

Fantasy World Adventure

The Forbidden Land

For Basic-Expert Levels

by RC Pinnell



The Forbidden Land is a world in which characters can spring into being, spend their entire lives exploring and, eventually, retire. If they don't die first. It is a world hex crawl with several optional mini-adventures which can be used or not. The map can be expanded to include great oceans and islands and other continents. It is a world for the players and Dungeon Master to add their own creative ideas—for it is not complete! What it is, and becomes, is up to you.

FANTASY ADVENTURE MODULE

THE FORBIDDEN LAND

FOR BASIC TO EXPERT LEVELS OF PLAY

PREFACE

This is a world in which characters can spring into being, spend a lifetime exploring, and eventually retire; unless they die prematurely. Even then, magic can sometimes overcome an early demise. It is intended for both seasoned and novice players. There is no restriction on the level of characters to be used with this product. Each suggested mini-scenario within has parameters regarding character levels, and you should set your own as well when designing your own encounters to place within the world. Beginning and low-level groups can certainly undertake to explore the wilderness within this product, but they should be advised that doing so will likely have a lethal outcome.

INTRODUCTION

With the map scale being 12 miles per hex, it is unlikely that a group of characters will travel more than two hexes per day by land, unless they are on mounts of some type. If they travel by air or water, refer to the rules you intend to employ, regarding such modes of transport.

This is a world hex crawl. It is intended for characters to deal with the logistics of travel, food, rest and possible encounters without, hopefully, the use of powerful magic to do the work for them. Thus, if the entire group is well mounted and can travel further with less wear on themselves, you should design encounters that will test the endurance and limits of their animals. If they have means to fly (carpets, brooms, etc.), you should design aerial encounters that will challenge their personal ability to control their devices during such. If they are in boats of some kind, again, currents, bogs, sinkholes, and other things should be set before them.

There is no single goal to this scenario. A rumor table to follow reveals some of the possible adventures the party can undertake. There is no particular starting place, and you can design city and town encounters that draw the characters into a particular rumor, or you can create your own rumors and expand the table, with treasure and/or monsters awaiting those that follow the gossip.

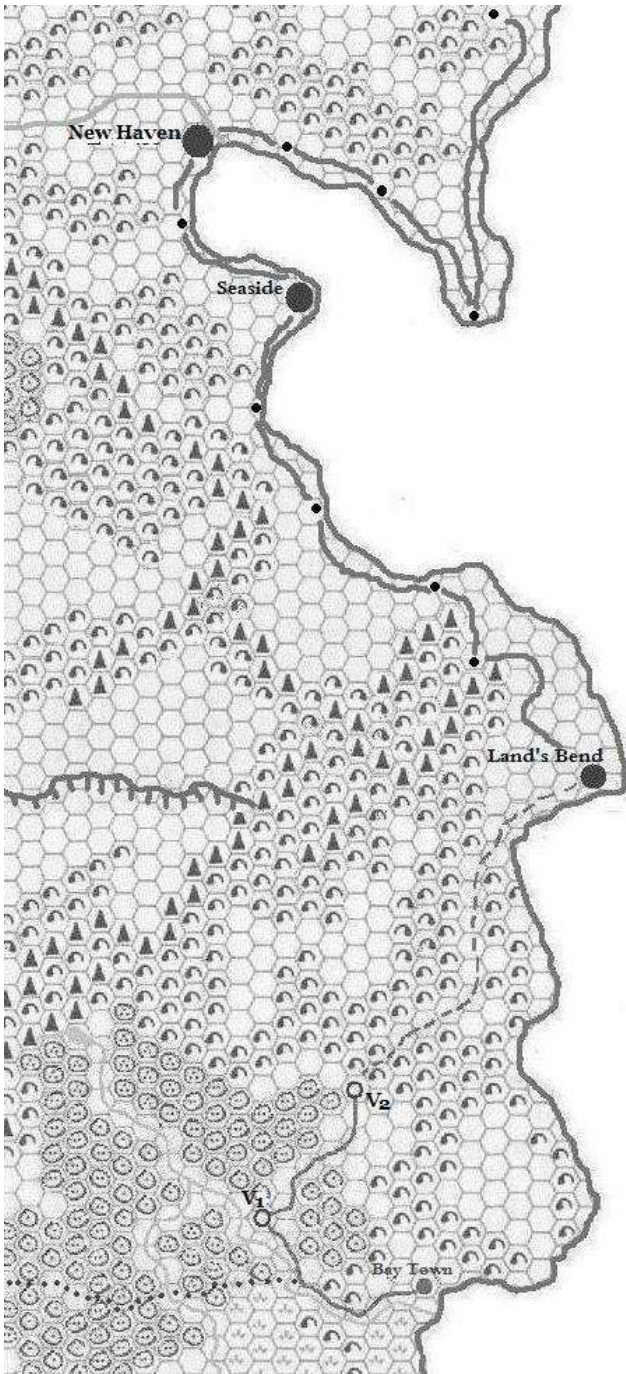
The Wandering Encounter Tables (WET) that follow include animals and monsters easily found within most of the available game edition manuals (i.e., OD&D, Holmes, BX, BECMI, AD&D 1E, etc.) This document focuses primarily on those listed in the BX-BECMI tomes, but may be found in the other systems mentioned. In which case, you will have to decide which guidelines you intend to employ, regarding the technical aspects of the creatures mentioned.

The set encounters and non-player characters provided are merely examples for you to utilize. You are free to exchange any of these with types you prefer. Most importantly, the world herein is for you to decide what kinds of monster populations exist, where, and the dynamics of their interaction with other species.

PRIMARY POPULATION CENTERS

CITIES & TOWNS

Inspection of the great (world) map will reveal that there are many areas of colonization by humans and their allies. All are located along the eastern coast of the continent with **New Haven**, of the 4 named herein, being furthest north along the shoreline. With a population of over 5,000 it is the largest human settlement; the next being **Seaside**, with a population of 3,500, and **Land's Bend**, having roughly 2,500. The smallest of the colonies--**Bay Town**--hosts a paltry 66 residents.



Unnamed settlements appearing as black dots on the map represent small communities such as steads, thorps, hamlets, villages and even towns. Within these it is common to find a dominant race supported by a mixture of other types; while dwarf halfling and elf clans don't usually mingle, all other combinations are possible. All have a population larger than Bay Town (66), beginning at roughly 90 for the smaller ones, and going up to as much as 1,500. Going north from Land's End, all communities are connected by what seem to be well kept roads or trails; south of Land's Bend, a seldom traveled path leads to two non-human settlements (V1 & V2) -- one of elves, the other of halflings, before reaching the southern-most colony of Bay Town.

Each community has in addition to the general population mentioned above, judicial leaders and some kind of defensive body--a militia or army--that keeps the peace and protects the citizenry. Add 15 per cent to the populations given to account for such personnel. You may also consider institutions of religion and their officers as community advisors.

The small colony of Bay Town has appeared in a previously published product--"**Shrine of the Sightless Eye**" as a BECMI/BX Basic Adventure. If you do not have that item, then treat *it* as all the others in [this document](#), and create its population yourself.

A full map of the continent is included (later). This will give you the whole picture of the world in which the characters will be adventuring. Feel free to add onto the world map as you wish--extending borders and creating polar caps and other continents, with vast oceans separating them.

