

LOST TREASURE OF ACTZIMOTAL

Special edition! Includes two versions: one for OSRIC™, and another for the Altus Adventum 2nd edition role-playing games.



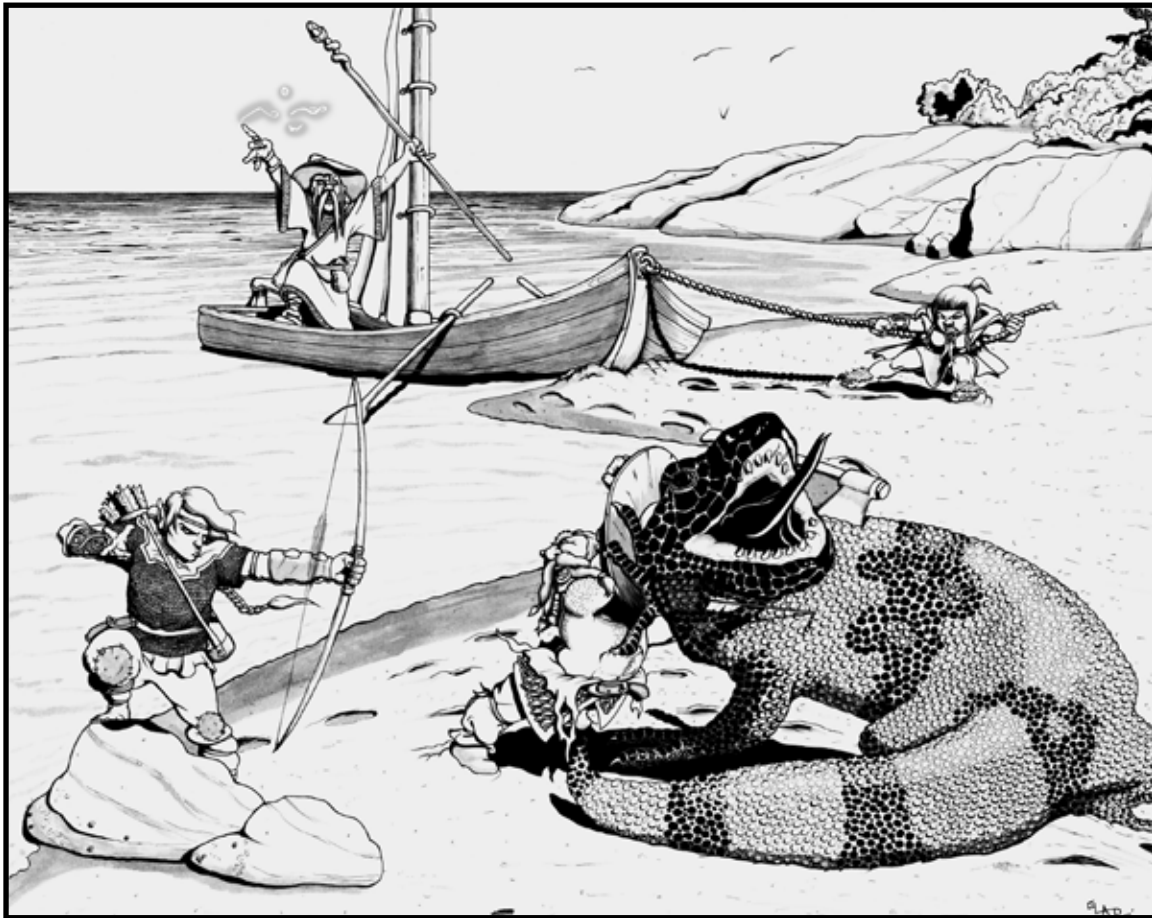
You have stumbled upon an ancient map to a lost island. The script is like none you've ever seen, but hand written on the map is the word, "gold".

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Lost Treasure of Actzimotal A2



This adventure module is designed for 5-8 characters of either level 3-5, or experience title Adventurers, depending on which system you are using. This document includes versions for both OSRIC and Altus Adventum 2nd edition role playing games.

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OSRIC Version

Adventure PAK Guidelines

Treasure of the Actzimotal is an Adventure PAK designed for 4-6 players between levels 3-5. A good mix of party skill is highly recommended. I.e., the party should have a couple of warrior types, a stealthy character or two, and a mage. Like all adventures, good planning on the part of the party may be the difference between survival and death.

This Adventure PAK was designed to be the follow-up to the introductory *Lair of the Goblin King*, as the players would have found the treasure map after defeating the goblin, Qurtzog. However, this Adventure PAK can just as easily be used as a standalone adventure. All you have to do as the GM is to start the players off with the treasure map.

Note!!! If you are planning on being a player in this Adventure PAK, STOP READING NOW! The below is information for the GM only.

Introduction

The party of characters have found themselves in possession of a lost treasure map. Quick analysis of the map promises of a lost vast treasure of gold. Many of the symbols are not decipherable, but the party does know that it is a treasure map. Any character with the history skill, or if they bring the map to a historian, will be able to decipher some of the symbols. All that can be decoded are words with a meaning similar to "great treasure of gold".

By making an additional intellect check, the person studying the map will also remember that the writing seems to be from a lost ancient civilization called "Actzimotal". Nothing else can be learned.

If you have just finished the Adventure PAK *Lair of the Goblin King*, then the party will most likely be in the city of Piarth. However, that adventure isn't required to play this one, and you can start the party at any city on the map.

Note that areas that have a border around them are meant to be read aloud to the players, while all other information is for the GM only.

Kingdom of Andrimar

The Kingdom of Andrimar consists of all of the land nestled in between the eastern and western mountain ranges surrounding the Sapphire Bay. A few hundred years

ago this land consisted of several small kingdoms governed by individual city-states. The cities have grown, but have since unified under a single royal banner a hundred years ago.

The Helthrop family has ruled the lands since then, with King Galidorn being the current king. Galidorn is in his mid 40s, and has ruled for more than 20 years. He is unexceptional as a king; neither ruthless or benevolent.

King Galidorn rules from Peorth, and has two sons and one daughter. He currently does not have a queen as she had died a few years prior due to a rare genetic defect.

While the land around the bay is pretty safe, the borders of the kingdom remain a very dangerous area to travel. Various bands of humanoids and monsters patrol those areas, and any unwary traveler who ventures into the mountains may not live to tell about it.

Galiv

Galiv is a plains city situated between Piarth and Sapphire Bay. It's fairly large with over 20,000 citizens of various species; mostly human. Initially created as small farming town, it has since grown as human expansion into the land has progressed rapidly. The fertile grasslands around the city have proven to be excellent for growing the crops needed to feed the people.

Finding an inn, tavern, store, or common services (blacksmith, leatherworker, etc) is not difficult in this city, and common goods are relatively easy to obtain. Magical goods are by far much rarer, and there are no magical shops, libraries, or other scholarly buildings in the city. Galiv is a farming city, and the products and services reflect as such. Only the most minor of magic is available.

Kelmar

The border fortress of Kelmar houses 10,000 inhabitants who are as stoic and hard as the city itself. Tall, sturdy granite walls surround the city, and all buildings are built with a purpose rather than aesthetics. The layout of the city is very organized and efficient, with clear distinctions between the market district and the residential district.

Kelmar needs to be this way because it is often the central hub in protecting the western borders of the kingdom. The western foothills between the mountains are home to many roving bands of monsters, and is the primary avenue of attack for any army that tries to invade the kingdom.

It is for this reason that rather than villages and towns surrounding the city, watch towers and keeps exist instead. Everyone who lives in this area are familiar with the dangers and are a hard people.

Marshall Westin is the commander of the militia in Kelmar, and his patrols of the Andrimar guard commonplace, but inside and outside of the city. While magic is fairly uncommon, weapon smiths and combat veterans are frequent. For one who seeks training in combat skills, a trainer most certainly could be found in Kelmar, albeit for a price.

Illanidi

Illanidi is a large city of over 50,000 citizens, mostly human. The city has grown to such size because it benefits from both rich fishing and fertile farming lands. Such an abundance of food has allowed the city to become a sprawling mess. The opposite of Kelmar, Illanidi has grown so fast that it seems streets and buildings were built completely at random. There are not distinct sectors that define market districts, residential districts, etc.

There is also very little law. The Merchant's guild holds the most power in the city, and they are quick to resort to ruthless tactics to maintain that power.

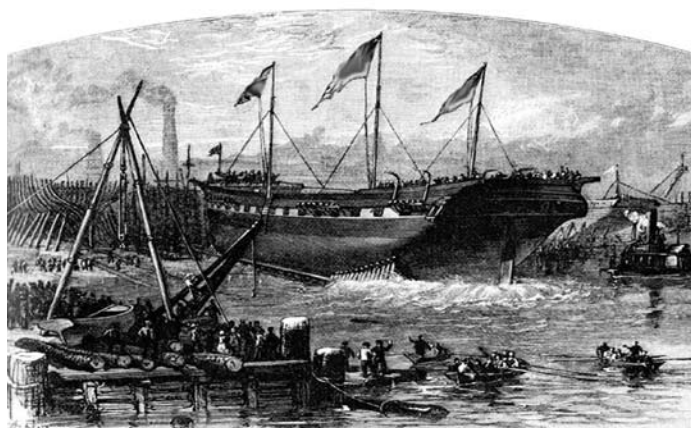
The black market is also strong in Illanidi, and just about anything you could think of can be bought and sold—for the right price.

Peorth

Peorth is the capital city in the kingdom with over 50,000 citizens. The king makes his home in this city, and his personal Honor Guard along with the Inquisitors maintain a strong grip on law and order within the city.

The Honor Guard consists of one thousand of the best trained troops whose purpose to protect the royal family from any and all threats. They are very good at what they do, and ensure they are very visual by wearing bright red tunics that bear the symbol of the king.

The Inquisitors are a smaller group—only a few hundred—but are no less feared. They place the survival and prosperity of the kingdom as the number one priority, and actively search out for any hint of that threat. Rumors hint that they engage in torture and other unscrupulous activities, but no one would ever admit it out loud.



Port Allahf

The city of Port Allahf consists of roughly 30,000 inhabitants of all different species. It is a main trading city of the kingdom, and thus people only care about making profit and less about what kind of species they are dealing with. The only color here is gold, as they say.

As a large trading port, nearly everything can be bought or sold here, including some of the less scrupulous trades such as slavery.

This doesn't mean that there is no law. In fact, the opposite is true. The various merchant guilds keep an iron grip on the city, and ensure that the black market is squashed. Anyone caught selling an item without proper documentation will be arrested and dealt with harshly.

King Galidorn does not personally approve of many of the things that happen within the city, but since it is such a huge revenue generator, he along other members of royalty often turn a blind eye.

Port Galil

Port Galil is the first town that one will see when entering the bay from ship. It's a small town, roughly only 5000 people. They are all sailors or fishermen, and are a hardy bunch.

The primary purpose of Port Galil is to act as a watch guard for any invading ships. In the port, which is as large as the town itself, are more than a hundred small skiffs that while normally are used as fishing vessels, are quickly modified to have weapons and can harass an invading fleet until the main navy arrives from within the bay itself.

Dead Man's Sea

The Dead Man's Sea got it's name from the violent storms that often sink ships all throughout the warm months. Hurricanes and sea monsters have devastated thousands of ships over the years. All experienced captains travel close to the coast for this reason.

If any ship enters the deep waters of the sea from spring until early fall, they have a 5% chance of encountering a storm each day. This storm, once encountered, will last for 10 days, and poses a significant danger to any ship. Small ships have a 50% chance of sinking, medium ships have a 25% chance, and large ships have a 10% chance.

Isle of Fire

The Isle of Fire, also known as "Actzimotal" by the natives, gets its name from the active volcano located in the northern most part of the island. Flame, lava, and smoke constantly billow from this volcano. The entire north slope of the mountain is blackened rock from the lava that flows from the vents into the ocean below.

The island itself is fairly large, and is ringed by steep mountain cliffs. There is only one way onto the island by ship, and that on the south coast near Cannibal Village. As you can imagine, the village is aptly named. It is home

to over a hundred natives who engage in, not surprisingly, cannibalism. They do not eat each other, but only people from other tribes. This village will be explained in further detail further on in this Adventure PAK.

The entire center of the island consists of almost exclusively desert and badlands. Where there isn't sand, there is dust and rock. It is also almost exclusively hot and dry, having an average high temperature of 105 degrees every day. This area receives almost no rainfall due to the mountains and wind preventing rain clouds from making inland.

Because of this heat, anyone wearing light armor will need to drink twice as much water as normal, suffer from fatigue at twice the rate, and suffer a -1 penalty to hit. Anyone in medium armor will suffer -2 penalties, and anyone in heavy armor will suffer -4 penalties.

But not everything is desert. In the east, the island becomes a thick jungle. The heat (and penalties associated) remain, but instead of dry heat this is a very humid heat. Truly a miserable place to explore.

In the center of the jungle lies the Lost City, this will also be explained in greater detail further on.

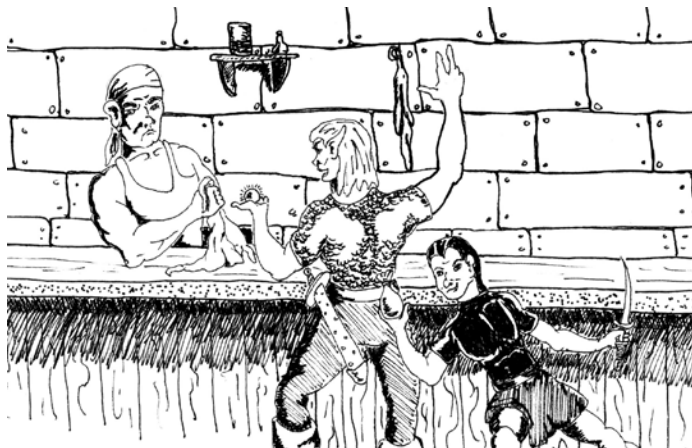
Scenario 1: I'm Sailing Away

Regardless of where you start the characters at, they will find themselves in one of the cities as a group with the treasure map in hand. All they know is that there is an island that has treasure. If they are able to decipher the runes (either by making a history check or by visiting a historian), they will find out that somewhere in the city there is a vast treasure of "gold". The question is, how do they get there?

There are several ways, and the only limitation is the party's creativity. The most common would be flight, teleportation, or by ship. The first two are highly unlikely as both require the use of magic or rare technology.

Of course, creative party members may also acquire a ship through other means. They could take out a loan at 10% interest, show a merchant the treasure map and agree to split it 50-50 if they can use the ship, etc.

Flight can be achieved either by purchasing a magical flying device or by purchasing an airship. Most magical devices are impractical, as even minor magical items that would grant flight (like rings, a flying carpet, etc)



don't address the challenge of the character's remaining alert and awake for the entire journey which would take weeks. Obviously logistics would be a nightmare.

Airships offer a possible solution but still have challenges. First is that the party would have to find an airship and a captain plus crew. That would cost more than 10,000 gold per week and most parties would not have near that amount of cash.

Secondly, finding a captain willing to fly an airship into the stormy weather of Dead Man's Sea would be near impossible since it would be suicide. That leaves teleportation and ship travel.

It is possible for party to find a mage willing to teleport them to the island. They would have to provide the map to the wizard of course, and even then since the wizard has never been there, there is a risk of a mistake. If the party members are willing to pay 500 gold each and take the risk, they have an 80% chance of being teleported to the center of the island. For every 1% over 80, the character will land one mile away in a random direction. Of course, the party still has to find a way back...

So for most groups, this leaves ship travel. This of course should lead the party to one of the coastal cities.

With the exception of Port Galil, the party could hire or outright purchase any of the following ships in the list below. Galil will only have small fishing vessels and skirmishing ships available.

