things that all will soon go,
 such mastery in all of horror's glory.

Wind howls in agony of past spirit bringers
demons of the night hidden from prying eye,
seeking this home of no one's rest,
only a home of horror and wonder.

Pace is fast wanting to see,
this place so haunting yet none leave be,
a haunting hell where none will be free,
such a wonder it even attracts me.

(2) Tower fallen, the Enchanter fled
Past the skulls piled into hills
Beside the river that now ran red
Power broken, beset with ills

Past the skulls piled into hills
Two crows watched with evil eye
Power broken, beset with ills
Even mages fall and die

Two crows watched with evil eye
Lances shatter and broadswords break
Even mages fall and die
What one holds, another can take

Lances shatter and broadswords break
Beside the river that ran red
What one holds, another can take
Tower fallen, Enchanter fled.

Rhyming Clues (choose one):

- (1) A difficult choice to make;
Save yourselves, or your friend in the lake.
- (2) Evil deep will sleep, as long as the barriers do keep.
- (3) Nos tol venko. Sabelle sent me (NOTE: a password for witches – Sabelle is a witch living in an isolated farm to the north; use of this password may be useful, but the person spoken to may ask awkward questions about Sabelle)

21. **TEMPLE TO EVIL:** The temple to the god of evil is quite large, with the altar portion being upon a large, hemispheric dais. Two statues of demons flank the altar, while a very tall statue of the god in all his hideousness stands at the back of the room. The statue has eyes made of rubies (1000 GPV each). The statue, however, is protected by a *Glyph of Warding* (damage 6d4, save for half). Additionally, any attempt to molest it will result in both clerics being alerted. The lesser will arrive in 2-5 rounds and the chief cleric will come in 5-8 rounds. Additionally, the person that molests the statue must save versus spells or suffer the following:

die result

die	result
1	Shrink (as per Potion of Diminution)
2	Change Alignment (to random one)
3	Lower one stat by 1 point
4	Deafness (until Remove Curse/Dispel Magic)
5	Lose 1 level (unless Restored)
6	<i>Polymorph</i> to harmless animal (goat?)

There is a secret passage behind the altar leading to the south, but it is sealed by a great stone that is far too large for the party to move. It appears to have been placed here long ago, though how is impossible to determine. There are unknown runes carved on it (they essentially say not to remove the block on pain of damnation).

22. **SANCTUARY:** This room is used by the clerics for preparing for their rites. Interestingly, they do not participate in the cult's rites on the surface but instead minister to themselves and some of the Undead, Wererats, and Goblins. The room is full of clothing, extra candles, etc.

23. **LESSER PRIEST QUARTERS:** The lesser cleric is a Half-Orc (AC4 LV4 HP22 #AT1 THACO18 DAM 1-6+3 XP175) Spells: (5/3) *Curse, Cause Light Wounds x2, Protection from Good, Fear, Charm Person, Hold Person, Spiritual Hammer*. He carries a **Flail +1**, **Oil of Etherealness**, and a **Potion of Healing**. He has 75 CP, 66 SP, 98 GP, and 22 PP, as well as a Silver Holy Symbol of Roshim worth 100 GP.

24. **PRIEST QUARTERS:** the cleric that resides here is essentially a hermit and has been here for many years. He has little interest in the world outside the dungeon, though he occasionally goes out to cause problems. He has no use for the cultists, who he sees as half-hearted amateurs in evil. Cleric (AC1 LV6 HP34 #AT1 THACO17 DAM 1-6+3 XP420) Spells: (5/5/3) *Curse, Cause Light Wounds x2, Protection from Good, Fear, Charm Person, Hold Person x2, Spiritual Hammer, Withdraw, Cause Blindness, Dispel Magic*. He carries a **Mace +2**, a **Potion of Extra Healing**, a **Ring of Protection +2**, and has a **Shield +1**. His modicum of treasure consists of 200 CP, 150 SP, 220 GP, 55 PP, 3 gems (100 GPV each), and a Platinum Holy Symbol (1000 GPV) that is largely unsellable.

25. **SHRINE TO GOD OF UNDEATH:** This is a rather simple shrine to the god of the undead, a minion of the god of evil. The large statue is of the Lord of the Undead. The eyes of the thing are made of green amber (200 GPV each). If the temple is desecrated in any way, the undead in (25A) and (25B) will appear and attack in 1-4 rounds. The Wraith from (26) will appear in 2-12 rounds.

25A. 20 Skeletons (MOVE12 AC7 HD1 HP5 #AT1 THACO19 DAM1-6 XP65 Immune to *sleep/charm/fear/hold*)

25B. 14 Zombies (MOVE6 AC8 HD2 HP5 #AT1 THACO19 DAM1-8 Morale-spec- XP15 always attack last; immune to *sleep/charm/hold/death*)

26. **WRAITH QUARTERS:** The true lord of this dungeon lives here, a Wraith (AC4 HD5+3 HP38 #AT1 THACO15 DAM 1-6 XP175 Hit drains one level; silver/magic to hit; immune to *sleep/charm/hold/death/ cold spells*). Its hoard consists of 400 PP, 3 gems (50, 100, 250 GPV), a **Scroll of Equipment** (10' Pole, 50' Rope, Lantern, Flask of Oil, Dagger, 2-man Canoe), **Gauntlets of Swimming and Climbing**, and a **Potion of Growth**.

The Wraith actually does very little, being content to slay the monthly sacrificial victim from the cultists plus whatever other victim comes his way from the other residents of this dungeon. It is friendly with the evil clerics, though there is no real interaction or active cooperation between them.

27. **ANTEROOM:** A Shadow dwells here (MOVE12 AC7 HD3+3 HP21 #AT1 THACO17 DAM2-5 + drain 1 pt Strength XP420 Immune to *sleep/charm/hold/cold*; +1 Magic to hit). It has no treasure.

28. **CRAWLER.** A Carrion Crawler has made its way into this room (MOVE12 AC3/7 HD#+1 HP15 #AT1 or 8 THACO17 DAM1-2 or save vs paralysis for 2-12 turns Morale11 XP420) The head's AC is 3 and the body is 7. The creature will be on the roof and will attack the first person who enters with its tentacles to try to paralyze them.

29. **STORAGE ROOM:** 18 Skeletons are kept here (MOVE12 AC7 HD1 HP5 #AT1 THACO19 DAM1-6 XP65 Immune to *sleep/charm/fear/hold*). They will attack anyone not escorted by an evil cleric.

30. **GOBLIN LAIR:** A force of 20 Goblins resides here (MOVE6 AC6 HD1-1 HP4 #AT1 THACO20 DAM1-8 XP15 half armed with shortbows; Treasure K). They are not aligned with the Necromancer but instead serve the Ogre Mage in (31), who may (25%) hear any combat occurring here. The Goblins have their own entrance to the catacombs via the secret passage. They live on sufferance of the Wight in exchange for not bothering the cultists.

31. **PETTY TYRANT'S LAIR:** An Ogre Mage dwells here (MOVE9 fly15 AC4 HD5+2 HP32 #AT1 THACO20 DAM1-12 XP650) *Fly, Darkness 15' Radius, Invisible, Polymorph Self, Regenerate 1HP/rnd, Charm Person (1/day), Sleep (1/day), Gaseous Form (1/day), Cone of Cold (60'x20' 8d8 damage; 1/day)*. The Ogre Mage will call for help from its Goblin servants in (30) if it is attacked (75% chance of success). If it feels endangered, it will use its *Polymorph Self* to delude the party. The creature is running its Goblins as a band of brigands, sending them out to loot and steal what they can. The creature possesses 2 chests, one containing 700 CP, 500 SP, and 500 GP. The second contains a gem worth 100 GP, a broach worth 200 GP, a **Potion of Diminution**, a **Shortsword +1** (of Lormyrrian make, marked as belonging to the "Captain of the Tola Garrison, 845 YM"), and a **Cursed Broadsword -2** (sword is marked as belonging to the House of Haversham – indeed, it is the actual sword of Dolan the Hapless, dropped by him on the battlefield at Gelham and taken by Goblins – the sword was cursed by the gods as a sign of their displeasure with Dolan's failure). The first person who takes this sword will become obsessed with the blade, always using only it in combat (if an enemy is at range, the PC will charge). Upon any hit by an enemy that causes damage, the wielder must save versus magic or flee in terror for 1-6 rounds. The sword can only be relinquished with a *Remove Curse* cast by a Cleric of 7th level or higher.

32. **EMPTY ROOM:** Empty.

33. **CRYPT:** A Crypt Thing has been placed here to protect the tomb of an ancient priest (MOVE12 AC3 HD6 HP38 #AT3 THACO15 DAM1-8 XP975 Teleport enemies; magic to hit; immune to *sleep/charm/hold*). There is a large stone sarcophagus in this room, which has a normal skeletal corpse within. In addition, there is an antique, but serviceable, set of **Scalemail +1** on the skeleton.

34. **DEEP CAVERN:** This room is entered via the pit trap. The person setting off the trap will slide down a slick 20' chute, off a 20' drop into the 10' deep pool at the bottom. The character is in danger of drowning (depending on his encumbrance) and will automatically lose initiative to a large Water Spider in the pool (MOVE6 AC4 HD3+3 HP21 #AT1 THACO17 DAM1-4+poison XP420 save vs poison or unconscious 2-12 rnds). The spider will seek to incapacitate its victim and drag it under the pool to its underwater lair, where it can feast at its leisure. Since it is likely only one or two PCs will fall into the trap, the rest of the party will have to decide if they wish to follow the others down the hole (and then figure out how to get out) or stay topside to provide an easy way out (i.e. lowering a rope). The statue's rhyme in (20) refers to this trap.

After 2-5 rounds of combat, the Troll that lives in (34A) will arrive to investigate (MOVE12 AC4 HD6+6 HP38 #AT3 THACO13 DAM5-8/5-8/5-12 XP1400 Regenerate 3hp/round after 3 rounds) and attack any survivors (it tolerates the Spider and otherwise lives off fish from the larger pool).

The Spider's underwater lair contains 20 CP, 11 SP, 10 GP, 5 PP, a gem worth 100 GP, two silver armbands worth 25 GP each, and a **Philter of Persuasiveness**.

The Troll's lair contains 250 CP, 300 SP, 75 GP, 33 EP, 40 PP, 4 gems (25, 25, 50, 250 GPV), a gold torc (100 GPV), a pair of emerald earrings (150 GPV), a **Cursed Scroll**, and a **Shield +3**. The Scroll will cause bad luck (-1 to saving throws and attacks) for one week from the time it is first perused. The scroll is non-magic after going into effect.

There is a passage blocked by packed rubble leading to the south. It appears to have been blocked intentionally, based on how carefully it has been filled. It would take several man-days of work to clear the passage.

35. **BEETLE ROOM:** 7 Fire Beetles are in this room (MOVE12 AC4 HD1+2 HP8 #AT1 THACO19 DAM2-8 XP35). Their glands can be used as a light source for 1-6 days.

36. **EMPTY ROOM:** Empty.



TROLLS OF THE SIMPOLO SWAMPS

by Joseph Browning

In the vast Simpolo¹, land and water mix, creating dozens of massive swamps along the shores of the Kesediha² sea. Separating the individual swamps from each other, thick tendrils of jungle spread out in a verdant spider web. In these jungles, bands of xenophobic humans travel quietly, hunting and gathering, but they never venture deeply into the boggy trees and marshy clearings of the swamps. When nightfall comes, they quickly return to their fortified villages along the coast.

But stout walls are not enough protection against the legendarily dangerous trolls of the swamps of the Simpolo! For that, the natives rely upon the silvery, acidic, poisonous frogs they collect and breed as well as the oil from the palm tree kernel. Guards with katak³ upon their blowgun darts perpetually circumnavigate the ancient torch-lit walls, ready to dissuade any troll that approaches. Because of these two things, rest and relative safety exist in many pockets along the forlorn Kesediha coast. With poison and fire the natives maintain a tenuous balance against the voracious trolls lurking in the swamps—a balance that may be shifting due the increasing number of the dreaded Tengkorak⁴ in the Simpolo.

These most-feared trolls are magically-altered warriors dedicated to their evil God, Varparak, and they bear upon their bodies terrible transformations. The Tengkorak live in harmony with the giant leeches found throughout the Simpolo swamps, and they merge their bodies with the bodies of the giant leech young to monstrous effect. Led by a council of God-touched⁵ shamans, the Tengkorak are expanding in number, bringing more and more troll clans into their circle.

THE TENKORAK

To become part of the Tengkorak, a youthful troll is first subjected to a reading by one of the God-touched shamans when it turns six. The God-touched eviscerates the young troll and reads its entrails for signs placed within by the dread Varparak. If positive signs are found, the troll is taken from its clan and placed among the other Tengkorak for three years, until the time is right for its first leech-mating. Before leech-mating, however, the young troll is placed inside a covered pit for three months in a torturous "rebirth" ritual that is symbolic of trollish birth⁶. During this period it is given no food and must survive via self-cannibalization until it is "reborn" into the world.

Immediately after pulling the "reborn" supplicant from its faux birthing pod, the God-touched decapitate it and feed its gushing blood to a specially-prepared young giant leech. The feeding continues for three day while the God-touched perform an extensive ritual. After the ritual, the claimant's head is reattached and the young giant leech joins with the flesh of its new host, becoming green, rubbery, and bumpy. The newly-attached leech slowly migrates across its host, now so thin it is almost indistinguishable from the skin of a troll that is not leech-mated.

Three months after their first leech-mating, a Tengkorak is again mated with another leech, and from that point on, the leeches themselves mate. If a Tengkorak lives long enough, it is eventually covered in leech-mates, at which point it hears the call of the water⁷, and slips away to the deep mucks of the Simpolo to transform into a mottled worm. This process takes a minimum of 18 years—the

¹ Simpolo (sym-POLO) means *green wash* in the native tongue.

² Kesediha (kay-SAIID-AH-HA) means *sadness* in the native tongue.

³ Katak (CAW-TOC) poison is made from the silver frogs (Katak also means *silver frog* in the native tongue) found in the jungles of the Simpolo that continually excrete an acidic poison through their skin. The natives skin the frogs and grind up the dried skins into fine powder which is then mixed with a concentrated paste made of boiled liquid drained from the curare plant. This poison is exceedingly deadly and acidic. Even if a target succeeds on the -2 save vs. poison to avoid death, the acid remains in its system for 2d6+12 hours, preventing regeneration.

⁴ Tengkorak (tang-CORE-ACK) means *skulls* in Troll.

⁵ All of the God-touched are all shamans of dread Varparak, possessing the power to transform leech-mates into different forms. All of them are leech-mated trolls with a minimum of 6 leech-mates.

⁶ Trolls reproduce in a brutal mix of asexuality and sexuality—any troll can play the male or female role. During the infrequent mating periods, two ready-to-breed trolls fight until one is reduced to 0 hit points. The winner then rips into the loser's stomach to take some blood of the vanquished into its abdominal cavity. This blood coagulates into small round bumps that slowly migrate to the back of the victor over several days. The victor's back then quickly turns fatty and bulges outwards. The skin softens and turns slightly translucent, displaying the miniature trolls developing within. Three months after mating, the baby trolls (not more than 1 foot tall), ooziily burst out of their parent's back and begin fighting amongst themselves until only one remains after consuming all of the others. The child then feeds off its parent's blood for the month until its size triples and it begins to hunt for itself in earnest. It reaches adult size in 3 months but is not capable of reproduction for several decades.

⁷ The call of the water is an irresistible urge. A Tengkorak that succumbs to the call leaves its clan and heads for the muck lands of the nearest swamp. Once there, the leech-mates force the troll to commit suicide by drowning, providing a food source for the remaining leech-mates. They quickly consume the corpse and then cocoon themselves in a chitinous chrysalis, hatching in two weeks as a young mottled worm.

leech-mates breed only once a year, increasing their number by one per year. It typically takes longer, as leech-mates can be killed by poison in combat, or transformed by magic ritual by the God-touched into different forms with different purposes.

LEECH-MATED POWERS

All leech-mated trolls gain +2 to saves vs. poison per mated leech. If a save is successful only because of this bonus, one mated-leech is affected by the poison instead (dead, paralyzed, injured, etc.) of the troll. For poison that does hit point damage, a mated-leech is considered to have 5 hit points.

All leech-mated trolls are susceptible to salt. A handful of salt thrown at a leech-mated troll has a 75% chance to kill one of its leeches. Greater amounts, such as a catapult-full, would instantly kill all of a troll's leech-mates, forcing the troll to save vs. polymorph or die. The natives of the Simpulo are unaware of this weakness and would be incredibly grateful to anyone who discovers it.

Additionally, leech-mates affect trolls based upon how many mates an individual troll possesses:

- 2: The infectious nature of the leech-mates provides the troll's bite a 25% chance to cause disease.
- 3: The leech-mates continually pursue each other around the body of the troll, exuding reproductive hormones. The troll can tap into this chemical pool once per day, entering a sort of frenzy wherein it gains a +1 to hit and a +1 to damage for 1d6+1 rounds. A frenzied troll suffers a -1 penalty in AC.
- 4⁸: Once per day, the troll may mentally command the leech-mates to squirt an anesthetizing poison at a target within 10 feet. Unless a save succeeds, the target has a randomly-determined body part "put to sleep," suffering a penalty described below. To randomly determine which body part is affected on a PC roll 1d8.
 - 1: Head, victim falls asleep for 3d4+3 rounds.
 - 2-3: Arm, victim loses use of an arm for 2d4+3 rounds. Any held objects are dropped.
 - 4-5: Leg, victim loses use of the leg for 1d4+3 rounds. Victim moves at 25% of normal speed and suffers a -4 penalty on any checks that would be affected by a "sleeping" leg.
 - 6-8: Torso, victim's torso "goes to sleep" for 1d4+1 rounds, but no penalties accrue. However, if hit with another torso shot in that period, victim must save vs. poison or die from heart and lung stoppage.
- 5: The leech-mates amplify the troll's regeneration to 4 hit points per round.



- 6-10: Once per day the troll may mentally command the leech-mates to squirt acid at a target within 10 feet. The acid deals 1d6 hit points of damage.
- 11-15⁹: The leech-mates amplify the troll's regeneration to 6 hit points per round.
- 16+: The leech-mates form a ganglionic network that begins supplanting the troll's brain. Because of this, the troll gains a second saving throw against any form of mind-affecting magic (illusions, enchantment, charms, etc.). It even gains a save against such effects that normally do not allow a save (irresistible dance, etc.). However, the troll now walks the line over which its identity is lost—every year the troll must succeed in a save vs. polymorph to avoid the call of the water.

THE GOD-TOUCHED

The God-touched, conduits of the ferocious Varparak, possess the normal skills of troll shamans, but they are directly touched by the berserk-one's clawed hand. In groups of threes, the most experienced of the group is treated as if one level higher, and this effect is additive¹⁰ up to a maximum effective level of 7th-level. It is this greatly-enhanced shaman, called Siput¹¹, who performs the leech mating rituals as well as the transmutation rituals described below.

Before engaging in these rituals, the troll that will be Siput removes its head, and coerces its leech-mates to migrate to its neck stump, forming a blubbery faux head. This blubbery faux head speaks the words of power directly from Varparak to link troll with leech and which also transforms leech-mates into new forms. Which troll

⁸ A ranger or druid can recognize a troll with four or more leech-mates as the trolls begin to look "puffy" when compared to the average troll.

⁹ All classes can recognize a troll with eleven or more leech-mates.

¹⁰ For example, four groups of three coming together adds +4 levels to the highest shaman to a maximum of 7th-level.

¹¹ Siput (SEE-PUT) means *leech face* in Troll.

becomes Siput changes for each ritual—Varparak's will embrace chaos.

Under the power of Siput and the words of Varparak, the following ritual transformations may occur. Each ritual consumes the leech-mates in the transformation unless otherwise indicated. An individual ritual can be performed only once upon an individual Tengkorak, but a Tengkorak can reap the benefits of different rituals.

Varparak's Touch (4 leech-mates): Siput pulls four leech-mates from a Tengkorak and applies one to the chest, one to the back, and one to each arm. The leech-mates meld with the flesh of the troll and strengthen it. The troll gains +1 to hit and +1 to damage, but loses 1 point of AC as its new-found bulk makes it less flexible and an easier target. 1 out of 10 trolls die during this ritual.

Varparak's Blessing (6 leech-mates): As above, but two leech-mates are melded into the arms of the troll. Varparak's Blessing provides +2 to hit and +2 to damage, and -1 to AC. 1 out of 5 trolls die during this ritual.

Varparak's Shield (6 leech-mates): Siput peels 6 leech-mates from a single Tengkorak and forges them into a large shield. The living shield is melded with the troll's left arm/hand, and provides +4 to AC. The troll can make only a single claw attack when using the shield. With a round of concentration, the leech-mated shield can migrate around the troll's body. Tengkorak commonly "store" a Varparak's Shield upon their back when not in combat. Leech-mates are not consumed in this ritual and still count towards the troll's leech count for leech-mated powers.

Varparak's Limbs (10 leech-mates): 10 leech-mates are pulled from a single troll, whose arms and legs are severed. The leeches are rolled into tubes and used to extend the limbs. The resulting Tengkorak is 13 feet tall with a move of 150 feet per round. It also gains reach like that of a pole arm.

Summon the Slug (15 leech-mates): This powerful ritual strips 15 leech-mates from multiple Tengkorak. For the next hour, troll after troll spills their blood onto the pile of leech-mates until it arises and rapidly grows into a giant slug. The giant slug is under the command of Siput for the next 48 hours, upon which it disintegrates into raggedy pieces of dried troll flesh.

An Immortality of Sorts (16+ leech-mates): The most powerful of the words of Varparak, An Immortality of Sorts rips all the leech-mates from a single Tengkorak who must save vs. polymorph or die. The leeches slide away into the Simpulo and bury themselves as deeply as possible in the muck. If the troll survives, the leeches transform into a fully-grown troll if the original is ever killed. The new troll has all the memories and abilities of the old, but it has no leech-mates.

THE ALL-CONSUMING-WORM

Two months ago the Tengkorak experienced their first real power struggle—out of the depths of the Simpulo a giant mottled worm with the face of a troll appeared, calling itself the Varkankana¹². The Varkankana stunned the God-touched with its powerful magics and impressive charisma, and they now worship it as a messenger of brutal Varparak. The Varkankana comes with a message of trollish supremacy and desires to wield the Tengkorak against the recalcitrant trollish tribes until all trolls are under its command. In pursuit of this goal, it provides the strongest of the Tengkorak, the Chosen of Varkankana, with tremendously increased abilities through ritual sacrifice.

When Varkankana honors a Tengkorak, it consumes a varied number of lesser trolls, trolls unworthy of the blessings of Varparak, the day before the honor ritual occurs. On the day of the ritual, Varkankana regurgitates the troll bones in a compact pellet, and Siput separates them into individual bones. The honored troll then approaches and the ritual begins in earnest. Only one honor can be accrued per troll and the number of leech-mates upon a troll limits the power of the conveyed honor. Varkankana dispenses one the following:

The Honor of Eyes (1 leech-mate): The skull of the consumed lesser troll is placed into Varkankana's deep bite upon the shoulders of the Tengkorak. The leech-mate covers the skull, and the troll regenerates the new skull into a second head. A two-headed Tengkorak is only surprised on a 1 in 6.

The Honor of Arms (4 or 8 leech-mates): The shoulder and arm bones of the consumed lesser trolls are added to holes drilled into the Tengkorak's spine. Varkankana spits upon the joints, and the leech-mates link up the new arms while the troll's regeneration ability heals the new arms. A four-armed Tengkorak has four claw attacks, while a six-armed Tengkorak has six.

The Honor of Wings (16 leech-mates): Varkankana consumes four lesser trolls, and their arm and leg bones are laid out in a wing pattern by Siput. Siput then savages the back of the honored troll, and it is shorn of its leech-mates (save vs. polymorph or die). The leech-mates slide to cover the bony wings, joining them to the troll's back, and Varkankana's spittle coaxes the troll's regeneration to form usable wings. A winged Tengkorak can fly at 150 feet with Level II (D) aerial maneuverability.

¹² Varkankana (var-KAHN-KAHN-ah) means *worm all-consumer*, or *God's worm*.

VARCANKANA

The All-Consuming Worm is a new and potentially formidable force in the verdant stretches of the Simpolo. It has so far made little impact, but before too long it may form an unstoppable juggernaut against the coastal humans if it ends the perpetual clan warfare between the trolls. How long this will take is unknown, but it will eventually happen unless the coastal humans can put aside their differences as well.

SIZE: Large (70 ft. long)

MOVE: 150 ft.

ARMOR CLASS: 2

HIT DICE: 20

ATTACKS: 1 and 1

DAMAGE: 3-36, 3-12

SPECIAL ATTACKS: Poison, spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: 25%

RARITY: Unique

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 90%

TREASURE¹³: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (50%), 1-8 jewelry (10%), any 3 magic items + 1 scroll + 1 potion (65%)

INTELLIGENCE: Genius

ALIGNMENT: Lawful evil

LEVEL/X.P.: 10 / 12,800 + 30/hp

General information: Varkankana is a cautious newly-born, near-god inadvertently created by Varparak through his manipulations of the trolls, their leech-mates, and the eventual outcome of their merger, the mottled worm. Varkankana is subservient to Varparak, but greatly desires to consume him and gain true demi-godhood. Varkankana wishes to use his bones to create the ultimate honored servant. Unknown to all, Varkankana can dominate (as spell) any number of honored servants from any distance at will. It has kept this ability secret at will,

hoping to eventually turn against Varparak at the opportune time.