You are not restricted to what is provided in this document. Your ability to create a world beyond what is given is as limitless as your imagination.

HISTORY, RUMORS & PERSONS OF INTEREST

HISTORY

The eastern coast of the great continent was discovered but a century ago by mariners. A decade of frenzied exploration followed as rulers of the eastern kingdoms sought to expand their domains, and power, in the form of resources. The colonies of New Haven, Seaside and Land's Bend arose quickly to provide operational bases for expeditions to penetrate the interior wilderness and harvest these resources.

After decades of abuse under foreign rule, the colonies revolted, wanting autonomy and the right to rule themselves. With the distance between the continent and the homelands being so great, the difficulty in maintaining control over the resisting colonials eventually caused the ruling monarchies to withdraw their authority on the condition that the new land be neutral and open to free market exchange with all nations. Since then, each major settlement has developed its own style of governing while maintaining the security of the residents with militias or draft armies. The economic boom everyone expected would last became a harsh reality as exploration of the interior in search of resources was met with unforeseeable obstacles. It was not long before self preservation was all that the settlements were concerned with, and exploration waned.

Much like the Americas during the 16th to 19th centuries, the great continent here provides a similar setting for players and dungeon masters. With the actual political and religious agendas within the colonies left up to the DM to determine.

RUMORS

What follows is but a sample. You should expand this list to include things which you feel will contribute to the game experience for your players as they explore and negotiate this world. Note that the rumors, here, are specifically intended to draw the players' interests toward investigating the source of the information they gain. (You may add others that have no actual bearing on the playing of the scenario.)

1. A fleet of River Pirates has been raiding the steads and farms west of New Haven. Crops have been destroyed, men murdered and women taken prisoner, leaving desolation in the wake of the raids. The duke has sent his militia to respond to the invaders, only to see the fleet retreat up river into the wild interior. With the economy of the city in peril, the duke has issued a standing warrant for the capture of the pirate leader/s.

2. Returning explorers have brought back tales of a great desert to the southwest. An expedition sent by the duke to find new sources of minerals traveled to Bay Town, then west, across a great range of mountains. Immediately the explorers were beset by the savage reality of the hostile land. Out of water, they were near total defeat when they came upon an oasis! But the life saving water there was not free, and they had to negotiate with a creature that claimed ownership of the spot; a strange beast with the head of a woman, the body of a lion, and wings of an eagle. It extracted from the remaining men its price before allowing them to drink of the precious liquid within the pool. The three men that returned to tell the tale have since gone mad, and are locked away for their own safety.

3. Mariners returning to Seaside from the southern coast are reporting a great river inlet escaping from the interior of the continent. Miles wide, their ships were able to sail into a long bay, but were made to stop where the fresh water met the sea, and razor sharp rocks prevented further exploration in their vessels. A great forest lined both sides of the river, and extended inland as far as the eye could see. Forced to using their row boats, smaller groups were able to journey further upriver, only to be assaulted by bands of strange savages, and ape-like creatures the men had never seen before. Though their efforts were not in vain, for they have brought back samples of edible plants, roots and berries, and types of wood not found along the eastern shore.

4. A group of mariners from the ship, *The Sea Witch*, is rumored to have penetrated farther up river than all the others. According to some of them, they spotted a site of ancient ruins just beyond the second curve in the river, but were unable to land and explore the locale as they were attacked by a giant reptilian beast in the water, and had to flee for their lives.

5. Some dwarves from the great snow topped mountains west of New Haven are trying to organize an expedition to explore further west. Their goal, a great plateau shrouded by a continual cloud bank. The dwarves insist that the site is the secret location of a legendary treasure.

6. Decades ago a young girl was found wandering in the swamp west of Bay Town. With brown skin darker than any settler, and wearing no clothing, the girl was taken to the temple clerics where she was fed and given water. When questioned, the girl seemed not to understand the priestesses, though she appeared to them to be of at least 12 years of age. While the residents debated what to do with the girl, she slipped away in the night, never to be seen again. They discovered her tracks the next morning, going west.

7. Recently, small amounts of gold dust have appeared in the market places of Land's Bend and Seaside. The rumor going around is that residents of Bay Town have discovered a vein of the precious ore and are mining it. (This is actually not true; though an abandoned mine does lay west of Bay Town and the great desert.)

UNIQUE NONPLAYER CHARACTERS

Within any fabricated world of fantasy, whether it be in a book, film or game, there are supporting characters designed to inform and entertain the reader, viewer, player. The following are included for the same purpose. Feel free to expand upon the information given, and utilize them when and where you deem appropriate.

1. Josie Mac Clary

About 5'4" tall, 110 pounds. She is a one-legged bar wench residing in the great city of New Haven. She is beautiful by almost all standards(consider her to have a Charisma of 18, and if "looks" are based on a game mechanic such as Comeliness, she would easily rate a 19 or 20). Her only drawback is her missing left leg(above the knee) and the grime of years of hard living. In spite of her impairment she still finds favor among the sailors and seamen that put into port at New Haven. And it is through them that she has become a storehouse of rumors and gossip rivaled by few. She knows at least 5 of the rumors listed and you can assign her any specific one that you wish her to divulge to the player-characters that come in contact with her.

She can often be found walking along the docks late at night, and lives in a small room above the seedy pier-side tavern--" **The Salty Suds.**"

2. Kip

This young street urchin can be likened to literature's *Artful Dodger*. About 10 years old, no one knows where the boy came from or who his parents are--or if they are even alive. Never dirty or hungry, he is clearly capable of taking care of himself. Friendly to all, he is well liked by merchants and tradesmen throughout the city. Even the wealthy tolerate him, though they are sure he is responsible when they discover their purse is a little *light* after an encounter with him; though he never takes everything he could, only enough to live comfortably.

Kip is usually seen roaming the streets of New Haven, though he has been spotted in Seaside on rare occasion. He knows 5 of the common rumors found on the table and can, if you desire, provide a specific one to the player-characters. He is unaware of the *Kuloo* DNA that flows through his veins.

3. Brother Nigel

Technically he is still a level 1 cleric, though he has abandoned all desire to continue his religious training. At the request of his elders he accompanied a group of explorers that sailed south and eventually discovered the great estuary described in rumors 3 and 4. He was one of the few survivors of the group attacked and has been blaming himself for the deaths of several comrades for his inability to heal them when needed. While no one holds him responsible for the disaster, the experience left him a hollow man, refusing to benefit from being alive when others lost their lives. So he wanders the streets of New Haven, frequently flogging himself, avoiding food and water until someone literally forces it into him, and sleeping in the sewers. Though his superiors take steps to keep him alive, they are afraid it is only a matter of time before disease and starvation take their toll.

Brother Nigel does not willingly discuss the specifics of the events of his past (rumor 4), but will maniacally try to dissuade others from following his footsteps and venturing to the location of his *breaking*. When encountered, he will appear as a dirty, smelly beggar reeking of filth and wine, speaking gibberishly about the "beast from below"! He will reach feverish levels of ranting, even frothing at the mouth, in his attempts to convince others not to go where he once did.