Ship	Cost	Size	Speed	Durability	Crew	Cost/day
Bilander	15,000	70'	125 miles	40	8	175
Busse	12,000	140'	80 miles	60	30	150
Caravel	20,000	75'	100 miles	45	20	225
Catboat	750	15'	80 miles	25	3	10
Cutter	18,000	60'	125 miles	50	30	200
Dinghy	100	12'	50 miles	10	1	-
Galleon	100,000	140'	100 miles	90	150	1250
Junk	250,000	200'	80 miles	95	200	3000
Sloop	10,000	60'	175 miles	35	5	30

**Dinghys and Catboats can only carry 6 men total with supplies for 2 weeks each and cannot carry livestock. Sloops can carry two dozen men and supplies for 1 month each, but no room for large livestock.*

Crew Costs:

Captain: 10 gold per week
 Navigator: 3 gold per week
 1st Mate: 5 gold per week
 Doctor: 5 gold per week
 Crewman: 2 silver per week

The cost column is the amount in gold that it would require outright to purchase a vessel in good condition. This does not include the cost required for a crew, which is listed separately above.

Speed is the amount of miles the ship can travel on a fair weather day, with prevailing winds in favor. Poor weather or a short handed crew can negatively impact this.

Durability is a rating given to the ship on how well it can withstand the fury of storms. This rating will be further explained below.

Crew is the amount of minimum crewmembers that are needed for the ship to function normally. A short handed crew may be able to pilot the ship, but risk is increased and speed may be adversely affected as well. Crew fatigue would most definitely be impacted. Naturally the number of required crew size can be reduced if any of the party has skills they can offer.

Each party member can count as one crewmember, and if the character has navigation or sailing skills, they may also act as a navigator or even captain.

In addition, the party may also find a boat to rent, rather than purchase outright. The cost of renting a ship is 1% of the total cost of the ship per week of use. I.e., the rental cost of a Cutter would be 180 gold per week.

Expect the party members to try to haggle their way to lower costs. This certainly isn't out of the question, and how well it works is dependant on how you role-play it out with the players.

At this point, the party should have found a way to procure travel to the lost island. If they teleported there, you can skip ahead to the island. If they are travelling by ship, this section is very important.

It is common knowledge that the sea is a violent mistress once you get far enough away from the coastline. It's for this reason why the vast majority of travel is along the coast and no one ventures out into the deep sea. If the violent storms don't destroy you, the kraken will, as the saying goes. Therefore, it may be hard for the party to find a suitable crew to guide them. Chances are that any crew that agrees either is running away from something else, or they are promised great wealth.

When the party departs, they hopefully have a route planned. Any character with navigation should be able to follow this route with little trouble. Reference the speed capability of the ship being used with the map to see just how long the characters expect to be at sea before hitting land. Hopefully they have planned rations and other supplies to last them.

As soon as the party enters the deep water, they are subject to several of the dangers that the sea harbors, as determined by the random encounter table below. A check must be made every morning.

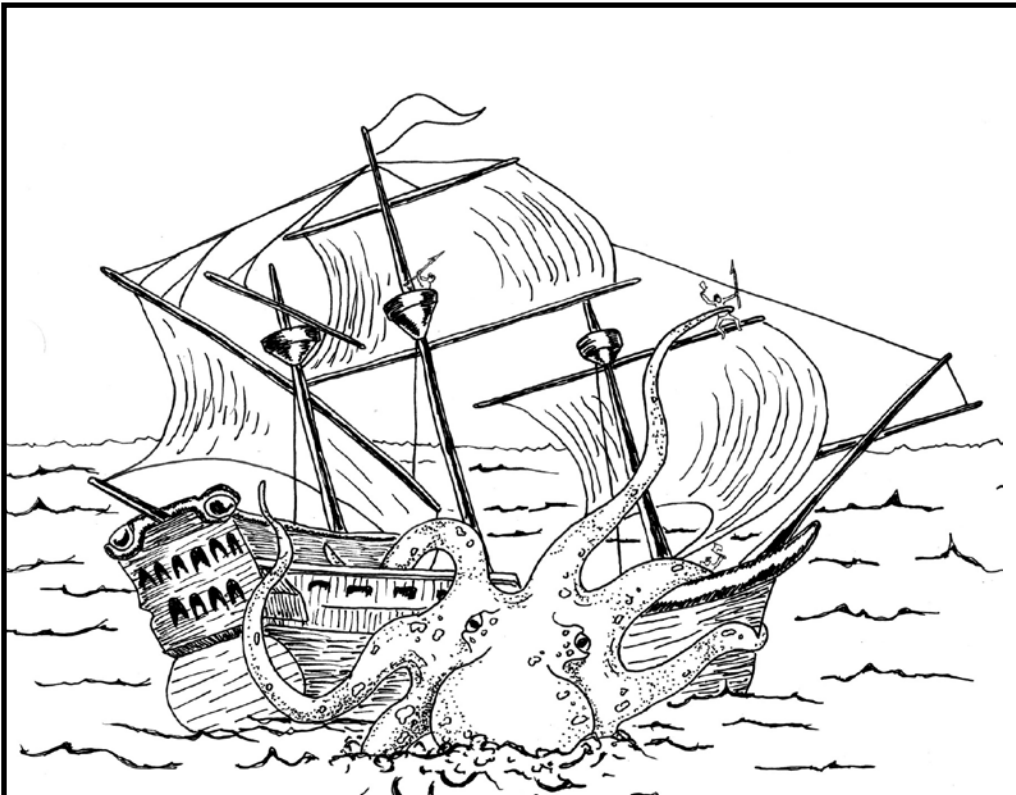
Die Roll (d10)	Encounter
1-4	Good weather
5-6	Dead calm
7	Storm
8	Pirates
9	Mermaid
10	Kraken

Good Weather: Fortune smiles upon the party as they are able to make steady progress. Maximum distance is achieved for the day.

Dead Calm: Winds have died down to nothing and sails are useless. Boats with rows can travel at 25% of normal distance. Ships without rows are dead in the water.

Storm: A storm will not happen until the party is at least half way to the island. If a 7 is rolled before then, count as good weather.

Dead Man's Sea lives up to its name as a violent storm takes hold and batters the ship. At this point, make a durability check by rolling the % dice and compare it to the durability rating of the ship. If the die roll was less than or equal to the durability rating, no damage is done. If the die roll was between 1 and 10 higher than the durability rating then the ship was damaged and travels at half speed. If the die



roll result was 11 or higher, then the ship was capsized.

Capsized ships are lost, and most of the crew will have perished. Any party member wearing heavy metal armor will sink like a rock unless they make a luck check. If the check succeeds, the character is able to remove their armor before drowning. Characters who are unencumbered will have time to lash onto floating debris.

Once in this situation, the characters will begin to drift. Surviving characters will be able to lash various pieces together into a makeshift raft. As long as one character makes a luck check once per day, enough food can be scavenged to sustain them.

Characters will drift at the rate of 20 miles per day towards the island, and no further encounters will need to be rolled. Beaten down, unequipped, and fatigued, the characters will finally be able to make their way to the landing near Cannibal village.

Pirates: If this encounter is rolled, pirates will only appear if the party is in a sloop or larger ship. If this is the case, the pirates themselves will show up in a sloop. An alert crew will detect the pirates in the distance before they can attack.

The pirates will catch up to the party in 2d6 days if the party is in a fast vessel like a sloop, and in 1d2 days if the vessel is a large slow one. Note that encounters must continue to be rolled for each day, and it may just be possible for the pirates to suffer a worse fate than the party.

When the pirates get within roughly 30 meters of the party, they will launch grappling hooks, pulling themselves within boarding range in one minute.

The number of pirates (and their ships) will match the number of crew that the players are with. I.e. if the party is five members strong, and have a crew of 8, then a total of 13 pirates on one sloop will appear. If the party is on a galleon, then several sloops with more than a hundred pirates will appear.

If the pirates are reduced to less than half their number, they will attempt to flee. If the crewmen are reduced to 10% or less of their number, they will surrender.

Standard Crewman: AC: 7, HD: F1, HP: 6, AT: 1, Dmg: 1d6, XP: 15. Armed with cutlasses and leather armor.

Pirates: AC: 7, HD: F1, HP: 6, AT: 1, Dmg: 1d6, XP: 15. Armed with cutlasses and leather armor.

Pirate leader AC: 5, HD: F3, HP: 17, AT: 1, Dmg: 1d6+1, XP: 75. Armed with a **cutlass +1** and **leather armor +1**.

Mermaid: Portents of fortune, sightings of the mermaid are a cause of celebration among sailors. If the party spies a mermaid and does nothing to try to harm her, there will be no need to roll on the encounter table for the next 1d4 days as it will always be good weather.

Kraken: Possibly the most horrifying thing the sea has to offer for a sailor. There is no escape from the kraken when it selects a target. Smaller ships will be destroyed instantly,

while large ships like a galleon will be destroyed in 2d4 minutes. Either way, rules are the same as if the party was struck by a storm.

Scenario 2: Islands in the Stream

By now, for better or worse, the party has made their way to the Isle of Fire. If the party has managed to survive the journey to the island, then award 250 experience points each now.

The island itself is very hot. The sun pounds down relentlessly and the jungle areas are incredibly humid while the desert is scorching.

At first you think your eyes are deceiving you, but there it is. A small plume of acrid black smoke off to the south. Your spirits rise at the thought of finally being on solid land soon. As you near the island you can now see jagged black cliffs rising out of the ocean, making landfall impossible. Clearly you must search the island for a suitable area to make land. You also notice that the black smoke is coming from within a giant volcano. At this close distance, it strikes you odd that there appears to be a putrid green liquid swirling in with the lava.

The only area where the party can make landfall is the area next to Cannibal Village. Of course, the party doesn't know that the village is cannibals, but they will find that out soon enough....

If the party still has a ship, read the first part. If they are shipwrecked and have drifted to this island, read the second part.



Finally you spy an area suitable for docking your ship. The cliffs have broken away into a small bay area. In fact, as you get closer, you see a coastal village here surrounded by jungle trees. Loin cloth clad dark skinned natives stand on the shore, alerted to your presence with curious expressions on their face.

There is no dock, but smaller boats will have no problem making it all the way up to the beach where the villagers' boats are. Larger ships cannot get as close but will have dinghies available to shuttle the party to the village.

Luck has been with you, as you drift around the island and see an area where the cliffs fade away and a small bay is present. This couldn't have come any later, as you have been beaten mercilessly with the heat of the sun and stinging salty waves. You don't know how much more you would have lasted out at sea.

As you drift into this bay, you see that there is a small coastal village surrounded jungle, and several small fishing canoes on the beach. Loin cloth clad dark skinned natives stand on the shore, alerted to your presence with curious expressions on their face.

The natives, who refer to themselves as "Quatal'atl", watch the party members until they get close to shore. Several of the natives are seen running into the village, presumably in a hurry to alert village elders of the unusual visitors.

As you near the beach, the natives take on a friendly demeanor and several push forward to help you. From what you can make out, it seems that they have an ancient elvish dialect. Very unusual for a group that appears to be human. You also notice that several of the men are wearing what appears to be crude armor made from bone, and are armed with bows and clubs.

If any of the party speaks elvish, they will know enough to understand what the Quatal'atl are saying. If they do not speak elvish, or do not have anyone who has magic to translate, then conversation will be difficult and basic, but offers a great opportunity to role-play out the scenario.

The villagers are not hostile unless attacked first. The villagers are cannibals, but will not attack the party. They will try to kill and eat the party if the party expresses any hostility towards the village. This risk is even higher since the village is running low on food and is nearing starvation.

When the party first arrives, the villagers will herd them to the great hall, where they will meet the village chieftain, Itzatital and be offered a buffet of food. The village shaman, Paeltiz'al, will also be present. If there is still a language barrier, Paeltiz'al will invoke magic that allows her to understand the party members.

During this buffet, any character with an alertness skill may notice that it seems odd that they are being fed well while none of the other villagers seem to be eating the

same type of food.

While also in the hall, the village will try to determine the reason for the visit. Younger villagers will be anxious to find out about the land the party has come from, but the Itzatital is more worried about assessing a potential threat.

This is an excellent opportunity to role-play this scenario out. If the party is friendly, they may find out that the village is on the brink of starvation, but none who have ventured into the desert has returned. Due to the recent increased volcanic activity of the mountain, fish have become almost non existent and most are found dead and bloated, having drifted into the bay.

The reason for this is the high level of that putrid green liquid that has poured into the ocean around the island, which is killing the fish.

If the Itzatital suspects that party will harm the village or not help with the food situation, he will put on a smile and encourage the party to eat and rest. A powerful sleeping agent will be mixed in with the food that night, and when the party goes to sleep, they must pass a luck check or they will not wake for 8 hours. Any party member who tries to stay awake must also pass a luck check or they will fall asleep.

When the party wakes, they will find themselves stripped and locked in wooden cages along with plenty of food. The party is being fattened up for a great feast later on.

Chief Itzatital will not harm or otherwise capture the party if he believes that the party will help find food. But if the party returns without food....

Village Demographics

The village consists of roughly one hundred villagers, thirty of which are adult men in fighting shape. These men are the village warriors, and are armed with armor made from bone (of previous victims), bows, and clubs. A typical village warrior will have:

AC: 7, HD: F1, HP: 5, AT: 1, Dmg: 1d6, XP: 15

Chief Itzatital

Armed with a two-handed **obsidian bladed club +2** and wears ornamental bone armor adorned with feathers that has a base AC of 6.

AC: 5, HD: F5, HP: 27, AT: 1, Dmg: 1d8+4, XP: 500

Paeltiz'al

She wears bone armor and will attack with a large bone club if forced. She also wears a totem charm that allows her to understand any language.

AC: 7, HD: C5, HP: 19, AT: 1, Dmg: 1d6, XP: 500

Her Spells:

1st: cure light wounds x2, bless, detect evil, purify food and drink

2nd: silence 15', speak with animals, hold person, know alignment

3rd: dispel magic, speak with the dead

She has a giant spirit familiar seahawk that will attack any opponent she orders.

AC: 5, HD: 2, HP: 14, AT: 3, Dmg: 1d4/1d4/1d6, XP: 75

Main Hall

This is the largest structure in the island, and it's clear it is also the most important. The hall is open to the air with palm tree poles supporting the thatch roof. Unlike most buildings, the hall does have a floor of planed polished palm wood. The main hall is approximately 40' wide by 70' long, with enclosed side buildings attached to both the east and west sides. Doors lead to these buildings from inside the hall itself, but there are no hints as to what lied within.

At the far north end of the hall is a large palm wood throne adorned with feathers and bones---some of them human. Sitting on the throne is the chief, flanked by two muscular natives armed with clubs.

This is the great main hall, where all village business is determined. When the party arrives, they will be escorted here to speak with the chief. If no one speaks elvish, the shaman will be summoned to act as a translator.

The room off to the west is the private quarters of the chief himself. Inside, on soft feather pillows, are two young women (his concubines). Hidden under a loose floorboard is an ivory box (worth 50g). The box is locked and trapped with a poison quill. Only the chief has a key. Inside the box is a small diamond (100g), 2 rubies (50g each), and a huge emerald (1000g).

The room to the east is meant for the chief's family. Currently there is an older woman (his mother) who lives here. Nothing of value is in the room.

Shaman's Hut

The first thing you notice is that none of the other villagers come anywhere near this hut. The next thing you notice is the reason why. The entire hut is draped in various animal furs and bones. Skulls of several creatures (some known and some unknown) adorn the entry way with feathers seemingly placed everywhere.

This is the shaman's hut. Entry into the hut reveals that the entire hut is filled with acrid, pungent smoke that is constantly emitted from a burning oil tray over a small fire. A pile of tattered furs make a bed in one corner, but small gourds and dead animals are littered everywhere.

More than likely the shaman will have already met the party in the main hall. If not, he will be located here experimenting.

If the party searches the hut and divines magic, they will notice that some of the gourds contain magical potions. There are two **potions of healing**, a **potion of cure disease**, and a **potion of growth**.



Food Hall

This larger building contains one long table and several benches. This appears to be where the tribe eats most of its meals.