Varkankana's spittle is strangely toxic when it desires. The wounds heal normally, but once fully-healed, the wound continues "healing" in a cancerous manner, creating mounds of lumpy extra tissue. This reduces the Charisma of the target by 1 per every 10 hit points of damage at the rate of 1 point per month. A cure disease removes this effect, but the extra tissue needs excising, dealing 1 hit point of damage per point of lost Charisma before the victim's Charisma can return to normal.

Varkankana casts spells as a 14th-level cleric, keeping the following spells ready. If threatened, it will change its spell selection to a more martial one if it has enough preparation time.

1st: bless, cure light wounds (x2), detect evil, detect magic (x3), protection from evil, remove fear

2nd: detect charm, hold person (x2), know alignment, resist fire, silence 15-foot-radius, speak with animals (x2)

3rd: cure blindness, cure disease, dispel magic (x3), locate object, remove curse

4th: cure serious wounds, detect lie (x2), neutralize poison, speak with plants, sticks to snakes

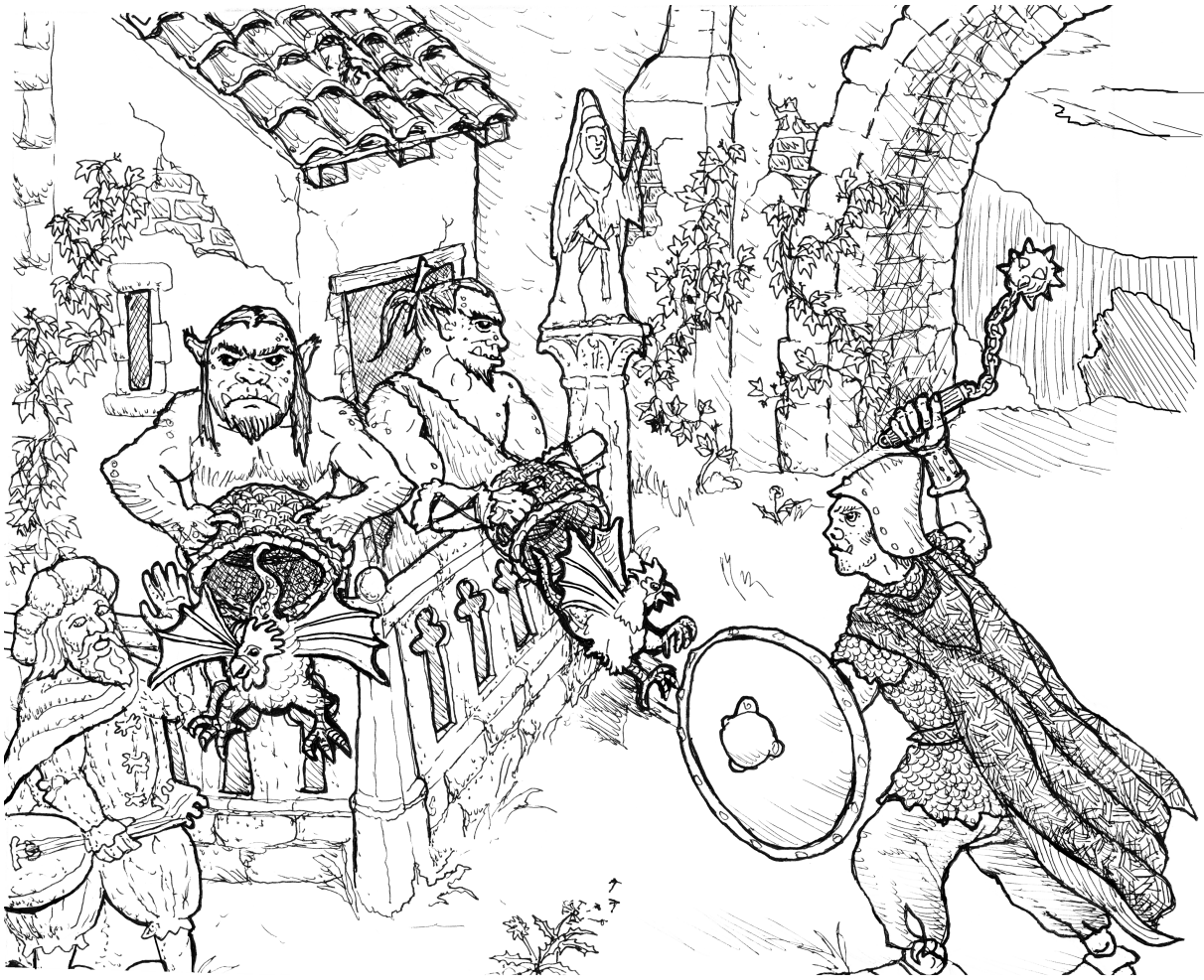
5th: cure critical wounds, flame strike, true seeing

6th: blade barrier, heal

Languages: Varkankana speaks Troll, Ogrish, and the language of the Simpolo natives. It is capable of learning many more languages.

Physical description: Varkankana looks like a giant mottled worm with the face of a troll.

¹³ This treasure type is only found after Varkankana has enough time to accumulate it. Currently, it has no treasure to speak of, other than that of the Tengorak tribe.



Perlador Manor

adventure module for levels 3–5

text and map by Gabor Lux

illustration by Denis McCarthy

Playtesters: Gabor Acs (+Harmand the Reckless, half-orc Cleric 4, fireballed by Godfred Perlador),
Istvan Boldog-Bernad (+Einar Sigurdsson, Fighter 4, fireballed by Godfred Perlador)
Kalman Farago (+Jonlar Zilv, Bard 4, petrified by a cockatrice)
Laszlo Feher (+Elandil Hundertwasser, elf Cleric 3, fireballed by Godfred Perlador)
Gabor Izapy (Gadur Yir, half-orcFighter 4, survived the adventure)
+Barzig the Back (NPC, nomad Assassin 2, killed by Gadur Yir after an unsuccessful
assassination attempt)

Background

Many years ago, Perladon Manor was one of several fortified manor houses dotting the seacoast. These small crusaders' nests, belonging to the new nobility of the isles, were constructed hastily, and with limited means. Over the years, they were abandoned one by one as their inhabitants moved to more spacious and comfortable townhouses, leaving them with token garrisons, and later a caretaker or two. Bereft of function, they were retaken by man's greatest foe, the wilderness – and in time, monsters and wild animals.

Surrounded by overgrown vineyards, Perladon Manor is one such ruin, belonging to a family now considered extinct and with no known heir. Their misdeeds and fierce loyalty to their own kin did not endear them to anyone, and rumours of a strange sickness affecting the line were discussed. The last family patriarch, Godfred Perladon, had buried three sons and lost a daughter who could never forgive his cruelties. He died alone in abject poverty, abandoned by his last remaining retainers and servants. Some say the manor is now haunted; and others claim it is populated by man-eating humanoids. These are old wives' tales, but both are right. Perladon Manor is significantly more dangerous than it first seems.



Manor, ground floor

1. Courtyard: Half of the manor, once housing the stables, barracks and a smithy, has been reduced to shifting piles of rubble, but the servants' quarters (west) and the two-story keep (east) remain reasonably intact. An old **walnut tree** and a decorative **well** with the **statue** of a grotesque ogre standing next to it are the items of highest interest. Rank vegetation and vines have sprung up by the walls, but the middle ground has been trod down enough to identify the place as inhabited.

There is always 1:3 the **ogres** living in the servants' quarters are watching the courtyard, and have prepared an ambush. Three will come forth, dump their captured **cockatrices** from large baskets on the intruders below, and retreat to watch the ensuing fight from the safety of their lair. Otherwise, they have a further 1:6 of sleeping by day, with only one on watch.

a) Overgrown gatehouse: The walls are intact, but the gate is gone and the arch is unsound, with deliberately loosened bricks. The ogres have set a tripwire here, triggering an avalanche from above (2d6 Hp and lots of noise, horses have 1:3 to break their legs).

b) Marble well with a wolf's head for a spout. Archaic letters spell out “* P E R L A D O N *”. Next to the well, the **statue** of a surprised-looking ogre seems to be holding up something between the fingers, as if to examine a newfound treasure. The well goes down 30' before hitting water, but at 20', there is a secret door and a tunnel leading northward to a locked door. 20' below the water surface, covered with moss and silt, is a silver ewer decorated with the figures of hares and wolves (1000 gp).

c) The walnut tree has been partially choked by thick, muscular-looking vines bearing clusters of succulent black berries.

d) Rubble: The rubble piles are noisy to navigate by anyone but a thief: 1:6 per character of making a racket while climbing over.

e) Keep entrance: A wolf's head crest is over the heavy oak door, while a marble panel in the wall bears the following inscription: “I, MASTER ARCHITECT NIVIUS, DID BUILD THIS KEEP IN THE YEAR OF THE OBSERVING SEAGULL, AND WHILE MY APPRENTICES RAISED ITS STONES, I PLACED ITS ADORNMENTS WITH MY OWN HANDS”.

Ogres (7) HD 4+1; AC 5; Atk club 1d10+2; ML 9; CE; one has two keys (unlocks the armoire at **2** and the bars at **3**).

Hp	23	14	27	14	21	25
	17					

Cockatrices (3): HD 5; AC 6; Atk beak 1d3 + stone; Spec petrification; ML 9; AL NE.

Hp	20	23	16
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2. Ogre lair: These rooms are strewn with disorderly rags and animal skins. The ogres use the outer room for drinking and feasting – there are bones and scattered flagons – and the cooler inner one for sleeping. Here they store their **treasure**, a padlocked armoire with 4500 gp, 500 gp worth of cat pelts, and a great 500 gp silver plate with the mark of a two-tailed mermaid and the letters “MINARVI”. The **capstone** above the centre of the room depicts a ship on the waves; twisting it opens the **secret door** to a dusty passage. This space, unknown to the current inhabitants, contains sacks of rusted chains weighing down a trapdoor to the dungeons (20’ down).

3. Kitchen: Pots and pans lie in disarray. A roast goblin is skewered on a spit above the fireplace, and a smoked human leg is hanging from the chimney. There are **wire cages** for the cockatrices, and a **portcullis** leads to a cell with **10 goblins**. These poor fellows were caught by the ogres, and six of their companions have already been devoured. They are grateful to their rescuers, although all they can offer now is their gratitude (all goblin encounters in the region are 1:3 to be friendly henceforth). They have heard a great evil slumbers in the manor, which they consider haunted. 1d3 may join a party if they make a morale check. The **capstone** above the goblins’ cell depicts a rooster. Turning it brings down the portcullis and locking all within.

Goblins (10): HD 1-1; AC 6; Atk none; ML 5; LE.

Hp	5	6	7	1	4	4
	5	1	3	2		

4. Looted dining room: The fireplace lies cold and unused, although a long dining table has been chopped into **firewood**. Someone has left a **pack** containing a neatly bundled sailcloth tent in the corner.

5. Fresco room: Frescoes on the walls depict a garden of fruit trees and flowers. Seated around a small table stacked with precious silverware and pieces of raw meat are three finely dressed nobles. They are identified by painted inscriptions: a thin, bearded man and a lady of fine stature, both with an intense stare (Godfred and Ilia Perladon), and their daughter, whose face is missing as the plaster has fallen (Felicia Perladon).

Intruders spending more than a turn here are attacked by their own **shadows** (surprise 5:6). There are three of these undead monsters. Knocking the plaster off the walls wounds them automatically, but also represents a hit on those whose shadows have become animated. The walls bleed if they are attacked.

Firewood has been stacked under the worm-eaten stairs to the upper floor. The stacks hide a trapdoor down to the dungeons (20’ down). However, one of the **rungs** on the way has been deliberately loosened: 1:2 of falling if incautious.

Shadows (3): HD 3+3; AC7; Atk 1d4+1 + Str; Spec drain, +1 or better to hit; ML 9; AL CE.

Hp	18	20	8
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6. Dancing room: Wind-strewn, well-lit upper room, now empty. Wooden parquet creaks underfoot, and rats scurry in the gaps of the walls. **Frescoes** of revelry and feasting, too faded to see clearly. **Faint figures** seem to dance in the corner of the eye, but dissipate if directly stared at. The **double doors** are locked, bolted and secured with heavy iron chains. The locking mechanism is trapped to lock the door even more securely (-25%) unless the real, long-lost key is used to open it.

A **hidden cavity** under the parquet conceals a locked metal box: 1500 gp pelican brooch, 1000 gp azure and gold medallion with the face of Ilia Perladon, as well as a crumbling message: *“My Dear Felicia, I know it well that your path will lead back home, and you shall find these mementos, which your father would have made me cast into the sea. My fate leads to the family graves, and there we shall be reunited. The pelican will show the true way. -- Ilia”*

7. Living quarters: Dusty but well-preserved quarters, **dry herbs and flowers** all along the windows. **Frescoes** depict hunting scenes with cruel riders lancing their prey, the faces of the quarry disturbingly manlike.

A **large round table** in the middle is strewn with colourful sand in spiral patterns, unaffected by wind. Those who do not exercise utmost care to look away may be ensorcelled (save vs. magic), drawing first the gaze (round 1), then the footsteps (round 2), and finally breaking the heart (round 3, save vs. death or the character crumbles into sand with a sigh, joining the patterns on the table). Characters making their save, or getting physically dragged away can snap out of it.

Breaking the spiral patterns unleashes the **10 phantasmal ravens** trapped within. There is a covered **magnetic stone** in the middle of the sand, the source of this peculiar enchantment (its removal disperses the ravens but does not restore the dead). It looks like it can be made into a magic dagger, but it will be of a -2 enchantment.

Phantasmal ravens (10): HD 1; AC 3; Atk beak 1d3 Strength; Spec fully drained characters are 1:3 to rise as shadows, silver or +1 to hit; ML 10; AL NE.

Hp	1	6	7	4	7	7
	2	4	8	5		

8. Library: Scattered chairs and overturned tables everywhere in a shadowy hall. The walls are bookshelves locked with iron bars, some of the larger tomes being chained to the bars. **Feeling of pressure** intensifies 4 rounds until the chairs attack in a chaotic fury as **10 animated objects**. A darker presence emerges from the dark core of this pandemonium in a further 4 rounds as a **shadow demon**.

The **bookshelves** contain rotted remains, but some of the occult works are valuable (6000 gp to a specialist), mostly concerned with hereditary curses and magical afflictions. One of the shelves has a hollow back concealing a **cavity**: 3000 gp worth of silver dust in heavy sacks, Godfred Perladon's spellbook (see **13** for spells therein), and a *scroll of a demonic name* written in golden ink (Nyssax the shadow demon, who can be conjured and bound to service with the scroll).

Animated chairs (10): HD 2; AC 8; Atk hit 1d6; ML 12; AL N.

Hp	7	8	7	12	5	14
	15	8	9	9		

Nyssax, shadow demon: HD 7; AC 10/5/0 (sunlight/gloom/shadows); Atk 2*claws 1d6 and horns 1d8; Spec *magic jar, darkness, fear* 1/day, immune to cold, mind-affecting and electricity, ½ from fire, +1 or better to hit, ½ in darkness but 2x damage in sunlight; ML 10; AL CE.

Hp 25

9. Winter tunnels: These old passages exhale a stale rot, and have not been in use for years. There are three exits: **a)** and **b)** are behind locked iron doors, and the trapdoors above them are weighted down (open doors roll required).

10. Cellar: Old **casks** with soured wine. One of them has a false back with a sack of 5000 ancient electrum coins.

11. Cellar: A wine press and a stone vat are stored in this part of the cellar. A red marble **altar** in the interior room is decorated with grapevines and bunches of grapes. A dark stain mars the surface. The altar is magical, imbuing the vintner with superior tasting capabilities if a sacrifice of wine is performed (1:3 to identify potions and magical substances by taste, one week). There is also a **secret catch** on the back, operated by turning one of the leaves: this opens the secret door to the gallery above the wolf grave (**15**).

12. Armoury: The door is missing and the room has gone to rot. Corroded pieces of metal are covered in glistening sludge, and stone blocks have fallen from the walls to reveal a muddy miasma. The structure is unstable (1:3 to collapse for 3d6 Hp).

13. Crypt: Frescoes depicting the scenes of a crusade decorate this long hall filled with rotting wooden caskets. **Carved inscription** on the floor reads: "THE FOLLOWERS OF PERLADON: THOSE WHO HAD VANQUISHED THE FORCES OF THE VALLEY, SHALL NOT REST IN ITS SOIL." The eastern end of the hall is cut off from the interior crypt with tall **iron bars** and a **barred, locked gate** decorated with the silhouette of a wolf's head. Disturbing the **caskets** animates the slumbering bodies as **9 skeleton knights** clad in crusader's surcoat and mail, and has 1:2 to awaken Godfred Perladon. Disturbing the gate has 1:3 to awaken both, and disturbing Godfred's sarcophagus in **b)** is sure to accomplish the purpose.

b) A more richly decorated crypt with a single stone **sarcophagus** in the centre, decorated with the carvings of blackbirds, and the name of "GODFRED PERLADON". Slumbering within is **Godfred Perladon** the wraith-mage. If he rises, he tries to destroy the intruders with a *fireball* spell, followed by his other magics. If the opportunity presents itself, he prefers to slip through the bars and cast spells from an unassailable position His sarcophagus contains an inky dust of unknown provenance, 3000 sp, 1500 gp, and 9*arrows +3.

The **secret door** is operated by placing something within the empty eye sockets of one of the blackbirds on the sarcophagus.

Skeleton knights (9): Fighter 3; AC 4 (chain, shield); Atk flail 1d6+1; ML 12; AL LE.

Hp	17	25	23	15	25	18
	10	16	25			

Godfred Perladon: HD 7; AC 2; Spec touch LVL + 1d6 Strength; Spec drain, +1 or better to hit, spells; ML 11; AL LE.

Spells: 4/3/2/1; 1: light, magic missile*2, read magic; 2: ESP, magic mouth, pyrotechnics, stinking cloud, strength; 3: fireball, gust of wind; 4: polymorph other.

Hp 23

14. Escape route: Crumbling stairs slick with moisture and dripping water, leading to a hidden cove on the seashore. Halfway down, the stairs are very slippery (careless characters are 1:2 to fall), and there is an **ochre jelly** hanging overhead.

Ochre jelly: HD 6; AC 8; Atk jelly 2d6; Spec lightning divides; ML 12; AL N.

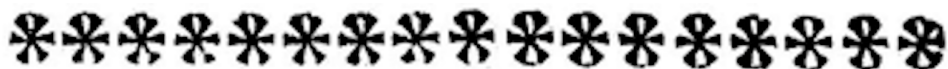
Hp 34

15. Wolf grave: This gloomy vault is divided into two sections: an upper gallery separated from the centre by tightly spaced iron bars, and a tiled lower chamber 20' down with three sarcophagi. **Shadows** are unnaturally large and dense here, seeming to press down on intruders and gradually snuffing out lights (candles in 1 rounds, torches and magical *light* in 4 rounds, lanterns and *continual light* in 6 rounds). There is a general suffocating feeling.

Down on the lower floor, the **sarcophagi** have lids in the images of armed men, but they contain chained **undead werewolves**, Perladon's accursed sons. The werewolves cannot run due to the chains they are wrapped in, but they are free to attack. Their resting places contain 4000 gp, a 450 gp wolf idol with garnet eyes, and *the amulet of life* (a miraculous amulet which can be used to *raise* the dead, 5 charges, usable by any class).

Undead werewolves (3): HD 4+3; AC 5; Atk 2*claws 2d4 and bite 2d4; Spec silver or +1 to hit, surprise 1:2, lycanthropy; ML 10; AL CE.

Hp 19 20 22



BY THE RUNES

by Dan Rasaiah

The four adventurers staggered through the archway, blood-spattered and weary. Behind them lay a large scaled mass in a pool of expanding black ichor.

"By Dhulthadin" weezed Ummyr leaning on his hammer, "that bloody thing was almost the end of us."

"Aye, good thing your god was listening" said Weylan forcing a smile. His skin was pale and clammy, and deep punctures riddled his breastplate from the beast's jaws. Without Ummyr's healing, he knew he'd have joined his kin in the otherworld.

"I owe you again old friend".

"Bah, thank Bellona not me, it was her blow that felled the creature."

"A lucky hit" said the tall woman wiping her axe blade. "But it was Dougle that gave me the opening. A brave move little-man, jumping on the beast's back."

Dougle sheathed his two knife blades and shrugged. "Seemed like a good idea at the time". "Would've been a lot easier with Zalthyrian here" said Weylan.

"Zalthyrian" said Bellona spitting in disgust, "the coward."

Dougle took his lantern and tinder from his pack. "Its those bloody runes of his. He doesn't take a shit unless those bones give him the ok".

"Aye" said Weylan sadly, "ain't that the truth." He had been the one who had broached the mission to Zalthyrian in the shadowed booth in Dinjin's Cantina three weeks past. The Tomb of the Dreaming God, unearthed after all these years! Who could resist investigating the resting place of that legendary deity? He who the bards say was trapped on the mortal plane after sacking the very planes of Hell! Despite the pitch however, the mage impassively called on the runes, reaching into the bag of bones around his neck and casting the white shards across the table like skittering teeth. Though Weylan had witnessed the ritual a thousand times, he had never seen Zalthyrian react as he had that day. The wizard's sunken eyes had grown wide as moons as he gazed at the sickle shaped arrangement of scattered symbols. It was an unsettling look on a man not known for emotion. "Death" he had rasped tracing the curve of the runes with his tattooed hands, "the frigid breath of Cania, blackfire from the fens of Minauros, and the tempest's fury over the planes of Dis! Blood...the rod cast down!" And just as

quickly he scooped up the runes and replaced them in his neck bag, scanning the taproom with fearful eyes. It was all Weylan could do to get the withdrawn mage to speak afterward, but despite Weylan's cajoling, promises, and threats, Zalthyrian was adamant, he would not depart with his companions, and they would be forced to leave for the Tomb of the Dreaming God without their powerful mage.

"I tried but he's a stubborn bastard" said Weylan.

"Forget the craven, we showed courage! And Dhulthadin favors the brave!" said Ummyr raising a defiant fist.

"That he does old boy, look!" said Dougle gesturing to the far end of the chamber. Near the wall, at the far reaches of the lantern light sat a huge iron chest embedded with sparkling rubies, emeralds, and sapphires. Behind the chest on a golden stand was a crystalline statue of a sleeping figure with cerulean diamonds for eyes.

"The Dreaming God" whispered Bellona.

Dougle pulled out his lockpicks. "Do you think he'll mind?"

Dougle angled the lantern light onto the lock and rolled out his leather tool-wallet. He studied the contraption, peering into the lock's depths like a lover. "Ancient. Intricate. You don't see workmanship like this anymore."

"We could just bust it in" said Bellona hefting her axe.

"Over my dead body barbarian. This thing is a masterpiece, it's worth your weight in gold" said the little man as he inspected the inner workings of the lock. "Although it would be disappointing if such a antique specimen weren't protected by some sort of...aha, there you are beautiful."

Hiding in the lock's depths like a pearl in a clam, was the glint of a needle-tip.

"Trapped?" asked Bellona

"It would appear so. Needle."

"Poison?"

"I'd expect nothing less."

"Be careful laddie, I've called on Dhulthadin enough for one day", said Ummyr fingering his holy symbol. "I fear he won't hear my prayers again"

"Don't worry old boy, I've got this."

With a pick in either hand, Dougle deftly tinkered with the mechanism until finally it emitted a sharp 'chink' sound and a gasp of ancient air leaked out of the chest seam.

"Trap disarmed, lock opened" said Dougle with a flourish, replacing his lockpicks and taking hold of the lid. "And now my friends, for the reward!"

He eagerly cracked the lid and caught a glimpse of scintillating jewels, when there was a sudden flash of steel as a blade scythed out from within the chest and severed his arm below the wrist. He staggered back, the lid clanging loudly shut, and stared in disbelief at his spurting stump before emitting a shrill scream.

"Laddie!" roared Umyr lunging for his wounded comrade when a mighty 'boom!' echoed from behind them as a heavy portcullis, cleverly concealed in the archway ceiling, dropped and embedded its iron teeth into the stony floor. Weylan's sword hissed from his scabbard and Bellona spun with axe raised, ready for the tides of hell to flow upon them.

"Where in the seven layers did that come from!? We're trapped in here," said Bellona scanning the ceiling for other surprises.

Still screaming, Dougle sagged to his knees and Umyr smothered his bloody stump with his hands and uttered a frenzied prayer to Dhulthadin, blood spurting through his meaty fingers and spattering his face and beard all the while. Almost immediately the jets reduced to a trickle, and threads of flesh began knitting feebly across the gaping wound. "I'm sorry laddie, I've used up all my favor, this is the best I can do for now."

Dougle nodded weakly and swooned in the dwarf's arms, while at the head of the chamber, Weylan struggled vainly with the portcullis.

"Bloody thing weighs a ton, Bell, help me with this!"