4. Moses "Blackie" Tarkken

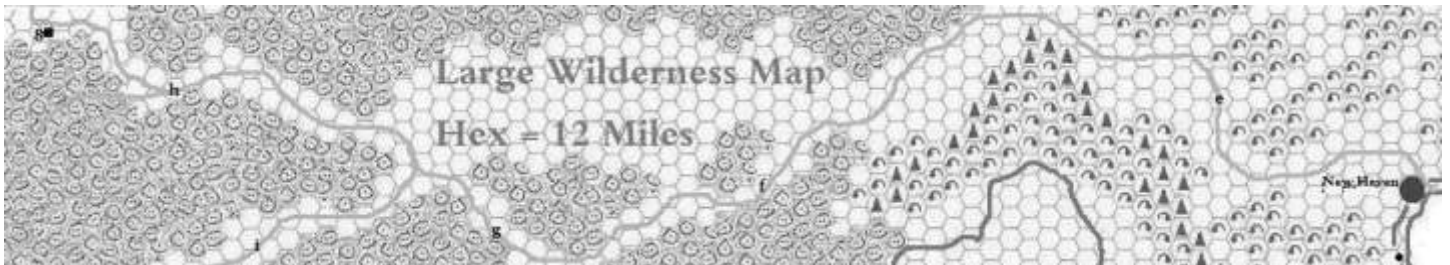
This old derelict once owned a productive farm along the river west of New Haven. River pirates raided his place and nearly killed him. He is drunk most of the time and remembers little nowadays. He lives on the streets of New Haven, but is usually given a bed and meal at the local temple. He frequents **The Salty Suds**.

ENCOUNTERS

Encounter 1. (Rumor 1) THE "RIVER PIRATES" (Suggested levels 3-6)

A section of the world map (below) shows the region west of New Haven. The river mentioned extends deep into the interior of the continent, and is bordered by hills, mountains and forest. Open hexes are natural grasslands and acres cultivated by those farming the lands. E-F-G-H indicate specific encounter areas along this particular stretch of river, and #8 shows the location of the river pirates hideout.

Should your players decide to explore this river and investigate the rumor concerning it, the following "set" encounters are suggested; you may, of course, insert encounters of your own design anywhere along the river, including the designated areas.



E. Buccaneers x15

F. Giant Leeches x3

G. Giant Sturgeon

H. Alligators x5

#8 Buccaneers' Hideout

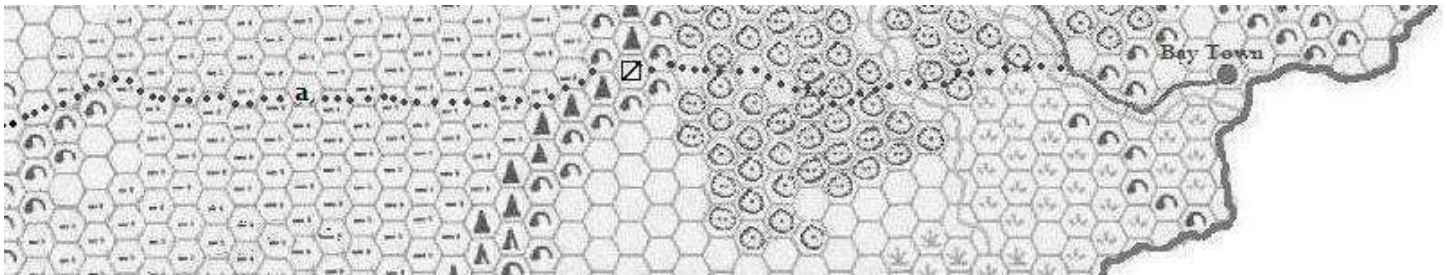
There are eight river boats in this fleet of buccaneers. Each ship has 10-20 men; 9 in 10 will have leather armor for AC7 and a sword (half of these will also have a crossbow), while 1 in 10 will have chain mail for AC5, a sword and a crossbow. Each ship has a 7th level fighter/captain, while the fleet commander is 9th level. Assisting the commander will be two to four 4th level fighter-types, and there is a 30% chance he will have the assistance of a 10-11th level magic user, and 25% chance of an 8th level cleric as well.

Though their hideout is actually in plain sight along the river (see map above), it is guarded by a palisade and lookout towers. This hideout is home to the 80-160 buccaneers and leaders mentioned, as well as prisoners they have captured in the past; roughly one adult female per 4 buccaneers will be present, along with 1-3 young types per adult woman. In addition, about a dozen men of various ages serve as worker-slaves, doing the bulk of the tedious functions around the camp.

Whatever treasure the buccaneers have is left for you to decide, and how it is guarded.

Encounter 2. (Rumor 2) THE DESERT QUEEN (Suggested levels 4-7)

The trail leading through this part of the desert passes through an oasis (**a**) claimed as the property of the creature known as **Shi-kada**. A female Sphinx with 12th level clerical ability, the creature is chaotic and wicked. But her one, great weakness is her fondness for riddles. Since normal desert creatures lack the intellect to play riddle games with her, those unfortunate enough to encounter her *that have* are sometimes rewarded with their freedom, should they stump her at the game. She has accumulated some treasure from her victims, which she keeps buried in a nearby dune.



Encounter 3. (Rumor 3) THE FORBIDDEN FOREST (Suggested levels 4-9)

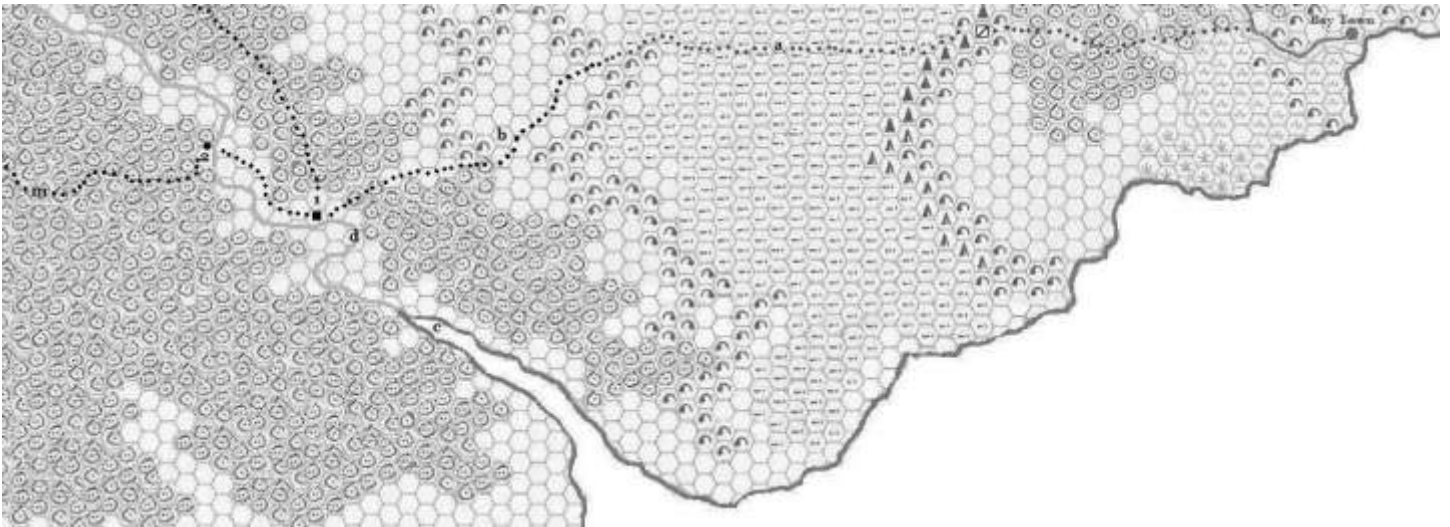
Sea travel via sailing ship can easily deliver the player-characters to the great southern bay responsible for this rumor. At its widest, the inlet can easily allow a dozen ships to enter the estuary where the water's depth is a good six to ten fathoms. But it narrows dramatically where it joins the river, with depths decreasing sharply to a mere one to two fathoms. It is here (**c**), where the fresh and salt waters mingle in the shallows that the river-inlet bottom is strewn with boulders that make large ship navigation impossible. With some effort, a vessel's row boats can be oared through the boulder-maze and strong current and penetrate the actual river beyond.