There is nothing unusual about this building. During the day, between 2-4 villagers will be here preparing food. During meal times, most of the villagers will be here. Inspection reveals that most of the food is of poor quality. Root soup and other plants seem to make up the majority of food as higher quality items (like fish) is no longer available. Food is also served in small quantities.

Living Hall

It appears that the villagers live together in large communal buildings rather than individual huts. Rows of hammocks are set up between thick palm tree poles, but other than that, the buildings are empty of furniture.

During the day, you can expect 1d4 villagers within these buildings. At night, you can expect nearly thirty villagers per building to be inside sleeping.

Cages

This hut is entirely closed in by thick palm wood poles. The door is sturdy, and the inside is completely devoid of any furniture. A pungent musky smell emanates from within.

This is where the villagers keep their next meal, so-to-speak. Prisoners are stripped naked and bound, and are kept within. When there are prisoners, at all times there will be two guards present armed with spears.

Other Buildings

Most of the other buildings in the village are either storage buildings (empty of food), lavatories, or run down pens that used to keep livestock. But all are in disrepair and empty.

Scenario 3: Going to the Desert on a Horse With No Name

At this point, the party had either agreed to search for food for the villagers, or escaped cannibalism from the village. The villagers will not follow the party into the desert because they view it as a great evil and certain death would await.

The players can decide to go towards Goshal Mountain, but most likely will head northeast towards the lost city.

Travel through the badlands or desert is only one hex per day, as the scorching heat drains the energy from the party members and the terrain is very hostile. The chance of a random encounter is 25% for every hex travelled.

If they decide to travel at night, they can move at two hexes per day, but the chance for a random encounter is 75% per hex travelled as most creatures hunt at night.

Regardless of day or night, shelter is non-existent. Only a character with the survival skill has a chance of finding shelter, and even then it's only at a 40% chance.

Random Encounter Table

Die Roll	Encounter
1	Ant Lion
2	Large Scorpion (1d4)
3	Desert Nomads (2d4)
4	Sand Worm
5	Desert Fox
6	Giant Wasp (1d2)
7	Desert Hyena (2d6)
8	Giant Gila Monster
9	Komodo Dragon
10	None

Ant Lion:

AC: 5, HD: 3+2, AT: 1, HP: 14, AT: 1, Dmg: 1d12, XP: 75

Large Scorpion

AC: 5, HD: 2+2, HP: 7, 8, 9, 11, AT: 3, Dmg: 1d4/1d4/1d2+psn, XP: 100

Desert Nomads

Armed with scimitars and no armor. Each carries 2d6 gold.

AC: 9, HD: F2, HP: 6, AT: 1, Dmg: 1d8, XP: 15

Sand Worm

AC: 7, HD: 4, HP: 19, AT: 1, Dmg: 1d10, XP: 150

Desert Fox (does not fight. +1 to all saving throws for next 10 days)

Giant Wasp

AC: 4, HD: 4, HP: 14, 18, AT: 2, Dmg: 1d4/2d4, XP: 320



Desert Hyena

AC: 7, HD: 2, HP: 8, AT: 1, Dmg: 2d4, XP: 60

Giant Gila Monster

AC: 5, HD: 5, HP: 22, AT: 1, Dmg: 1d8+psn, XP: 500

Komodo Dragon

AC: 7, HD: 4, HP: 17, AT: 1, Dmg: 1d6+disease, XP: 350

Mt. Goshal

You begin nearing your way towards the dark, looming volcano. It was easy to maintain your heading as the tall pillar of acrid smoke and bubbling lava stood out against the horizon.

As you near the monster, the ground changes from rock and sand into black hardened lava. The ebony shell encases the entirety of the mountain and the ground for almost a mile in radius. Random spouts of smoke seep from fissures in the rock, and the ground itself is hot to the touch.

Mount Goshal is a large active volcano in the northwest of the island. The most distinguishable feature of the island, it constantly spews forth lava and billowing smoke and ash. The plug of the mountain is on the north

side, so the vast majority of lava flows down that north face and into the ocean, polluting everything around it.

Normally lava flowing into the ocean itself would be all that polluting, but for some unknown and possibly magical reason, a green ooze is mixed in with the lava. No one knows why, as no one has ever ventured into the mountain.

If the party does try to make their way towards the mountain, they will find that everything within a mile of the slopes is solid hardened lava rock. A bleak black landscape of smoldering wafts of smoke will greet them. Eventually, midway up the south face, they will find a large tunnel that digs itself deep within the mountain itself. Reference the Mt. Goshal map for the details.

1: Entrance Pit

As you wind your way down the ash covered walls of the steaming tunnel, you come upon a landing of sorts. The path continues downward to the left, but a shelf protrudes to the north where the walkway drops off. Peering over the ledge and you can see the boiling lava dozens of feet below. Mixed with the lava appears to be a swirling putrid green liquid.

Other than the lava, there is nothing of interest in this room. Any character who falls into the lava for whatever reason will be slain almost instantly.

2: Bone Chamber

As you make your way deeper into the tunnels, the heat becomes nearly overwhelming. Sweat begins to pour off you in waves. The path widens to over forty feet wide for a brief bit, and you immediately notice how the floor is littered with various bones. Some of various creatures, some of humanoid, all are charred.

The bones have been charred to near non-recognition, and are very brittle. This area is the trash pit, so-to-speak, for the denizen at the bottom of the caves. A careful search will find that one of the bones is not charred like the rest. It is in fact a magical **wand of paralyzation**. When the command word, "Talak" is spoken, a ray of ivory light will shoot forth up to a distance of 50 feet. The wand has 5 charges when found.

The command word is not written on the wand, however a successful identify magic check will allow the PC to deduce this.

3: The Heat

You come upon another shelf. The path continues straight, curving around the left a bit, but does lead deeper into the mountain. As before, there is roiling lava below you, although this time it is much closer. You can't even peer directly over the side because the rising heat is too much to bear. Looking above you, you can see the first shelf near the entrance.

At this point, the party should be drinking water to stay hydrated. They will also suffer double the penalties to hit if wearing cumbersome clothing and/or armor.

4: Scalding Water

As you wind your way even deeper into the mountain, you notice that the walls and ceilings begin to become very wet. The further you go, the more wet it becomes, and you also start seeing steam coming upwards towards you from the depths.

Soon you come to another rough hewn room before you. The path continues at the opposite end, roughly 40 feet away. The entire floor of this cave is covered by several inches of scalding and steaming liquid—perhaps water.

The water here is four to six inches deep, and other than being near the boiling point, is harmless. Any creature that tries to cross the water by walking or running through it will suffer one minor wound each segment that they are moving. This damage can be reduced or eliminated if the party takes precautions in protecting their feet and lower legs.

5: The Demonologist

The tunnel opens up into a circular cavern with two stalactites that reach from ceiling to floor in the center. Two thick rusted chains suspend a human in a cross shaped pattern in between the stalactites and rings on the floor. Well, what was once a human.

The body, still draped in tattered and moldy robes, is near complete in its level of decomposition. Dried, gray skin is pulled taught against bones. Tufts of white hair still hand from a decayed skull.

Close inspection reveals that this man has been dead for quite some time. Tucked underneath his robes, close to his chest is a small book. The book is in amazing condition considering the heat and humidity. Anyone opening the book will find the Demonologist's diary (hand out 2).

6: Room of Insects

When you enter this cave, you immediately notice how the walls, floor, and ceiling are covered in insects. Thousands of little stakes have pierced and killed many of them all over the cave. But thousands more continue to roam in a constant carpet of insects. For some reason, they do not exit the room. A sudden feeling of creeping doom falls over you.

As soon as the party enters this room, each player needs to make a willpower check or they will refuse to enter and will flee back the way they came. The insects themselves will cause no harm to the players.

7: Malukima'al

As you enter this large cavern, you see several green crystal like objects protruding from the floor. Bubbling and roiling lava flows across the far north end of the cavern, and a renewed wave of heat assaults you. In the center of the cavern floor is etched what is left of a pentagram.

Hunched on a large crystal is a beast from your nightmares. It appears as dog-like in form, with a huge gaping maw lined with razor sharp teeth. Putrid green mucus drips from it's purple tongue. All along its leathery hide are spines of bone jutting out in random directions. Small piercing eyes seem to bore down into your soul.

Suddenly the creature speaks, in a deep guttural voice, "Ahhhhh...nice for fresh meat to deliver itself to me. I grew tired of having to hunt for it. But I offer a fair deal to you. One of you I will grant unlimited power and riches, while the rest shall be my dinner. The chosen shall be my advisor and go where I cannot. And you shall be rewarded endlessly with whatever you desire. Who shall that one be? You shall decided. Attack each other. For only the strongest shall be worthy of my reward."

Malukima'al will wait for a few minutes, trying to gauge the party's reaction. If the party attacks, he will leap forward with a great laugh and engage in combat. If the party does attack each other to where only one is left, Malukima'al will attack them. He has no intention of keeping his word. For despite his talk, Malukima'al is actually a fairly minor demon.

If the party calls out his name, he will shriek in pain, but will not be defeated and will attack. However, knowing his true name does have an effect, as it will weaken him to one half of his hit points and he will suffer a -2 to hit.

Malukima'al

AC: 3, HD: 6+2, HP: 28, AT: 1, Dmg: 2d6, XP: 750



Once Malukima'al is defeated, his body will immediately begin to turn to smoke, and the crystals will shatter. The putrid green fluid will begin to cease to flow into the lava.

In the south end of the chamber lies the treasure of previous victims. It includes:

250 gold

2690 silver

5 pearls worth 15 gold each

2 sapphires worth 100 gold each

A gold necklace worth 25 gold

Potion of healing

Helm of water breathing

Two handed sword +1

Scenario 4: Welcome To The Jungle

Immediately before you looms a thick, dense jungle. How it is able to exist in the middle of an arid desert must be the work of some great magic. Dark impenetrable foliage gives you all a sense of foreboding, but the city is said to lie within. Occasionally you hear the cry of some wild creature. You've come this far...

The jungle surrounds the lost city for miles around, and is incredibly thick with overgrowth and trees. Once entered, one cannot see more than forty or fifty feet; the vegetation is simply too thick.

The reason for the jungle's existence is in fact due to large underground springs and not magic at all. While the winds keep most of the rain clouds away, pipes of aquifers below the rocks constantly siphon water from the sea into this area. By the time it goes through the miles of underground tunnels, most of the salt content is gone and it is for the most part fresh water.

Like most jungles, this one is teeming with life. However, it is quickly determined that it appears to have been lost in time. Huge insects, birds, and lizards are everywhere. After venturing in the jungle for a few hundred yards, tracks of large dinosaurs might also be discovered.

As soon as the party enters the jungle, they will feel like they hit a thick wall of humidity. The heat remains oppressive, but the atmosphere went from dry and hot to wet and hot. Please take note of how this heat will affect the party as mentioned earlier in this Adventure PAK. Travel through the jungle is limited to one mile (1/5 hex) per day due to the oppressive heat and suffocating vegetation. It should take the party five full days to reach the lost city.

If the party decides to circle the jungle, looking for an alternate route in, they will find none. However, in the

far northwest and southeast, the jungle is not nearly as dense, and one can even find large clearings within.

Within these clearings are large lizards—dinosaurs. The first dinosaurs that will be discovered are the grass eaters. Ranging in size from that of a dog to that of a house, they can be seen grazing on the lush vegetation. At first it seems like a forgotten paradise.

But that will quickly change. After only a few minutes of observing, the party will see a pack of dinosaurs attack a small grazing herd. They are velociraptors—covered in feathers but equipped with razor sharp teeth and huge dagger-like talons. The pack is skilful with tactics, and will quickly take down a less fortunate beast.

If he party does not observe the jungle from the edges, but dives right in, they will not see the velociraptors and may become victims of the hunt themselves. However, luckily for the party, the velociraptors are the largest of the meat eating dinosaurs in the jungle. Unlucky for the party is that there are still many other dangers that are deadly.

Every day that the party is in the jungle, they have a 90% chance of a random encounter. At night this is only 10% as most jungle denizens are asleep.

Random Encounter Table II

Die Roll	Encounter
1-3	Strangler Plant
4	Giant Ant (1d4)
5	Giant Spider
6	Velociraptors (2d4)
7	Constrictor Snake
8	Herbivore Dinosaur

Strangler Plant

AC: 9, HD: 3, HP: 11, AT: 6, Dmg: 1d8, XP: 350

Giant Ant

AC: 3, HD: 3, HP: 12, AT: 1, Dmg: 2d4, XP: 50

Giant Spider

AC: 4, HD: 4, HP: 18, AT: 1, Dmg: 1d8+psn, XP: 350

Velociraptor

AC: 5, HD: 3, HP: 10, AT: 1, Dmg: 1d10, XP: 100

Herbivore Dinosaur (use random dinosaurs from the rulebook).

The Lost City

After days of insufferable heat, being accosted by biting and stinging insects, and surviving various denizens of the jungle, you hack through the thick overgrowth and before you lies a huge pyramid build of granite. The lost city isn't a city after all, but instead a giant pyramid.

Vines and other plant life crawls over the stone like some invasive alien creature. Eventually the pyramid is able to break free of the vines and the very top is exposed to the open sunlight.

After several minutes of searching around the structure, you are able to find a fissure in one of the stones on the SE corner of the pyramid, which seems to lead to a tunnel inside the pyramid itself. (handout 3)

The party has finally found the pyramid to the Lost City. Hopefully, for their sakes, their elation at finding the entrance does not temper their cautiousness for the entrance is trapped. A small tripwire is laid approximately three feet within the entrance. Any character who trips the wire will set of an avalanche of rock.

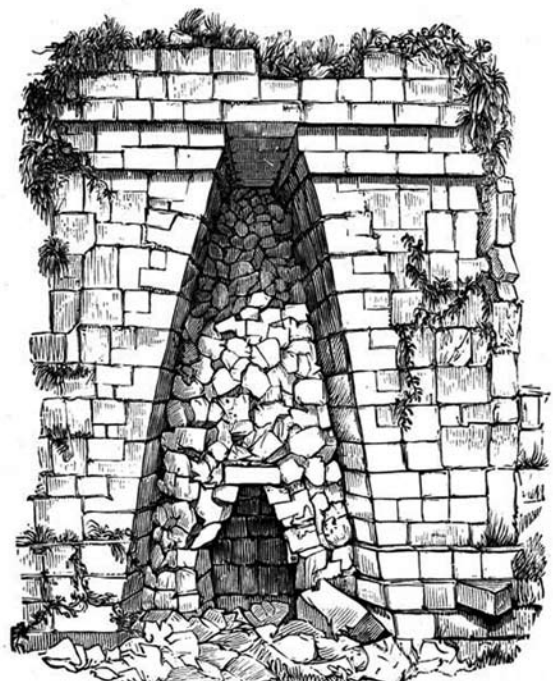
If the trap is not detected or disarmed, each character will accidentally trip it on a die roll or 1or 2 on a d6. The first character to trip it will trigger the avalanche of boulders, taking 2d6 points of damage. Of course, a bigger issue is that the passageway would be blocked with rubble. It will take a dozen man hours of work in order to clear the passageway enough to get past the barrier.

The pyramid is an ancient tomb, and therefore there is no light within. The party will have to somehow provide their own light if they want to navigate.

Because the tunnels are 10' wide, there is only enough room for two characters to fight effectively side by side without the risk of stabbing each other. The same applies for monsters as well.

Anyone attacking with missile or long melee weapons in the back will suffer a +1 penalty to their initiative due to having to take the extra time to avoid hitting their party mates. Attacking with mid-range or shorter melee weapons from the back is not possible.

Handout 3



Traps

There are several traps within the pyramid, most of them being on doors. The few that are not will be individually described in that section of the module (such as the trap noted in area **b**). All door traps are the same. If the trap is not detected and removed, any attempt to open the door shoot out a poisoned needle. The character opening the door, if they did not take precautions (like wearing a steel gauntlet), must make a luck check or suffer the effects of poison.