The two warriors strained at the iron gate to no avail. "A damn giant couldn't move this thing" said Bellona in disgust stepping away from the gate and rubbing her hands. "Wait, did you hear that?"

A click followed by a gasping sound emitted from somewhere overhead.

"That doesn't sound good."

A shadow began leaking out of the ceiling, an insidious black gas which billowed throughout the chamber, spreading like some grasping organism.

"Leander's teats!" shouted Bell as the acrid gas began searing her lungs and eyes.

Still laboring at the gate, Weylan was caught directly under the cloud, his skin blistering and his



face bursting into a mask of red pustules. "Garrgh! Away! Get clear!"

The two fighters staggered away from the expanding gas, coughing and spluttering and cursing the gods.

Seeing their plight, Umyr dropped Dougle and sprang forward, calling desperately to Dhulthadin in plaintive cries.

The loyal dwarf was the seventh generation of Sunderhammers to serve Dhulthadin, and though he asked more of his god this day than any other, the Golden Lord heard his prayers, and blew his breath across the chamber, scattering the gas safely beyond the portcullis. Weylan hunched over and spat bloody drool. "That was close" he gasped, breathing deeply of the cool mountain air which had miraculously filled the chamber. He rubbed his weeping eyes, "I can barely see, I need you Umyr. Bell are you oka..."

There was a whooshing sound and Weylan felt the hot splash of gore as Bellona's head flew past him and bounced wetly off the iron gate.

He shook his head trying to clear it. Was he hallucinating?

Something had materialised in the chamber, folding out of empty space till it stood towering over Weylan and Bellona's bloody corpse. It had the appearance of an enormous bear covered in metallic scales but its head was that of a bird of prey, with beady red eyes sunk deep in dark pits over a wickedly hooked beak of razor-like steel.

Roaring defiantly, Weylan slashed his sword across the monstrosity's torso, the keening blade sending up a shower of sparks. Uncaring, the fiend lunged forward and caught the fighter under the chin, its foot-long steel talons erupting from the top of his head like palings through a melon. Just as quickly the talons retracted and Weylan slumped rag-like to the floor atop Bellona's headless corpse.

"No! Dhulthadin hear me!" roared Ummyr as he charged forward and swung his hammer into the beast's back, landing a blow that would've split a boulder. The beast staggered then swung around with frightening speed and raked the dwarf across his shoulder and face, the blow sending him spiralling through the air to land in bloody ruin at the chamber's edge.

Nothing moved. All was quiet.

With heavy tread, the metallic fiend lumbered across the room, gore dripping from its metallic claws. It stopped when it reached the chest, and looked impassive at Dougle's unconscious form.

It flexed its talons and there was a flash of light, then the beast seemed to fold into itself, losing its metallic sheen and shrinking down to the form of a stooped, robed man clutching a gnarled staff. The man's long beard was streaked with grey, and swirling lines of tattoos crawled from his fingertips to the top of his dusky throat where a bag was fastened by a leather thong. The man reached into the bag and took out a handful of bones inscribed with ebon runes, and with a practised cast, flicked them across the top of the chest. The bones arrayed themselves into the same sickle formation they had all those weeks ago in Dinjin's Cantina.

"Death" rasped the man picking up the bones and surveying the carnage around the room.

He looked briefly at the slumped thief, and then at the severed hand and wrist which still clung tenaciously to the lid of the chest.

Stepping back, the man uttered an incantation and a spectral hand materialised and lifted the lid of the chest, the scything blade-trap whisking harmlessly through its ghostly form.

The blade stopped in its track and the man stepped forward and peered into the chest which seemed to be lit from below, such was the luminosity of its contents.

"As the runes foretold!" whispered the awestruck mage. Atop a prismatic mound of glittering gemstones lay a solid ruby rod with a black opaline tip. The artifact emitted a pulsing, blood-red light, bathing the chest's contents in a hellish glow. "The rod of the Overlord" cackled Zalthyrion, his face contorting into fiendish glee. The plunder of the Dreaming God!"

MAGIC ITEM INTRINSIC MATERIAL VALUES

by Guy Fullerton

I like the idea of granting xp for magic items recovered during adventuring, but I don't like tying the xp award to the specific powers of the magic item, because it prematurely reveals the potency of items the characters haven't fully identified. In my campaign, I instead use the following guideline, which still gives a similar overall xp benefit as the more traditional rule:

Each magic item has a 50% chance to be composed of or decorated with valuable materials, giving it an intrinsic gp value, and thus obviously worthy of xp: fashioned of gold or jade; adorned with gems or filigree; forged from mithral or almost-indestructible white obsidian. I don't usually bother with intrinsic values for potions & scrolls, but you still can: potions as a rare aperitif, or solutions containing sparkling ruby granules; scrolls stippled into gold foil, or tattooed into the underside of an ermine scarf.

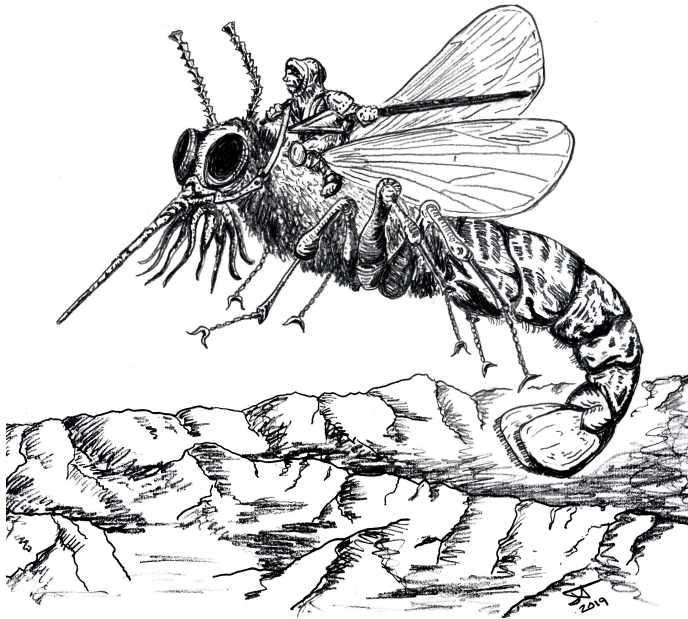
When a magic item has an intrinsic value, choose an approximate magnitude and roll the actual value as indicated:

Item Potency	Intrinsic Value (gp)	Typically Used For
Lesser	d8 x 100	potions, low-level scrolls
Moderate	d10 x d10 x 100	magic weapons & armor, rings, wands, weaker misc. items
Greater	d6 x d10 x d10 x 100	staves, stronger misc. items

Example: A staff of withering usually qualifies as a greater item. The referee rolls d6, d10, and another d10, getting 5, 8, and 4, then multiplies those together with 100: $4 \times 5 \times 8 \times 100 = 16000$ gp value. The referee decides the item is a single length of narwhal ivory, etched and inlaid with platinum depictions of grave corpses.

GOBLIN GARBUG CAVALRY

by Andrew Hamilton (with a bit of expansion by the editors)



GOBLIN – GARBUG CAVALRY

Frequency: Rare
No. Encountered: 1d6
Size: Small (4 ft to 4 ft 4 inches tall)
Move: 60 ft
Armor Class: 8
Hit Dice: 1 (always 7 hp)
Attacks: 1
Damage: by weapon
Special Attacks: See below
Special Defenses: None
Magic Resistance: Standard
Lair Probability: 40%
Intelligence: Average (low)
Alignment: Lawful evil
Level/XP: 1/10 + 1/hp

Only 5 in 45 goblins are tough enough, brave enough, and lucky enough to become garbug cavalry. These goblins wear light armor (to avoid burdening their flying steeds), and are armed with a mix of darts (1d3 dmg) and javelins (1d6 dmg) which they use to harass and attack ground-based targets. They also carry 2 bolas, which they use to entangle flying opponents; bolas are particularly deadly against winged opponents, as they will no longer be able to flap their wings, and fall to the ground.

Goblins prefer to work with black garbugs, as the violet garbug pincers prove too deadly when turned against their goblin handlers. Also, goblins just like the color black because it is cool and dangerous looking. Violet is for sissy elves.

Treasure: Each cavalry-goblin has 3d6+6 sp as personal treasure.

BLACK GARBUG

Frequency: Rare
No. Encountered: 1d6
Size: Large (7-10 ft long)
Move: 60 ft, 90 ft flying (AA: level III)
Armor Class: 4
Hit Dice: 2+2 (average 11 hp)
Attacks: 1 + 6
Damage: 1d4 or paralysis
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Lair Probability: 50%
Intelligence: Animal
Alignment: Neutral
Level/XP: 4/170 + 2/hp

Sometimes called Wasprawns, these creatures share the characteristics of both wasps and decapod crustaceans. They usually travel by walking, but do fly when necessary, although not very gracefully.

They hunt by simultaneously stabbing with their long proboscis (1d4 dmg) and whipping with six short mouth tentacles (paralysis). Upon subduing a target, they drain its vital fluids and leave the carcass to rot.

When trained from birth, these creatures willingly accept their goblin masters as riders.

THE TILED LABYRINTH

by Guy Fullerton

Wherein the hallways magically reconfigure into three different "States," making some rooms — including the best treasures — tricky to reach. State #1 is the only state that connects to the surrounding area, complicating egress from other states.

This fills the southeast geomorph slot (and surrounding unused area) on the Level 1 map of The Twisting Stair megadungeon, but works fine on its own.

CHANGING THE LABYRINTH STATE

- The labyrinth state change occurs when a burning incense burner is closed; see D through H.
- Destroying an incense burner has the same effect as closing it.
- Each incense burner only burns when the labyrinth is in the correct state for it, as indicated in the keys.
- The change occurs instantaneously, so re-opening the vents does not switch you back. You have to find one of the other incense burners that burns in the new state.
- If you're feeling generous, you could allow a switch back if the player **immediately** mentions re-opening the vent, right after you describe the change.
- The incense burners cannot be removed from their rooms, teleporting back as necessary.

EFFECTS OF A STATE CHANGE

- The incense vanishes from within that burner, and the smoke immediately dissipates.
- Creatures in the labyrinth **hallways** (not the keyed rooms) teleport out of the labyrinth, wearing nothing but their mundane clothing; all other valuables and items teleport to the minotaur's lair. (The minotaur and bull skeletons instead teleport to their respective lairs.)
- All door damage is repaired.
- All incense burner damage is repaired.

TILED FLOOR THROUGHOUT

Six-inch ceramic tiles of greens, golds, and blues cover the floors of all rooms & hallways here, even ones without "Tiled" in the name.

WANDERING MONSTERS

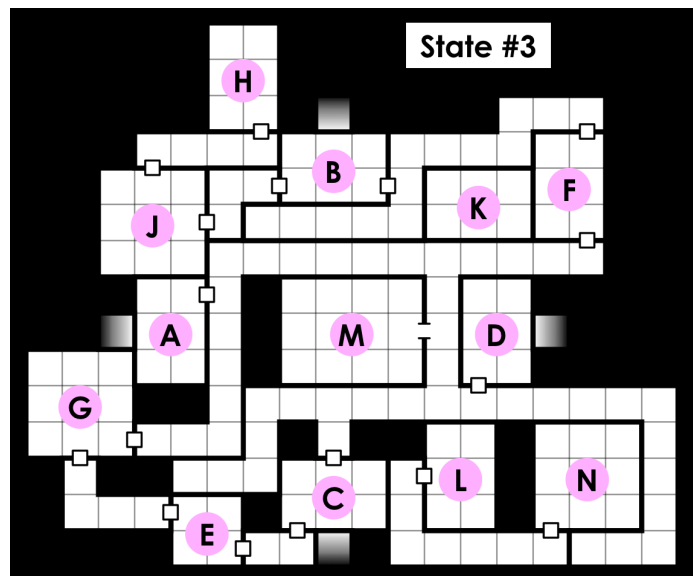
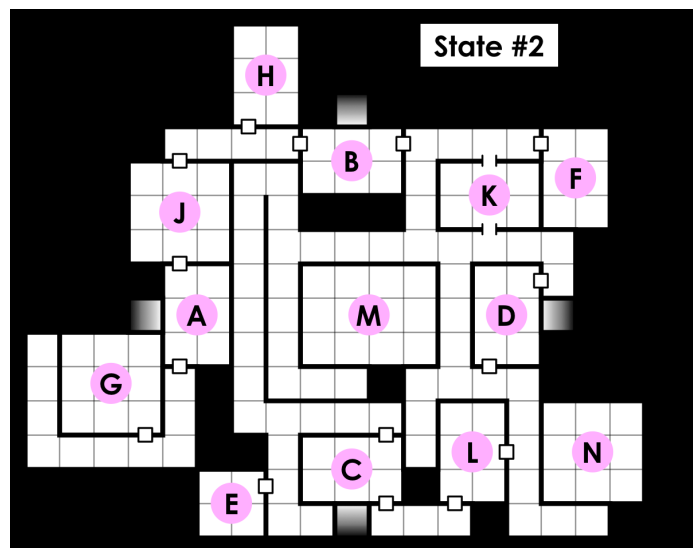
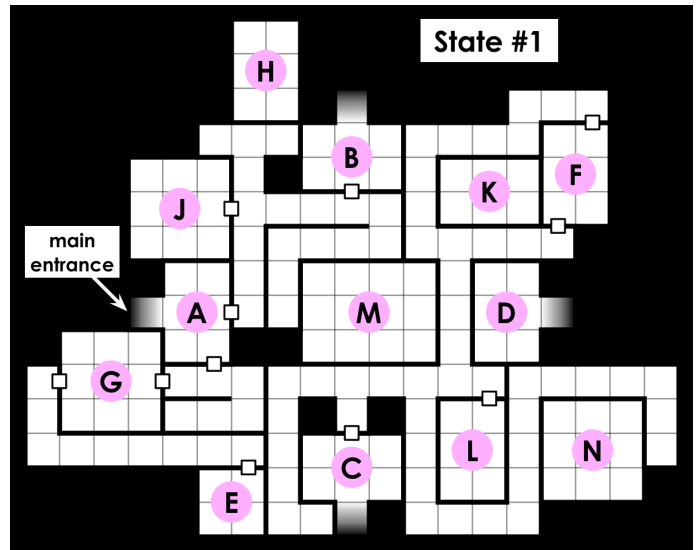
- In State #1: As normal for the surrounding area.
- In State #2: 1-in-6 per turn of 1 bull skeleton (area K).
- In State #3: 1-in-6 each disturbance to draw the minotaur (area M).

A. OFFERING ON TILED FLOOR

Long wooden platter holds smoked and stewed meats, left for the minotaur by denizens from the west.

B. LUNATIC'S TILED DORMITORY

Middle-aged man (normal man, leather armor, long sword) slumps in the northwest, staying close to a tall lily planted in a clay pot. Warns away intruders: "Never roam the tiled halls!" "Turn back!" "Blood — You will see blood!" Defends himself, but otherwise babbles incoherently.



C. SOUTHERN TILED ENTRANCE

(no features of note)

D & E. TILED INCENSE CHAMBERS

Bronze incense burner stands at the center of the room, like a vented statuette of a rearing bull impaling a man, with a lever at the bottom suitable for opening/closing the vents.

In State #1 Only: Wispy smoke from spicy incense fills the chamber, and inflicts 1 damage/round on anyone inhaling it. Closing the vents transforms the labyrinth to State #2.

F. INCENSE CHAMBER WITH LURKER

Giant tick waits on ceiling for prey.

Bronze incense burner in center: Vented statuette of heroic man, with lever for opening/closing the vents.

In State #2 Only: Wispy, rose-scented smoke fills the chamber; causes humans to save vs. spells or attack companions for 1d4 rounds, as confusion. Closing the vents transforms the labyrinth to State #1.

Giant tick - HD 3; hp 8

G. DECORATED INCENSE CHAMBER

Reliefs of hilly fields adorn the walls, with a tall cork tree centered on the north wall.

Bronze incense burner in center: Vented statuette of rearing bull, with lever for opening/closing the vents.

In State #2 Only: Wispy smoke of frankincense (woody, faint pine odor) fills the chamber, gives calming feeling. Closing the vents transforms the labyrinth to State #3.

H. INCENSE CHAMBER AND RAVEN NESTS

Inset stone shelf runs around the ceiling perimeter, 2 ft deep, 3 ft high. Droppings all over the floor perimeter. Three huge ravens nest on the shelf, ready to defend their lair. One nest contains a hand-axe and a garnet (200 gp).

Bronze incense burner in center: Vented statuette of a heroic man holding decapitated bull head, with lever for opening/closing the vents.

In State #3 Only: Wispy smoke of clove incense fills the chamber. Closing the vents transforms the labyrinth to State #2.

Huge ravens (3) - hp 4 ea; bird (normal) stats, but semi-intelligent, with evil tendencies, and nearly man-sized.

J. GARDEN OF LILIES

Tiled floor gives way to a patch of lilies growing from a 20 ft square area of rich soil in the center. Copper watering can on the tile in the northeast corner contains 2 gp, 6 sp, 25 cp.

Magical ceiling cycles between the glow of daylight and the stars of night, with occasional light rain.

Taking a lily without first depositing a coin in the watering can, or tampering with the can or coins, causes 1-2 zombies (of 8 total) to reach out / clamber out of the soil and attack the thief.

Zombies (8) - hp 9 ea

K. SKELETAL BULL LAIR

Pair of knee-high stone funeral slabs, covered with desiccated vines and flowers, act as the beds for two skeletal bulls. (In State #2, 50% chance only one bull present.) They are prone to aggression, like normal bulls, but do not attack groups presenting flowers. If destroyed, they reform the following sunset.

Skeletal bulls (2) - hp 14, 24; bull stats with skeleton immunities, turn as wights.

L. DANGEROUS FLOOR

Human corpse at the center of the room (leather armor, club, sling, 20 bullets, backpack, thieves' tools, pouch with 13 gp), dead from long leg and gut wounds.

Small wooden chest (no lock) in southeast corner contains four drinking horns (40 gp ea.) wrapped in a velvet cloak (60 gp). Lid trapped to spray sticky, musk-odored red paint on anyone within 10 ft of the front as it opens.

Floor trap: Every floor tile acts as a pressure plate for slashing blades that swipe up between tiles, but only activate occasionally. 2-in-6 chance of triggering every 5 ft traveled. Blades attack as Ftr 6 for 1d6 damage.



M. MINOTAUR LAIR

Four sets of manacles dangle on the west wall. Piles of mundane gear and obvious treasure in the west half of the room, including 750 gp, 2100 sp, 1250 cp, two suits of chain mail, and a red meteoric long sword of sleek, angular design (250 gp, throwable with the range of short bow).

The minotaur rests on a stack of blankets and rugs in the center, near a water trough, gnawing on bones. Has iron key to the manacles. Wears silver skull pendant with small amethysts for eyes (500 gp, touching one/both eyes while in a room changes the labyrinth: Left – State #1; right – State #2; both – State #3).

He demands tribute from (good reactions), or tries to kill and eat (bad reactions) anyone entering or passing by the entrance. He knows the layout of entire labyrinth, and chases interlopers into dead ends.

Minotaur - hp 31

N. SECLUDED VAULT

Stone shelves hold 60 small porcelain vases & jars (10 gp ea), 32 worthless glass trinkets, and one glass vial containing minty liquid (potion of invulnerability).

Waist-high painted bone porcelain vase (500 gp) stands in the center.

LOTUS BLOSSOMS

by Keith Sloan

There are a number of varieties of Lotus Blossoms that are much sought after for their magical and narcotic properties. These blossoms can be chewed raw or concocted into other, usually more concentrated, forms with differing effects. Lotus eating is frowned upon in many societies, though it is a common practice in seedier circles of some places. Use of any lotus is potentially addictive, and all have effects both beneficial and potentially harmful.

LOTUS BLOSSOM VARIETIES

Transparent (Ghost) Lotus – imbibing this blossom will allow the user to perceive the Ethereal Plane for d4+4 turns. It does not permit travel to it in its raw form, but special concoctions of it do allow one to bodily enter the Ethereal Plane.

White (Moon) Lotus – this rare lotus enables the imbiber to project themselves to any location where they can invisibly observe what transpires for one hour (treat as simultaneous clairvoyance and clairaudience). Any creature able to detect invisibility will be able to note the presence of the projection, though they cannot affect it.

Brown (Earth) Lotus – this is simply a narcotic with no particularly tangible benefits, aside from the immediate pleasure it provides. Chewing it will result in pleasant hallucinations for d3 hours, during which time the user is largely helpless. Addiction is automatic (see below; however, the drop in Wisdom and Constitution occur every two days instead of weekly, unless a lotus is consumed). Brown Lotus is by far the most common sort.

Yellow (Sun) Lotus – this relatively rare variety is primarily used by spell casters to improve their magic capabilities. For clerics, treat a dose as using Incense of Meditation. For magic-users, it acts as a Pearl of Power.

Red (Fire) Lotus – like its name, this Lotus inspires passion and élan in the imbiber. They become very energetic and driven (temporarily gain 2d4 hit points which are lost first, if injured) for d3 hours, but must fully rest for 2d4 turns afterward.

Blue (Sky) Lotus – the Sky Lotus instills a deep sense of calm and serenity upon the imbiber for 12 hours. Spell casters may memorize their spells at twice the usual rate during this time. Also, while under its effects, all users are immune to fear, confusion, and similar spells.

Black (Stygian) Lotus – used by dark wizards and some priests to enter a dream state where they can gain insight on particularly complex problems or obscure questions. (A spellcasting PC that chews Black Lotus must save versus poison or become very ill for d3 days, suffering intense hallucinations and temporary madness, before recovering at ½ hit points from severe exhaustion; if the save is made, the PC will sleep for d4 hours but gains the answer to d4+1 questions as if he had consulted a Sage using the "In Special Category" chances of success per DMG page 32. At DM discretion, repeated usage may improve the chances to make the saving throw for gaining knowledge



but this does not affect the chance for addiction as described below). The black lotus has other uses, as well (see below).

Other – rumors abound of other exotic blossoms such as the Rainbow Lotus. The properties of these others are unknown but said to be of great power.

RECOVERY

All Lotus consumption, whether it is the blossoms or products derived from them, causes an intense lethargy in the user. Once the beneficial effects have worn off, the user must sleep for d4+8 hours to recover. Until they do so, they are -3" movement, -2 to hit/damage in melee, receive no bonuses for high Dexterity, and have a straight 25% chance of outright spell failure. Spells cannot be regained until the full rest is completed.

ADDICTION

Using any type of Lotus Blossom risks addiction. Upon each use the PC must save versus poison or become addicted (aside from Brown, which is automatically addictive). The first save is made at +4, with the save bonus reduced by one for each subsequent use. The amount of time between doses and the specific variety is irrelevant. Addiction may be cured with *restoration*, *heal*, *wish*, or similar magic that cures insanity. Those addicted will lose d3 points of both Wisdom and Constitution for each week they go without imbibing a lotus; if either score reaches zero, the person dies. Thus, simply quitting "cold turkey" will result in eventual death.

Those addicted must attempt to have a dose of some variety of lotus every d3 days. If they fail to do so their Strength and Constitution drop by two points, and another d3 day period is determined; stat losses are cumulative, and if either stat reaches zero the addict dies. 1 point of both ST and CN will be restored with each Lotus consumed, regardless of time between doses provided the d3 day window is not violated.

DEMIHUMANS

Lotus blossoms have no effect on Dwarves, Gnomes and Halflings but are instead simply poisonous (normal saves except Black Lotus is at -2). Elves, Half-Elves, and Half-Orcs may use them like humans with the same risks and benefits.

MISCIBILITY

If a user takes a second dose of any Lotus while a previous is still in effect, roll on the following table:

die	result
1-3	Automatic Addiction (as above; if one was brown lotus, then the additional addiction effects are also suffered)
4	Imbiber is cast naked into the Ethereal Plane for d12+12 hours
5	Imbiber is cast into the Astral Plane for d12+12 hours; there is a 25% chance that they cannot find their way back unless they have magical means to do so
6	Imbiber becomes very sick for d4 days (Strength and Constitution halved; cannot engage in melee or cast spells)
7	Imbiber becomes susceptible to suggestion for d4+4 hours; treat anything said to them as if the speaker had cast <i>charm person</i> on the imbiber
8	Insanity (choose or determine type randomly)
9	Beneficial effects are either doubled in quality or duration, with no further negative effects
10	Imbiber gains special insights into the unseen (Intelligence raised by 1 point, 19 max)

CULLING AND PREPARING LOTUS BLOSSOMS

Lotus blossoms can be simply plucked and consumed. However, unless culled by an expert, the blossoms wither and lose their potency in d6 turns. A skilled Lotus Tender, however, can cull them in such a way that they will retain their powers for up to a week. Such experts are sometimes trained in the preparation of the other Lotus Products listed above, though most require a skilled alchemist, wizard, or cleric.