It is also here (**c**), where a combination of fresh and salt water fish like to gather in the shallows, that predatory creatures will be encountered trying to feast upon the shallow swimmers. Anything from Giant Rockfish, Crab, Sea Snake and Crocodile can appear here in their quest for a meal. You should also consider Lizard Man and other marine types as possible encounters for the characters upon reaching this location.

Encounter 4. (Rumor 4) THE ANCIENT RUINS (Suggested levels 4-9)

It is at this location (**d**) that the party from the Sea Witch was attacked by a Giant Crocodile. The creature still lingers about here and will attack others that come within its territory. Treat it as a prehistoric creature with 15HD and having 100-105 hp. At an overall length of 50 feet, the actual body of the beast is 19 feet, with another 6 feet for its head and neck; consider its legs to be about 4 feet in length, and its body 6 feet in diameter.

The actual layout of the ruins(**1**), and the creatures occupying it are described in the section to follow. All other designated encounter locations not described in detail, such as villages 2-7, are intended for you to design and populate with monsters according to your own aims regarding this scenario. The other exception is Ruins 9, which is also described later.



Encounter 5. (Rumor 5) THE LOST WORLD (Suggested levels 6-10)

Rising vertically out of the ground to a height of 11,000 feet, this table top mountain of stone stands with the great forest bordering it west and south, while hills and mountains block its detection from the north and east. The top of this geologic oddity is continually covered with a thick cloud bank that prevents knowing the shape of its peaks, or what kind of terrain caps the structure. The only access to the top of the plateau is from a long abandoned trail leading through the forest from a river village far to the west, and then a near vertical climb up the western face of the plateau (s). The dwarves of the mountains to the east have recently become aware of the plateau, and have been researching their own histories attempting to learn more about it, and if it is occupied by some long forgotten race.

Roughly the size of the country of Switzerland, the plateau is home to strange creatures and beings not found anywhere else in the known world. It is left to you to decide what these might be and the game mechanics involved when the characters encounter them. There is no limit to the kinds of things that might exist atop the plateau, but whatever is there should not be found in large numbers. An ecosystem must exist, or else the big predators will eventually turn on themselves when all other food sources are depleted.

The only (suggested) set encounter is that of a wrecked interstellar space craft. Crashing countless millennia ago, the remains of the ship are half buried in the ground, with compartments still sealed and untouched by the effects of weather and erosion suffered by the portion exposed above ground. You may elaborate on this idea, expanding it into an entire adventure unto itself if desired. Or you can insert an entirely different scenario based upon your own or some published material you'd like to employ. A particular scenario published back in the 1980s by TSR (*Expedition to the Barrier Peaks*) is an ideal model of what can be found atop the plateau.



Encounter 6. **(I)** GIANT TURTLES, SNAPPING (Suggested levels 4-9)

A pair of prehistoric turtles currently lay submerged at this location. Though not generally a threat to the local residents on land, anyone crossing this section in a boat is likely to disturb them. There is a 25% chance that the creatures will ignore swift moving vessels; slower ones will automatically be attacked. The creatures each have 8 Hit Dice, AC0 (their shells)/6 for exposed parts, and attack by biting for 3-18 points of damage. Each is about 6' across (diameter), weighing 300-500 lbs. Though they possess no treasure per se, their shells make impressive shields when fashioned by an Armorer/shield maker; each(4 total)being worth 3d12 GP.

Encounter 7. **(J-K-L)** ALLIGATORS, LARGE 1-4 (Suggested levels 4-9)

These locations indicate the presence of 1 to 4 large alligators. If 1 is indicated/determined, it will have 32 hit points, if 2 are determined they will have 30/28, if 3--29/27/25, and if all 4 are present--26/24/22/20. These are all 4+1 HD creatures, with AC 3, able to bite for 2-12 points of damage. Their treasure is left to you to decide.

Encounter 8. **(M-N-O)**CAT, SABRE-TOOTH TIGER (Suggested levels 4-9)

A pack of these prehistoric creatures has migrated from deeper inland to the great forest following game. As a result they have claimed the area that includes these points along the trails. They each have 8 HD, and an AC 6, and attack with claws and bite for 1-8/1-8/2-16 points of damage. The parental male has 56 hp, his mate has 48 hp, and their offspring have 32 and 24 hp. If undamaged their hides could possibly fetch 60-120 GP each; as trophies, their entire bodies might be worth even more. (Use own standards of value if needed.)

Encounter 9. **(P)** BEES, GIANT (Suggested levels 1-4)

A larger than average colony of bees have a nest at this location in the forest. The local villagers (#5) know of this hive and frequently make trips to harvest the honey produced within it. Thus the creatures will attack anyone coming within 30'. The queen has 2HD(for 12 hp), and her 4 guards have 1HD(and 7 hp each). There are an additional 25 that serve as workers having 1/2 HD. If collected, the honey has unusual properties.

Encounter 10. **(Q)** ABANDONED NEST (Suggested levels 3-8)

An abandoned nest located in a tall tree at this location was once that of a female Wyvern. Her eggs were continually plundered by the local villagers (see #6) until, in desperation, she gave it up and flew north. While it has not been visited by the natives in a decade, it has since become the home of a *Giant Lizard--Gecko* (25 hp). The old lizard is unusually cunning, scampering further up the tree when intruders are spotted, where it waits until they are in the nest and it drops onto them from above. Though it gains no bonuses during combat high in the tree, those beings and animals accustomed to ground movement/survival, will suffer a -2 to hit when engaging the lizard, and will receive no dexterity bonus to their AC as well. Unknown to the lizard is a leftover bauble in the nest abandoned by the Wyvern when she left long ago--a large topaz worth 500 GP!

Encounter 11. (Rumor 7) **(R)** FORGOTTEN MINE (Suggested levels 2-5)

This mine has been abandoned for over a century. When the great Mawey Empire fell and its people retreated deeper into the forest this mine, along with other industrial endeavors, was forgotten. With the passing of decades many creatures and beings have discovered it, inhabited it, and abandoned it. It is littered with the bones of its past, with most of it remaining unknown or not used with each succeeding occupant. Presently, the mines are occupied by a large group of *Rock Baboon*. The band of 30 is led by a strong male having 14 hp. The remaining consist of 3 alpha males, having 13, 12 and 11 hp each and 5 lesser males having 2-9 hp each. The remainder of the group is female, being 15 adult females with 2-7 hp each, and 6 young of both genders, having 2-5 hp apiece. (The young are noncombatants.)