As you enter the tunnel, thick choking dust stirs up from your movements—dust that you guess hasn't been disturbed in years. The walls are even hewn, 10' square and made from cut stone blocks. The only thing that greets you from the darkness beyond is pure, utter silence.

a: Moon Symbol

When the party enters this intersection, please show them handout 4 and place the emphasis on the large snake approaching them. When they leave this area, be sure to take the handout back. An observant party will notice the crescent shaped moons on the wall, which will be important in unlocking the treasure.

Poison Snake:

AC: 6, HD: 3, HP: 14, AT: 1, Dmg: 1d4+psn, XP: 150

b: Pit Trap

If this trap is not detected or disarmed (a pressure plate 5' south of the pit), each party member who steps on it has a 4 in 6 chance of triggering the trap. Once triggered, anyone in that 10' diameter area will fall into a 10' deep spiked pit and suffer 1d6 points of damage.

1: Dungeon Guardian

At first glance this room appears to be a barracks of some sort. Weapon racks line either wall, and several stone benches are positioned in the center.

Close inspection of the weapon racks will reveal that the weapons stored there are made from stone, and thus are really only effective as heavy clubs. The guardians who are stationed here will have left this room to attack the party once they've opened the east door from room 11.

Stone guardians (skeletons)

Wearing rusted chain mail and stone swords

AC: 5, HD: 3, HP: 11, AT: 1, Dmg: 1d8, XP: 75

2: Chapel

The door opens to reveal a huge room with tall ceilings. Murals of tribesmen battling various creatures still remain painted on the walls and ceilings. Some creatures you recognize from the jungle. Others you don't, and the paintings seem to portray them as coming out of rifts in the earth itself. These creatures are twisted demons, somewhat humanoid in appearance but with twisted appendages and wicked claws and fangs.

In the center of the room is a large stone slab—large enough for a human body. In the center of the slab is a quartz bowl that appears stained with peeling rust brown material—dried blood perhaps?

This room is the chapel, and chief sacrificial room. The bowl is intact, and can be appraised at 10 gold. But that's not its purpose. If the party tries to leave or steal the bowl without first having put a few drops of human blood inside it, the murals will come alive and some of the beasts will literally leap from the walls and attack.

Lesser demons

AC: 4, HD: 2+2, HP: 10, 9, 12, 14, 11, AT: 2, Dmg: 1d4/1d4, XP: 70



Once the demons are slain, they will reappear back in the mural, to be reawakened the next time a sacrifice is not made.

3: Priest's Chambers

You enter a lavish room filled with feather pillows and bright tapestries. Incense holders encircle a rather large pillow, and peacock feathers act as a headboard of sorts.

Laying on the large pillow is a man wrapped up in faded linen from head to toe. Jeweled gold bracers and a necklace adorn the dust covered body.

This is in fact the high priest. Or it once was. He had himself mummified so he could serve the emperor eternally. He is in fact a mummy, but will not move unless someone disturbs the necklace or bracers, in which case he will attack.

Mummy

AC: 5, HD: 5, HP: 19, AT: 1, Dmg: 1d6, XP: 500

Spells:

1st: cause light wounds x2, curse

2nd: hold personx2

Any direct contact to flesh will result in the character needing to make a saving throw or contract a disease. The disease is similar to leprosy, and the character will begin to notice dead skin appearing within a week. After two weeks, the skin will flake off in large amounts. After a month, fingers, toes, ears, and other small appendages will begin to fall off. And in two months, the character will die unless cured.

Any flame or fire attack will inflict one extra wound of the type rolled as the creature is highly susceptible to flame.

If the party searches the room, behind the peacock feathers they will find a locked and trapped (poison needle) treasure chest. Inside the chest are 355 gold, 500 silver, a **potion of healing** and a **cloak of elvenkind**.

The bracers are worth 100 gold as a set, and the necklace is worth 250 gold.

4: Reception Hall

The door opens into a very long room, approximately 30' by 110'. A door directly to your left leads north, and a long wooden table is in the middle of the room. Several chairs are around the table; both are covered in thick dust. Along the south wall are a few shelves where various clay flasks—most broken—rest.

This is the reception hall, where visitors are kept before the rituals start. If the party searches the shelves, they will find two **flasks of poison immunity**. Due to the nature of the temple, many of the priests and visitors are given these potions to protect them. The only way to identify the potions is for a mage to have the identify magic skill.

5: Concubine Room

When you enter this room, a foul odor assaults your senses. It is a very large room, and is stuffed with bright pillows and feather stands. Lounging on the pillows are more than a dozen female skeletons, also draped in tattered and faded, yet was once bright clothing.

This is the concubine room. Inspection of the skeletons reveals that each was chained to the floor. Virgins were brought here and left to die in order to serve their lord in death. After thirty minutes of searching, the party can find old bits of jewelry that was there for the concubines in life. A total of 50 gold worth of jewelry can be found.

6: Sarcophagus Room

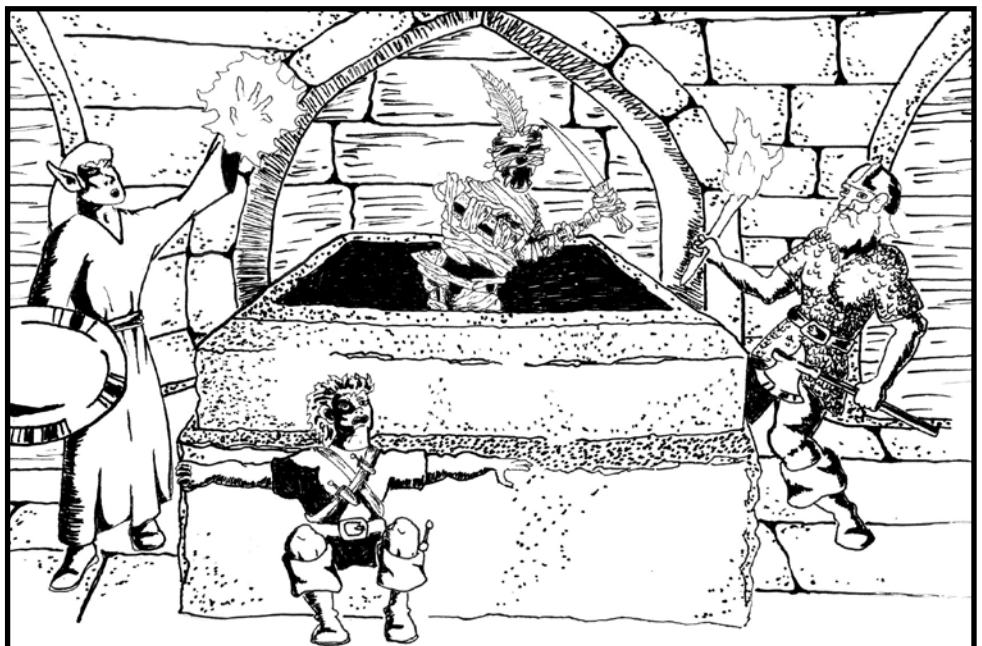
The floor to this room is a polished granite, and amazingly does not have dust like the other rooms. Situated in this room is a large sarcophagus of polished black granite. It rests on a thick iron stand, and clearly seems to be very important. Carved murals depicting several scenes of a young ruler presiding over throngs of people are etched in the walls. Other than the exits, there doesn't appear to be anything else in this room.

This is the resting place of the great emperor Kalikaltulizma, who died while still a teenager, and the murals depict his years of leadership. Any character who studies the murals will notice that in each scene, the emperor is at the highest point, dozens of people are worshipping him at his feet, and corn fields are in the background.

The sarcophagus itself is not trapped or locked, but is heavy and would require a combined strength of 150 to move the lid. Naturally the original inhabitants didn't want people opening the tombs of their leaders, so there is a warning written in ancient elven hieroglyphs that threatens a curse upon any who dare open it.

This curse is in fact real, and as soon as the lid is moved, a shock wave will emit from the sarcophagus out to radius of 20 feet. Any within this area of effect must make a saving throw vs spells or be cursed. The curses should be random, and annoying but not fatal. Examples include boils, losing hair, etc.

Once the lid has been moved enough to peer inside, there lies the body of Kalikaltulizma himself, amazingly preserved in a mummy-like state.



Inside the tome with him are the following items:

- gold necklace worth 50 gold
- 4 jeweled rings worth 25 gold each
- diamond pendant worth 500 gold
- 5 emeralds worth 50 gold each
- 4 sapphires worth 100 gold each
- 3 rubies worth 250 gold each
- gold and jeweled crown worth 1000 gold
- Eyebite** (see new Arcane Items)
- Desert Wind** (see new Arcane Items)

As soon as the party tries to remove any of the treasure, he will animate, and attack with an amazing speed with the two daggers.

Kalikaltulizma

AC: 4, HD: 6, HP: 26, AT: 2, Dmg: 1d4+2/1d4+2, XP: 750

7: Room of Serpents

This long room has four exists at each corner, and several holes drilled into the walls. But other than that, appears empty.

This is the room of serpents. As soon as any party member reaches the center of the room, the portcullis and doors will slam shut instantly. A dozen poisonous snakes will slither through the holes and begin to attack any party member(s) in the room at the time.

The doors will be locked, and must be either busted down (taking 3 rounds to do so) or unlocked. The space between the portcullis bars does allow throwing weapons or arrows to be used for anyone outside of the room. The portcullis may be lifted by a combined strength of 25, but will fall back down if not continuously held.

Because there are so many snakes, a special combat rule will be enforced. The characters do not need to roll to attack or for damage. Rather, for every attack each party member makes, one snake will perish.

When the snakes attack, you will roll against a random party member within range and roll to hit as if the snakes were a creature with a HD of the total number of

snakes when the attack takes place. For example, if there are 8 snakes, then you would roll to hit as if they were an 8 HD creature.

Any character hit must make a saving throw or suffer the effects of poison. Note that area of effect attacks (like flasks of oil) will kill 1d4+1 snakes.

Once the last snake is slain, the east wall will begin to shake and rumble. The vibrations will continue to get worse for 10 segments, at which point the wall will shatter and a huge viper will launch forth and attack. This giant snake is over a foot in diameter and more than 50 feet long. Any creature bitten by it must make a saving throw at a -2 penalty or suffer the effects of poison.

Giant Viper

AC: 5, HD: 5, HP: 14, AT: 1, Dmg: 2d6+psn, XP: 650

If the party searches through tunnel in which the snake came through (2' in diameter, 50' long), they will find themselves in the beast's nest: A 50' diameter chamber. A powerful fetid smell nearly overwhelms the character's senses, and bones lie scattered about. If the party spends at least 10 minutes scavenging through the debris, they will find the following:

- 35 gold
- 180 silver
- a black opal worth 150 gold
- potion of resurrection**

8: Holy Pools

As you enter through the hidden door, you enter a 50'x50' square room. In the center of the room, spread evenly every 10 feet in a 3x3 grid, are nine small dais with an ivory bowl on top of each.

The bowls are filled with various colored liquid, and cannot be moved or removed. The liquid does not boil, steam, or otherwise move. Touching the liquid does nothing. Drinking the liquid while in the room will have the following effects depending on which bowl is drank from. Each character can only drink from a bowl once. Further drinking will not result in any further changes.

Any character with a history or lore skill will find these bowls familiar in some obscure story, and will have a 10% of being able to deduce the powers of each bowl.

Bowl 1: brown liquid—character loses 1 constitution point permanently

Bowl 2: yellow liquid—character gains 1 intelligence point permanently

Bowl 3: red liquid—character gains a permanent 1d6 hit points to his or her maximum.

Bowl 4: black liquid—poison

Bowl 5: purple liquid—character is permanently immune to poison



Bowl 6: silver liquid—character is turned to stone

Bowl 7: blue liquid—character is immediately healed of all wounds, poison, and disease.

Bowl 8: green liquid—character no longer needs food, but gets nourishment from water and sunlight. Must be exposed to the outside at least 3 hours a day or will suffer the same effects as if they had not eaten that day. The character's skin will take on a faint greenish hue.

Bowl 9: orange liquid—Once drunk, this liquid will permanently grant the character the ability to cast one level 1 magic user spell at will, regardless if they are a magic user or not. Armor is also not a restriction like it would be with normal spell casting. The spell is random, and the character can cast it like any other channeler.

9: Sentry Chamber

As soon as you enter this square room, four statue-like warriors animate and move into formation to attack!

These sentries are actually armored and armed zombies, given orders in the afterlife to attack anyone not appearing as a tribesman.

Zombies

AC: 4, HD: 3, HP: 10, 12, 14, 14, AT: 1, Dmg: 1d8+1, XP: 75

The bone armor and scimitars are ornate and of high quality. The armor is considered light armor and has a base AC of 6, and the scimitars are jewel encrusted and very sharp, granting a +1 to damage above a normal scimitar. They can be appraised at 100 gold each.

10: Guest Quarters

When you enter this room, immediately visible are the dozen or so beds covered with thick dust and cobwebs. There appears to be a body lying on their back with arms crossed on each bunk.

This is the guest quarters room. Upon further examination, the bodies are actually skeletal and have nothing but tattered clothing draping their dust covered bodies.

These are actually not undead creatures, but actual guests who were killed and arranged in a certain way. However, each is trapped, and anyone moving a body without finding and disarming the trap will be exposed to a cloud of fungus spores that shoot out. The character will have to make a saving throw vs poison or become diseased. The disease will strip strength and endurance by 1 point a day. Once either is reduced to 0 or below, the character will perish. If the disease is cured, the character will regain the lost points at a rate of 1 per day.

11: Waiting Room

Before you lies a portcullis blocking the way. The small room beyond seems to only have a small table and a

couple of chairs, and a door leading east. There does not appear to be any lever or switch for the portcullis.

There are two ways of getting past the portcullis. The players can either lift it, requiring a strength of 20, or they can search for a hidden pressure plate along one of the walls.

As soon as the party does open the portcullis (which will close behind them if they lifted it), the guards in room #1 will be alerted and will attack.

12: Supply Room

The door to this room is locked.

As you open the door, you notice old crates and barrels fill this room. A very musty and pungent smell assaults you.

This was the supply room. All the food has long since molded and decayed. There is nothing of value in the room.

13: Servant's Quarters

As soon as you enter this room, you are immediately attacked by three zombie-like creatures, only they appear to be much faster. You barely have time to react.

These are the servants, who have been since converted into ghouls. They will attack on sight.

Ghouls

AC: 5, HD: 3, HP: 10, 11, 14, AT: 3, Dmg: 1d4/1d4/1d3+paralyze, XP: 65

Inside this room are three cots and three old wooden boxes. Their main purpose was to guard the secret door to the room of pools. If the boxes are opened (not locked), each contains 2d10 gold

14: Tomb Robbers

As you are walking down the hallway, you see the dancing reflections of torchlight along the fall wall on the other side of the archway. As you listen, you think you can hear voices, but cannot make anything out.

If the party tries to sneak into this room rather than barge right in, they will see a small group of tomb robbers. If they barge in, the tomb robbers will immediately attack. If the party tries to parlay, then the robbers will not attack, but will want the party to leave as they were there first.

The group of three robbers consists of a dwarven warrior, human warrior, and elven mage. Any character with an intelligence of at least 11 will notice that this seems a bit odd a group of people from the mainland would be here.

If the party does not attack right away, any character with the alertness will notice that the tomb raiders seem to be slightly transparent.

These raiders are in fact ghosts from adventurers long ago. Their attacks do nothing and have no effect. They cannot affect the party, and cannot leave this room. They can talk, and do not believe they are ghosts. If the party can convince them that they are in fact dead, they will vanish.

Dungeon Level

c: Portcullis

Before you is an iron portcullis that blocks your way. The bars are 2" thick and seem impenetrable. On the west side of the portcullis is a lever on the wall.

On the other side you see what appears to be 3 giant slugs moving in random directions along the ground.