SELLING LOTUS BLOSSOMS

If harvested and stored properly, Lotus Blossoms will last for up to a week before they lose their properties. Trade in them is illegal in many lands, but this in no way impacts their popularity in certain circles, most prominently among sorcerers and priests of evil nature. Typical prices they will fetch are:

Transparent	600 GP/blossom
White Lotus	500 GP /blossom
Brown Lotus	25 GP /blossom
Yellow Lotus	400 GP /blossom
Red Lotus	200 GP /blossom
Blue Lotus	300 GP /blossom
Black Lotus	700 GP /blossom

LOTUS PRODUCTS

In addition to simply chewing the leaves of the lotus blossom, other products can be made from specific varieties by those with special skills. These concoctions are generally difficult to make, and extremely dangerous or deadly when improperly prepared. These include, but are not limited, to:

Transparent Lotus Draught – this cordial infused with the nectar of the transparent Lotus will allow the imbiber to become Ethereal for up to 12 hours. An improperly prepared draught will cause the drinker to become Ethereal forever.

Yellow Lotus Juice – the spellcaster who imbibes this juice obtains the best possible results on their next spell, whether it be full damage, full area of effect, or the like. An improperly prepared juice will cause a terrible spell misfire, usually impacting the caster and those nearby (DM discretion as to specific results but they should be as terrible as possible).

Red Lotus Juice – this juice gives the same hit point benefit as the blossom (+2d4 HP) and also acts as a potion of speed. Improperly prepared juice will cause the imbiber's heart to race until it fails (save versus death; if the imbiber survives their Constitution is permanently lowered by 2)

Blue Lotus Juice – this juice makes the imbiber immune to ESP and all forms of mind control, influence, or scanning. Further, it will eliminate spells such as *charm person* already in effect. Improperly prepared juice will cause *feeblemind*.

Black Lotus Wine – this is a very dark wine infused with the Black Lotus. If drunk in small quantities, the drinker gains a number of abilities: *infravision* and *ultravision* to 60', *defect invisibility* to 60', *see into the Ethereal Plane*, *comprehend languages*, *read magic*, and +2 on all saves against magic. If even a little too much is drunk, the imbiber will fall into a deep sleep for d12+12 hours and must save versus poison or lose 1 point of wisdom permanently. Improperly prepared Black Lotus wine is a very deadly poison (save at -6 or die).

Black Lotus Powder – a deadly poison, Black Lotus Powder can be blown into the face of a foe, sprinkled in food or drink, or simply spread over an object. It will poison on contact with skin (normal save) but if inhaled or swallowed is even deadlier (save at -4). Needless to say it is dangerous for those who employ it, as well.

Black Lotus Perfume – acts as a *friends* spell on the user for d3 hours.

Black Lotus Incense – when burned clerics gain the benefits of an *augury* or *divination* spell. For magic-users, it acts as a *contact other plane*.

BURLY THE BAKER

by Gary Francisco

Name: Burleson 'Burly' Sword

Race: Human Class: Magic-User
Level: 1 XP/Next lvl: 850 / 2,501

Gender: Male Age: 17
Height: 5' 10' Weight: 150

Alignment: Neutral Good
Languages: Common

HP: 6
AC: reg/rear/no shield 9 / 10 / 9
Movement: 120 ft

STR: 10 (Open Doors 1-2, BB/LG 2%)
INT: 16 (5 lang.; 65% to know spell; Min/Max: 7/11)
WIS: 12
DEX: 15 (-1 AC)
CON: 8 (SS 60%, RS 65%)
CHR: 12 (Max henchmen: 5)

Death, Paralysis, Poison: 14
Petrification, Polymorph: 13
Rod, Staff or Wand: 11
Breath: 15
Spells: 12

WEAPON	#Att	Damage sm/l	THACO
Rolling pin	1	1d3/1d4	20
Knife	1	1d4/1d4	20
Quarterstaff	1	1d6/1d6	20

EQUIPMENT	SPELLBOOK
Set of nice clothes	Cantrips:
Oilskin coat	Dough Ball
10 Rations	Granny's Glaze
2 Waterskins	Hot Rize
Lantern	Morning Fresh
5 Flasks of oil	Level 1:
Flint/steel	Detect Magic
5 Parchment	Read Magic
Sturdy spellbook	Shield
Goose-feather quill	Sleep
Iron-gall ink	Floating Disc
9 gold, 8 silver	

Description: With brown hair and brown eyes, Burly is an average looking fellow who is slightly muscular from all of the years spent lifting bags of flour, rolling barrels of water, kneading dough, and delivering packages.

He wears simple, threadbare clothing, and ill-fitting boots. He has a knife stuck in the top of his boots and keeps a rolling pin tucked behind his belt.

Background: Born in the slums of Seaton, his family were bakers...pretty good ones too! And from the time he was old enough to carry bags of flour, he was helping in the family business. His given name was Burleson, but his family and friends called him Burly. As he grew up, his parents became more and more busy, their breads and rolls had made a name for them and the orders were coming. Burly would go on deliveries with his father, sometimes traveling for a couple days for a special order. And with the orders came coin...and his family were able to have a few things



they had always wanted, like new clothes instead of hand-me-downs, and good food, and fuel for warmth in the winter.

As Burly grew older, he grew restless and was the first to volunteer to take deliveries. He just wanted to be out of the bakery and away from his parents, like most teenagers he knew. He and his friends dreamed and schemed about 'making it in the world' and going on adventures and slaying pirates and dragons, but most of them never did anything more than drink and talk about it.

Those ideas were squelched when his father gathered he and three of his siblings together one night and told them about a dream he had. The dream was to have bakeries in several nearby towns and to do that, they would have to leave home and start fresh, making a living away from home.

While some of his siblings did not like this idea at all, Burly loved it! He already had a place in mind, a little coastal town named Saltmarsh. Those fishing folk love their bread and he could envision having his own bakery > Burleson's Breads and Pies > and becoming a famous baker like his father.

He left the next day with nothing but the clothes on his back, two old family rolling pins, gifts of his grandmother, a good pair of walking boots, and a handful of silver in his pocket. Oh, and some nut rolls for the journey. He couldn't wait to get to Saltmarsh and begin his new life!

But...life in Saltmarsh wasn't as easy as he thought. He had gotten waylaid by road bandits on the way and they took all of his silver, except for a piece or two he kept sewn in his pants pocket, and his good boots, and beat him bloody with his grandmother's rolling pins.

He limped into Saltmarsh and used all his remaining coin to get a room and then begged for a job, any job, so that he could stay and carry out his father's dream. He barely made enough to eat. Some kind townfolk had given him some old clothes and a pair of ill-fitting boots, but at least they were clean and didn't have too many holes. He lost weight, became depressed, didn't really talk to anyone, and wasn't sure what to do, but kept praying his luck would change.

BURLY'S CANTRIPS

GRANNY'S GLAZE

There was a special glaze for pastries, cakes, and pies and no one knew the recipe except for Granny Sword, the matriarch of the bakery. Very sweet and very gooey, this glaze was slick and shiny when applied and then hardened into a creamy sheen. (Think Krispy Kreme donut glaze.)

As a cantrip, a scoop of sugar and the words 'sweet tooth' will create a patch of sticky glaze on a surface (like a wooden or stone floor or a door or table top) about the size of a large tome (basically 2 x 2). In the first couple rounds, the glaze will be slick like grease, but then it will harden and become really sticky and could entrap small creatures. Once it hardens, it's very difficult to escape. Granny used the cantrip liberally around the bakery to catch rats and mice.

HOT RIZE

Granny Sword was a wee woman and her children and grandchildren often teased her (good-naturedly of course) by putting things just out of reach, namely specific ingredients or her favorite bread pan. So, she created this minor cantrip to help her reach those items. With a pinch of yeast, and the words 'hot rize' she could levitate from six inches up to a maximum of two feet...just enough to reach whatever she needed.

MORNING FRESH

Nothing goes to waste in a bakery, even week-old bread, and Granny Sword had a special gift of making old bread taste fresh-baked, or as she likes to say, 'Fresh as the morning sun.' She would take bread (mostly rolls and loaves) and with a squirt of lemon juice, and the word, 'Sunshine' the bread would taste just like it was baked that morning. In reality, it was old bread, but folks ate it and loved it as if it was fresh baked.

DOUGH BALL

If left sitting too long, dough balls become hard as rocks and are good for nothing except pelting one another. Granny used to expedite the process by sprinkling a bit of starch over them 'to stiffen 'em up a bit' so she could use them to pelt rats, cats, lazy bakers, and disobedient children who came to the shop. She would always murmur, 'Hard as a rock' as she sprinkled the starch. She claimed this same process would work for mud, clay, snow, virtually anything that could be rolled into a ball. She also claimed to have used it a few times on grandpa. 'Sometimes his pecker wouldn't work when I wanted it to,' she'd cackle. It makes Burly gag and nearly barf when he thinks about that.

The spell can create 1d4 dough balls that then can be thrown or used in a sling for 1d2 pts of damage.

DARKWORLD TROLL

by Bryan Fazekas - bryan.and.mag@gmail.com

Frequency: Very Rare

No. Encountered: 1d12 or 6d6

Size: Large (12 ft tall)

Move: 150 ft

Armour Class: 2

Hit Dice: 10+6

Attacks: 3

Damage: 1d6+8/1d6+8/3d6

Special Attacks: unaffected by visual attacks

Special Defences: Regeneration, cannot be surprised

Magic Resistance: Standard

Lair Probability: 40%

Intelligence: Average to Very

Alignment: Neutral (Good tendencies)

Level/XP: 8/3,500 + 14/hp

Darkworld Trolls are believed to be a distant off-shoot of the surface dwelling trolls. Sages see enough similarities between the two species to realize there is a connection, but the differences are quite remarkable. Whenever the darkworld trolls left the surface world, it was in the remote past.

Darkworld trolls are a visually startling contrast to their surface-dwelling relatives. Standing twelve feet tall, their skin is a medium grey and their bodies are covered in short dark grey hair, which is longer on their heads. Only their faces, the palms of their seven-fingered hands, and the bottoms of their six-toed feet are devoid of hair.

They tend to be slender and sinuous, able to squirm through holes smaller creatures cannot. Their wide jaw filled with sharp teeth leaves no doubt that they are carnivores. However, the first thing most notice is darkworld trolls are blind, having no eyes. The nose is merely two slits and the face above the nose is smooth, having no eyes or any irregularity to indicate their species ever had eyes.

The second thing most noticed about darkworld trolls is they completely lack the stench that surface dwelling trolls carry as a miasma around them. Up close a musky odor may be noticed, but they lack that characteristic reek.

While fully capable of using weapons, darkworld trolls typically strike their opponents with their heavily clawed hands and bite with their teeth-filled maws.

The feature most like their surface-dwelling cousins is their rapid regeneration. They regenerate 3 hit points each round, and three rounds after losing a body part, the part attempts to find the remainder of the body. The parts will slither toward the largest remainders, guided by an unknown ability. Even if hacked to pieces, the parts will slither together and reform in 3d6 rounds.

If unable to join, each part will grow the remainder of the body. This can take from 1d4 hours for fingers to regrow, to 4d6 days for the fingers to regrow the body. A reformed body that included the head will have the memories of the troll. Other parts will be like children, having strong instincts but no memories. They will feel a kinship with other trolls that regenerated from other parts of the same body.



Damage due to acid and fire will not regenerate and must heal naturally. Small body parts that are cauterized (as with a flaming blade) will die and not seek to rejoin the body.

Sages believe that darkworld trolls have some form of navigation similar to bats and appear to know what is around them to a range of 120', even around corners. It is not possible to surprise a conscious troll. They move unerringly in total darkness but are disrupted by consistently loud sounds. Given their lack of vision, visual illusions and any attacks that affect vision, including magical darkness, are useless against them.

Darkworld trolls live in clans of up to forty adults. Children will be one quarter the number of adults and they grow to adulthood in two years. Children are typically one-fourth, one-half, or three quarters the hit dice and damage potential of the adults. All but the newborn are deadly.

Oddly enough, they are neutral in alignment and often exhibit good tendencies. However, poor dealings with other sentient races render them suspicious of intelligent beings, especially surface races. If treated honestly and fairly, they can be good friends. If not, they are quite deadly enemies.

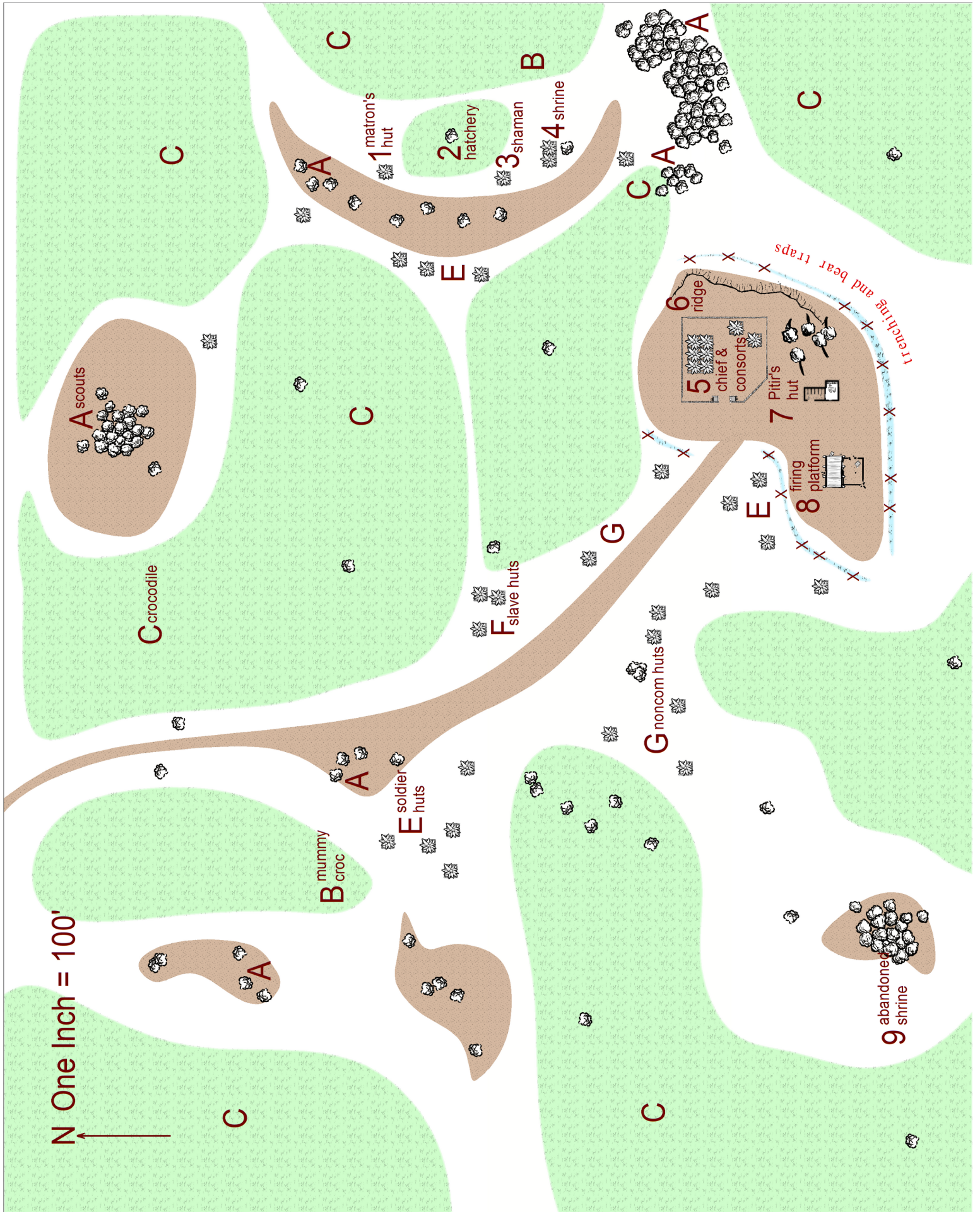
Treasure: Lair: 2d4x1,000 cp (10%), 2d6x1,000 sp (35%), 2d4x1,000 ep (35%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), 2 magic items or 1 potion (15%). Individuals do not carry much treasure but may have 1d4 magic items of any types (50%).

OFFIG'S TOMB TREASURE MAP

by Steve Smith aka "EOTB"

This map can be used in conjunction with the Lizard Man Lair scenario on the following pages. The Lair lies within the swampy southeast portion of the island's main bulk.





LIZARD MAN LAIR

by Steve Smith aka "EOTB"

INTRODUCTION

This large lizard man lair (4 dozen warriors) is a challenging combat scenario for parties of 5-8 characters of levels 5-7, should PCs decide to sack it while exploring the marsh shown on the treasure map. For morally ambiguous, diplomatic parties possessing well-rounded magic it may offer other possibilities. PCs also may encounter lizard men scouts looking for gold and gems between the ruined fort and eastern candidate for Offig's tomb, hidden somewhere on this small island at the edge of the tropics.

Before unleashing it on your players, make sure to read through the NPCs and new monsters for information which may become useful as roleplaying opportunities develop, though these are admittedly limited given the likely difficulties in communication and lizard men tendencies to eat first and question not at all.

The tribe's internal tensions run high due to its shaman cavorting with dark powers. At least five warriors are ready to stage a coup in favorable circumstances. The dead ones bring power, and wonders, and tales of past glory - but also demand absolute veneration. The new chief is young and easily led; his non-negotiable is vanity as opposed to truly holding the reins of power.

Flexible parties who're able to communicate could find cracks to exploit between the weak chief, outsider shaman, and the fringe of dissident orthodox lizard men (see Area A - hatchery zone). If rolling positive reactions, either Pitir or Petsuchos may approach an amoral party for schemes of common gain in line with the individual aims described in their NPC entries, but these require DM development.

SET-UP

To the eye: an expanse of water thick with mats of swamp plants; dotted with clumps of cypress and tall narrow huts; and broken by the rare shallow hillock-and-grove. A curving bar of land lies to the east, and the top of a towering cypress rises from behind it.

Dominating all of that is a long rise, topped by a trail, leading towards dry ground. Behind a screen of trees and huts, a small log stockade and duo of buildings interpose the water and a tall rocky ridge. Viewed by night, the dull glow of obscured fires pulses from the stockade (and the western building **if viewed from behind**)

The air is heavy, wet and almost as stagnant as the water; filled with droning bugs swarming in near-druidic concentrations.

If the Party Reconnoiter

Presuming an approach from the north, secret observation uncovers the following, in order of discovery (interval length determined by the DM):

1. Lizard men moving between huts and other locations
2. Lizard men look very much like crocodiles while swimming on top of the water; rarely grounding as they skim around the area. **Note: this only applies if lizard men are unaware they are being watched; they swim underwater when the situation is reversed**
3. A few lizard men sunning on the rocky top of the ridge above the back of the walls.
4. Slaves moving between the stockade, other work areas, and their huts at dawn and dusk. **Note: slaves won't cross deep water or trenches, which may alert PCs to the hidden drop-offs (see "C" below)**
5. A few free humans moving around outside the stockade
6. Changing of guards every 8 hours: at groves, tree platforms, the crescent bar, etc.

DM MAP NOTES (SEE PREVIOUS PAGE)

Numbered areas are unique.

Lettered areas occur multiple times on the map. **Green-colored areas are not lettered, but are keyed as D. Deep Water Zones on following pages.**

Repeating (Lettered) Map Location Summary:

- A. Scouts/Picket
- B. Sons of Petsuchos
- C. Crocodiles
- D. Deep Water Zones (colored green, not lettered)
- E. Soldier Hut
- F. Slave Huts
- G. Noncombatant Hut
- X. Trenching and Bear Traps

Repeating (Lettered) Map Locations

A - Scouts/Picket: The tribe watch their approaches from the treetops in these locations; **three to a squad**. Unless intruders number two dozen+, scouts use the relay system described below to pass warning but so long as they remain undetected parties are allowed to pass through and down the dirt track toward the stockade. **Unless PCs state they're scanning treetops those hiding above won't be seen** though tracks are numerous. **Bypassed scouts quietly drop from the trees and move underwater (MOVE 120) trailing the party; along with any off-duty soldiers in their huts. A lizard man can hold its breath for 1 turn; 15 rounds if still.**

Unless discovered, first contact occurs in the following order of priority:

1. The party moves toward the sandbar hiding the hatchery and closes half the distance.
2. At least a third of the party is floundering in deep water, or in combat with a multiple crocodiles of any type.
3. **The party has 10+ members**, and reaches the tree-crescent halfway down the track to the stockade. The runner sent to this area previously will lurk under the water near the first cypress. When the ambush springs the others in the trees fire down; the two bypassed patrols close quickly to surround.
4. The party moves within 60' of slave or non-com huts.
5. The party take the road up to the last line of huts prior to the stockade.
6. The party reaches the trench or comes within 30' of the unprotected flanks of the islet.

Whether from treetops or coming up from below the swamp surface, lizard men **surprise on 3:6**. At first sighting **one lizard man raises the alarm**, moving toward the next nearest watch point while **the others remain, throwing javelins** (1d6 dam) from a bundle of 10 **once PCs are either cognizant of their presence or within short range (20')**. If a party moves around out of range, the watch climb down to skirmish the party's rear guard; each have 6 barbed darts on crude bandoleers in addition to any left-over javelins, as well as a large club (treat as a morning star). **They move by water (MOVE 120) as necessary** to stay at a party's periphery **until more lizard men arrive, and will try to lure PCs towards nearby crocodiles**.

Petsuchos becomes aware of fighting within 1d6+2 rounds and moves into range to support with his magic, calling the undead crocs to the area.

HATCHERY ZONE SCOUTS - The three squads of guards ringing the hatchery area are increased to four in number and neither send runners nor check morale. **They carry unusual horns for raising the alarm** - shells from an unknown mollusk species. **A blast brings 3 reinforcements from the other two watch sites ringing the pond in 2 or 3 rounds.** These rare shells could be sold to a sage specializing in lizard men or marine life.

HATCHERY DISSIDENTS: the squad at the east end of the south grove seek Petsuchos and Rahzar's deaths and a return to traditional worship. They earnestly fight anyone attacking whelps, **but non-MU/III PCs having 15 WIS or higher discern they're phoning in any defense of Petsuchos.**

If circumstances are right (**the mummy-priest is elsewhere and they aren't outnumbered by loyalists**) and the PCs are overwhelmed, there is one common-speaker among the dissidents who interrogates PCs. Any stated or obvious **hostility towards priest of chief results in their turning on the loyalists to see if a deal can be struck with the PCs in return for their freedom and joint operations**; starting after contact with their man on the inside (Rahzar's bodyguard).

This group can also be convinced to free the slaves if they agree to fight, though one lizard man must be convinced as he had promised the strongest man-slave that he would eat him when the day came.

TREASURE: **shell horns** (100GP/30ENC)x12 to a very small market

B - Sons of Petsuchos: Mummified crocodiles created by Petsuchos slowly turn this part of the swamp into a foul stew of corrupted carrion. **If you wish to increase the challenge, any nearby normal crocs have learned to follow the wake of the mummy crocs**; dragging paralyzed characters into the swamp and rolling them (see "C" below) even if not eating them. Sons of Petsuchos contrastingly don't roll victims, and merely plod to the attack (but are unrelenting in the chase).

C - Crocodiles: One or two of these lizard man pets (50/50) live where marked in these deeper waters. Anyone coming within 50' has a **2:6 chance per round of being attacked; small and/or lagging PCs are preferred**. Any combat lasting over 3 rounds will attract other crocodiles within 150' at their full move.

D - Deep water zones: light green on the DM map (unlettered), these **vary between man and ogre deep**. **Swimming and underwater rules are in play in these zones.** Other water, as shown by the thinner clear areas of the DM map, is **wading deep (halve movement)**

E - Soldier Hut: Stilted huts housing soldiers; **a single lizard man is inside any hut 4:10 during the day, 7:10 at night.** These are simple 10X10ft stilted huts, for sleeping and storing meager personal goods (spare weapons and trinkets, no value). **All huts of any type have simple openings covered by canvas that open towards the stockade unless otherwise noted.**

F - Noncombatant huts: otherwise same as above, but 3:10 in day and 8:10 at night. If under general alarm noncombatants **flee** off the map away from danger into the greater swamp.

G - Three slave huts: the eastern two shelter 3 slaves each while the NW hut holds one diseased male named Untho, who will be eaten in 1d3 days as his fever worsens instead of improving. The huts are otherwise same as D, except they're occupied **1:10 in day and 9:10 at night.**

All slaves know basic information: rough numbers, layout, etc., and can confirm Pitir's role in their trade. **An exceptional reaction convinces Untho to describe, in confidence, a mummified lizard man** seen one night (Petsuchos); this demoralizing information kept secret from others. **Anyone spending more than 5 rounds in the infirmary** must check against virulent fever 3 days later.

Healthy slaves may fight (to the death) alongside PCs as men-at-arms if success appears likely and the slave passes a morale check adjusted by the requester's charisma. **If Untho is healed he offers 1 year of service to his benefactor** (room and board, but no treasure share required). The slaves can use simple weapons (one-handed swords, dagger, club, spear, etc.) if provided. **Lizard men prioritize attacking rebel slaves over non-spellcaster PCs.**

SLAVE NAMES: (male) Ludwan, Tristan, Wella,
(female) Eseld, Meraud

X -Trenching and bear traps: The shallow waters around the stockade and ridge hide deeper 10' trenches littered with bear traps. **Only the NW face and SE toe aren't protected in this way;** bear traps are marked on the DM map with Xs. **A detect traps spell warns against both trench and bear traps,** their silhouettes appearing variously on the face of the waters.