THE FORBIDDEN FOREST, EXTENDED INFORMATION

Beyond the events described in rumors 3 and 4, the Forbidden Forest is a region just waiting to be explored by adventurers. It is also the primary objective of this document; this being a hex crawl. It is now necessary to provide you with the initial tools to assist your players in guiding their characters through this vast region. Thus the following section is given in two parts--the first regarding wandering encounters, and the second regarding the unnamed villages and the ruins at location 1 & 9 (see map to follow).

MOVEMENT

Regardless of the system you prefer, and may employ when running this scenario, this mechanic is likely the most critical when dealing with the characters and their exploration of the wilderness. It is therefore the premise of this document (and the author's firm belief) that the maximum distance a person can travel on foot bearing a modest load of gear is 20 miles per day. On a level and maintained track/road! This breaks down to 2.5 miles per hour for a 10 hour day--8 of walking, and the remainder including breaks every hour, and a meal at mid-day. When off a well established road or track, deduct 2 miles from this total, per each worse condition the characters are traveling through/upon (broken ground, forest, hills, swamp, etc.) If dwarves and/or halflings are among the party, and the group is on foot, you should seriously consider reducing this to 15 miles per day. But whatever figure you decide to use, remember, a large group will always be restricted to moving at the rate of its slowest member.

Within the forest there are discernible trails and rivers that can be followed. If mounts are included in the group then *their* move rate must be considered. Even so, mounts will be restricted to 3/4 their normal move rate when negotiating the forest paths, and 1/2 when not on a visible trail.

WANDERING ENCOUNTER TABLES (W.E.T.)

You should choose at least one (1) encounter to occur during a day's travel by the characters when within the Forbidden Forest, or anywhere within the wilderness provided. The choice of creature/monster is left up to you, but *could* be from the lists to follow if you wish to simplify the process. Otherwise, randomly determine at least 1-2 more that might occur using the following tables. If they are in boats following the course of the rivers then utilize the "Swimmers" list below.

Roll 2d6	MOVING ON LAND	MOVING ON WATER(Swimmers)
2-3	Flyer, sub-table	Dragon, sub-table
4-5	Humanoid, sub-table	Flyer, sub-table
6-8	Animal, sub-table	Swimmers, sub-table
9-10	Insect, sub-table	Swimmers, sub-table
11-12	Dragon, sub-table	Swimmers, sub-table

Roll 2d4	FLYER	HUMANOID	ANIMAL	INSECT	DRAGON	SWIMMERS
2	Bee, Giant	Cyclops	Boar	Ant, Giant	Chimera	Crab, Giant
3	Cockatrice	Drake, Wood-	Cat, Panther	Beetle, Fire	"	Crocodile
4	Griffon	Dryad	Lizard, Gecko	Beetle, Tiger	Dragon, Green	Crocodile, Lg.
5	Lizard, Draco	Hsiao	Slug, Giant	Insect Swarm	"	Crocodile, Giant
6	Pixie	Sasquatch	Snake, Viper	Rhagodessa	Hydra, 5-7 heads	Fish, Giant Bass
7	Robber Fly	Treant	Spider, Crab	Spider, BW	"	Fish, Sturgeon
8	Owl, Giant	Troll, Forest	Unicorn	Wasp, Giant	Wyvern	Leech, Giant

You will have to provide all the needed information regarding the creatures listed above in order to conduct encounters between them and the characters. None should be carrying any treasure unless you decide that the individual/s involved have a reasonable means to transport such goods along with themselves.

VILLAGES OF THE FORBIDDEN FOREST

There are six villages noted on the great map **(2-7)** that may or may not be occupied. It is up to you to decide if such is the case, and what kind of residents currently dwell within each. You can choose to employ only humans, or humanoids, or a mixture; in any of such, clan warfare should be in play with rivalry for resources being the primary impetus for the interactions, though some might have alliances.

The Forbidden Forest is very much like the Plateau of the Ancients, in that, the beings and creatures residing within it are not restricted to contemporary types. "Lost World" versions are as common as anything else, and this is most often the case in the deepest parts of the forest. You should keep this in mind when *stocking* animals and creatures as encounters. It can also be true of the human-humanoid beings found as well. Aboriginal and Amazonian-Aztec/Mayan (etc.) types are the most fitted to this scenario and should be given first consideration among sapiens.

Each village will likely be comprised of three classes: the hunter/warriors, the gatherer/caregivers, and the elders/advisors. While certain contemporary notions regarding these functions might not be PC (politically correct), they are, nonetheless, historically accurate when dealing with such societies. You should keep all 3 in mind when creating the populations of the villages; and do not exclude the young or aged. Hunter-Warrior types are easily identified by their weaponry, and usually a shield. They are "fighter" types. Elders/Advisors can easily be looked upon as Witchdoctors and/or Shaman. It is the role of the Gatherer/Caregiver that usually gives the DM the most difficulty when including such in the action of the game. Do not over-think it! Or let it get in the way of your conducting the game. If you need to, simply default such tribeswomen to the status of any other types of females your players' characters encounter within a Kobold, or Goblin lair, for example.

Each village should have a war chief. This is the most senior hunter/warrior, and should be the equivalent of an 8th level fighter. The WC should have 1-3 assistants of levels 6th or 7th fighter ability. For every thirty hunter/warriors there should be one of 3rd or 4th level, with the remaining ones being 1st to 2nd level. Elders/Advisors are either Witchdoctors--Wiccan of 2nd level--or Shaman of 4th. A tribe will usually have one of each. You can augment these points as you deem appropriate. You must determine the alignment of each village/tribe. While it is possible to find Neutral members in a Lawful or Chaotic village, you will never find the latter two intermingled.

It is very likely that the leaders of all the villages are aware of the ruins within the forest. Perhaps each has, at one time or another, sent scouting or war parties to the locations to gather information, material rewards, or retrieve captured members. It is left to you if you wish the tribes people to divulge any information regarding these ruins, or the trails they have used that run through the forest.

Lastly, each village will have "treasure" in the form of some type of resource/s that is kept by the highest members of the tribe for ceremonial uses. These can be gems, or bone carvings, or anything you wish to come up with. These may or may not have magical powers. If they do, you must determine what these are and the strength of such.