At this point, show the party handout 5. Once they leave this area, take back the handout. The sun symbol will be important for the party to remember in order to access the treasure.

The lever is not trapped, and will open the portcullis.

The giant slugs are actually creeping scavengers (as described in *Lair of the Goblin King* Adventure PAK).

AC: 8, HD: 2, HP: 7, 8, 9, AT: 1, Dmg: 1d6, XP: 35

1: Stairway

As you descend the stairs into the darkness, the walls no longer are smooth hewn from granite. You guess that you are now underground as the passage becomes an underground tunnel that looks like it might have been ancient hollowed out lava tubes. The tunnels themselves are approximately 10' in diameter, and the floors have been covered in thick dust and dirt.

These tunnels are in fact old lava tubes, but have not seen lava in thousands of years. Now, water tubes have taken over many of the tubes (not on the map), and the original denizens of the pyramid begin to use these tunnels.



2: Clean Up Crew

The portcullis was meant to keep the denizens of the dungeon from moving up into the pyramid itself. The creeping scavengers will not attack the party if not attacked themselves. If they are attacked, they will defend themselves.

Creeping Scavengers

AC: 8, HD: 2, HP: 7, 8, 9, AT: 1, Dmg: 1d6, XP: 35

3: Keepers of the Burrower

The tunnel opens up into a large chamber with two huge pillars of uncarved stone raising to the ceiling. Several straw mats lie on the floor, and this cavern seems to be the home to several lizard-like inhabitants, who immediately grab spears and begin to attack!

This chamber houses the keepers of the burrower in the next cave. They are a saltwater version of lizardfolk, who live here but travel through the water tubes to the open ocean to hunt.

Lizardfolk

AC: 5, HD: 2+1, HP: 6, 7, 7, 8, 8, 9, AT: 1, Dmg: 1d8, XP: 35

A search of the cavern will reveal a buried treasure box containing 14 pearls, each worth 20 gold.

The leader who wears bone armor (AC: 4, HP: 15) gains an additional +2 to hit and damage due to a **magic spear** with a huge shark tooth as the spearhead.

4: The Burrower

As you enter this room, a huge beast looms before you. At first glance it appears to be a giant 10 foot long mole, except that it is covered with thick scaly hide and random patches of hair. Your attention is immediately drawn to the huge foot long claws that it had on either foreleg. Smelling you, it lunges to attack, but it stopped short by a huge iron chain just before it can reach you.

This creature is a burrower. If there are any dwarves in the party, it will immediately go after them. If not, then a random party member is the target.

As long as the party does not enter the chamber, the burrower cannot reach them. However, it can reach everywhere inside the chamber itself.

If the party begins to attack the burrower, it will enter a rage and have a 25% chance of breaking the chain every round. Once that is done, it will be free to chase the party.

Burrower

AC: 5, HD: 4, HP: 18, AT: 2, Dmg: 1d8/1d8, XP: 150

There is nothing of value in this chamber.

5: Guards

Before the party enters this room, take note of the trap to the southeast. Each party member who moves down

the passage has a 2 in 6 chance of tripping a pressure plate. If tripped, spears will shoot out of the wall at the party member and will inflict 1d8 points of damage. This trap will also alert the guards in room 5.

If the trap is triggered, read the following:

Almost immediately following the trap being sprung, several more of the lizardfolk in the chamber beyond begin to throw javelins at you.

If the trap is not sprung, read the following:

Ahead of you is a chamber that houses a small group of more lizardfolk. They are armed with javelins, but have not noticed you yet.

The lizardfolk

Armed with javelins and bone armor

AC: 5, HD: 2+1, HP: 6, 7, 7, 8, AT: 1, Dmg: 1d8, XP: 35

Each lizardfolk carried 2d12 silver. There is nothing else of value in this chamber.

6: Fish Locker

As you near this next chamber, the smell of fish becomes nearly overwhelming. As you enter, your torchlight glistens off the bodies of dozens of fish hanging on racks in this small chamber.

This is the food storage for the lizardfolk, and there is nothing of value here other than edible fish.

7: Lizardfolk Shaman

As you near the chamber ahead, you notice a stream of water approximately five feet wide blocks your path. It looks to be a few inches deep.

The water is fresh rain water that has seeped into these underground tubes, and is otherwise harmless and can be crossed easily.

If the party is carrying torches, or otherwise have alerted others of their presence then the shaman in this chamber will be prepared, and will have had his spirit pet and gargoyle, cheetah, and lion totems already activated. If caught off guard, he will immediately invoke the gargoyle totem and then fight.

Shaman

Armed with trident and wearing sea serpent skin armor (AC 7). Has a **gargoyle totem** which give a -2 to AC.

AC: 5, HD: 5, HP: 21, AT: 1, Dmg: 1d8+1, XP: 550

The trident is a magical **trident of swimming**, and he also wears a gem encrusted necklace worth 75 gold.

If the party searches through his bedding, they will find a hidden compartment in the floor. Inside the compartment are two huge black pearls worth 100 gold each inside of a **bag of holding**.



8: Ocean Entrance

The tunnels open up into a medium size chamber with a deeply sloping floor at the north end. The entire north half of this room is covered in sea water, and the floor slopes down steeply so much that you can't see how deep it gets at the end.

This is actually how the lizardfolk go back and forth between the ocean. A tunnel goes underneath the water for roughly 200 yards before dumping out into a huge underwater tunnel more than 100 feet in diameter. This tunnel then leads for miles until it reaches the open ocean.

After swimming for a few hundred yards by your guess, the passageway opens up into a very large underwater tunnel nearly 100 feet in diameter. The water becomes saltier as you enter, and you think you see the glitter of something shiny in the depths below.

As soon as the tunnel widens, it also opens up to the lair of the sea serpent. This huge beast does not attack the lizardfolk as long as they bring it a sacrifice of flesh each day. Any creature swimming in this area will be attacked if they do not offer a sacrifice, or if they get too close to the lair (and treasure) itself.

Sea Serpent

AC: 5, HD: 6, HP: 27, AT: 1, Dmg: 2d6, XP: 450

The serpent is actually small by normal standards, and it makes his lair within the protection of the underwater tunnels. The glittering that the party could see is in fact it's treasure:

4 pearls worth 50 gold each

8 garnets worth 10 gold each

175 gold

553 silver

Several rusted suits of armor and weapons

Ring of Shadows (see new arcane items)

9: Lair of the Chief

Unless a character is invisible or has made their stealth checks, the chief in this cave will be prepared for them and expect them.

As you near this room, you hear a loud battle cry from one of the largest lizardfolk you have seen as he lets loose the leashes on two komodo dragons. It is clear that battle is the only option.

The lizardfolk chief is nearly seven feet tall, and strong muscles ripple underneath his scaly skin. He wears a of armor made from a sea dragon's skin, a shield made from a sea turtle's shell, and a black obsidian axe raised above his head as he too charges.

The **armor** is as soft as leather, but grants a +2 bonus to AC. He also has a **turtle shell shield +2**. His large **obsidian axe** is also enchanted to be unbreakable and has a +1 bonus.

Komodo Dragons

AC: 7, HD: 4, HP: 17, 13, AT: 1, Dmg: 1d6+disease, XP: 350

Lizardfolk chief

AC: 3, HD: 5, HP: 22, AT: 1, Dmg: 1d8+3, XP: 550

In this chamber is a huge bed made from straw, but rummaging through it will reveal nothing. If the party follows the small tunnel leading out of this room, they will come to a wall of rubble. Digging through this rubble will reveal an iron box. The box is locked (chief has the key) and is trapped. If the key is not used or if the trap is not disarmed, then a poison needle will shoot forth and the character opening it will have to make a luck check or be poisoned.

Inside the box are the following:

-35 gold

-225 silver

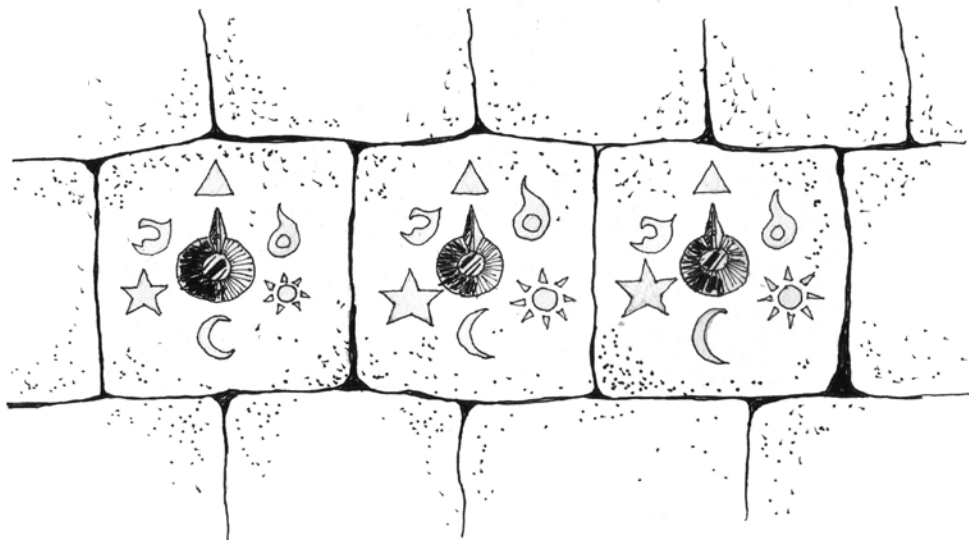
-potion of extra healing

-rope of climbing

10: Treasure Room

The tunnel opens up into a huge cavern with a fifty foot tall ceiling. The floor has become fine white sand, and two huge stone natural pillars are in the center reaching to the roof.

All around this chamber are a half dozen granite statues of great warriors, armed and armored to the teeth. Each of the statues face a miniature version of the pyramid on the north wall. While being a miniature version of the pyramid you entered, it's still forty feet wide and tall.



This is the main treasure room that holds the lost treasure of Actzimotal. The statues will not move even if accosted themselves. Inspection of the pyramid reveals three dials on the south facing edge (handout 6).

The trick here is to know which order and symbols to move the dial to. The correct order is the sun, the crescent, and the pyramid. There are a couple ways the party can find this answer.

The first and easiest is by looking at the treasure map. The second way is for them to remember the symbols they saw in previous handouts. The handouts would show the crescent and sun, but not the triangle. This can be deduced by the shape of the pyramid itself.

If the party selects any other combination but the correct one, one of the statues will animate and attack. Even though each statue attacks with a different weapon, the stats are the same. If a statue is defeated, the weapon can be recovered. Each weapon grants a +1 bonus. Feel free to replace one of the weapons below with one that the characters might already be skilled in.

Statue #1: 2-handed axe

Statue #2: spear

Statue #3: shield and broad sword

Statue #4: giant club

Statue #5: shield and 1-handed axe

Statue #6: long bow

Statues

AC: 5, HD: 3, HP: 15, AT: 1, Dmg: 1d8, XP: 35

Blunt weapons used against the statues will inflict one additional minor wound. Only one statue will animate for each wrong combination. If all statues are defeated, then no further statues will animate.

If the correct combination is used, than a loud grating sound will being. A 2'x2' stone block on the top of the pyramid will being to slide backwards. After a few moments, there will be a sound like something large moving down a tunnel towards the chamber. After 4 segments, an outpouring of corn kernels will begin to pour out of the hole.

These kernels will continue to pour until it has covered the hole. A pile that will fill most of the chamber will happen before it reaches this high.

Scenario 5: The Show Must Go On

The party has found the lost "gold" of Actzimotal! This probably isn't what the party expected, but for a tribal culture, corn is more valuable than gold itself. A quick thinking party may recognize that there is still value there. If they can let the village know of the corn, they may be able to convince them to not eat the party, as well as helping them build a new boat if necessary.

That of course brings up a problem of finding a way to transport the corn to the village. If the party can bring some of the corn and say that they've cleared out the danger, Itzatital will agree to send two dozen tribesmen with sleds to venture into the pyramid to obtain enough corn to eat and plant for a new harvest.

If the party returns to the village without corn, and if they have not defeated Malukima'al, then Itzatital will have no choice but to attack the party and use them for food. He will naturally try to drug them at a feast first, of course.

If the party escaped the village on bad terms, then they will need to be really creative on how to leave the island, as the villagers will attack on sight.

Hopefully the party can find a way to get back to the mainland and live off of their riches they may have collected while on the Isle.

Awarding XP points

Upon completion of scenario 3 and defeating the demon, each character should receive 500 experience points.

Upon completion of scenario 4 and finding the treasure, each party member should be awarded an additional 500 experience points.

If the party is able to resolve the village's food shortage problem, they should all be awarded an additional 250 experience points.



New Magic

Songbird Totem (adept totem)

While worn, this totem allows the user to understand any language spoken. To the mage's ears, it seems to be a language that he or she fully understands. This does not translate the speech for others to hear, but only works for the person wearing it.

New Arcane Items

Flask of Poison Immunity

Each one of these flasks will have 3 doses before being all used up. After drinking a dose, the character will become immune to poison for a duration of 2d4 minutes.

Eyebite

An obsidian dagger that grants a +1 bonus, the real power of this dagger is unleashed if the character also is equipped with Desert Wind and rolls a natural 20 when determining damage. In addition to the damage taken, the target will also be blinded for 1d6 rounds.

Desert Wind

The pair to Eyebite, this dagger is made from white ivory. Also granting a +1 bonus to, if paired with Eyebite and attacking, and a natural 20 is rolled, the target will suffer an additional 1d4 points.

Helm of Waterbreathing

This ornate helm adorned with aquamarines will allow the wearer to breath water as if it were fresh air as long as it is worn. It does not offer protection against airborne toxins.

Potion of Resurrection

A very rare, yet valuable potion, this magical elixir will revive one person who has recently been deceased. When the potion is poured down the mouth of the deceased, they will come back to life with only one hit point remaining. They will be very tired and must rest for at least an hour after being brought back.

This potion does not regenerate lost limbs or heal wounds.

Ring of Shadows

When worn, this ring will grant a 15% bonus to the character's hiding skill. If the character does not have this skill, they will have a base 30% chance to hide as per the skill description.

Trident of Swimming

This trident is made from a sturdy wooden handle and coral prongs which seem to be unbreakable. When wielded, it allows the character to swim underwater with the speed of a dolphin. It does not confer water breathing abilities.

New Monsters

Demon, Malukima'al

Description: Malukima'al appears as a large demonic dog with brown leathery skin. A huge gaping maw is lined with jagged teeth, and bony spines protrude from his back. Small, piercing eyes track its prey with an elite precision.

Habitat: Normally Malukima'al resides in one of the planes of hell, but occasionally he is called forth and summoned by a demonologist. Being a minor demon, he is called up more frequently by aspiring demonologists rather than true master, and he resents this. He will constantly try to drive his master mad by planting suggestions of horror in their minds. He hopes to break his master and trick him or her into letting him free by scarring the summoning circle.

Abilities: Malukima'al is very intelligent and evil. He loves turning opponents against each other, but will viciously attack himself if need be. Malukima'al generally attacks by alternating with his huge claws and deadly bite.

Treasure: Malukima'al loves to collect treasure from previous victims, and will typically have a few arcane items along with gold, silver, and gems.

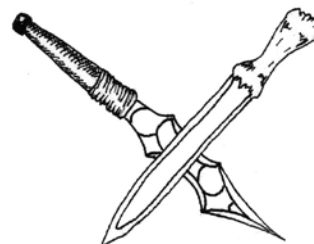
Gila Monster, Giant

Description: The giant Gila monster appears as a 15 foot long version of the normal Gila monster. It is a very thick and stocky lizard, with rust brown hide and a wide mouth.

Habitat: Giant Gila monsters make their homes in vast stretches of hot and dry climates. They typically scavenge, but will attack creatures and then leave, waiting for the poison to act before continuing on. If attacked, they will continue to fight.

Abilities: The primary special ability of the Gila monster is its poisonous bite. Any creature bitten by a Gila monster will have to make a saving throw at a +2 bonus or suffer the effects of poison.