Unless probing ahead for depth or otherwise aware, PCs wading over any trenching sink when crossing. **The slower their movement rate, the more likely they hit bottom:** roll less than MOVE on 1d20 to avoid sinking (MOVE 90 = "9", etc.). **Fully encumbered PCs automatically hit bottom. The first PC hitting bottom near an "X" point triggers a trap.** The traps are regularly oiled and maintained in reasonable condition by the lizard men; Pitir also brings replacements for those that eventually fail.

TRAP: A trap's teeth inflict 3d4 damage and a second d20 roll against move; those failing are seized at risk of drowning as per crocodile rolling above. The traps hold quite fast, requiring a major strength test to force open. PCs who survive still face the possibility of infected wounds (OSRIC pg. 126).

NO TRAP: Lose round but otherwise no damage; may have to shed weight if unable to surface under swimming rules. If circumstances make this time consuming, drowning is possible.

Numbered Areas

1. Matron's hut

Where tribal females lay eggs. The fronds making up the roof are thinned most days for maximum sunlight, **leaving this room semi-open to the sky.** It is stocked with choice meats and holds 4 nests: 3 contain a total of 5 eggs while the other is interwoven with expensive ribbons, and empty. No adults are present.

2. Hatchery Pond

The towering cypress rises from the middle of these deeper waters, its roots protecting whelps too young to hunt. Members of the chief's harem rotate watch here, bringing new hatchlings to the water and minimizing the number of royal offspring eaten in the normal course of adolescence. **The first-wife Zilakh, adorned with head plumage and shell-beads, is on-duty up in the tree-boughs the first time PCs explore the hatchery area.**

If the guards are overcame, Petsuchos is absent (see #3), and the PCs approach the tree, then the cold-blooded Zilakh will bargain for her and her children's lives in concert with elimination of their rival half-siblings. If PCs are hesitant she makes up a story of impending raids on human settlements unless Rahzar and the rest of his line are killed - or anything else she thinks may convince them.

Her barter-offer is both the golden key to, and location (and secret) of, the jewel-box holding her father's office-stone. **The former is hidden amongst her plumage and willingly given; the latter shouted from across the hatchery - but only after gathering her offspring to safety, and directing and observing the deed from that distance.** The box is hidden in the swamp near the old shrine (see #9).

TREASURE: gold 4-flanged key shaped like a lizard man club (15GP/4ENC)

3. Petsuchos' hut

DM NOTE: There's a 50% chance that Petsuchos is present; communing with Sobek from his sarcophagus during the day, or tending to his mixtures at night with chants and ceremonies invoking his devil-patron the PCs may hear outside. Otherwise he defiles the old shrine to the west (#9). The flap of his hut has a minor enchantment and detects as a trap/magic(abjuration), notifying him if it is opened regardless of his state or activity.

If here, today may the day for the periodic ritual of awakening (DM choice); a dark devotion to Sobek wherein Petsuchos, invoking his diabolic patron, increases the whelps' cognition through feeding them consecrated meat while smearing Sobek's symbol on the tops of their heads.

DESCRIPTION: The hut opening is on the south, and exudes the smells of leather and brine. Within, **the right side is filled by a yellow-brown heavy wooden sarcophagus** freshly carved on top with the image of a crocodile-headed being. **The left side holds two 3'x3' vats made from enormous hooves, covered in strange skin peppered with (normal) symbols, and an ornate 4'x2' basalt coffer** similarly covered with inlaid cold iron symbols.

SARCOPHAGUS: **(if occupied see combat below)** This sarcophagus is made of thick, dense hardwood (14 STR to open) inside are 4 charcoal portraits of (demi-)humans along with names and basic biographical notes:

1. Hammo the drag-footed - hat-merchant of Graedsool - halfling man, short in stature and temper;
2. Claranaren - murderer in Graedsool - elf woman missing pinky, an outcast who never forgets;
3. Bas - wag-halter in Graedsool - human boy, preternatural, no mercy or relief;
4. Ulrich Pimplenose - first mate in Munmeerg - old human male, nosy, talks or spats but never quiet.

COMBAT:

Any fighting outside the hut attracts Petsuchos' attention within 2 rounds, and after taking the scepter of Sobek from the shrine he supports with it and prayer, hold person, and curse spells; other spells as required.

Opening the door to his hut triggers a mental call to the mummy-crocs in the shrine and the nearby swamp, immediately followed by quietly casting sanctuary, then darkness centered on himself, and

resist cold. When the party opens his sarcophagus an inky blackness spills out engulfing the room. Unless the party probes it within the darkness, or can dispel same, they'll have no certainty if it was occupied or not.

If his sons of Petsuchos have arrived and started fighting the party from the other side, Petsuchos will wait until the party has reversed facing to physically attack the back ranks. If the fight turns against him he will attempt to flee after casting his second sanctuary spell, crashing out the back wall of the hut if necessary, fleeing into the deep swamp if he doesn't think he can reach his *Scepter of Sobek*.

VATS: chunks of meat mixed with brain material and cocoon husks, floating together in murky, foul-smelling brine-water.

COFFER: Good clerics recognize the coffer's symbols as diabolic; **they also detect as a magical trap (abjuration), and evil.**

Good and neutral-aligned characters must save against spell if opened by hand or instrument, although not by spells such as knock or unseen servant. **If protected by evil the save is at +4**, but protection is dispelled regardless of the result. (A paladin's protection instead suppressed for as many turns as points of damage rolled, even if avoided.) Those failing **lose 3d6 hit points** from bolts of negative energy licking out from the box that play across their body. **This damage heals as mummy rot.**

If the coffer's taken unopened, a sage or demonologist examination may uncover it's wards also repel demons less than Class F, or any lesser daemon, from coming within 10' or manipulating it themselves.

The contents are a medium-sized cannister of putrid grayish salt (detects as evil), a set of gem-cutting tools, several pigment pots (various colors), brushes, and many cocoon husks. This salt is harvested from the great Styx marsh found on the first plane of Hell and is highly valued by some sages, and also spellcasters enchanting defensive magical items.

TREASURE: **coffer** (750GP/500ENC), **Stygian Salt** (3,000GP/50ENC)

4. Shrine to Sobek

DESCRIPTION: The hut opening is on its eastern side. The interior is dominated by a **5'x2' basalt statue on a square base (something glitters atop if seen by torchlight)** on its west wall. Along each of the side walls are **two dead crocodiles loosely wrapped in linens (Sons of Petsuchos)**. Above them are **murals painted on soft leather** depicting the statue-being in heinous acts of fertility, elimination, and feasting. **Should any good being cross the threshold, or an interior object is touched (including themselves), the mummy crocs attack!**

STATUE: **The figure is a heavily-muscled male with the head of a crocodile and cloven-toed reptilian feet, holding an onyx scepter in his right hand.** The scepter is forked at its bottom while the top of the scepter curves downward to fuse into a stylized serpentine top having five heads, with gem-fleck eyes of red, blue, green, black, and white. The entirety radiates as evil; the scepter additionally as magic (evocation)

Upon close examination **the base is littered with finely-crushed glass**, and displays **a magical inscription recently carved in the picture-language of advanced lizard men.** If deciphered with read magic and comprehend languages, it reads:

The splashing one who came from the thigh and tail of the great serpent in the darkest depths of the pits of Asharzul

Speaking this phrase in the Lawful Evil tongue frees the scepter from the statue's hand, but it cannot be loosed otherwise by less than a limited wish. It is a *Scepter of Sobek*.

TREASURE: ***Scepter of Sobek (4,000XP/7,500GPV)*** - these onyx was-scepters are made in hell and are only usable by clerics of Sobek. They function as a **quarterstaff+1** on the prime. The heads with white, blue, and black eyes emits a **beam of cold, acid, or electricity up to 50'** that does **3d8 damage (save vs staff for half)**; the green and red-eyed heads emit **clouds of poison gas or fire in a 20' radius centered on the staff itself for the same damage (save vs poison/staff for half)**. The staff is itself immune to fire. It has 12 charges. NOTE: XP/GPV values represent 50% of charges expended; ***Sobek Statue (15,000GP/5,000ENC)*** - GP value presumes sale to sage or similar of intact statue including scepter, which may instead be sold separately for its magic item value; worth 10% if sold as simple art with or without the scepter. This item is difficult to convey back to civilization in any event, even if the tribe is completely destroyed.

5. Stockade, including "towers" and tree pile

FROM A DISTANCE: rough **stockade of cypress logs; walls 15'-20' high** but no catwalk. **An open gate area** on the west side passes between **two crude fortified platforms**. Smoke rises from the interior during the day; a dull glow by night.

Between the stockade and a partially destroyed outbuilding (#7) lie several cut cypress partially and crudely milled. **These may be situationally used by warriors as cover.**

COURTYARD: **A pile of logs beside each tower** can be thrown across the opening if trouble comes to make a 8' tall rampart; **several low crates and spears lie nearby** also, for use behind the obstacle. **The chief's residence (30'x20')** and **two consort huts dominate**. **A large fire pit and spit** lie slightly south of center, the spit always in use when Pitir visits; **a ring of log rounds sits near the diagonal wall.**

CHIEF'S HUT: **Entrance on east wall**. However hot the outside is, the inside is hotter. Rahzar's **headdresses and ceremonial robes sit on woven-reed dummies** to the **north of the door**, with a selection of **hanging meats to the south**. (NOTE: if alarm unraised, his bandolier is on the dummy as well)

CENTER - A small, banked **pit of peat** smolders in the center **covered with a cone of angled rocks**. Hung near and over a container of water is a **silver sprinkler fashioned as an exceptional lizard man**, studded with 13 choice perodots down it handle and base. **A waist-high cabinet** crudely fashioned out of hammered copper reeds sits on a rock against the north wall; **inside are three hollow gourds**. Two are **potions of lizard man and human control**, and the other is an **elixir of madness** - provided by Petsuchos, and Rahzar's last resort against challenges to his authority.

WEST - A large shallow breeding pit paved in smooth stones lies to the west. In the middle of its west slope several stones remove to **open a hidden supported dug-out holding the tribe's treasury of gems and some raw gold nuggets**.

COMBAT - Should the PCs manage to storm the chief's hut by surprise while its occupied, **the consorts attempt to douse the rocks to create a giant steam cloud** lasting 3 rounds (75% concealment, +3 AC/saves, equal % chance to escape unseen out of the huts side unless already in combat)

TREASURE - **robes** (50GP/200ENC), **silver sprinkler** (1,500GP/150ENC), **gold nuggets** (734GP/734ENC), **green spinels** (100GP/1ENC)x3, **deep blue spinels**

(500GP/1ENC)x2, **black opal** (1,000GP/1ENC) and a **ruby** (5,000GP/1ENC)

Should the PCs interrogate the location of the nuggets, they are taken from the stream above the ruined fort, at its headwaters.

CONSORT HUTS: If fighting has broken out three consorts hide in the north hut; the south is empty. Otherwise they are in the chief's hut. These contain sleeping areas and reeds, some half-woven into simple charms. **The south hut also has a bag of made of shells and twine containing strange herbs** (decrease lizard (wo)man fertility, **worth 50 gp** to an interested sage).

STOCKADE DYNAMICS

PARLEY: If the PCs have somehow established peaceful communications (perhaps through Pitir) they will be invited to **heavily-guarded meeting with the chief, but the security precautions are harsh**: The PCs are blindfolded and the discussion takes place inside of a ring of warriors. It will be up to the PCs to sell the tribe on any cooperative venture as the tribe has no need of them.

Unless some clear benefit exceeding the worth of their slavery and/or caloric value is established (**some bargain strengthening Rahzar and/or the tribe, in that order**) the chief will eventually tire of them and **secretly signal the warriors to overbear them and strip them of any valuables**. Depending on circumstances, this may still be a more advantageous fight than storming the stockade.

If their resistance is such that the chief considers them dangerous to keep as slaves, **Pitir offers to buy them**. After clapping them in heavy chains he transports them by skiff to the his vessel, anchored near the swamp. Pitir will sell them to slavers at his home port unless the PCs escape or present some other value to him.

COMBAT: The wet environment dampens everything; all item saves for buildings and walls are at +4 with resulting structural damage reduced by 50%. **The 8 lizard men warriors defending the stockade are elite, having 15 HP**. Six defend the rampart (4 spearmen and two footmen) while the two on the raised platforms have standard lizardmen weapons plus short bows (-1 to hit due to non-proficiency, but usually offset by the height bonus).

All try to hold and push back anyone storming the rampart. **Clubbers concentrate on anyone making it through, with support from Rahzar**. Coordinated missile fire from the raised platforms (and also the firing platform (#8) if not neutralized) **concentrate fire on a target designated by flaming arrows shot**

from #8; absent that, arrow fire is divided between two targets due to chaos.

If Petsuchos is at-large he **supports with spells (see NPC entry) from the direction of his current location**, hiding in the swamp water at necessary range. He also **calls the mummy crocs to attack the rear of the party**, arriving as their speed permits, while keeping the nearest two with him for his own protection.

If Pitir (see #7 for stats) isn't caught inside the stockade he will **use his ring of invisibility to attempt assassination on spellcasters and archers. If inside he will do the same on weakened fighters**. His two men are instructed to take his strongbox and skiff into the swamp and meet at a location a half-mile south marked by a lightning-split cypress.

Rahzar directs and supports from the 2nd rank within the stockade, having one bodyguard (17 HP) at all times. **This bodyguard is a secret religious dissenter** who may be turned should the PCs somehow uncover and exploit this small faction. **Rahzar uses his heavy darts** against any cresting the rampart, **reserving his hornet's dart for lightly armored spellcasters** and moving up to use **his magical club for the heavies, switching targets or withdrawing once a victim is enfeebled**.

STOCKADE COMBAT BONUSSES:

RAMPART - The 8' rampart is **completed 4 rounds after an alarm is raised** and provides 75% hard cover to defenders behind it (**AC/save bonus of 7**). Defenders gain an **automatic strike against anyone climbing over**, and **climbers may not take another action that round**. Anyone struck in the process must **save vs. Breath weapon or be knocked back**. Charging grants a +2 on the throw at risk of double damage from spears.

RAISED PLATFORMS - Provide 50% cover (**AC/save bonus of 4**). Any club strike against someone coming up the stairs which **reduces them to 4 hp or less requires a save or knockback** as per the rampart above. Missile fire or melee attacks from above gain **+1 to hit while melee attacks against them are at -1**.

6. Ridge

The rise elevates sharply 25' behind the stockade into a rocky cliff face. **During heat of day 50% likely 3 elite guards here** from the stockade guard lying here getting sunned; **further 25% chance joined by Rahzar**. All have their weapons at hand but **flee to the stockade if unexpected trouble erupts**.

7. Pitir's hut

The **northern leg** of the building is **burned-out** and ruined though the **interior remains concealed**. The **southern end** remains in **good condition**. In the ruined section a skiff sits across the top of partial stall-walls.

The south wall is crudely reconstructed with rough cypress logs and **holds a door with an interior bar**. Pitir and his two men stay here while conducting business with the lizard men.

The room is cloaked in a fine net-mesh suspended from the corners and ceiling, and **holds three cots with a 4x3x3 lockbox** (padlock **double-trapped** with both contact poison and needle - save or die); Pitir keeps the key around his neck on a chain and **opens the lock with heavy gloves kept under his cot**.

The box holds **gold nuggets and ten statuettes** (6 cypress and 4 teak) with peridot eyes carved in the lizard man style; the cypress a mix of (demi-)humans and humanoids while the teak are all civilized races.

Pitir and his men flee if the PCs are clearly overwhelming the area, using his ring of invisibility and skiff.

Treasure: **gold nuggets** (175GP/175ENC), **statuettes** (250 GP/50ENC)x10 - material value which doubles if sold to the people knowing their purpose.

8. Watch/Missile Platform

A shell of a burned-out building partially covered across half its top by a crude platform supporting 4 mantlets **(75% cover, AC/save bonus of 7)**. **Three lizard men archers with short bows watch at all times**; the 4th mantlet hides 3 small pots of bitumen. Each archer also keeps a pot and peat brazier behind their mantlet that they dip their arrow shafts into, **creating crude tracer fire-arrows (+1 damage)**. At night these burning braziers give off a dull visible glow from certain angles. A pot of bitumen coats 1 quiver of arrows.

If combat occurs around the stockade the archers mark targets in the following order of precedence: 1) anyone visibly casting; 2) rebel slaves; 3) order-givers; 4) missile troops; 5) other (random)

9. Shrine to Silmanuya

Anyone approaching within 20' of this small, dense grove of trees can hear an incessant buzzing sound. These trees hide a blood-stained altar at their center on which the ritually sacrificed body of the tribe's former shaman is stretched, rotted and visibly infested with maggots.

Petsuchos is here 50% of the time; searching each of the grove's trees for hollows and other hiding places where ritual tokens worn by the tribes' previous shaman are tucked; these are bits of sea-glass upon which a crude club is etched. Until he removes them all his degradation only suppresses the grove's sanctity; when all are destroyed the shaman's captured spirit becomes a special form of soul worm trapped in amber for eternity, and the grove's sanctity is forever destroyed. Petsuchos believes there are four left to find but he is mistaken; another is hidden nearby (see below).

COMBAT

Four giant blow flies sent by Sobek flit around the trees, protecting Petsuchos in his work. **They attack any wounded warm-blooded creature immediately that enters the grove, or anyone the mummy-priest directs.**

Petsuchos calls the NE mummy-croc and casts a messenger spell at the first sign of intrusion; bringing a squad of 4 lizard men to investigate in 3 rounds. He follows this up by casting resist cold, prayer, and silence 15' radius on magic-users or secondarily clerics. If caught in the grove his goal is to escape, retrieve his scepter (#4), and go to the stockade, not fight to the death.

CYPRESS HIDING SPOT: A lone cypress tree due north of the grove with a triple-forked base **hides a small lead box in between its roots. It is locked**; Zilakh has the key (see #1). However, even if "unlocked" **it can only be**

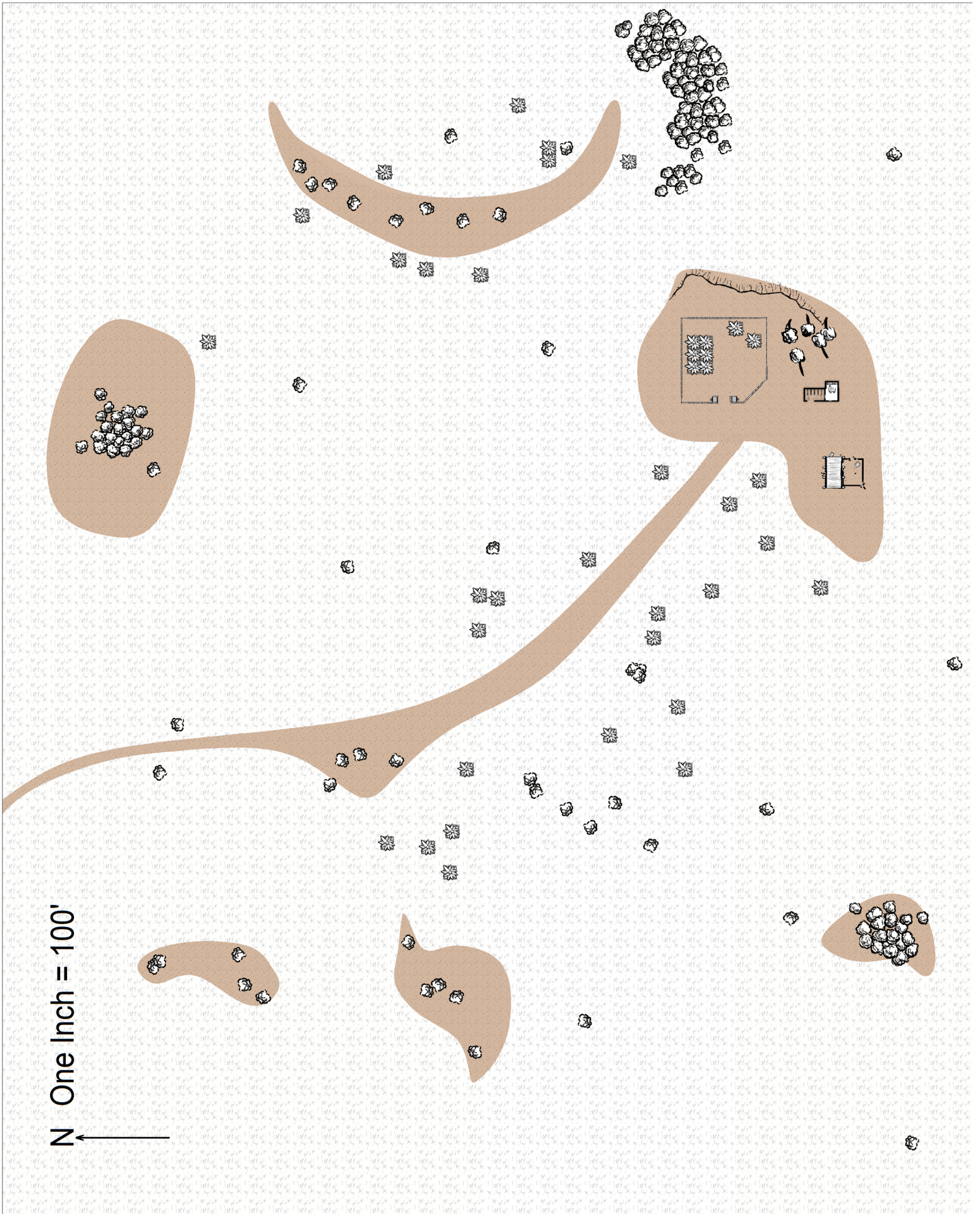
opened by the hand of a lizard man (but a corpse's hand will do), excluding a limited wish or better magic. The corpses of Zilkhah or her father could be spoken with to extract this secret, but in the shaman's case only after the grove is cleared and his body is taken from the altar. Absent these the secret is a question for sages and more powerful divinations.

Inside is the token of the tribe's first shaman, **and also a magic charm-emerald: an Eye of Silmanuya.** This large uncut oval emerald contains a smaller perpendicular oval topaz inclusion in its center, and radiates alteration magic (see new magic items).

TREASURE: (1,500GPV/1ENC as gem only; 4,000XP/10,000GPV as magic item) **Eyes of Silmanuya** assist tribal shaman in guiding their communities and protecting them from harm. It has the following properties at the 12th level of ability: **augury** 1/day, **clairvoyance** 1/week, and **eye bite** 1/moon cycle. These rare stones are unique to lizard man shamanry and any other being seen possessing one incites lizard men against such a thief and so that only negative reactions are possible. The stone itself will call to any lizard man shaman within 5 miles if carried by non-lizardmen, though this is suppressed so long as it is contained in anything that would also block a detect magic spell.

PLAYERS MAP ON NEXT PAGE

... then continue for New Monsters, NPCs, Monster Roster, and Combat Stats



New Monsters

SOBEK (PRINCE OF THE STYX)

Frequency: Unique (very rare)

No. Encountered: 1

Size: Man-sized (7') or Large (50')

Move: 120ft/(SW)240ft

Armour class: -3

Hit Dice: 117hp

Attacks: 1 or 2

Damage: by weapon +7 or 3d10/3d12

Special Attacks: See below

Special Defences: See below

Magic Resistance: See below

Lair Probability: 25%

Intelligence: Exceptional

Alignment: Lawful evil

Level/XP: 31,000xp

Sobek most often appears as a 7' tall human with the head of a crocodile, but within the Styx he can also polymorph at-will into a gigantic 30' crocodile doing 3d10 damage with its bite and 3d12 damage with its tail, which can also damage boats or similar. He wears no armor as his frequent incursions within the Styx have given his skin the strength of iron, immune to all weapons less than +3. His abode is a vast labyrinth of caverns only accessible from beneath the surface of the Stygian Marsh.

Sobek serves Tiamat the Queen of Hell as her marshal on the battlefield against any possible machinations of Hell's other archdevils. He's also responsible for defending Hell's first frontier on the Styx against incursions from other planes and confining Seakolah to the depths of Absu, Hell's great ocean. His conflict against Seakolah extends across the planes, as Sobek tirelessly seeks to subvert the worship of any reptilians to Tiamat (through himself).

He is served in hell by 50 companies of manalishi, 10 of each color; he can also unerringly summon 1 company of Styx Fiends to his service within 1 round, comprised of all such individuals traveling anywhere on the Styx at that moment. He is assisted by the pit fiend Goap, working together to increase carnality everywhere their influence extends. They also succor necromancers; Sobek responding to white varieties and Goap, to black.

In battle he wields the *Was-Scepter of the Black Sun*, the equivalent of a +3 quarterstaff. It is topped with a black disc causing those struck to save vs death or take 4d8 points of damage as their body fluids boil.

Sobek uses the following at-will powers once per round as a 25th-level spellcaster: *command*, *continual light/darkness*, *detect invisible*, *detect magic*, *dispel magic*, *heal/harm*, *insect plague*, *know alignment*, *limited wish* (for another), *meteor swarm* (1/day), *monster summoning IV* (5-headed hydra, 2/day), *produce fire*, *read languages*, *raise water*, *read magic*, *slow* (2/day), *suggestion*, and *teleport*. Once per day Sobek can employ a *symbol of persuasion*. He radiates fear within a 25-foot radius if desired. If attacked on his own layer Sobek can summon any of Hell's outcast nobles with a 50% chance of success; if answering they must serve for 1 turn. Sobek regenerates 3hp/rd when in contact with the Styx.