RUINS 1, & TRAIL (b)

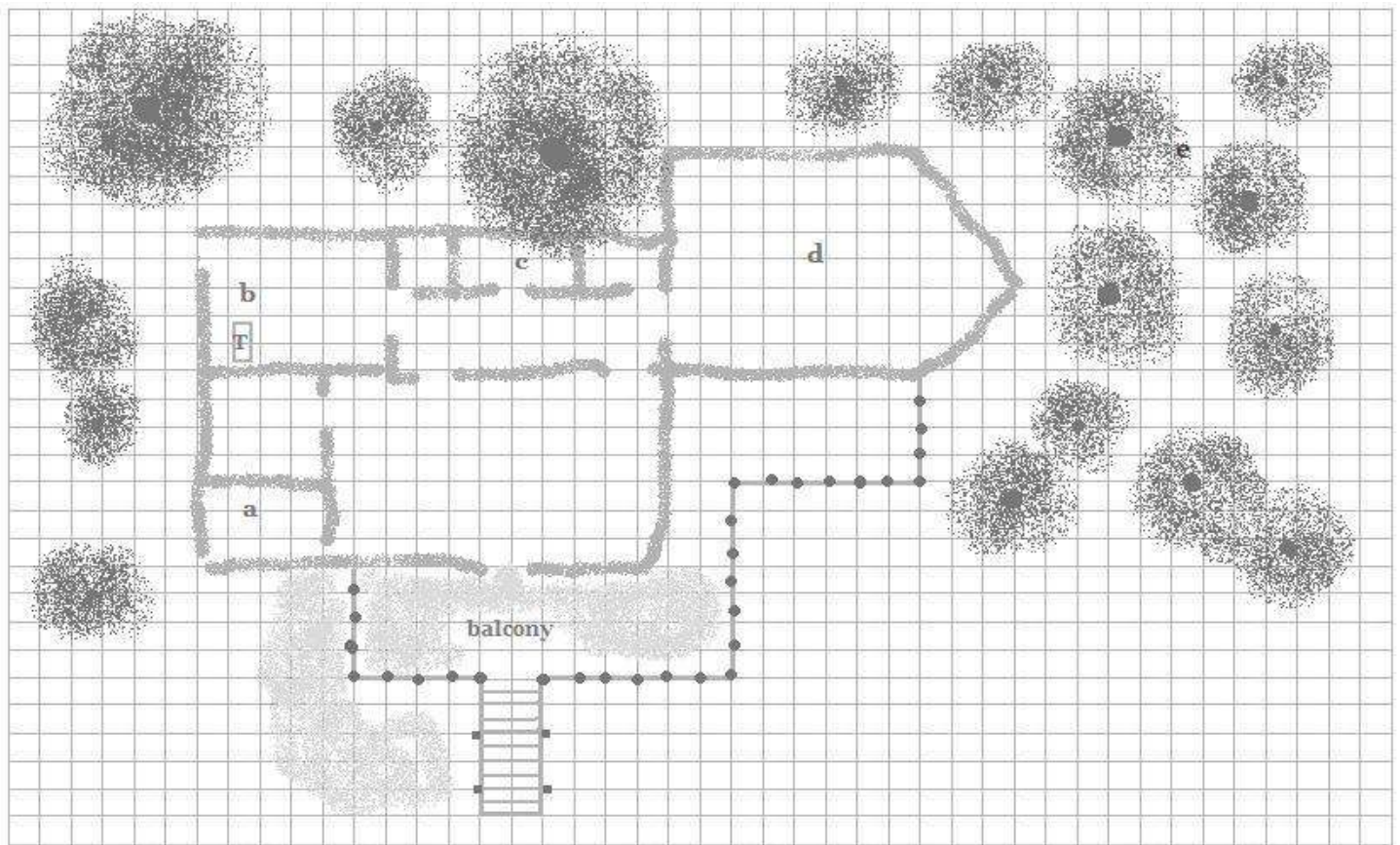
What might have been a trading or guard post long ago, the walls of this structure are pitted with holes, cracks and gaps; the latter ranging from 1" to 4' wide and 6" to 6' in height. Sections of wall reach heights of 9 feet, with some now as low as 2 to 3 -- allowing certain beings and creatures to step over them. The roofs have

all collapsed, and are now little more than rubble and debris masquerading as the floor. Vines, tree branches grass and other flora have infiltrated through the cracks, over the tops of walls, and across the floors from outside.

Whomever built the structure and used it is not discernible from the ruin-remains; there are no documents, or artifacts, carvings or images that would divulge the engineers responsible. This is left to you to create should you wish to add more background to the scenario. Perhaps white settlers had established this post long ago in an effort to establish trade with the village tribes deep in the forest. Perhaps it was the vanguard of a military body, a fort from which the army of some king, duke or baron was meant to issue forth and infiltrate the forest, and conquer the inhabitants therein.

Whatever the case, trails (from the map on page 6) can be identified at this location, leading away and into the interior of the forest north, west and east. If characters follow the north or west trails, then refer to the tables on page 8 as they negotiate the interior forest. Should they go east, they will follow a trail through a short stretch of forest and come out the other side into a hilly region. While they may follow this all the way to Bay Town, there are two encounters along the way that might cause them to turn back. Encounter (a) is found halfway through the desert section, and is described under Rumor 2 on page 5. It deals with parties that would normally be heading west along the desert trail, thus reaching this encounter first. But if characters are going east along the trail, they will reach (b) in the hills, before entering the desert.

Encounter (b) is the lair of a pack of **Manscorpion**. It is a potentially lethal encounter for the characters, since it is as likely to involve as few as 3 of the creatures, or as many as 20—including their leader! (It being a L8 cleric as well.) The treasure of this pack is commensurate with the number encountered. Determine that by rolling $2d6 + 1d8$; if 20 are indicated, make one of them the leader.



Utilize the following to conduct action that might occur as characters explore the ruins. You may alter and/or expand the type of encounters listed as you desire. Information regarding the creatures listed can be found in the appropriate game manuals on the pages indicated. Thus, B = Basic, C = Companion, X = Expert. If you are using your own, or another, system, then simply "port" this information into the scenario temporarily, or create the data to support the creatures suggested.

Balcony: **Grab Grass**, C34 (see shaded areas)

a: **Lizard, Giant (Tuatara)**, B32

b: trap door in floor(cellars below must be created by you, as possible future areas of exploration)

c: **Robber Fly**(4)--B36

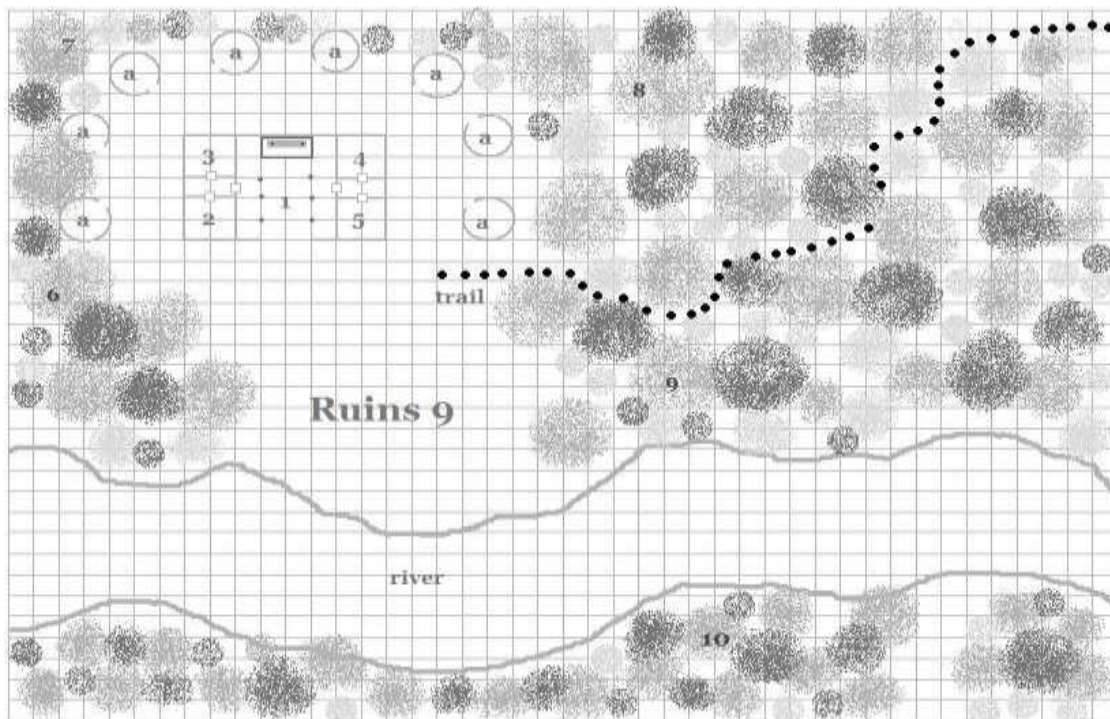
d: **Spitting Cobra** (6)--B37 (A huge mummified corpse lays in the southeast corner--that of a hill giant! A leather sack beneath the carcass still contains 600 SP, 60 GP, 3 gems, and a 50' length of rope. The latter will detect as magic, being a *Rope of Climbing!*)