Treasure: Gila monsters do not have any treasure. Occasionally, if found in its lair, there might be some treasure from previous victims.



Pre-Generated Characters

Adalar of the Northwind

Elven Ranger

Lvl: 4
HP: 21
AC: 5
Str: 15
Int: 13
Wis: 13
Dex: 15
Con: 15
Chr: 12

Weapons:

Long sword +1
2ea daggers
Long bow
12 arrows +1

Armor:

Studded leather +1

Magic Items:

Potion of healing
Ring of protection +1 ST

Justik Calidor

Human Fighter

Lvl: 4
HP: 25
AC: 4
Str: 17
Int: 10
Wis: 9
Dex: 11
Con: 16
Chr: 8

Weapons:

Battle axe +2
2ea throwing daggers

Armor:

Splint mail +1

Magic Items:

n/a



Ishmar Alendriel

Dwarven Cleric

Lvl: 4
HP: 19
AC: 2
Str: 12
Int: 11
Wis: 15
Dex: 9
Con: 16
Chr: 14

Weapons:

Mace +1
Sling /w 20 bullets

Armor:

Chain mail+1
Shield +1

Magic Items:

Potion of healing

Spells: 4/2

**Kayleen Windrider**

Elven Magic User

Lvl: 4
HP: 9
AC: 8
Str: 8
Int: 17
Wis: 12
Dex: 15
Con: 10
Chr: 14

Weapons:

Dagger +1
4 darts

Armor:

Robes

Magic Items:

Ring of protection +1
Scroll: magic missile x2
Scroll: web
Scroll: enlarge

Spellbook (3/2):

1st
Magic missile
Enlarge
Sleep
Color spray
2nd
Web
Levitate
Melf's acid arrow



Elidor Swiftwalker

Human Thief

Lvl: 4
HP: 11
AC: 3
Str: 12
Int: 11
Wis: 9
Dex: 17
Con: 12
Chr: 14

Weapons:

short sword +1
short bow
24 arrows

Armor:

leather +1

Magic Items:

Elven boots

Skills:

CW: 86%
FT: 42%
HN: 19%
HS: 40%
MS: 40% (90%)
OL: 42%
PP: 47%
RL: 15%

Shiara Brightweave

Human Cleric

Lvl: 4
HP: 15
AC: 4
Str: 9
Int: 11
Wis: 16
Dex: 11
Con: 12
Chr: 16

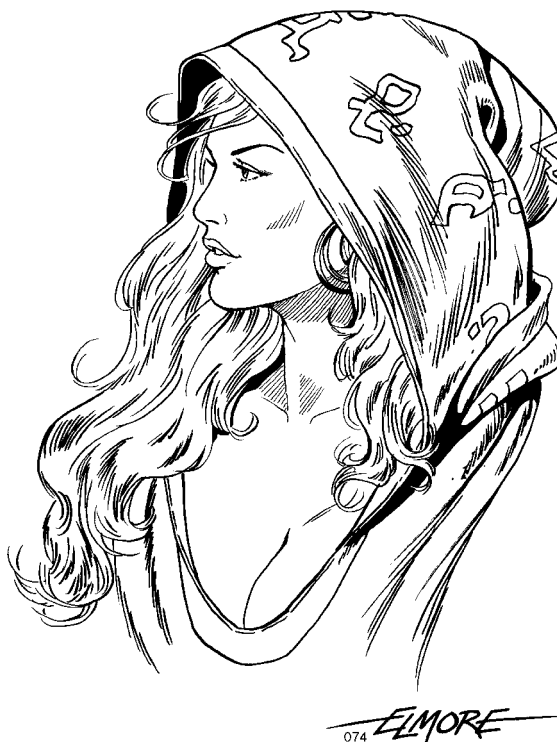
Weapons:

mace +1
sling /w 20 bullets

Armor:

chain mail
shield

Spells: 4/3



Altus Adventum Version

Adventure PAK Guidelines

Treasure of the Actzimotal is an Adventure PAK designed for 4-6 players of adventurer XP title level. A good mix of party skill is highly recommended. I.e., the party should have a couple of warrior types, a stealthy character or two, and a mage. Like all adventures, good planning on the part of the party may be the difference between survival and death.

This Adventure PAK was designed to be the follow-up to the introductory *Lair of the Goblin King*, as the players would have found the treasure map after defeating the goblin, Qurtzog. However, this Adventure PAK can just as easily be used as a standalone adventure. All you have to do as the GM is to start the players off with the treasure map.

Note!!! If you are planning on being a player in this Adventure PAK, STOP READING NOW! The below is information for the GM only.

Introduction

The party of characters have found themselves in possession of a lost treasure map. Quick analysis of the map promises of a lost vast treasure of gold. Many of the symbols are not decipherable, but the party does know that it is a treasure map. Any character with the history skill, or if they bring the map to a historian, will be able to decipher some of the symbols. All that can be decoded are words with a meaning similar to "great treasure of gold".

By making an additional intellect check, the person studying the map will also remember that the writing seems to be from a lost ancient civilization called "Actzimotal". Nothing else can be learned.

If you have just finished the Adventure PAK *Lair of the Goblin King*, then the party will most likely be in the city of Piarth. However, that adventure isn't required to play this one, and you can start the party at any city on the map.

Note that areas that have a border around them are meant to be read aloud to the players, while all other information is for the GM only.

Unless otherwise noted, all magical items in this Adventure PAK can be used by Novice experience titled characters or less.

Kingdom of Andrimar

The Kingdom of Andrimar consists of all of the land nestled in between the eastern and western mountain ranges surrounding the Sapphire Bay. A few hundred years ago this land consisted of several small kingdoms governed by individual city-states. The cities have grown, but have since unified under a single royal banner a hundred years ago.

The Helthrop family has ruled the lands since then, with King Galidorn being the current king. Galidorn is in

his mid 40s, and has ruled for more than 20 years. He is unexceptional as a king; neither ruthless or benevolent.

King Galidorn rules from Peorth, and has two sons and one daughter. He currently does not have a queen as she had died a few years prior due to a rare genetic defect.

While the land around the bay is pretty safe, the borders of the kingdom remain a very dangerous area to travel. Various bands of humanoids and monsters patrol those areas, and any unwary traveler who ventures into the mountains may not live to tell about it.

Galiv

Galiv is a plains city situated between Piarth and Sapphire Bay. It's fairly large with over 20,000 citizens of various species; mostly human. Initially created as small farming town, it has since grown as human expansion into the land has progressed rapidly. The fertile grasslands around the city have proven to be excellent for growing the crops needed to feed the people.

Finding an inn, tavern, store, or common services (blacksmith, leatherworker, etc) is not difficult in this city, and common goods are relatively easy to obtain. Magical goods are by far much rarer, and there are no magical shops, libraries, or other scholarly buildings in the city. Galiv is a farming city, and the products and services reflect as such. Only the most minor of magic is available.

Kelmar

The border fortress of Kelmar houses 10,000 inhabitants who are as stoic and hard as the city itself. Tall, sturdy granite walls surround the city, and all buildings are built with a purpose rather than aesthetics. The layout of the city is very organized and efficient, with clear distinctions between the market district and the residential district.

Kelmar needs to be this way because it is often the central hub in protecting the western borders of the kingdom. The western foothills between the mountains are home to many roving bands of monsters, and is the primary avenue of attack for any army that tries to invade the kingdom.

It is for this reason that rather than villages and towns surrounding the city, watch towers and keeps exist instead. Everyone who lives in this area are familiar with the dangers and are a hard people.

Marshall Westin is the commander of the militia in Kelmar, and his patrols of the Andrimar guard commonplace, but inside and outside of the city. While magic is fairly uncommon, weapon smiths and combat veterans are frequent. For one who seeks training in combat skills, a trainer most certainly could be found in Kelmar, albeit for a price.

Illanidi

Illanidi is a large city of over 50,000 citizens, mostly human. The city has grown to such size because

it benefits from both rich fishing and fertile farming lands. Such an abundance of food has allowed the city to become a sprawling mess. The opposite of Kelmar, Illanidi has grown so fast that it seems streets and buildings were built completely at random. There are not distinct sectors that define market districts, residential districts, etc.

There is also very little law. The Merchant's guild holds the most power in the city, and they are quick to resort to ruthless tactics to maintain that power.

The black market is also strong in Illanidi, and just about anything you could think of can be bought and sold—for the right price.

Peorth

Peorth is the capital city in the kingdom with over 50,000 citizens. The king makes his home in this city, and his personal Honor Guard along with the Inquisitors maintain a strong grip on law and order within the city.

The Honor Guard consists of one thousand of the best trained troops whose purpose to protect the royal family from any and all threats. They are very good at what they do, and ensure they are very visual by wearing bright red tunics that bear the symbol of the king.

The Inquisitors are a smaller group—only a few hundred—but are no less feared. They place the survival and prosperity of the kingdom as the number one priority, and actively search out for any hint of that threat. Rumors hint that they engage in torture and other unscrupulous activities, but no one would ever admit it out loud.

Port Allahf

The city of Port Allahf consists of roughly 30,000 inhabitants of all different species. It is a main trading city of the kingdom, and thus people only care about making profit and less about what kind of species they are dealing with. The only color here is gold, as they say.

As a large trading port, nearly everything can be bought or sold here, including some of the less scrupulous trades such as slavery.

This doesn't mean that there is no law. In fact, the opposite is true. The various merchant guilds keep an iron grip on the city, and ensure that the black market is squashed. Anyone caught selling an item without proper documentation will be arrested and dealt with harshly.

King Galidorn does not personally approve of many of the things that happen within the city, but since it is such a huge revenue generator, he along other members of royalty often turn a blind eye.

Port Galil

Port Galil is the first town that one will see when entering the bay from ship. It's a small town, roughly only 5000 people. They are all sailors or fishermen, and are a hardy bunch.

The primary purpose of Port Galil is to act as a watch guard for any invading ships. In the port, which is as large as the town itself, are more than a hundred small skiffs that while normally are used as fishing vessels, are quickly modified to have weapons and can harass an invading fleet until the main navy arrives from within the bay itself.

Dead Man's Sea

The Dead Man's Sea got its name from the violent storms that often sink ships all throughout the warm months. Hurricanes and sea monsters have devastated thousands of ships over the years. All experienced captains travel close to the coast for this reason.

If any ship enters the deep waters of the sea from spring until early fall, they have a 5% chance of encountering a storm each day. This storm, once encountered, will last for 10 days, and poses a significant danger to any ship. Small ships have a 50% chance of sinking, medium ships have a 25% chance, and large ships have a 10% chance.

Isle of Fire

The Isle of Fire, also known as "Actzimotal" by the natives, gets its name from the active volcano located in the northern most part of the island. Flame, lava, and smoke constantly billow from this volcano. The entire north slope of the mountain is blackened rock from the lava that flows from the vents into the ocean below.

The island itself is fairly large, and is ringed by steep mountain cliffs. There is only one way onto the island by ship, and that on the south coast near Cannibal Village. As you can imagine, the village is aptly named. It is home to over a hundred natives who engage in, not surprisingly, cannibalism. They do not eat each other, but only people from other tribes. This village will be explained in further detail further on in this Adventure PAK.

The entire center of the island consists of almost exclusively desert and badlands. Where there isn't sand, there is dust and rock. It is also almost exclusively hot and dry, having an average high temperature of 105 degrees every day. This area receives almost no rainfall due to the mountains and wind preventing rain clouds from making inland.

Because of this heat, anyone wearing light armor will need to drink twice as much water as normal, suffer from fatigue at twice the rate, and suffer a -1 penalty to ADP and DDP. Anyone in medium armor will suffer -2 penalties, and anyone in heavy armor will suffer -4 penalties.

But not everything is desert. In the east, the island becomes a thick jungle. The heat (and penalties associated) remain, but instead of dry heat this is a very humid heat. Truly a miserable place to explore.

In the center of the jungle lies the Lost City, this will also be explained in greater detail further on.

Scenario 1: I'm Sailing Away

Regardless of where you start the characters at, they will find themselves in one of the cities as a group with the treasure map in hand. All they know is that there is an island that has treasure. If they are able to decipher the runes (either by making a history check or by visiting a historian), they will find out that somewhere in the city there is a vast treasure of "gold". The question is, how do they get there?

There are several ways, and the only limitation is the party's creativity. The most common would be flight, teleportation, or by ship. The first two are highly unlikely as both require the use of magic or rare technology.

Of course, creative party members may also acquire a ship through other means. They could take out a loan at 10% interest, show a merchant the treasure map and agree to split it 50-50 if they can use the ship, etc.

Flight can be achieved either by purchasing a magical flying device or by purchasing an airship. Most magical devices are impractical, as even minor magical items that would grant flight (like rings, a flying carpet, etc) don't address the challenge of the character's remaining alert and awake for the entire journey which would take weeks. Obviously logistics would be a nightmare.

Airships offer a possible solution but still have challenges. First is that the party would have to find an airship and a captain plus crew. That would cost more than 10,000 gold per week and most parties would not have near that amount of cash.

Secondly, finding a captain willing to fly an airship into the stormy weather of Dead Man's Sea would be near impossible since it would be suicide. That leaves teleportation and ship travel.

It is possible for party to find a mage willing to teleport them to the island. They would have to provide the map to the wizard of course, and even then since the wizard has never been there, there is a risk of a mistake. If the party members are willing to pay 500 gold each and take the risk, they have an 80% chance of being teleported to the center of the island. For every 1% over 80, the character will land one mile away in a random direction. Of course, the party still has to find a way back...

So for most groups, this leaves ship travel. This of course should lead the party to one of the coastal cities.

With the exception of Port Galil, the party could hire or outright purchase any of the following ships in the list below. Galil will only have small fishing vessels and skirmishing ships available.

Ship	Cost	Size	Speed	Durability	Crew	Cost/day
Bilander	15,000	70'	125 miles	40	8	175
Busse	12,000	140'	80 miles	60	30	150
Caravel	20,000	75'	100 miles	45	20	225
Catboat	750	15'	80 miles	25	3	10
Cutter	18,000	60'	125 miles	50	30	200
Dinghy	100	12'	50 miles	10	1	-
Galleon	100,000	140'	100 miles	90	150	1250
Junk	250,000	200'	80 miles	95	200	3000
Sloop	10,000	60'	175 miles	35	5	30

**Dinghys and Catboats can only carry 6 men total with supplies for 2 weeks each and cannot carry livestock. Sloops can carry two dozen men and supplies for 1 month each, but no room for large livestock.*

Crew Costs:

Captain: 10 gold per week
Navigator: 3 gold per week
1st Mate: 5 gold per week

Doctor: 5 gold per week
Crewman: 2 silver per week

The cost column is the amount in gold that it would require outright to purchase a vessel in good condition. This does not include the cost required for a crew, which is listed separately above.

Speed is the amount of miles the ship can travel on a fair weather day, with prevailing winds in favor. Poor weather or a short handed crew can negatively impact this.

Durability is a rating given to the ship on how well it can withstand the fury of storms. This rating will be further explained below.

Crew is the amount of minimum crewmembers that are needed for the ship to function normally. A short handed crew may be able to pilot the ship, but risk is increased and speed may be adversely affected as well. Crew fatigue would most definitely be impacted. Naturally the number of required crew size can be reduced if any of the party has skills they can offer.

Each party member can count as one crewmember, and if the character has navigation or sailing skills, they may also act as a navigator or even captain.

In addition, the party may also find a boat to rent, rather than purchase outright. The cost of renting a ship is 1% of the total cost of the ship per week of use. I.e., the rental cost of a Cutter would be 180 gold per week.

Expect the party members to try to haggle their way to lower costs. This certainly isn't out of the question, and how well it works is dependant on how you role-play it out with the players.

At this point, the party should have found a way to procure travel to the lost island. If they teleported there, you can skip ahead to the island. If they are travelling by ship, this section is very important.