Treasure: 1d6x1,000sp (30%), 1d3x1,000ep (25%), 1d4x10,000gp (50%), 1d20x1,000pp (50%), 2d12 gems (30%), 1d10 jewellery (25%), any 4 magic item + 1 scroll (45%), 1 miscellaneous magical item + 1 potion (60%)

PETSUCHOS

(Turned as Type 8)

Frequency: Very rare

No. Encountered: 1 (or 1d4)

Size: Man-sized

Move: 60ft/(SW)60ft

Armour class: 3

Hit Dice: varies (6+3 to 14+7)

Attacks: 1

Damage: 1d10+2 or by weapon

Special Attacks: See below

Special Defences: See below

Magic Resistance: See below

Lair Probability: 50%

Intelligence: Very

Alignment: Lawful evil

Level/XP: 5/1,425+8/hp - 10/12,100+14/hp

“Petsuchos” is technically a title, similar to “cardinal”, but as most only encounter these human-crocodile hybrids singly outside of their strongholds the distinction is little-known.

Each Petsuchos is a high priest of Sobek transformed on the first plane of hell after death into a mummified version of his likeness - a dessicated human body with a crocodile head. They are then returned to the prime material to lead his church and advance his cause.

These vicars cast spells as clerics equal to their hit dice with an 18 wisdom, and have all the powers of mummies except for the following: 1) their magic aura is saved against with no modifier regardless of number of opponents; 2) they take no special damage from fire but are similarly vulnerable to cold instead; 3) raise dead has no effect. There may be other powers as well; outsider first-hand knowledge is scarce.

That they follow a hierarchy is known, if not many details. Each of them is given a new true name upon transformation; which the few sages having any knowledge usually confuse with a sub-title as it's rendered in the pictorial language of reptilian humanoids with its pronunciation filtered through lawful evil alignment tongue. “Star of Sobek” and “Beloved of Sobek” have been teased out of ancient records, as have references to “Thief”, “Spear”, etc.; and also other terms as yet untranslatable.

This true name ties them to Sobek and its verbalization is a strongly guarded secret. If it is ever spoken in their presence their spirit immediately descends back into Hell, to imprisonment and devolution.

Treasure: 1d8x1,000cp (10%), 1d12x1,000sp (15%), 1d8x1,000ep (15%), 1d10x1,000gp (50%), 1d6x1,000pp (40%), 1d10 gems (30%), 1d6 jewellery (25%), any 3 magic item + 1 scroll (45%)

SONS OF PETSUCHOS

(Turned as type 4)

Frequency: Rare

No. Encountered: 2d4

Size: Man-sized

Move: 30ft/(SW)60ft

Armour class: 1

Hit Dice: 3+4

Attacks: 1

Damage: 2d6

Special Attacks: See below

Special Defences: See below

Magic Resistance: See below

Lair Probability: 70%

Intelligence: Low

Alignment: Lawful evil

Level/XP: 5/405+3/HP

These undead crocodiles have powers like mummies (OSRIC pg 239) in most respects, except for the following: 1) their fear aura is saved against with a flat +4 bonus; 2) they take no special damage from fire but are similarly vulnerable to cold instead; 3) raise dead has no effect.

Any Petsuchos can create these monsters by killing a crocodile after infecting it with rot, wrapping it in sacred linens, and finally conducting a ritual to Sobek under a new moon where they're infused with the essence of underpriests who've earned Sobek's wrath. They can create as many of these guardians as they have hit dice, and they're sufficiently intelligent to follow orders.

A Petsuchos commands his own creations by will if within 250'. It's possible for others to communicate with them, requiring both a *Speak with Dead* followed by casting *Speak with Animals*, but their cold blood allows them to lie 50% of the time and the caster must save vs death at +4 or go insane from the experience.

Sons of Petsuchos kill for enjoyment but have no hunger; no animal or scavenger will touch their corrupted leavings either. If guarding water, corpses of their victims often sink to the bottom near to their hiding spots with any possessions able to resist submersion; if guarding land their master usually collects any such spoils.

Treasure: 1d10x10 cp (30%), 1d12x10 sp (40%), 1d6x10 ep (20%), 1d8x10 gp (30%), 1d6 gems (15%), 1d3 jewellery (10%) and any 2 magic item + 1 potion (15%)

NPCs

PITIR THREE-EYES, ASSASSIN: SIZE M; MOVE 120ft/(SW)60ft; INT high; AC 4 (studded leather, Dex); HD/LVL A4; HP/XP 18/279(225+3/hp); #ATT 1; 20 HITS AC 1; DAM broad sword, dagger, short bow; SPECIAL STR 16, DEX 17, assassination, backstab x2, thief abilities: PP 35% OL 29% FT 25% MS 21% HS 15% CW 86%, magic items: **ring of invisibility (1,500XP/7,500GPV) and **Pearl Diver (600XP/1,800GPV)**, a broad sword having a large pearl pommel and mother-of-pearl basket; no plusses but casts water breathing (MU3 spell at 6th level ability, 1/week)**

Pitir is a former assassin-turned-trader known for an uncanny intuition, and a wanted man by his former guild. He stays on the move in his ship, *The Nightblade*, discovering this tribe while exploring the island and striking up a profitable relationship. He trades weapons and sundry goods for valuable gems and some gold; including the bear traps, bitumen, and other defensive stocks. Rahzar considers him a valuable ally.

After Petsuchos arrived, Pitir struck a separate bargain wherein he provides intel on other lizard man tribes he locates in his journeys, misc. components, etc., for special curse-dolls tied to specific persons and fashioned to their portraits (see #3, #8). These are sold back to nefarious individuals who contract with him at various ports-of-call; including his old guild's nearest rivals. It is hoped these charms result in his clients gaining the upper hand in their feud and destroy his old comrades - removing the price on his head.

An enterprising fellow, Pitir will entertain a business relationship with the PCs who aren't adverse to black dealings, including a turn to piracy if they are so inclined. But if they plan treachery he has a 75% chance to sense it at the wrong moment (for PCs).

PETSUCHOS (true name - Hytsin-ni-Dapynatr or "Rod of Sobek"): SIZE M; MOVE 60ft/(SW)60ft; INT very; AC 3; HD/LVL 6+3; HP/XP 33/1,689; #ATT 1; 20 HITS AC -5; DAM 1d12; SPECIAL: spells as C6, 30 ft aura - save v magic at +4 or paralyzed 1d4 rds (drowning may apply - see croc roll rules), mummy rot, magic weapons do half damage, immune to normal weapons, sleep, hold, charm, poison, paralysis, and fire-based attacks (cold-based vulnerability instead)

This particular Petsuchos (see new monsters) is tasked with raising a vassal army of lizard men by the war-council back at Nupt; this tribe is his first infiltration. As soon as the grove to Silmanuya is irrevocably defiled (#9) he will move to another tribe Pitir's located some miles to the west - hoping its chief is more worthy than Rahzar.

If Pitir vouches for a possible ally, Petsuchos keeps them under watch and determines their alignment. Like-minded are offered covert employment as his agents.

If Petsuchos is interrogated for information beyond his current plans, he may additionally give the name of his homeland (Kemit) and the names of the cities Nupt and Shedyit, but if pressed further he will chant his true name until his questioners repeat it; causing his soul to descend into imprisonment in hell - preferable to dishonor.

RAHZAR, LIZARD MAN CHIEF: SIZE M; MOVE 60ft/(SW)120ft; INT avg; AC 4; HD/LVL 4+4; HP/XP 32/325; #ATT 1 or 3; 20 HITS AC -5; DAM morning star, dart, javelin; SPECIAL: STR 18, Magic Items: **Hornet Dart (750P/7,500GP) - turns into 2d8+4 darts +1 in mid-flight; **Slizer (1,500XP/4,000GPV)** - a +2 morning star that when held protects from normal missiles and causes anyone struck to save vs spell or be *enfeebled* (at-will 3/day, lose 30% STR cumulative per use for 5 rounds).**

Previously the bodyguard to the former chief, Rahzar seized the headdress by treachery and Petsuchos' aid. He is young, vain, and (when not sunning or mating) filled with the dreams of leading several combined tribes - an ambition beyond his capabilities but nursed by the mummy croc-priest. His first-wife is Zilkah, daughter of the tribe's slain shaman, whom he keeps for legitimacy but would like to replace with another of his harem.

Rahzar is never without *Slizer*, a badge of office, near-to-hand; but unless an alarm is raised he often carelessly leaves his bandolier of heavy darts (STR bonus) in his hut.

ZILAKH, Lizard Man (f): SIZE M MOVE 60ft/(SW)120ft; INT average; AC 5; HD/LVL 2+1; HP/XP 7/34 (20+2/HP); #ATT 3; 20 HITS AC -4; DAM 1d2/1d2/1d8; SPECIAL: N/A

Zilakh is the first wife of Rahzar and a perfect match for his vanity. She's spiteful towards his harem-taking after assuming rulership of the tribe. Rhazar suspects her of mildly poisoning her rivals so their eggs are weak; she disclaims and infers they aren't loyal to the tribe's new god.

Despite her father being the tribe's former shaman of Silmanuya, she prefers Petsuchos' outlook and is a willing convert. Having learned the concept of hereditary rule from the mummy-priest, she desires this for one of her three whelp-sons instead of the uncertain ordeal by combat previously practiced. She is one of the very few members of the tribe who speak common.

Monster Roster and Combat Stats

Assassin (Pitir): SIZE M; MOVE 120ft/(SW)60ft; INT high; (WV)AC (6)3 (studded leather, shield, and dex); HD/LVL A4; HP/XP 18/279(225+3/hp); #ATT 1; 20 HITS AC 1; DAM per weapon; SPECIAL STR 16, DEX 17, assassination, backstab x2, thief abilities: PP 35% OL 29% FT 25% MS 21% HS 15% CW 86%, magic items: *ring of invisibility (1,500XP/7,500GPV)* and *Pearl Diver (600XP/1,800GPV)*, a broad sword having a large pearl pommel and mother-of-pearl basket; no plusses but casts *water breathing* (MU3 spell at 6th level ability, 1/week)

Crocodile: SIZE: L MOVE 60/(SW)120, INT animal, (WV)AC (N)4, HD/LVL 3, HP/XP 14/108 (80+2/HP), #ATT 2, 20 HITS: AC -4, DAM 2d4/1d12, SPECIAL: surprise 3:6; rolling (see below)

Rolling: if combat occurs and a **croc's bite attack hits, the 2nd attack is not a tail strike but an overbearing attempt** (OSRIC pg. 122). Crocs have a STR of 18 while PC STR is halved if in water. Chance to break overbearing/rolling is 50% +/- 5% per point of STR difference. **Any rolled character automatically suffers double bite damage every round (4d4) until it or the crocodile is dead; if in water, the victim is subject to drowning** in two rounds, adjusted by a number of rounds equal to a hit point modifier from constitution (min 1 round). **Crocodiles won't stop rolling medium or large prey until it's shredded (-10 or below);** PCs killed in this fashion require a resurrection or wish spell to be returned to life

Giant Blow Fly: : MOVE 90/FLY 300 (AA:III); (WV)AC (N)6, LVL/HD 3, HP(XP) 10(70), #ATT 1, 20 HITS: -4, DAM 1d8+1 AL N, SPECIAL: 10% chance of infecting the victim with disease; leaping attack (see below)

"Giant [blowflies] can jump away from an attack in only 1 segment. This jumping defensive move is a backward springing leap which carries the giant fly 30 ft away and does not count as a retreat for purposes of a free attack. Giant flies can also remain airborne at the end of their leap. At the end of its leaping retreat manoeuvre they end up 30 ft away and 10 ft off the ground. **This special movement grants a giant fly with initiative the tactical ability to land near a target, bite, then leap away.**" (OSRIC pg 272)

Lizard Man: #APP: 40; SIZE M; MOVE 60ft/(SW)120ft; INT average; (WV)AC (N)4; HD/LVL 2+1; HP/XP 11/42 (20+2/HP); #ATT 1 or 3; 20 HITS: AC -4; DAM morning star(2d4), javelin(1d6), or dart(1d3); SPECIAL: N/A

Lizard Man, Chief (Rahzar): SIZE M, MOVE 60ft/(SW)120ft, INT average, (WV)AC (N)4 (immune to normal missiles), HD/LVL 4+4, HP/XP 32/250, #ATT: 1 or 3, 20 HITS: AC -5, DAM morning star(2d4+4), javelin/spear(1d6+2 or 3), dart(1d3+2) SPECIAL: *Hornet Dart (750P/7,500GP)* - turns into 2d8+4 darts +1 in mid-flight; *Slizer (1,500XP/4,000GPV)* - a +2 morning star that when held protects from normal missiles and causes anyone struck to save vs spell or be *enfeebled* (at-will 3/day, lose 30% STR cumulative per use for 5 rounds)

Lizard Man, Consort (inc. Zilakh): #APP 4; SIZE M; MOVE 60ft/(SW)120ft; INT Average (Zilakh - High); (WV)AC (N)4; HD/LVL 2+1; HP/XP 6/32; #ATT 3; 20 HITS: AC -4; DAM 1d2/1d2/1d8

Lizard Man, Elite: #APP 8; SIZE: M, MOVE: 60ft/(SW)120ft, INT: average, (WV)AC (N)4, HD/LVL 2+1, HP/XP 15/50 (20+2/HP), #ATT 1 or 3, 20 HITS: AC -4, DAM morning star(2d4), javelin(1d6), and dart(1d3) SPECIAL: N/A

Lizard Man, Whelp: SIZE S; MOVE: 60ft/(SW)120ft; (WV)AC (N)6; HD/LVL 1d4 hp; HP/XP 1/2; #ATT 3; 20 HITS: AC 1; DAM: 1/1/1d2

Petsuchos : SIZE M; MOVE 60ft/(SW)60ft; INT exceptional; (WV)AC (N)3; HD/LVL 6+3; HP/XP 33/1,689; #ATT 1; 20 HITS: AC -5; DAM 1d12; SPECIAL: spells as C6, 30 ft aura - save v magic at +4 or paralyzed 1d4 rds (drowning may apply - see croc roll rules), mummy rot, magic weapons do half damage, immune to normal weapons, sleep, hold, charm, poison, paralysis, and fire-based attacks (cold-based vulnerability instead)

Cleric Spells: (1) *sanctuary(x2), command, curse, resist cold* (2) *hold person (x2), messenger, prayer, silence 15'* (3) *continual darkness, dispel magic*

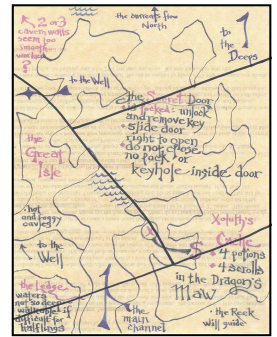
Sailors: SIZE M, MOVE 60ft/(SW)120ft, (WV)AC (8)8 (leather), HD/LVL F1, HP/XP 5/15(10+1/hp), #ATT 1, 20 HITS: AC 0, DAM broad sword(2d4), short bows(1d6), and daggers(1d4), SPECIAL N/A

Slaves: MOVE 90/(SW)45; (WV)AC (10)10; HD/LVL >1 hit die; HP/XP 3/8 (5+1/HP); #ATT 1; 20 HITS: AC 1; DAM 1d2 or by weapon provided; SPECIAL: N/A

Sons of Petsuchos: SIZE L; MOVE 30/(SW)60; INT low; (WV)AC (N)1; HD/LVL 4+3; HP/XP 21/500 (395+5/HP); #ATT 1; 20 HITS: AC -5; DAM 2d6; SPECIAL surprise 3:6, 30 ft aura - save v magic at +4 or paralyzed 1d4 rds (drowning may apply - see croc roll rules), mummy rot bite, magic weapons do half damage, immune to normal weapons, sleep, hold, charm, poison, paralysis, and fire-based attacks, (cold-based vulnerability instead)

MEPHITIC GEYSERS OF THE INTAGLIO RIFT

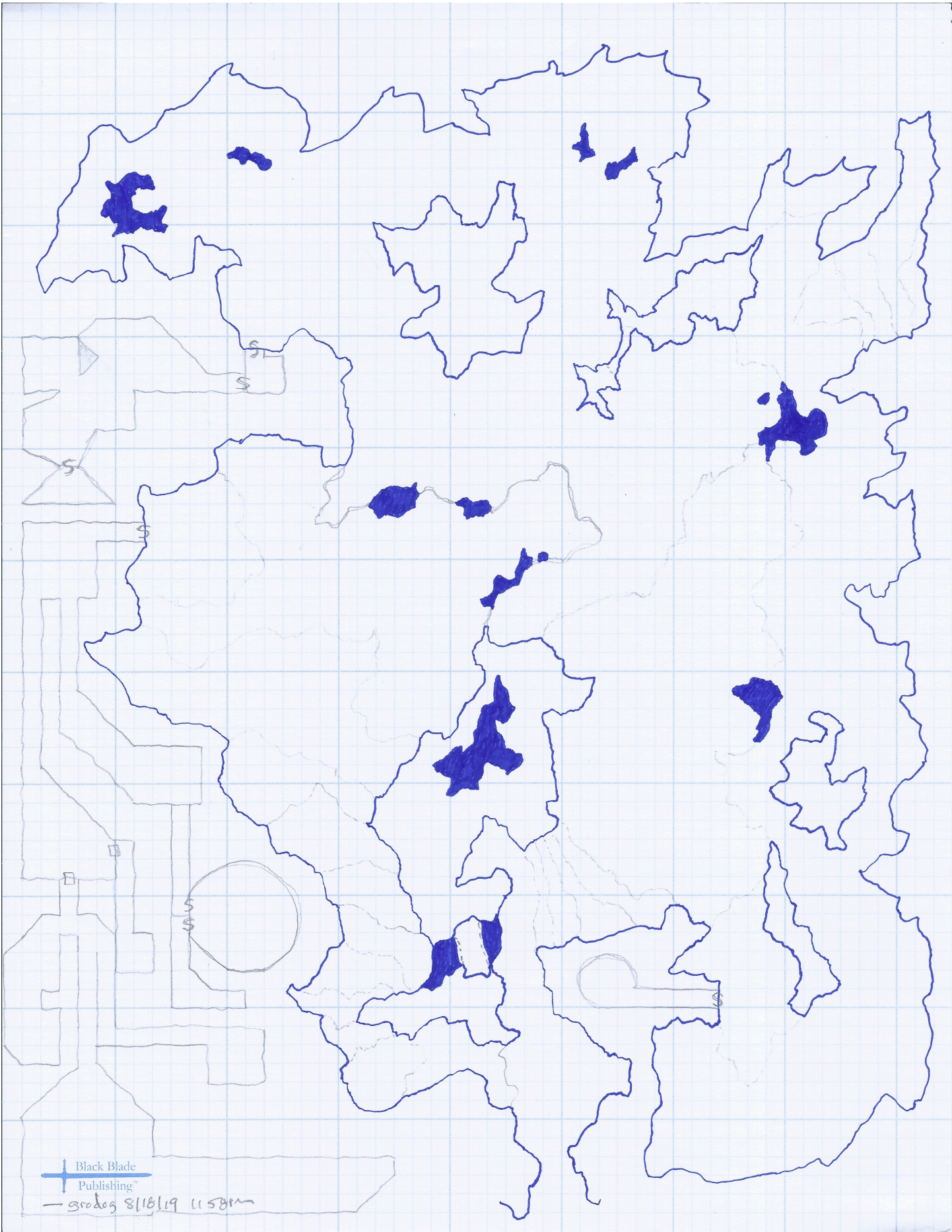
by Allan T. Grohe, Jr. ("grodog")



If you want to cut the map into pieces, consider the example above, where each part gives helpful exploratory clues.

This treasure map shows the location of a cache of magical loot, in a secret chamber in the misty & watery dungeon level map on the following page. Adventurers might find the key to the cache door along with the map.

The dungeon level can connect directly to the north of The Mere Beneath (elsewhere in this fanzine). The map, or pieces of it, could be found in areas E, K, N, and/or U.



THE MERE BENEATH

by Guy Fullerton, Allan T. Grohe, Jr. ("grodog"), and Henry A. Grohe (treasure roller)

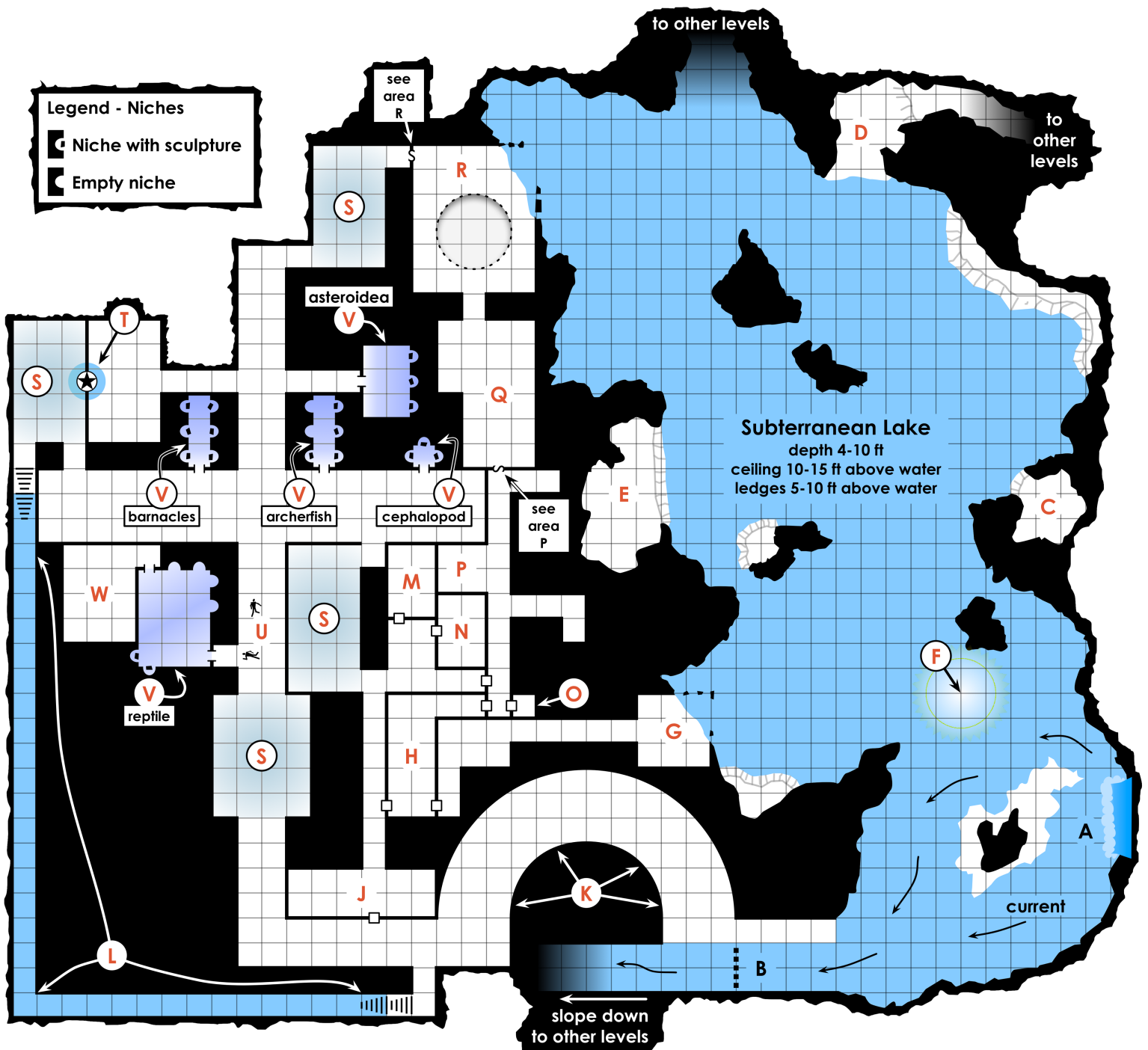
This dungeon level offers water-themed challenges and an escalating risk/reward proposition, once the players figure out how to gather the main pieces of treasure.

Guy's playtest group used 6 PCs with a total of 28 levels. Only one PC survived after triggering 22 Hsark Projections at once; an unlucky fireball (from a wand of wonder) in too-small-a-space didn't help. A 3rd & 4th level group could maybe do okay, if they avoid foolhardiness. Over 34,000 gp and plenty of magic items await the brave...

Several creatures from *Monsters of Myth* (a freely downloadable monster book for OSRIC) are used herein—look for the abbreviation "MoM" in creature references.

Thanks very much to the playtesters at Pacificon 2019: Ray Latham, Peter Lindstrom, David Pritzkau, Adrian Romero, Nathan Thomas, Alex Zisch.

Start the PCs by descending a long waterfall shaft into area A.



WANDERING MONSTERS

Most Areas: Encounters occur 1-in-6. Check every 3 turns.