e: **Harpy**(3)--B31 (These creatures may or may not have treasure on them when encountered. Such is left to you to determine. They will work in coordination with the Grab Grass, attempting to lure victims onto the balcony where they will be held; if accomplished the trio will swoop down to attack.)

Note: Other than the Spitting Cobra mentioned, the creatures listed above are not likely to possess treasure of any sort. You may decide otherwise regarding the Harpy, if you wish to give the characters *minor* assistance.

THE WESTERN RUINS (9) MYSTERY

The trail leading from village 2 to 3 is difficult to follow for non-forest beings, If the characters discover the split in the trail (**n**) they may eventually reach this location. Spotting the split will require the same check as an elf's ability to detect secret doors. [You may appear to be rolling the characters' chances behind your screens even if you decide from the outset that they will discover the trail. Always keep them wondering!]



The forest here is very thick, with the tree symbols seen above representing the largest within a given space; beneath, between and around these will be a thicket of grass and ground cover 3 to 5 feet in height, including smaller trees from 9 to 15 feet in height. The only truly open space is within the clearing of the ruins and above the river; otherwise, the canopy of the intertwined trees is thick, keeping the sun out and the forest beneath in a cool shade even at the peak of day. The tallest trees range from 30 to 60 feet in height, with branches thick enough to allow even a heavily burdened man to walk from tree to tree for the most part.

The ruins at this location (9) are in far better condition than the ones previously described. For one thing the roof is intact, though there are some small, narrow openings that have appeared over time. The walls are still sound; though cracks are visible, none are more than an inch wide or three feet in length. The interior walls are solid, with functioning doors that operate today as if just installed. In addition to the main building, eight small round huts form a half-circle around the larger structure.

BACKGROUND

Countless millennia past a group of space explorers from another world discovered this planet, with its abundance of animal and plant life, ideal for purposes of colonization. Needing to populate the planet with indigenous workers, the beings quickly deduced that the primates with the larger skulls--humans--were more clever and quick to adapt. In order to speed along the evolution of the species, the space travelers introduced strands of their own DNA into the indigenous beings.

The result was a partial success. Further study concluded that--like themselves--the females came to dominate the males, with the latter retreating in status to little more than servant-mates. Unfortunately, the influence of their DNA mutated the procreation process in the human females, causing 1 out of 5 pregnancies to result with female offspring, and stretching the term from 38 weeks (9 months) to 52.

But they could not stay to see for themselves any long-reaching effects, as their own physiology demanded that they return to their home planet. Thus, they left behind a legacy, with the intent to return and utilize the product of their efforts in their future attempt to colonize the planet. When they tried to return centuries later, an unfortunate accident occurred, and their ship crashed (See, **Plateau of the Ancients!**).

Now, millennia later, the descendents of that event are nearly extinct. After centuries of population growth, exploration and domination of their habitat, natural catastrophes and influence have crept over great spans of each generation, as fewer and fewer females were born. Eventually the balance of power was tipped, with the greater number of males dominating the intellectually superior females. As the empire grew it also fragmented, with clans establishing their own territories and power structure. The mutually beneficial cooperation of the female run empire was slowly replaced with the power-seeking males, fueled by primordial genetics lacking in the mutated females. Disputes grew, until war eventually consumed the empire.

So drastic has been the decline of their civilization that, as you and the players begin using this product, all that is left of the Mawey empire is but a single female (described later), and the Kuloo tribes--a society of males that retreated north a century ago, preserving itself through interbreeding with other races (see Villages/Kip.)

THE STATUS OF THE MAWEY

When you begin this scenario, all that remains of the **Mawey** is one female--LIANA. orphaned long ago. She was discovered wandering in the swamps west of Bay Town (as described in rumor 6.) after managing to escape the slaughter of her family and the last of her people by a band of Kuloo. Taken captive, she and her kin were ported to the ancient ruins (9) where the Kuloo practiced violent sacrificial rituals to the Sky Gods! As this scenario begins, she has long returned to the western reach of the forest, drawn by some feeling she herself does not understand, back to the location of the ancient ruins (9). Perhaps she seeks revenge!

RUINS 9, SET ENCOUNTER (Suggested levels 4-9))

When, exactly, the Kuloo tribes discovered the ruins (9) and turned them into a sacrificial temple is not of great importance. If you wish to you may develop this, and the Kuloo, more; to add *flesh* to your campaign. As the scenario begins, the ruins are occupied by a band of 32 Kuloo warriors, 3 leaders and a shaman.

MAIN BUILDING (1. Laboratory)

Initially where the DNA splicing program began. It has, over the centuries, lost all appearance of a medical facility, with equipment being destroyed or stolen by forest denizens. In its place the Kuloo have erected a very ritualistic shrine, including an altar. The first night that the ruins come into view of the characters a sacrifice will be in progress. This presumes that the individuals (mentioned as follows) will be within this chamber, performing whatever rituals they employ in such circumstances.) The details of this, and the strategy of their defense, is left up to you. The Shaman, fighter-leaders and half the warriors will be present during the ritual. All others will be at locations later described, or, at ones you determine. While there is nothing remnant of the extra-terrestrials within the room, that does not mean you cannot add a hidden artifact or item of worth or mystery for your players' characters to find/discover.

QUARTERS (2.-5.)

These originally served as private rooms for the extraterrestrial scientists during their stay. Whatever furnishings originally were here have long disappeared, replaced by primitive cots and chairs currently used by the medicine men and high level warriors of the Kuloo.