It is common knowledge that the sea is a violent mistress once you get far enough away from the coastline. It's for this reason why the vast majority of travel is along the coast and no one ventures out into the deep sea. If the violent storms don't destroy you, the kraken will, as the saying goes. Therefore, it may be hard for the party to find a suitable crew to guide them. Chances are that any crew that agrees either is running away from something else, or they are promised great wealth.

When the party departs, they hopefully have a route planned. Any character with navigation should be able to follow this route with little trouble. Reference the speed capability of the ship being used with the map to see just how long the characters expect to be at sea before hitting land. Hopefully they have planned rations and other supplies to last them.

As soon as the party enters the deep water, they are subject to several of the dangers that the sea harbors, as determined by the random encounter table below. A check must be made every morning.

Die Roll (d10)	Encounter
1-4	Good weather
5-6	Dead calm
7	Storm
8	Pirates
9	Mermaid
10	Kraken

Good Weather: Fortune smiles upon the party as they are able to make steady progress. Maximum distance is achieved for the day.

Dead Calm: Winds have died down to nothing and sails are useless. Boats with rows can travel at 25% of normal distance. Ships without rows are dead in the water.

Storm: A storm will not happen until the party is at least half way to the island. If a 7 is rolled before then, count as good weather.

Dead Man's Sea lives up to its name as a violent storm takes hold and batters the ship. At this point, make a durability check by rolling the % dice and compare it to the durability rating of the ship. If the die roll was less than or equal to the durability rating, no damage is done. If the die roll was between 1 and 10 higher than the durability rating then the ship was damaged and travels at half speed. If the die roll result was 11 or higher, then the ship was capsized.

Capsized ships are lost, and most of the crew will have perished. Any party member wearing heavy metal armor will sink like a rock unless they make a luck check. If the check succeeds, the character is able to remove their armor before drowning. Characters who are unencumbered will have time to lash onto floating debris.

Once in this situation, the characters will begin to drift. Surviving characters will be able to lash various pieces together into a makeshift raft. As long as one character makes a luck check once per day, enough food can be scavenged to sustain them.

Characters will drift at the rate of 20 miles per day towards the island, and no further encounters will need to be rolled. Beaten down, unequipped, and fatigued, the characters will finally be able to make their way to the landing near Cannibal village.

Pirates: If this encounter is rolled, pirates will only appear if the party is in a sloop or larger ship. If this is the case, the pirates themselves will show up in a sloop. An alert crew will detect the pirates in the distance before they can attack.

The pirates will catch up to the party in 2d6 days if the party is in a fast vessel like a sloop, and in 1d2 days if the vessel is a large slow one. Note that encounters must continue to be rolled for each day, and it may just be possible for the pirates to suffer a worse fate than the party.

When the pirates get within roughly 30 meters of the party, they will launch grappling hooks, pulling themselves within boarding range in one minute.

The number of pirates (and their ships) will match the number of crew that the players are with. I.e. if the party is five members strong, and have a crew of 8, then a total of 13 pirates on one sloop will appear. If the party is on a galleon, then several sloops with more than a hundred pirates will appear.

How you handle this is a bit different than normal combat. Because it is possible for many pirates to be fighting many crewmen, you will only roll one attack for each side. Whichever side wins, the opposing side will lose 10% of their crew.

I.e., if you have 55 pirates attacking 40 crewmen, you roll one ADP/DDP for each side as a total (not counting the pirates fighting the party).

For example, the 55 pirates have an ADP of 5 and a DDP of 6. The 40 crewmen have an ADP of 4 and DDP of 5. On the pirate's attack you roll an ADP of 5 against a DDP of 5. If the pirates win, the crewmen will lose 6 men (10% of the pirate's number, rounded up).

When fighting party members, combat is handled normally. If the pirates are reduced to less than half their number, they will attempt to flee. If the crewmen are reduced to 10% or less of their number, they will surrender.

Standard Crewman: (ADP: 4 DDP: 5 RR: 6 DRL: 6) Armed with cutlasses.

3-	2-	2-	0-
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Pirates: (ADP: 5 DDP: 6 RR: 7 DRL: 8) Armed with various cutlasses and swords.

3-	3-	2-	0-
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Pirate leader (ADP: 9 DDP: 8 RR: 6 DRL: 10) Armed with **cutlass+1** (ADP/DDP/DRL)

6-	4-	3-	2-
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Mermaid: Portents of fortune, sightings of the mermaid are a cause of celebration among sailors. If the party spies a mermaid and does nothing to try to harm her, there will be no need to roll on the encounter table for the next 1d4 days as it will always be good weather.

Kraken: Possibly the most horrifying thing the sea has to offer for a sailor. There is no escape from the kraken when it selects a target. Smaller ships will be destroyed instantly, while large ships like a galleon will be destroyed in 2d4 minutes. Either way, rules are the same as if the party was struck by a storm.

Scenario 2: Islands in the Stream

By now, for better or worse, the party has made their way to the Isle of Fire. If the party has managed to survive the journey to the island, then award one bonus XP point now.

The island itself is very hot. The sun pounds down relentlessly and the jungle areas are incredibly humid while

the desert is scorching.

At first you think your eyes are deceiving you, but there it is. A small plume of acrid black smoke off to the south. Your spirits rise at the thought of finally being on solid land soon. As you near the island you can now see jagged black cliffs rising out of the ocean, making landfall impossible. Clearly you must search the island for a suitable area to make land. You also notice that the black smoke is coming from within a giant volcano. At this close distance, it strikes you odd that there appears to be a putrid green liquid swirling in with the lava.

The only area where the party can make landfall is the area next to Cannibal Village. Of course, the party doesn't know that the village is cannibals, but they will find that out soon enough....

If the party still has a ship, read the first part. If they are shipwrecked and have drifted to this island, read the second part.

Finally you spy an area suitable for docking your ship. The cliffs have broken away into a small bay area. In fact, as you get closer, you see a coastal village here surrounded by jungle trees. Loin cloth clad dark skinned natives stand on the shore, alerted to your presence with curious expressions on their face.

There is no dock, but smaller boats will have no problem making it all the way up to the beach where the villagers' boats are. Larger ships cannot get as close but will have dinghies available to shuttle the party to the village.

Luck has been with you, as you drift around the island and see an area where the cliffs fade away and a small bay is present. This couldn't have come any later, as you have been beaten mercilessly with the heat of the sun and stinging salty waves. You don't know how much more you would have lasted out at sea.

As you drift into this bay, you see that there is a small coastal village surrounded jungle, and several small fishing canoes on the beach. Loin cloth clad dark skinned natives stand on the shore, alerted to your presence with curious expressions on their face.

The natives, who refer to themselves as "Quatal'atl", watch the party members until they get close to shore. Several of the natives are seen running into the village, presumably in a hurry to alert village elders of the unusual visitors.

As you near the beach, the natives take on a friendly demeanor and several push forward to help you. From what you can make out, it seems that they have an ancient elvish dialect. Very unusual for a group that appears to be human. You also notice that several of the men are wearing what appears to be crude armor made from bone, and are armed with bows and clubs.

If any of the party speaks elvish, they will know enough to understand what the Quatal'atl are saying. If they do not speak elvish, or do not have anyone who has magic to translate, then conversation will be difficult and basic, but offers a great opportunity to role-play out the scenario.

The villagers are not hostile unless attacked first. The villagers are cannibals, but will not attack the party. They will try to kill and eat the party if the party expresses any hostility towards the village. This risk is even higher since the village is running low on food and is nearing starvation.

When the party first arrives, the villagers will herd them to the great hall, where they will meet the village chieftain, Itzatital and be offered a buffet of food. The village shaman, Paeltiz'al, will also be present. If there is still a language barrier, Paeltiz'al will invoke magic that allows her to understand the party members.

During this buffet, any character with an alertness skill may notice (by making a check at a -15 penalty) that it seems odd that they are being fed well while none of the other villagers seem to be eating the same type of food.

While also in the hall, the village will try to determine the reason for the visit. Younger villagers will be anxious to find out about the land the party has come from, but the Itzatital is more worried about assessing a potential threat.

This is an excellent opportunity to role-play this scenario out. If the party is friendly, they may find out that the village is on the brink of starvation, but none who have ventured into the desert has returned. Due to the recent increased volcanic activity of the mountain, fish have become almost non existent and most are found dead and bloated, having drifted into the bay.

The reason for this is the high level of that putrid green liquid that has poured into the ocean around the island, which is killing the fish.

If the Itzatital suspects that party will harm the village or not help with the food situation, he will put on a smile and encourage the party to eat and rest. A powerful sleeping agent will be mixed in with the food that night, and when the party goes to sleep, they must pass a luck check or they will not wake for 8 hours. Any party member who tries to stay awake must also pass a luck check or they will fall asleep.

When the party wakes, they will find themselves stripped and locked in wooden cages along with plenty of food. The party is being fattened up for a great feast later on.

Chief Itzatital will not harm or otherwise capture the party if he believes that the party will help find food. But if the party returns without food....

Village Demographics

The village consists of roughly one hundred villagers, thirty of which are adult men in fighting shape. These men are the village warriors, and are armed with armor made from bone (of previous victims), bows, and clubs. A typical village warrior will have:

Bows: ADP: 6 DDP: 3 DRL: 8 RR: 7

Clubs: ADP: 6 DDP: 6 DRL: 6 RR: 6

DA, incl armor:

5-	4-	3-	2-
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Chief Itzatital

Armed with a two-handed **obsidian bladed club +2** to ADP/DDP/DRL and wears ornamental bone armor adorned with feathers that grants a +2 WT to each category.

ADP: 10 DDP: 9 DRL: 14 RR: 9 WP: 65 L:56

DA, incl armor

8-	6-	4-	4-
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He is skilled in backswing as well, which inflicts one additional minor wound to every strike he makes.

Paeltiz'al

The village shaman is skilled in adept totem magic. She wears bone armor (granting +1 t each WT), and if forced into combat, will use her totem magic.

ADP: 7 DDP: 6 DRL: by wpn RR: by item WP: 55 L: 48 PR: 7

DA, incl armor

6-	5-	3-	2-
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Her known totems:

-songbird

-armadillo

-curse

-owl

-cactus

-dolphin

-griffon

-spirit familiar

-tiger (DP: 6, DRL: 6, RR: 6)

Her Spirit familiar is a seahawk, and is enhanced through her passive mystic skills

ADP: 8 DDP: 8 DRL: 6 RR: 6

5-	4-	3-	2-
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Main Hall

This is the largest structure in the island, and it's clear it is also the most important. The hall is open to the air with palm tree poles supporting the thatch roof. Unlike most buildings, the hall does have a floor of planed polished palm wood. The main hall is approximately 40' wide by 70' long, with enclosed side buildings attached to both the east and west sides. Doors lead to these buildings from inside the hall itself, but there are no hints as to what lied within.

At the far north end of the hall is a large palm wood throne adorned with feathers and bones---some of them human. Sitting on the throne is the chief, flanked by two muscular natives armed with clubs.

This is the great main hall, where all village business is determined. When the party arrives, they will be escorted here to speak with the chief. If no one speaks elvish, the

shaman will be summoned to act as a translator.

The room off to the west is the private quarters of the chief himself. Inside, on soft feather pillows, are two young women (his concubines). Hidden under a loose floorboard is an ivory box (worth 50g). The box is locked and trapped with a poison quill. Only the chief has a key. Inside the box is a small diamond (100g), 2 rubies (50g each), and a huge emerald (1000g).

The room to the east is meant for the chief's family. Currently there is an older woman (his mother) who lives here. Nothing of value is in the room.

Shaman's Hut

The first thing you notice is that none of the other villagers come anywhere near this hut. The next thing you notice is the reason why. The entire hut is draped in various animal furs and bones. Skulls of several creatures (some known and some unknown) adorn the entry way with feathers seemingly placed everywhere.

This is the shaman's hut. Entry into the hut reveals that the entire hut is filled with acrid, pungent smoke that is constantly emitted from a burning oil tray over a small fire. A pile of tattered furs make a bed in one corner, but small gourds and dead animals are littered everywhere.

More than likely the shaman will have already met the party in the main hall. If not, he will be located here experimenting.

If the party searches the hut and divines magic, they will notice that some of the gourds contain magical potions. There are three **salves of healing**, two **potions of healing**, a **potion of cure disease**, and a **potion of growth**.

Food Hall

This larger building contains one long table and several benches. This appears to be where the tribe eats most of its meals.

There is nothing unusual about this building. During the day, between 2-4 villagers will be here preparing food. During meal times, most of the villagers will be here. Inspection reveals that most of the food is of poor quality. Root soup and other plants seem to make up the majority of food as higher quality items (like fish) is no longer available. Food is also served in small quantities.

Living Hall

It appears that the villagers live together in large communal buildings rather than individual huts. Rows of hammocks are set up between thick palm tree poles, but other than that, the buildings are empty of furniture.

During the day, you can expect 1d4 villagers within these buildings. At night, you can expect nearly thirty villagers per building to be inside sleeping.

Cages

This hut is entirely closed in by thick palm wood poles. The door is sturdy, and the inside is completely devoid of any furniture. A pungent musky smell emanates from within.

This is where the villagers keep their next meal, so-to-speak. Prisoners are stripped naked and bound, and are kept within. When there are prisoners, at all times there will be two guards present armed with spears.

Other Buildings

Most of the other buildings in the village are either storage buildings (empty of food), lavatories, or run down pens that used to keep livestock. But all are in disrepair and empty.

Scenario 3: Going to the Desert on a Horse With No Name

At this point, the party had either agreed to search for food for the villagers, or escaped cannibalism from the village. The villagers will not follow the party into the desert because they view it as a great evil and certain death would await.

The players can decide to go towards Goshal Mountain, but most likely will head northeast towards the lost city.

Travel through the badlands or desert is only one hex per day, as the scorching heat drains the energy from the party members and the terrain is very hostile. The chance of a random encounter is 25% for every hex travelled.

If they decide to travel at night, they can move at two hexes per day, but the chance for a random encounter is 75% per hex travelled as most creatures hunt at night.

Regardless of day or night, shelter is non-existent. Only a character with the survival skill has a chance of finding shelter, and even then it's only at a 40% chance.

Random Encounter Table

Die Roll	Encounter
1	Ant Lion
2	Large Scorpion (1d4)
3	Desert Nomads (2d4)
4	Sand Worm
5	Desert Fox
6	Giant Wasp (1d4)
7	Desert Hyena (2d6)
8	Giant Gila Monster
9	Komodo Dragon
10	None

Ant Lion:

ADP: 9 DDP: 7 DRL: 9 RR: 7

5-	4-	4-	3-
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Large Scorpion

ADP: 7 DDP: 6 DRL: 6 RR: 4 (once per cycle is poison)

5-	4-	2-	1-
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Desert Nomads

Armed with scimitars and no armor. Each carries 2d6 gold.

ADP: 6 DDP: 6 DRL: 8 RR: 7

5-	4-	2-	1-
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Sand Worm

ADP: 10 DDP: 5 DRL: 10 RR: 8

5-	4-	4-	3-
----	----	----	----

Desert Fox (does not fight. +10 luck for next 10 days)

Giant Wasp

ADP: 5 DDP: 6 DRL: 4+psn RR: 6

4-	3-	2-	0-
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Desert Hyena

ADP: 4 DDP: 4 DRL: 4 RR: 5

4-	3-	2-	0-
----	----	----	----

Giant Gila Monster

ADP: 7 DDP: 5 DRL: 7+psn RR: 9

8-	6-	4-	2-
----	----	----	----

Komodo Dragon

ADP: 8 DDP: 6 DRL: 5+dis RR: 6

4-	4-	3-	2-
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Mt. Goshal

You begin nearing your way towards the dark, looming volcano. It was easy to maintain your heading as the tall pillar of acrid smoke and bubbling lava stood out against the horizon.

As you near the monster, the ground changes from rock and sand into black hardened lava. The ebony shell encases the entirety of the mountain and the ground for almost a mile in radius. Random spouts of smoke seep from fissures in the rock, and the ground itself is hot to the touch.