1d12

1-4	Tunnel prawn (2d6; MoM p 100) – Scavenging. Stupid enough to approach obvious food within the Domain of the Hsarks, thus triggering Hsark Projections (q.v.).
5-6	Marine ghouls (1d4+1) – Carrying chum to attract tunnel prawn, then smash them out of spite.
7	Marine ghoul (1) – Slinking away to burgle the ghouls' corpse larder (area E).
8	Marine ghouls (1d3) – Investigating signs of recent intruders.
9-10	Vermith (1; from area C) – Hunting from the ceiling of the subterranean lake. (If outside the lake vicinity, use the ghouls entry above instead.)
11	Oculethe (1; MoM p 73) – Levitating up from the deeper passages west of the spillway, searching for an easy meal. Eager to learn of nearby prey from a group that can communicate with it.
12	Rival treasure hunters – You can use an NPC party from elsewhere in this fanzine. Kelurrin's Crew fits best, but Sarendra's Crew could work if already damaged and depleted. Or roll d6: 1-4 Kelurrin's; 5-6 Sarendra's.

Within the Domain of the Hsarks (q.v.): Encounters occur 1-in-6. Check every 6 turns. All encounters are with Hsark Projections, manifested to repel intruders from the domain.

A. ENTRY WATERFALL

A dark, 50 ft diameter shaft with a waterfall spilling down its east side, leads into the underground lake.

B. SPILLWAY

Up-jutting stone posts prevent man-sized or larger objects from flowing downstream. The dam beneath the spillway blocks all flow, 1 foot below the current water level.

C. SHALLOW CAVITY

Hacked bones and carapace fragments litter this very low-ceilinged (1-2 ft high) lair. At the south end, coins spill out of a slashed oilskin bag: 390 pp, bloodstone (50 gp).

Vermith (MoM p 104) - hp 35

D. SIGNS OF BATTLE

Dried blood spatters the ground not far from the shore. Careful inspection reveals a single set of bugbear tracks leading to the bloody area, from the deeper caverns in the east.

E. PRIME CORPSES

One marine ghouls guards this larder, keeping away any ghouls' chattel that snoops up here. Four wrapped corpses lie at the back, well-preserved, with tattooed water runes covering their bodies. The third has a lead-sealed bone scroll tube (with a scroll of Mantle of the Shark, q.v.) under the wrappings. A small sack nearby holds 3 magnetite nodules for the Breach-wand of Burdening (q.v.), and three larger sewn-shut bags each contain 292 ep.

Carefully searching this grotto reveals 1d8 (of 48 total) heavily tarnished, button-like silver clasps (20 gp ea) per turn, formerly used to hold closed the corpse wrappings.

Marine ghouls - hp 19

MANTLE OF THE SHARK (new spell)

Druidic Alteration

Level: Druid 3

Range: Touch

Duration: 6 turns/caster level

Area of Effect: 1 creature/4 caster levels

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

While fully immersed in water (salt, fresh, or brackish), each recipient of a mantle of the shark spell gains the sensory prowess of a great white shark for the spell's duration. The druid may affect up to one creature per four levels of experience (i.e., two at 5th level, three at 9th level, etc.). The spell grants the ability to track by smell and sound as a ranger if targets are known and within one nautical mile (6076 feet); and to track by proximity if within 60 feet. Due to this sensory acuity, recipients also gain a +8 roll to hear noise (+40% if thieves), and a +2 reaction adjustment bonus against surprise (without magical free action, normal dexterity reaction adjustments do not apply to non-native races while underwater). The spell does not alter the vision or movement capabilities of a recipient, nor does it grant the ability to breathe or to communicate underwater. In addition to mistletoe, the material component includes one tongue from a great white shark, and one shark scale (from any shark species) for each recipient of the spell; the components are consumed in the casting.

INFO: CARAPACE-FACED GHOSTS AND GHOULS

These marine ghosts and ghouls disguise themselves with crude masks and bits of armor, fashioned from tunnel prawn exoskeletons. This offers no real protection, but likely prevents intruders from immediately recognizing their undead nature.

On a friendly or better reaction roll, they resist their urge to feed, but make another reaction roll as soon as they can reconnoiter with other ghouls/ghosts.

They know the area well, and use excellent tactics when ghosts are present, by seeking reinforcements, and looping around to attack from multiple directions.

If turned, they flee toward the water.

F. SUBMERGED GLOWING BLADE

Four feet below the water, a long sword +1 illuminates a 20 ft radius, thrust into foundation rock of now-submerged ruins, and requires 250 lbs of lifting force to extract.

The monsters at area G use this as a lure for potential prey.

G. CRUMBLING REDOUBT

Marine ghouls lay low behind eroded remains of eastern wall, scanning the lake. Their ghost overseer slumps against the wall, gnawing on blind fish.

Behind a loose rock in the northeastern wall remnant, a small cavity contains an electrum sextant (300 gp).

Marine ghost – hp 17, loaded Breach-wand of Burdening (q.v.) with 2 extra nodules.

Marine ghouls (4) – hp 9 ea

BREACH-WAND OF BURDENING (new magic item)

This arm-sized, tapering brass rod has a sighting tube, and a pivoting compartment at the thick end that can hold a specially prepared magnetite nodule. When so loaded, and sighting a target up to 120 ft away for a full three seconds, the wand's magic emits and bursts around the foe in a 5 ft radius. All within the area must save vs. wands or double in density for 1d4 rounds (acts as if slowed, sinks in water, might break through a boat bottom, etc.). Afterward, the spent nodule remains must be removed, and a new nodule inserted (rate of fire: once per 2 rounds). (3500 xp / 3500 gp + 400 gp per nodule)

H. RELIEFS OF THE FLOODED WORLD

The long walls each have a relief of one hemisphere of a planet covered mostly in water, with hulking waves vigorously traversing the seas. The only land consists of a few long archipelagos, in the same positions as the game world's tallest mountain chains.

J. CRUDE ARMORY

Salivating ghouls rip the carapaces from dead tunnel prawn, and stitch bits together into masks and greaves, using twisted gut thread. Their smashing tool rests nearby: a Brine-rock Sculpture (q.v.) of a Writhing Reptile. A massive heap of coins sits in the southwest corner: 2900 sp, 2402 cp.

Marine ghouls (4) – hp 8 ea

K. SMASHED TOMBS

Eight vertical burial niches stand empty, evenly spaced on the long curved southern wall, with fractured stone seals in pieces below. In one of them, long-dried muck preserves a clawed human-like footprint of someone who had stepped up into it.

L. FLOODED CORRIDOR

Stagnant, murky water fills the entire passage, starting 10 ft down the stairwell. A Brine-rock Sculpture (q.v.) of a Writhing Reptile rests at the bottom of the north stairs. A lone marine ghoul lurks below, drawn to any disturbance at the surface, but only attacking in favorable circumstances. It stalks groups leaving the east stairwell.

Marine ghoul – hp 14

M. LOUNGE OF DEVOURERS

Marine ghouls, fat-bellied, faces smeared with gore from the bugbear half-corpse between them.

Marine ghouls (8) – hp 11 ea

N. GHASTLY THRONES

Green light bathes the room, coming from three ceiling cressets hanging over a dais in the east, where a group of ghosts recline on bone piles, in front of two coin-filled stone bathing tubs. A gold sculpture of a Writhing Reptile (1000 gp; q.v., Brine-rock Sculpture) sits as a headpiece on the largest bone pile.

The north tub contains 1200 gp, 4524 ep, 6598 cp. The south tub contains 16000 sp, an aquamarine (500 gp), and an amethyst (100 gp).

Each cresset's light comes from a hunk of Diving Candy (q.v.) within.

Marine ghosts (4) – hp 27, 3x 20

DIVING CANDY (new magic item)

Egg-sized lump of sweet-smelling, agar-like substance, that radiates green light in a 10 ft radius. Eating the entire candy grants water breathing for 3 hours, and causes the consumer to radiate green light for the same period. Or it can be consumed in 3 bites, lasting 1 hour each. (300 xp / 1000 gp)

SILVER FILAMENT SLIME (new monster)

	Least	Average	Great	Greatest
Frequ.:	Rare			
No. Enc.:	1-3			
Size:	Small (2-3 ft)	Med (4 ft)	Med (6 ft)	Large (8 ft)
Move:	90 ft			
AC:	7			
Hit Dice:	2-3	4	5	6
Attacks:	1-3 (20 ft)	1-3 (40 ft)	1-3 (40 ft)	1-3 (60 ft)
Damage:	2d4	1d8+1	1d8+2	1d8+5
Spec. Att.:	See below			
Spec. Def.:	See below			
Magic Res.:	See below			
Lair Prob.:	Nil			
Intell.:	Animal			
Alignment:	Neutral			
Level/XP:	4/ 190+3/hp	5/ 265 + 4/hp	5/ 360 + 5/hp	6/ 625 + 6/hp

These slimes appear as semi-translucent masses shot-through with silver- and lead-hued fibrous strands that constantly extend in and out from the surface of the monster. They move by roiling along floors, walls, or ceilings, and can flow through small cracks. They glow diffusely, like faerie fire, generally in luminous greens, tinged with deep blues and violets like the aurora borealis; their glow reflects from and tinges their surface opalescent sheen, and often limits their ability to surprise opponents.

Silver filament slimes are dangerous predators that aggressively attack upon encountering prey. They consume only organic material, digesting wood at 1 inch per hour, padded armor in 1 round, leather armor in 2 rounds, etc. A slime attacks by rapidly firing out 1d3 filament strands each round, to the range noted in the table above, and it can attack multiple targets. Victims take damage from the digestive juices siphoned back through the filament strands, and may suffer additional effects:

Magnetization: Metal gear must save vs lightning or become strongly magnetized for 1 turn. Magnetized armor/shields cause a -2 AC & reaction save penalty. Weapons attack at -2 to hit.

Magic drain: Each hit drains one random spell, spell-like ability, or 50 psionic strength points from the victim, and the slime preferentially attacks that victim until drained completely. Drained magic fuels the slime's reproduction and electrical capabilities. Each drain has a 1-in-10 cumulative chance to trigger an extra effect. Chance resets after any effect triggers. Roll 1d6:

2-4 HD	5-6 HD	Effect
1-2	1-2	shocking grasp (caster level = HD) added to each of its attacks next round.
3-4	3-4	lightning bolt (caster level = HD+2) in random direction next round.
	5	chain lightning (caster level = HD) next round, starting at random target.
5-6	6	The slime grows by 1 HD. A 6 HD slime instead splits into six 2 HD slimes.

Weapons hitting it inflict only 1 point of damage per die rolled (bonuses/plusses do not add damage). Metal weapons must save or become magnetized as above. They are immune to fire, lightning, and poison, but alcohol and salt affects them as acid. Magic levied against a silver filament slime is drained (negating the usual effect), and can trigger an extra effect as above.

They range in temperate to tropical regions, in wilderness and underground locations, but avoid cold environs. Freezing conditions reduce its movement and attack range by 50%.

The filaments and essences of these creatures are sometimes employed in the creation of spell-absorbing magic items: ring of spell storing, rod of absorption, etc.

Treasure: nil

O. ABANDONED STORAGE

Among various broken or disintegrated remains are an 8 ft copper fishing gaff, 160 sq ft of oilskin tarps, and a brass two-man punt.

P. WET SPOT

5 ft diameter etched circle surrounds moistened floor stone. Actually an ooze filling a shallow depression, with a stone button at the bottom; push the button, and the **secret door** to the north slides up, staying open for 3 turns.

Grey ooze – hp 17

Q. AMOEBA GUARD

A gently glowing section of ceiling stone in the northwestern niche casts borealis hues on the stacks of gold ingots below (20 total; 10 lbs and 100 gp ea), with a sheet of eel-skin parchment (scroll of jump at 14th caster level) resting atop. The glowing ceiling is actually a silver filament slime, guarding this chamber and area R.

Reliefs on the long eastern wall depict gigantic rolling plasms and undulating shapes, lopping over myriad disintegrating vertebrate creatures.

Silver filament slime – HD 4; hp 19; see left

R. SPAWNING PIT

Etchings of irregular, intersecting blob shapes decorate the unbroken length of north wall. The central pit descends 10 ft, with a mostly transparent gelatinous organism filling the bottom 2 ft, and hundreds of coins visible through it on the pit floor (21 pp, 68 gp, 111 ep, 510 sp). The organism appears like a massive cell, with a shield-sized black nucleus that lurches toward stimulus. 3 damage is enough to break the organism's membrane, killing it and sending out pain emanations, which draws the slime from area Q to avenge the murder.

Pushing the blob shape at the very top-center of the north wall causes the **secret door** to the west to slide up, staying open for 3 turns.

INFO – DOMAIN OF THE HSARKS

The Domain of the Hsarks includes areas S (the Caerulean Passages) through W, and everything else enclosed by the four Caerulean Passages.

Design: This section has rich treasure, balanced by repeated fights to enter and leave. The treasure objects are easy to find, but not immediately valuable, requiring the players to figure out that (and how) they can be transformed to gold. The more the characters plunder, the harder the enemies become. Early fights in and out of the domain are easy; later fights can become much harder. Once the players realize the situation, they can prepare for the combats on their own terms. It's up to the players to figure out when the risk of taking more treasure outweighs the reward.

Background: The Hsarks, a group of psychic travelers from the Eon of the Wave Colossus, are interred here within the walls of the Drowned Niches (the five area V's), in physical stasis, mentally roaming other liquid worlds. In order to mentally roam, each has a physical focus at its place of interment: A sculpture depicting an entity from the submerged world, originally made of gold, but now transformed into Brine-rock. Removing a Brine-rock sculpture from its niche disrupts that Hsark's mental roaming, and instead allows it to project a semi-real version of itself to destroy interlopers. Over the centuries, thieves displaced a handful of sculptures, so some of the Hsarks are primed to defend their domain...

Defense: Hsarks send their semi-real Projections when:

- Creatures enter the domain (e.g., enter a Caerulean Passage from outside)
- Creatures start to exit the domain (e.g., enter a Caerulean Passage from inside)
- Random chance dictates (see the Wandering Monster table)

The number of Hsark Projections equals the number of removed Brine-rock sculptures. At the start, six sculptures are already removed, so six Projections will attack. Add an additional Projection for each additional sculpture that gets removed. Further, all the Projections gain extra powers as various different sculpture designs get removed. (See the new monster entry.)

Each Projection begins next to its niche, and moves omnisciently to destroy interlopers/thieves, and can travel outside the domain to do so. Each Projection lasts up to 6 turns, but a Hsark can only use one Projection at a time. Projections don't bother to put removed sculptures back into their niches, because once their focus is broken, it's broken forever!

Treasure (Brine-rock Sculptures): Although the hefty (20 lb) sculptures exhibit fine detail, they hold no value in rock form. Fortune hunters can convert them into solid gold (1000 gp ea) via transmutation magic at area T. As an added clue, two already-gold sculptures exist in the dungeon. 24 total sculptures await collection...

HSARK PROJECTION (new monster)

Frequency: Rare

No. Encountered: 4d10

Size: Medium (6 ft long)

Move: 180 ft swimming & flying (AA: level VI)

Armor Class: 6

Hit Dice: 3 (hp equal to the number encountered)

Attacks: 1

Damage: 1d6

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Lair Probability: 100%

Intelligence: High

Alignment: Lawful neutral (60%)/Lawful evil (30%)/Lawful good (10%)

Level/XP: 4/125 + 2/hp

A Hsark Projection is semi-real manifestation, mentally created by a Hsark, and appearing just like it: A prehistoric apex sea predator, shark-like, with long fins, three eyes (one completely white) on a narrow head, with a scissor-like bite.

The Projections always have hp equal to the number of Hsarks forming them. For example, if twenty Hsark Projections appear, each has 20 hp.

Projections have additional abilities based on the particular Brine-rock sculpture designs removed from all Hsark interment area niches:

**Writhing Reptile	AC improves to 4
Spindly Asteroidea	Additional attack from grasping sea star limbs: No damage, but allows automatic bite damage on subsequent rounds
Cephalopod	Ink cloud (20 ft radius), obscures sight beyond 5 ft
Colony of Barnacles	Additional scraping attack: 1d6 damage
**Archerfish	Spit water burst (20 ft range): 1d4 damage and small creatures save vs death or be stunned

** indicates powers the Projections in this dungeon already have, because some of those sculpture designs were already removed.

Killing a Projection causes it to vanish, though the Hsark can form a new Projection later, when circumstances dictate. Those killing a Projection only get XP the first time they kill a particular Hsark's Projection. Killing a subsequent Projection from the same Hsark yields no additional XP.

Both dispel magic and dispel illusion (vs caster level 3) can destroy a Projection, but only one Projection can be destroyed per casting. Detect illusion reveals their semi-real nature.

S. CAERULEAN PASSAGE

Blue & green mosaic tiles cover all surfaces. Faint trills and pops reverberate to and fro.

A group entering allows the Hsark Projections to attack. As that happens, everyone here feels predatory presences swiftly approaching.

T. BASINS OF TRANSMUTATION

A foot-deep semicircular basin of fresh water surrounds the statue protruding from the wall, with a pass-through slot in the submerged base of the statue, leading into the basin on the opposite side of the wall. The statue depicts a tall, writhing mass of fish, reptiles, sea stars, tentacled mollusks, and clusters of barnacles.

The **statue's reflection** in the water appears as gold, when viewed from the west side of the wall. From the east side, the reflection appears as Brine-rock.

Passing a Brine-rock object from the east basin, through the slot, and into the west basin, turns the object into solid gold. Passing a gold object from the west to the east turns it into Brine-rock.

U. FAILED ADVENTURERS

Long-desiccated corpses lie here, weapons still in hand, felled by deep gashes from toothy bites. One corpse's backpack holds two Brine-rock Sculptures: Writhing Reptile & Archerfish. The other lies curled around a gold Archerfish sculpture (1000 gp), and has a hollow boot heel containing gems: bloodstone (50 gp), moonstone (50 gp), tiger eye (10 gp).

V. DROWNED NICHES

Forever flooded, floor to ceiling, without spilling out of the open archways. Several window-sized niches, with a long, black, fishlike mosaic around each. Many/most niches display a 20 lb Brine-rock Sculpture of particular design, as noted on the map.

Removing a sculpture causes everyone in the room to hear echoing trills and pops for a few moments, then feel a predatory presence return from afar, as if to turn its attention here.

In the unlikely event someone attempts it: Digging through a foot of wall stone behind each niche reveals an actual Hsark, interred here too long, and now undead; these have the same stats as Hsark Projections, plus a Wight's energy drain & immunities, but have normal (rolled) hp, and lack the extra powers conferred by removed sculptures.

W. SECLUDED VAULT

Three squat, tightly sealed, frog-shaped urns sit along the south wall. The westernmost contains oyster shells and 3 pearls (pink, rosy white, ochre; 100 gp ea). The middle urn contains eel-skin parchment (clerical scroll of detect evil, locate object, cast at 8th level). The easternmost contains a membrane-wrapped fluid, similar to an egg, but with a small black dot instead of a yolk, that slowly moves as if to track light and heat sources; depositing this proto-lifeform into the spawning pit at area R allows it to grow into a massive amoebic entity from the earliest eons.



SARENDRA'S CREW

by Allan T. Grohe, Jr. ("grodog")

This NPC party is intentionally flexible in alignment in order to maximize usage by the DM. Led by a druid, they could be largely neutral, or tilt toward good or evil based on the encounter's needs. As presented below the party aligns neutral tending toward good, with the assumption that they can be potentially cooperative rivals to good PCs. If the crew is evil, adjust the spell selections, and poison should be added to the thief and one of the fighters. AC includes all bonuses, and primary weapon bonuses are factored into to hit and damage, except for magical ammunition. Assume all standard dungeon equipment desired.

The NPC party can be encountered afloat manning the folding raft or in dry environs. Standard marching order is Rank 1 Ariss + Eloww + Gorvind, Rank 2 (staggered in the gaps of rank 1) Molyrt + Sarendra; Eloww could also scout 90' ahead.

Ariss (AH-rihss) – male human fighter 5 – LG

Str 18/91 – Int 10 – Wis 12 – Dex 12 – Con 18 – Cha 13

Mv 12" – THAC0 16 – AC 2 – hp 51

bastard sword +2: +4 to hit, dmg 2d4+7

light crossbow of speed +1: #AT 2, +1 to hit, dmg 1d4+1
(attacks first each round)

Magic items: banded mail +2, 10 bolts +1, potions of extra healing, flying

Other gear: 10 silver bolts, 20 bolts, silver dagger at belt, boot, and back sheaths, 10' square hooked net, hooded lantern with continual light

Prof: bastard sword, trident, net, dagger, light crossbow;
Lang: Common, Lammasu, Flahnn

Eloww (EE-lah-OWW) – male halfling ftr/thief 4/5 – N

Str 17 – Int 15 – Wis 13 – Dex 18 – Con 16 – Cha 13

Mv 9" – THAC0 18 – AC 1 – hp 20

short sword +2: +3 to hit, dmg 1d6+3

short bow +1: #AT 2, +7 to hit, dmg 1d6+1

PP 65 – OL 62 – F/RT 50 – MS 60 – HS 56 – HN 25

CW 75 (100 with belt) – RL 20 – BS +4/x3

Magic items: bracers of defense AC 5, 4 arrows +1, 1 arrow of slaying golems +3, girdle of spider climbing, 4 cp and 2 marbles with continual light, potions of super heroism, human control

Other gear: 15 silver arrows, grappling hook

Prof: short sword, short bow, dagger, sling, hand axe;
Lang: halfling standard + Thieves Cant

Gorvind (GORE-vihndd) – female dwarf fighter 6 – NG

Str 18/17 – Int 13 – Wis 12 – Dex 9 – Con 19 – Ch 9 (11)

Mv 9" – THAC0 16 – AC 2 – hp 59

footman's pick +2: +3 to hit, dmg 1d6+6

javelin of piercing (x2): +6 to hit, dmg 1d6+6

javelin of lightning (x2): dmg 1d6+20

Magic items: chainmail +3; scroll of protection from magic, potions of fire resistance, speed

Prof: footman's pick, hammer, javelin, battle axe, spear;
Lang: dwarf standard + Bugbear, Minotaur

Sarendra (SAHR-ehnn-drah) – female half-elf druid 7 – N

Str 11 – In 14 – Wis 16 – Dex 17 – Con 15 – Cha 17

Mv 12" – THAC0 16 – AC 2 – hp 36

staff of the serpent, adder +1: +1 to hit, 1d3+1 (+ poison)

sling of seeking +2: +4 to hit, dmg 1d4+3

Spells: 1st: animal friendship, detect magic, faerie fire x2, locate animals, speak with animals, 2nd: charm person or mammal x2, CLW x2, obscurement, warp wood, 3rd: neutralize poison, water breathing x2, 4th: CSW

Identify plants, animals, pure water; pass without trace; immune to woodland charms; change form 3/day

Magic items: ring of protection +3, brooch of shielding (18hp), potions of levitation (3 doses), fish control (3 doses), healing, diminution

Other gear: mapping materials

Prof: staff, sling, spear; Lang: half-elf standard + Druidic, Centaur, Green Dragon, Hill Giant, Lizardman, Manticore

Molyrt (mah-LEE-uhrt) – female human clr 6 (Ouijaz) – LN

Str 17 – Int 13 – Wis 16 – Dex 9 – Con 9 – Cha 14

Mv 12" – THAC0 18 – AC 2 – hp 29

hammer +2: +3 to hit, dmg 1d4+4

Spells: 1st: CLW x3, protection from evil, remove fear, 2nd: augury, hold person x2, slow poison, silence 15' radius, 3rd: dispel magic, locate object

Turn undead

Magic items: scalemail +2, medium shield +1, dust of appearance (8), folding raft (as folding boat but 10'x15': seats 8 comfortably and includes 14' mast with lateen sail, anchor, 4 standard and 1 steering oars, command phrases "Scully" [box to raft] and "Mulder" [raft to box]), elixir of life, bullseye lantern with continual light

Other gear: 10' pole

Prof: hammer, staff, mace;

Lang: Common, Xorn, Xuloise, Ogre

KELURRIN'S CREW

by Allan T. Grohe, Jr. ("grodog")

Kelurrin Andiri (kell-LORE-ihn ahn-DEER-ee)
female human illusionist 4 – N

Str 10 – Int 17 – Wis 13 – Dex 18 – Con 11 – Cha 15

Mv 12" – THAC0 20 (second) – AC 2 – hp 12

darts (18): #AT 3, +3 to hit, dmg 1d3

Spells (also known): 1st: color spray, phantasmal force, wall of fog (chromatic orb, dancing lights),
2nd: ventriloquism, invisibility

Magic items: bracers of defense AC 6, helm of comprehending languages and reading magic, scroll of blindness and non-detection at 8th level casting, potions of dragon turtle control, clairaudience (2 doses)

Other gear: bandolier for darts, 10' pole with closed-hook with hooded lantern

Prof: dart; Lang: common, Ancient Xuloise, reads Illusionist script

Sandrakoor Andiri (SAHN-druh-KOOHR ahn-DEER-ee)
male human magic-user 3 – N

Str 13 – Int 17 – Wis 13 – Dex 18 – Con 15 – Cha 13

Mv 12" – THAC0 20 (second) – AC 6 – hp 8 (10 with toad)

silver dagger (x8) (melee): dmg 1d4
(thrown): #AT 2, +3 to hit, dmg 1d4

Spells (also known): 1st: charm person, shield (erase, feather fall, find familiar, read magic, reduce),
2nd: stinking cloud (mirror image)

Magic items: ring of animal control - avians (bats; as potion), potions of ESP, invisibility (5/8 sips)

Other gear: bandolier for daggers

Prof: dagger; Lang: common, Bugbear, Aquatic Elf, Gargoyle, Merman, Ogre, Triton

Trik-em (TRICK-ihm) – toad familiar – N

Mv 3" (7 ft hop) – THAC0 20 (second) – AC 7 – hp 2

Wide-angled night vision (grants Sandrakoor +1 reaction adjustment bonus vs. surprise only)

Remuer Venxe (rehm-MYEHRR VEHNN-zay)
female human kung fu monk 3 (Ystus) – LE

Str 16 – Int 14 – Wis 15 – Dex 15 – Con 11 – Cha 11

Mv 15" – THAC0 18 – AC 4 – hp 18

bare hand: 2d4 (+1 with dagger)

silver dagger (x8) (melee): dmg 1d4+1
(thrown): #AT 2, dmg 1d4+1

OL 36 – FT 29 – HN 14 – CW 84

TR 38 – LJ 17 – HJ 5½ – PV 9 – Fall 15

prone fighting, feign death, throw foe

Magic items: ring of protection +1

Other gear: bandolier for daggers (2 in each boot)

Prof: dagger; Lang: common, Baglunish, Guardian Naga

See Sarendra's Crew for general use notes. The Kung Fu Monk class by Stuart Marshall appears in Footprints #19.