If the characters arrive at the ruins during the day, chamber 2 might be occupied by a Kuloo Shaman L3, with 11 hp, AC8, ATK 1 or spells (2 first level: Cause Fear, Cure Light Wound)D 1-4, MV 120'(40') SA C3, MO 10, Chaotic. This individual is in charge of the current expedition, and sacrifice to occur that night. Upon seeing the characters he will sound the attack, knowing they are invaders and not of the indigenous tribes. He has a gem necklace worth 50 GP. Room 3 is occupied by the war-leader of the band. This warrior is considered a F6, with 32 hp, AC6, ATK 1, D 1-6 M 120'(40'), SA F6, MO 10, Chaotic. He wields a spear and shield. In room 4 are his 2 assistants: F4, 27/21 hp, AC7, M 120'(40'), SA F4, MO 9, Chaotic. Each is equipped as their leader. Currently locked in room 5 are two captives intended for the next sacrifice. Both are females in their second decade, and are members of one of the nearby villages. (*You can develop this more if you wish to add more story to the scenario.*)

Note that these individuals will not be sitting about in their quarters awaiting to be encountered. Depending on the time of day and activity involved, they can be found anywhere in the vicinity of the ruins--on the north side of the river. For example, hunting parties of 3-7 warriors and one of the assistants, might be out in the forest should the characters reach the ruins during the day. The warrior leader might be in the shaman's quarters, or the laboratory (1), depending on your own decisions. The shaman is as likely to be at the altar, preparing it for the coming ritual.

a. (HUTS)

Meant to house the original specimens of the aliens' experiments, these crude structures have not changed much over the span; being maintained by the Kuloo after discovering them. When the player-characters come into the area, each of these are being used by 4 Kuloo warriors, 3 1st/1 2nd level, 1-6/2-12 hp each, AC7, ATK 1, D 1-6, M 120'(40'), SA F1/2, MO 7/8, Chaotic.

TREE LAIRS(6. - 9.)

During the night, two warriors of 1st level(one from each hut)will be at each guard location indicated.

THE LAST MAWEY(10.)

Living alone on the south side of the river is, LIANA. Some of her story has already appeared in previous parts of the scenario. The following should help explain more for you and your players.

Liana has made many trips to the edge of the forest, encountering and observing other species and races...and learning. At present, the Kuloo are unaware of the woman's presence, as she stays hidden from them and on the south side of the river most of the time. With much time and patience, she has established a friendly association with a band of tree people (Hsiao) that live many leagues southwest of the ruins. From them she has learned some basic understanding of their language, and that of the little folk of the wood (elves); though she herself cannot speak these tongues. Instead, she speaks a *little* of the primitive language of the natives after some years of study and interaction, and her own--which no one else can. While she is basically Neutral, she is leaning towards the idea of Lawful, since that is the tongue and philosophy of her mentors.

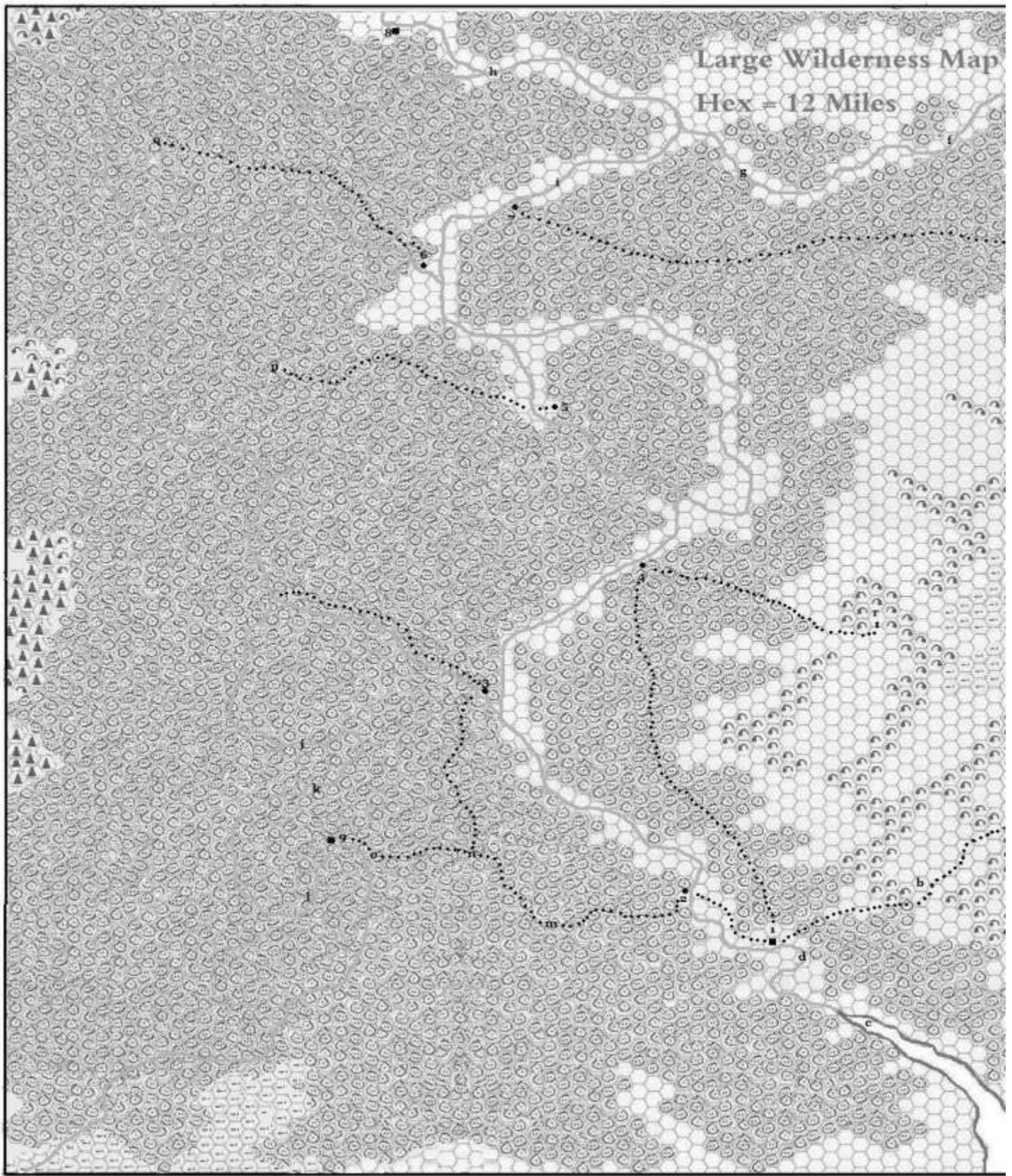
Though she has no personal treasure, she might know the location of some, elsewhere in the forest. This, and all the details involved, is for you to decide. Otherwise she spends most of her time avoiding the Kuloo, and trying to free prisoners caught in the snares and traps set for them. She will certainly assist the characters if they get captured, and the details of how she does that and what develops after is, again, left to you. At nights of the full moon she is always high in the branches of the forest, watching the glowing orb as it rises and sets. She senses something about it, a connection with her ancestral past, but cannot imagine that the creators of her species landed upon the orbiting satellite first, before coming to her planet.

The last of her kind, Liana does not know of the alien bloodline from which she descends. While she is unusually intelligent she appears--for the most part--as a normal female. In game terms, she can be considered the following: S13 I15 W12 C15 D14 CH14, HP5, AC 8(7 with shield), ATK 1, D1-8 (heavy-war spear), M 120'(40'), SA normal man, MO 9, Neutral (with L tendencies). Physically, she is about 5'9" tall, and weighs 145 pounds.

CONCLUSION

There is a lot of information within this document, and a lot of gaps as well. A creative DM should be able to take what is here and expand upon it with little effort. Those that prefer to simply run the scenario as is, should find enough to keep him and his players occupied for many sessions.

There is an entire world hinted at. It is my deepest hope that you like and use it.



Wilderness Map

12 Miles