Led by twins, Kelurrin's Crew is largely N, with a strong LE component but they will treat honorably with lawful or good PCs. The assassin plans to usurp command, but fears the ogre and color spray, so he treads carefully.

Tibbarin Asaka-Nor (tuh-BAHR-rihn ah-SAK-uh NOR)
female half-orc cleric 3 (Zuoken) / fighter 2 – N

Str 17 – Int 11 – Wis 16 – Dex 12 – Con 16 – Cha 10

Mv 12" – THAC0 20 – AC 3 – hp 18

morning star +1: +2 to hit, dmg 2d4+2

short bow: #AT 2, dmg 1d6

silvered bastard sword: +1 to hit, dmg 2d8+1

Spells: 1st: command, CLW x2, remove fear, 2nd: find traps, silence 15' radius, slow poison

Magic items: banded mail +1, 20 arrows +1, potions of flying, speed

Other gear: 20 cold iron arrows

Prof: bastard sword, dagger, morning star, short bow, spear; Lang: common, Gnome, Goblin, Orc

Toric Bonecleaver (TOR-ickh)

male half-orc fighter 3 / assassin 3 – LE

Str 18/67 – Int 15 – Wis 8 – Dex 17 – Con 10 – Cha 12 (14)

Mv 12" – THAC0 18 – AC 4 – hp 16

spear +1: +3 to hit, 1d6+4

two-handed sword: +2 to hit, dmg 1d10+3

dagger (poisoned): +2 to hit, dmg 1d4+3 + poison
(4 doses huge spider poison, save at +1 or die)

Spells: 1st: animal friendship, detect magic, faerie fire x2, locate animals, speak with animals, 2nd: charm person or mammal x2, CLW x2, obscurement, warp wood,
3rd: neutralize poison, water breathing x2, 4th: CSW

PP 30 – OL 40 – F/RT 25 – MS 20 – HS 15 – HN 15

CW 90 – BS +4/x2 – disguise, use poison, spy

Magic items: leather armor +1, wand of metal and mineral detection (17 charges, command "Raggi to riches"),
potion of super heroism (2 doses)

Prof: dagger, footman's mace, longsword, spear, two-handed sword; Lang: common, Elf, Hobgoblin, Orc

Tall Nevs (NEHV-ss) – male ogre – CE

charmed by Sandrakoor via a charm monster scroll

Mv 12" – THAC0 15 – AC 5 – hp 26

trident +2: +3 to hit, dmg 1d6+4

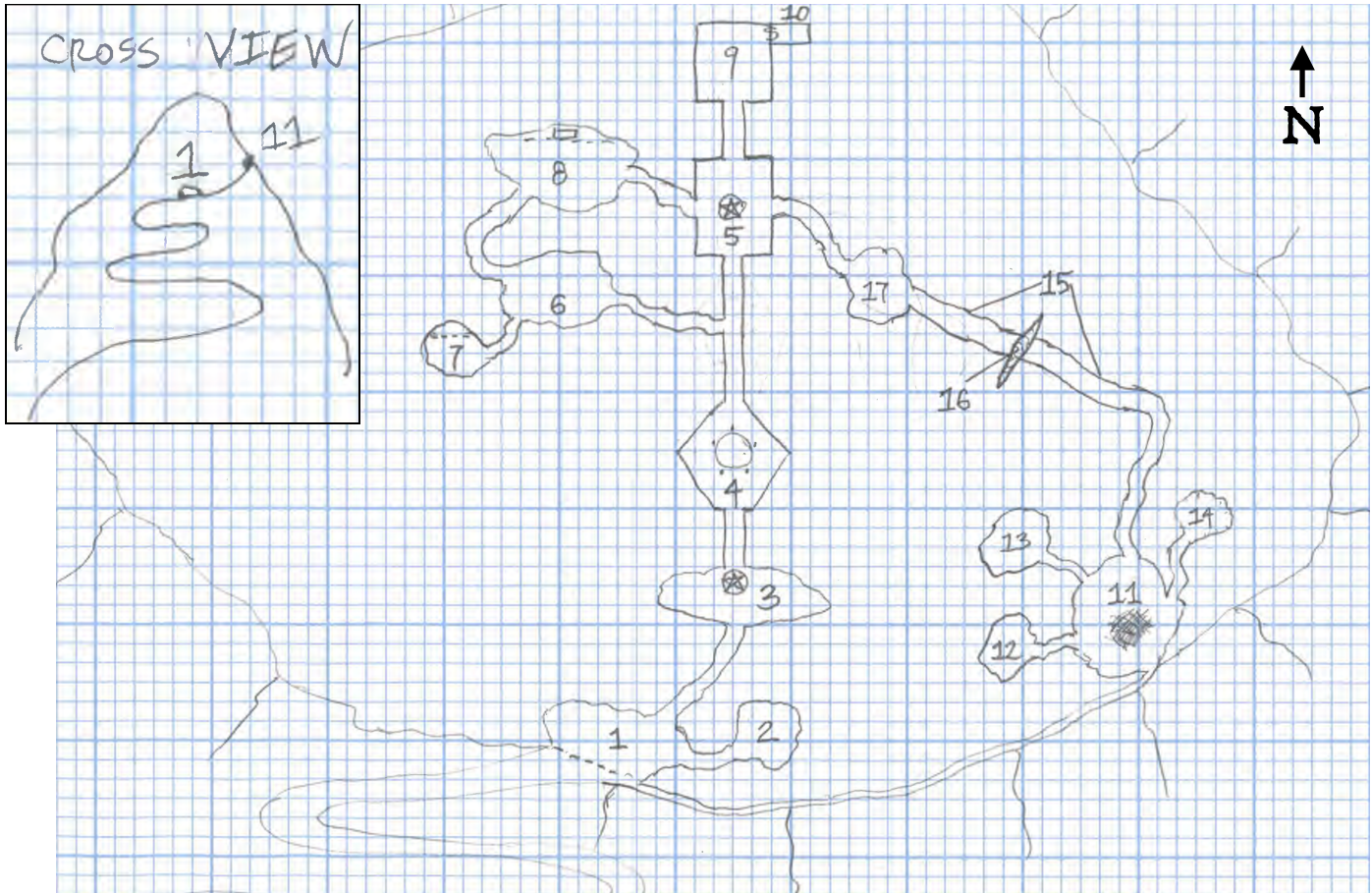
Magic items: dust of appearance (12 pinches), potions of speed, reptile/amphibian control (3 doses)

Other gear: 250cp, 250sp, 50ep, 2 gems (50gp lapis lazuli, 250gp peridot)

Lang: common, Ogre, Orc, Troll, Stone Giant

RESCUE FROM THE SANCTUARY OF THE LEOPARD GODDESS

by Matthew Riedel



Several creatures & items herein are from one of James D. Kramer's own works: *The Usherwood Adventures Expansion for OSRIC*. They are marked "from UAE" in the text.

THE ABDUCTION

On the night of the new moon, a traveling winter circus performed at a large northern town. An incredible performance of music, acrobatics, beasts, and magic warmed the cold hearts of the northern folk. The finale of the performance was interrupted by a most unusual event. Baying bone hounds burst on to the scene, breaking up the show and causing the crowd to flee in panic. During the melee a young giant snow leopard, a sort of mascot for the company, suddenly and purposefully dashed off not to be seen again.

THE QUEST

In the aftermath, the PCs are approached by Fleurr (a racaraide bard), and Jian-i-Larens (a Vermean monk). Fleurr recounts the story, adding the monk swears to do "anything" to be reunited with his animal companion. They are convinced an enchantment made the snow leopard flee. In the morning light, the pair located the tracks of the snow leopard converging with the escaping sled.

Fleurr beseeches the party to aide in the pair's pursuit. He and the monk will claim no treasure, offer a bit of their own (per GM discretion), and make an interesting offer: The bard offers his assistance in some future adventure without reward; the monk offers a full year of dedicated, unpaid adventuring service.

Fleurr, Human Racaraide Bard 5 – SZ M; AC 7; MV 90; hp 23; #AT 1; Dmg By weapon; AL NG; S 12, I 13, W 14, D 13, C 11, Ch 16; XP 247; from UAE.

Gear: Ring mail, +1 longsword, dagger (x2), scroll of protection from elementals, bag of holding (5000 gp cap), treasure map.

Bard abilities: Charm 55%, Friendship 44%, Decipher legend 43%, Know item 30%, Decipher writing 26%, Boost morale 45%.

Jian-i-Larens, Human Vermean Monk 5 – SZ M; AC 4; MV 125; hp 20; #AT 3/2; Dmg 1d6 or by wpn; AL LG; S 11, I 6, W 14, D 13, C 13, Ch 8; XP 235; from UAE.

Gear: Staff, Ring of warmth, Potion of extra-healing.

Vermean monk abilities: Climb walls 92%, Hide in shadows 54%, Move quietly 54%, Mind over body (+3 saves vs paralysis, petrification, polymorph, death), Deflect normal missiles 65% (1/rd), Body temple (+1 save vs disease and poison), Feign death (5rds).

APPROACHING THE SANCTUARY

The sled trail leads up out of the valley, into the mountains, eventually winding up a switchback trail on snowy mountain peak. The tracks disappear into a wide cave face.

Further investigation of the area just outside the cave reveals a small mountain path heading eastward, also showing recent tracks of a different kind.

1. ENTRY CAVE

A wide opening in the mountain face leads to a rough cave. A large dogsled with leather straps for a team of eight is parked on the west side. The first of two rows of seats on the sled contains a long whip and an empty flask. The back row has several long white animal hairs.

The scent of any character entering this cave is likely (5-in-6 chance) to alert the arctic dogs in the room to the east. The dogs will pour out and attack intruders immediately, surprising on a 3-in-6 chance.

2. DEN OF THE ARCTIC DOGS

Arctic dogs crudely buried a cache of treasure including 3 rubies (250 gp each), a gold necklace (100 gp), and a wand of fire 3 charges.

The strongest, most vicious of the arctic dogs is the leader of the pack. He learned a bit of the common tongue from the cleric, Attis. If four or more dogs are killed, the canine attempts to parley. He is willing to offer information he knows (left to the discretion of the GM) in exchange for succor. That does not prevent the remnants of the pack from harassing and attacking a weakened party on their return trip from the sanctuary.

Dogs, Arctic (7) – SZ L; AC 5; MV 180; HD 6; hp 25 ea; #AT 1; Dmg 2d4; SA Breath weapon 25' 2d4 Dmg; SD Impervious to cold-based attacks; AL N; XP 425; from UAE.

Dog, Arctic (Pack Leader) – as above; hp 40; XP 500

3. ICY GUARDIAN

An ice sculpture of a muscular 10' woman stands in front of the north exit. Shattered ice is strewn about the floor, especially on the north side.

The sculpture is an ice golem. The construct activates and attacks any individual (or group) that does either of the following:

- Enters from the south passage and closes to within 10' of the golem.
- Enters from the north passage.

Exception: If an individual (or an individual leading a group) holds a silver leopard-head scepter the golem does not attack. Stragglers, however, are subject to activation and attack.

Golem, Ice – SZ L; AC 2; MV 60/30 underwater; HD 9; hp 40; #AT 2; Dmg 2d6/2d6; SA Breath weapon cone of cold 10' wide 20' long Dmg 1d6+4; SD Edged weapons ½ damage, Impervious to normal fire and electrical attacks; Immune to charm, sleep, and fear-based spells; AL N; XP 2,180; from UAE.

4. SANCTUARY OF CYBELLE

This pentagonal room is finely chiseled in sharp angles with smooth walls, floor and ceiling. A 20' diameter silver circle is at the center of the room. Five 3' tall, silver-plated pedestals (100 gp each) are arrayed along the silver circle. A small ice sculpture (250 gp each) rests upon each pedestal. The five sculptures are crafted as a sequential series depicting the metamorphosis of a snow leopard to a beautiful, but menacing, female.

This sanctuary is dedicated to the lesser goddess of leopards, Cybelle. Anyone handling these sculptures or attempting to strip the silver from the pedestals or the silver ring on the floor briefly experiences a vision of a woman transforming into a leopard and attacking the back of the character's neck. This only happens once/character and has no further effect. The sculptures have a magical *dweomer* that prevents them from melting, although magical fire or lava destroys them. They give off a faint emanation of evil if *detect evil* is employed.

5. CLERIC'S QUARTERS

A stone statue of a woman flanked by a pair of leopards stands in the center of the room facing the south passage. A set of bunk beds are pushed against the wall in the southeast portion of the room. A single bed offsets the bunk bed resting in the northeast area. A wood rack with six pegs hangs in the southeast corner. A silver leopard-head scepter hangs from one of the pegs (125 gp). Rough passages lead out of the east and west sides of the room. Well-honed passages lead out of the north and south.

This is the home of a pair of clerics Attis recruited to the cult of the leopard goddess, Cybelle. The clerics have a 3-in-6 base chance to hear combat from the bandit cave (area 6) or the bone hound guard post (area 17). If they hear combat in those rooms, they will not intervene, but will stand ready. The clerics have a 4-in-6 base chance of hearing combat from the cage room (area 8). If they hear combat there, they will alert Attis and all three clerics will join that melee in 1d4+2 rounds.

Cleric, Human C2 – SZ M; AC 7; MV 90; hp 14; #AT 1; Dmg By weapon; AL NE; S 10, I 8, W 16, D 9, C 15, Ch 11; XP 93.

Gear: Studded leather, mace, silver leopard-head scepter (125 gp), empty vials (x3).

Memorized spells: Command, darkness, protection from good, sanctuary.

Cleric, Human C1 – SZ M; AC 6; MV 90; hp 6; #AT 1; Dmg By weapon; AL NE; S 10, I 9, W 15, D 15, C 11, Ch 11; XP 21.

Gear: Studded leather, mace, empty vials (x3).

Memorized spells: command, protection from good, sanctuary.

The clerics share their treasure in a small chest beneath the western bed: 100 sp bar (x6), 30 pp, and a cleric scroll (find traps, remove curse, speak with dead).

6. BANDIT CAVE

This circular cave serves as the tumbledown barracks for seven men amongst several piles of hay, a makeshift gaming table, and a half dozen chairs. Six of the men are bandits, the seventh is Reneg a 7th level fighter who broke off from the leadership of a larger company of bandits. He and his followers serve as hired help for the cleric, Attis. In combat, Reneg tries to blend in with the bandits to avoid being individually targeted.

Bandits (6) – SZ M; AC 6; MV 120; HD 1d6 hp; hp 5 ea; #AT 1; Dmg By weapon; AL CE; D: 16 +2 AC bonus; XP 15.

Gear: Leather armor, short sword, dagger, d10+10 gp.

Renec, Human F7 – SZ M; AC 4; MV 90; hp 40; #AT 3/2; Dmg By weapon; AL NE; S 17, I 12, W 13, D 16, C 14, Ch 13; XP 417.

Gear: +1 Studded leather armor, +1 short sword, dagger, potion of extra-healing, silver leopard-head scepter (125 gp), key.

7. RENEG'S ROOM

A naturally formed flat shelf in the wall at the north end of cave serves as Reneg's private sleeping area. A small locked wooden chest with the word "TRAPPED" carved on the front is nestled in amongst the hay he sleeps on. The chest is not trapped and contains 100 gp, a gem (300 gp), and parchment with a roughly scrawled hit list of Reneg's enemies from his old gang of bandits.

8. CAGE ROOM

A cage rests on a recessed rock shelf at the back of the cave. A pair of large leopard kittens with glistening white fur and silvery/gray spots pace back and forth within. Six tall muscular figures bearing a scimitar in each hand in a semi-circle before the cage, ready for battle. Their eyes are spread widely on their face with a third eye on the bridge of the nose. Despite the cold, they are shirtless and dressed in just leather breeches and shoes.

These hhu'manii are instructed to guard the cage and protect it at all costs, attacking anyone approaching it. Once slain, a hhu'manii vaporizes into a swirling mist, dissipating the following round. If someone manages to contain the mist, the hhu'manii can be given new instructions. The sounds of combat may bring Attis and the other clerics from the east in 1d4+2 rounds. The junior clerics will alternate casting spells, joining the combat, and attempting to bottle up the hhu'manii vapor in the empty vials they carry. One of them will primarily guard Attis if the higher-level cleric is seen and targeted.

Hhu'manii (6) – SZ M; AC 5(0); MV 90; HD 4+1; hp 21 ea; #AT 2; Dmg 1d8+6/1d8+6; SA +4 to hit from Str and scimitar; SD AC 0 vs melee attacks, immune sleep/charm/etc., never surprised, sees invisible and through disguises; AL N; XP 355; from UAE.

The caged animals are **giant snow leopard** kittens (from UAE). These creatures, while growing large, have yet to develop effective attacks. The male kitten is the kidnapped animal companion of Jian-i-Larens, the Vermean monk. This creature learned the common speech from the monk. If the monk is present, it will communicate what it knows (left to the discretion of the

GM). If the monk is not present, it will listen to the party, perhaps revealing its ability to communicate what he knows at an opportune time.

9. ATTIS'S QUARTERS

A large square rug (1000 gp) covers most of the floor of this room, depicting the very mountain in which this sanctuary lies. Also pictured are a pair of huge white leopards with silver spots and a goddess both beautiful and horrifying. A rosewood bed rests on the west side of the room. A matching rosewood wardrobe and desk are on the east side of the room.

The desk contains various maps and notes. Even a cursory review of the notes will reveal Attis is a cleric of Cybelle, lesser goddess of leopards and more nefarious spheres of influence. Most of the maps lead to other old, often abandoned sanctuaries of the leopard goddess. Several of these locations are "X"ed off the map. Other notes detail the cleric's research and plans of performing a ceremony with the pair of giant snow leopards in the Sanctuary of Cybelle to bring the goddess into this world. Attis plans to be her high priest and consort.

The wardrobe contains various clerical raiment and other clothing both hanging in the closet and folded in a pair of lower drawers. A hidden compartment under the bottom drawer contains 13 silver ingots (1000 sp each) and an ornate silver necklace (100 gp). Anyone moving the wardrobe, before discovering the ingots, will notice it is surprisingly heavy. There is a narrow secret door behind the wardrobe leading to a treasure vault.

The cleric Attis is most often at work in this room.

Attis, Human C7 – SZ M; AC 4; MV 90; hp 42; #AT 1; Dmg By weapon; AL NE; S 12, I 16, W 17, D 15, C 15, Ch 13; XP 1070.

Gear: Cloak of Utter Darkness (from UAE), +2 Studded leather, +1 mace, silver leopard-head scepter (125 gp), potion of human control, +2 ring of protection.

Memorized spells: Command, darkness, protection from good, resist cold, sanctuary, hold person (x2), silence 15'R, cause blindness, dispel magic, speak with dead, cause serious wounds.

The cloak of utter darkness makes the wearer virtually undetectable in moonless nighttime, even to those with infravision. It has various levels of effectiveness in different light condition. In torch/lantern light the wearer is only detectable on a 1-in-8.

10. SECRET TREASURE VAULT

Attis is collecting the following treasure from his expeditions to other sanctuaries and his own exploits. He hopes this treasure will please Cybelle upon her arrival. Only Attis knows of the secret treasure vault and its contents.

20,000 sp, 800 gp, 100 pp

Assorted jewelry (5,000 gp)

Cleric scroll (cause critical wounds, commune, insect plague)

Wand of Fear (13 charges)

+1 Longsword, Frost Brand

Figurines of Wondrous Power (Pair of Giant Snow Leopards -- usable per OSRIC Golden Lions)

3 Silver scepters (lion-head, tiger-head, and wolf-head -- curses bearer with -2 to all "to hit", damage, and saving throw rolls).

11. ENTRY CAVE OF THE GIANT FROST FROGS

A narrow ledge leads to a rough, approximately 8' X 8' cave opening. The ledge does not continue past the opening. Inside, the cave opens to a roughly circular room. There is a heap of refuse in the center of the room. There is a 2-in-6 chance one of the groups from areas 12 – 14 are feeding here when the PCs arrive. If so, roll a d6 to determine which group is feeding: 1-3 the occupants of area 12, 4-5 occupants of area 13, and 6 the lone denizen of area 14.

The area in the middle of the room is where the giant frogs in the nearby rooms drag their prey after a successful hunt. Various animals' flesh and bones can be found here along with the torso of a halfling. The contents of his backpack are as-yet unspoiled, including an elven-crafted canteen (15 gp) filled with a potion of healing.

12. GIANT FROST FROG FAMILY #1

A pair of giant frost frogs, along with their mature offspring, rest here. If disturbed, these frogs attack.

Frost Frogs, Giant (2) – SZ M; AC 4; MV 90; HD 3; hp 18 ea; #AT 1; Dmg 3d4; SA Leap (90' horiz, 30' vert), Cold aura 10' range 1d4+1 Dmg; SD Impervious to cold-based attacks; AL N; XP 86; from UAE.

Frost Frogs, Giant (2) – as above; SZ S; hp 10 ea; XP 70

13. GIANT FROST FROG FAMILY #2

These frogs just lost their last offspring in a battle with the bone hounds (see area 16) and will attack any creatures on sight.

Frost Frogs, Giant (2) – SZ M; AC 4; MV 90; HD 3; hp 18 ea; #AT 1; Dmg 3d4; SA Leap (90' horiz, 30' vert), Cold aura 10' range 1d4+1 Dmg; SD Impervious to cold-based attacks; AL N; XP 86; from UAE.

14. LAIR OF THE JUMPING FROG

The walls of this cave are particularly irregular, and the ceiling is high, rising more than 40'. The oldest frog in the colony makes his lair here. He is particularly adept at the vertical leap and will make use of the ability in attacking and retreating from combat by leaping down from and up to the various ledges.

This frog has gathered a bit of treasure in the recess of a hard-to-access ledge: a gold necklace (25 gp), a +1 dagger, and a silver leopard-head scepter (125 gp). It is impossible to spot this cache from ground level.

Frost Frog, Giant – SZ M; AC 4; MV 90; HD 3; hp 24; #AT 1; Dmg 3d4; SA Leap (90' horiz, 30' vert), Cold aura 10' range 1d4_1 Dmg; SD Impervious to cold-based attacks; AL N; XP 98; from UAE.

15. NO FROG'S (OR DOG'S) LAND

This rough passage is currently a perpetual area of combat between the giant frost frogs and the bone hounds. Thirty feet from the east exit from this passage, a giant frost frog lies dead. – the latest victim of the bone hounds.

16. ANGLED CHASM

The passage is interrupted by a 3' wide chasm that angles down at a roughly 75-degree angle. Even with a light source, the bottom is not visible.

The chasm is easily jumped by both the bone hounds and the giant frost frogs. Anyone delving into the chasm will discover it descends 70'. A suit of plate mail armor and a scabbarded sword lie at the bottom. The blade is a +1 longsword. The armor is Plemintine's Plates of Perpetual Crushing (from UAE). This armor offers +2 protection. However, when a hit is scored causing more than 6 damage, its curse is activated: The armor crushes its wearer for 1d3 dmg/round until the wearer is a dead. Only a *remove curse* or *transmute metal-to-wood* spell will save the wearer.

17. BONE HOUND GUARD POST

Four bone hounds stand guard in this small chamber. Attis instructed them to attack any creatures in area 15 that come within 30' of this room. The bone hounds will attack mercilessly until all approaching creatures are either destroyed or retreated to area 11. They are not instructed to attack creatures that enter area 15 from the west and will not do so, unless attacked.

Bone Hounds (4) – SZ M; AC 6; MV 180; HD 3; hp 17 ea; #AT 1; Dmg 2d4; SA Howl causes fear 100' radius (save vs spell to avoid); SD ½ dmg from bladed weapons & electricity, immune to charm/sleep/fear, immune fire; AL N; XP 99; from UAE.

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