Mount Goshal is a large active volcano in the northwest of the island. The most distinguishable feature of the island, it constantly spews forth lava and billowing smoke and ash. The plug of the mountain is on the north side, so the vast majority of lava flows down that north face and into the ocean, polluting everything around it.

Normally lava flowing into the ocean itself would be all that polluting, but for some unknown and possibly magical reason, a green ooze is mixed in with the lava. No one knows why, as no one has ever ventured into the

mountain.

If the party does try to make their way towards the mountain, they will find that everything within a mile of the slopes is solid hardened lava rock. A bleak black landscape of smoldering wafts of smoke will greet them. Eventually, midway up the south face, they will find a large tunnel that digs itself deep within the mountain itself. Reference the Mt. Goshal map for the details.

1: Entrance Pit

As you wind your way down the ash covered walls of the steaming tunnel, you come upon a landing of sorts. The path continues downward to the left, but a shelf protrudes to the north where the walkway drops off. Peering over the ledge and you can see the boiling lava dozens of feet below. Mixed with the lava appears to be a swirling putrid green liquid.

Other than the lava, there is nothing of interest in this room. Any character who falls into the lava for whatever reason will be slain almost instantly.

2: Bone Chamber

As you make your way deeper into the tunnels, the heat becomes nearly overwhelming. Sweat begins to pour off you in waves. The path widens to over forty feet wide for a brief bit, and you immediately notice how the floor is littered with various bones. Some of various creatures, some of humanoid, all are charred.

The bones have been charred to near non-recognition, and are very brittle. This area is the trash pit, so-to-speak, for the denizen at the bottom of the caves. A careful search will find that one of the bones is not charred like the rest. It is in fact a magical **wand of paralyzation**. When the command word, "Talak" is spoken, a ray of ivory light will shoot forth up to a distance of 50 feet. Any creature hit by the wand will have to make a willpower check or it will be paralyzed for 2d10 segments. The wand has 5 charges when found.

The command word is not written on the wand, however a successful identify magic check will allow the PC to deduce this.

3: The Heat

You come upon another shelf. The path continues straight, curving around the left a bit, but does lead deeper into the mountain. As before, there is roiling lava below you, although this time it is much closer. You can't even peer directly over the side because the rising heat is too much to bear. Looking above you, you can see the first shelf near the entrance.

At this point, the party should be drinking water to stay hydrated. They will also suffer double the penalties to ADP and DDP if wearing cumbersome clothing and/or armor.

4: Scalding Water

As you wind your way even deeper into the mountain, you notice that the walls and ceilings begin to become very wet. The further you go, the more wet it becomes, and you also start seeing steam coming upwards towards you from the depths.

Soon you come to another rough hewn room before you. The path continues at the opposite end, roughly 40 feet away. The entire floor of this cave is covered by several inches of scalding and steaming liquid—perhaps water.

The water here is four to six inches deep, and other than being near the boiling point, is harmless. Any creature that tries to cross the water by walking or running through it will suffer one minor wound each segment that they are moving. This damage can be reduced or eliminated if the party takes precautions in protecting their feet and lower legs.

5: The Demonologist

The tunnel opens up into a circular cavern with two stalactites that reach from ceiling to floor in the center. Two thick rusted chains suspend a human in a cross shaped pattern in between the stalactites and rings on the floor. Well, what was once a human.

The body, still draped in tattered and moldy robes, is near complete in its level of decomposition. Dried, gray skin is pulled taught against bones. Tufts of white hair still hand from a decayed skull.

Close inspection reveals that this man has been dead for quite some time. Tucked underneath his robes, close to his chest is a small book. The book is in amazing condition considering the heat and humidity. Anyone opening the book will find the Demonologist's diary (hand out 2).

6: Room of Insects

When you enter this cave, you immediately notice how the walls, floor, and ceiling are covered in insects. Thousands of little stakes have pierced and killed many of them all over the cave. But thousands more continue to roam in a constant carpet of insects. For some reason, they do not exit the room. A sudden feeling of creeping doom falls over you.

As soon as the party enters this room, each player needs to make a willpower check or they will refuse to enter and will flee back the way their came. The insects themselves will cause no harm to the players.

7: Malukima'al

As you enter this large cavern, you see several green crystal like objects protruding from the floor. Bubbling and roiling lava flows across the far north end of the cavern,

and a renewed wave of heat assaults you. In the center of the cavern floor is etched what is left of a pentagram.

Hunched on a large crystal is a beast from your nightmares. It appears as dog-like in form, with a huge gaping maw lined with razor sharp teeth. Putrid green mucus drips from it's purple tongue. All along its leathery hide are spines of bone jutting out in random directions. Small piercing eyes seem to bore down into your soul.

Suddenly the creature speaks, in a deep guttural voice, "Ahhhhh...nice for fresh meat to deliver itself to me. I grew tired of having to hunt for it. But I offer a fair deal to you. One of you I will grant unlimited power and riches, while the rest shall be my dinner. The chosen shall be my advisor and go where I cannot. And you shall be rewarded endlessly with whatever you desire. Who shall that one be? You shall decide. Attack each other. For only the strongest shall be worthy of my reward."

Malukima'al will wait for a few minutes, trying to gauge the party's reaction. If the party attacks, he will leap forward with a great laugh and engage in combat. If the party does attack each other to where only one is left, Malukima'al will attack them. He has no intention of keeping his word. For despite his talk, Malukima'al is actually a fairly minor demon.

If the party calls out his name, he will shriek in pain, but will not be defeated and will attack. However, knowing his true name does have an effect, as it will weaken him to one half of his willpower, luck, and reduce his ADP, DDP, and DRL by 2.

Malukima'al

ADP: 10 DDP: 9 DRL: 11 RR: 6 WP: 85 Luck: 70
PR: 6

9-	7-	5-	4-
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Once Malukima'al is defeated, his body will immediately begin to turn to smoke, and the crystals will shatter. The putrid green fluid will begin to cease to flow into the lava.

In the south end of the chamber lies the treasure of previous victims. It includes:

250 gold

2690 silver

5 pearls worth 15 gold each

2 sapphires worth 100 gold each

A gold necklace worth 25 gold

Potion of healing

Helm of water breathing

Two handed sword +1 ADP/DDP, DRL

Scenario 4: Welcome To The Jungle

Immediately before you looms a thick, dense jungle. How it is able to exist in the middle of an arid desert must be the work of some great magic. Dark impenetrable foliage gives you all a sense of foreboding, but the city is said to lie within. Occasionally you hear the cry of some wild creature. You've come this far...

The jungle surrounds the lost city for miles around, and is incredibly thick with overgrowth and trees. Once entered, one cannot see more than forty or fifty feet; the vegetation is simply too thick.

The reason for the jungle's existence is in fact due to large underground springs and not magic at all. While the winds keep most of the rain clouds away, pipes of aquifers below the rocks constantly siphon water from the sea into this area. By the time it goes through the miles of underground tunnels, most of the salt content is gone and it is for the most part fresh water.

Like most jungles, this one is teeming with life. However, it is quickly determined that it appears to have been lost in time. Huge insects, birds, and lizards are everywhere. After venturing in the jungle for a few hundred yards, tracks of large dinosaurs might also be discovered.

As soon as the party enters the jungle, they will feel like they hit a thick wall of humidity. The heat remains oppressive, but the atmosphere went from dry and hot to wet and hot. Please take note of how this heat will affect the party as mentioned earlier in this Adventure PAK. Travel through the jungle is limited to one mile (1/5 hex) per day due to the oppressive heat and suffocating vegetation. It should take the party five full days to reach the lost city.

If the party decides to circle the jungle, looking for an alternate route in, they will find none. However, in the far northwest and southeast, the jungle is not nearly as dense, and one can even find large clearings within.

Within these clearings are large lizards—dinosaurs. The first dinosaurs that will be discovered are the grass eaters. Ranging in size from that of a dog to that of a house, they can be seen grazing on the lush vegetation. At first it seems like a forgotten paradise.

But that will quickly change. After only a few minutes of observing, the party will see a pack of dinosaurs attack a small grazing herd. They are velociraptors—covered in feathers but equipped with razor sharp teeth and huge dagger-like talons. The pack is skilful with tactics, and will quickly take down a less fortunate beast.

If he party does not observe the jungle from the edges, but dives right in, they will not see the velociraptors and may become victims of the hunt themselves. However, luckily for the party, the velociraptors are the largest of the meat eating dinosaurs in the jungle. Unlucky for the party is that there are still many other dangers that are deadly.

Every day that the party is in the jungle, they have a 90% chance of a random encounter. At night this is only 10% as most jungle denizens are asleep.

Random Encounter Table II

Die Roll	Encounter
1-3	Strangler Plant
4	Giant Ant (1d4)
5	Giant Spider
6	Velociraptors (2d4)
7	Constrictor Snake
8	Herbivore Dinosaur

Strangler Plant

ADP: 7 DDP: 4 DRL: 7 RR: 6

DA

8-	6-	4-	2-
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Giant Ant

ADP: 5 DDP: 6 DRL: 6 RR: 3

5-	3-	2-	1-
----	----	----	----

Giant Spider

ADP: 9 DDP: 7 DRL: 5+psn RR: 4

6-	5-	3-	2-
----	----	----	----

Velociraptor

ADP: 8 DDP: 5 DRL: 9 RR: 5

4-	3-	2-	0-
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Herbivore Dinosaur

ADP: nil DDP: 5 DRL: nil RR: 9

4-	3-	2-	0-
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The Lost City

After days of insufferable heat, being accosted by biting and stinging insects, and surviving various denizens of the jungle, you hack through the thick overgrowth and before you lies a huge pyramid build of granite. The lost city isn't a city after all, but instead a giant pyramid.

Vines and other plant life crawls over the stone like some invasive alien creature. Eventually the pyramid is able to break free of the vines and the very top is exposed to the open sunlight.

After several minutes of searching around the structure, you are able to find a fissure in one of the stones on the SE corner of the pyramid, which seems to lead to a tunnel inside the pyramid itself. (handout 3)

The party has finally found the pyramid to the Lost City. Hopefully, for their sakes, their elation at finding the entrance does not temper their cautiousness for the entrance is trapped. A small tripwire is laid approximately three feet within the entrance. Any character who trips the wire will set off an avalanche of rock.

If the trap is not detected or disarmed, each character will accidentally trip it on a die roll or 1 or 2 on a d6. The first character to trip it will trigger the avalanche of boulders, taking damage equivalent to a DRL of 10. Of course, a bigger issue is that the passageway would be blocked with rubble. It will take a dozen man hours of work in order to clear the passageway enough to get past the barrier.

The pyramid is an ancient tomb, and therefore there is no light within. The party will have to somehow provide their own light if they want to navigate.

Because the tunnels are 10' wide, there is only enough room for two characters to fight effectively side by side without the risk of stabbing each other. The same applies for monsters as well.

Anyone attacking with missile or long melee

weapons in the back will suffer a -2 penalty to their RR cost due to having to take the extra time to avoid hitting their party mates. Attacking with mid-range or shorter melee weapons from the back is not possible.

Traps

There are several traps within the pyramid, most of them being on doors. The few that are not will be individually described in that section of the module (such as the trap noted in area **b**). All door traps are the same. If the trap is not detected and removed, any attempt to open the door shoot out a poisoned needle. The character opening the door, if they did not take precautions (like wearing a steel gauntlet), must make a luck check or suffer the effects of poison.

As you enter the tunnel, thick choking dust stirs up from your movements—dust that you guess hasn't been disturbed in years. The walls are even hewn, 10' square and made from cut stone blocks. The only thing that greets you from the darkness beyond is pure, utter silence.

a: Moon Symbol

When the party enters this intersection, please show them handout 4 and place the emphasis on the large snake approaching them. When they leave this area, be sure to take the handout back. An observant party will notice the crescent shaped moons on the wall, which will be important in unlocking the treasure.

Poison Snake:

ADP: 6 DDP: 4 DRL: 2+psn RR: 5

3-	2-	0-	0-
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b: Pit Trap

If this trap is not detected or disarmed (a pressure plate 5' south of the pit), each party member who steps on it has a 4 in 6 chance of triggering the trap. Once triggered, anyone in that 10' diameter area will fall into a 10' deep spiked pit and suffer 1d4 deep wounds. Each party can attempt to make a luck check and reduce the wounds to moderate instead.

1: Dungeon Guardian

At first glance this room appears to be a barracks of some sort. Weapon racks line either wall, and several stone benches are positioned in the center.

Close inspection of the weapon racks will reveal that the weapons stored there are made from stone, and thus are really only effective as heavy clubs. The guardians who are stationed here will have left this room to attack the party once they've opened the east door from room 11.

Stone guardians (skeletons)

Wearing rusted chain mail and stone swords

ADP: 4 DDP: 3 DRL: 6 RR: 6

DA (incl armor)

6-	5-	3-	2-
6-	5-	3-	2-
6-	5-	3-	2-
6-	5-	3-	2-

2: Chapel

The door opens to reveal a huge room with tall ceilings. Murals of tribesmen battling various creatures still remain painted on the walls and ceilings. Some creatures you recognize from the jungle. Others you don't, and the paintings seem to portray them as coming out of rifts in the earth itself. These creatures are twisted demons, somewhat humanoid in appearance but with twisted appendages and wicked claws and fangs.

In the center of the room is a large stone slab—large enough for a human body. In the center of the slab is a quartz bowl that appears stained with peeling rust brown material—dried blood perhaps?

This room is the chapel, and chief sacrificial room. The bowl is intact, and can be appraised at 10 gold. But that's not its purpose. If the party tries to leave or steal the bowl without first having put a few drops of human blood inside it, the murals will come alive and some of the beasts will literally leap from the walls and attack.

Lesser demons

ADP: 5 DDP: 5 DRL: 9 RR: 4

4-	4-	2-	1-
5-	4-	2-	0-
5-	5-	2-	1-
4-	4-	3-	1-
5-	4-	2-	0-

Once the demons are slain, they will reappear back in the mural, to be reawakened the next time a sacrifice is not made.

3: Priest's Chambers

You enter a lavish room filled with feather pillows and bright tapestries. Incense holders encircle a rather large pillow, and peacock feathers act as a headboard of sorts.

Laying on the large pillow is a man wrapped up in faded linen from head to toe. Jeweled gold bracers and a necklace adorn the dust covered body.

This is in fact the high priest. Or it once was. He had himself mummified so he could serve the emperor eternally. He is in fact a mummy, but will not move unless someone disturbs the necklace or bracers, in which case he will attack.

Mummy

ADP: 8 DDP: 5 DRL: 6 RR: 8

8-	7-	5-	5-
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Any direct contact to flesh will result in the character needing to make a luck check or contract a disease. The disease is similar to leprosy, and the character will begin to notice dead skin appearing within a week. After two

weeks, the skin will flake off in large amounts. After a month, fingers, toes, ears, and other small appendages will begin to fall off. And in two months, the character will die unless cured.

Any flame or fire attack will inflict one extra wound of the type rolled as the creature is highly susceptible to flame.

If the party searches the room, behind the peacock feathers they will find a locked and trapped (poison needle) treasure chest. Inside the chest are 355 gold, 500 silver, a **potion of healing**, **3 salves of healing**, and a **sharkskin cloak** (see main rulebook).

The bracers are worth 100 gold as a set, and the necklace is worth 250 gold.

4: Reception Hall

The door opens into a very long room, approximately 30' by 110'. A door directly to your left leads north, and a long wooden table is in the middle of the room. Several chairs are around the table; both are covered in thick dust. Along the south wall are a few shelves where various clay flasks—most broken—rest.

This is the reception hall, where visitors are kept before the rituals start. If the party searches the shelves, they will find two **flasks of poison immunity**. Due to the nature of the temple, many of the priests and visitors are given these potions to protect them. The only way to identify the potions is for a mage to have the identify magic skill.

5: Concubine Room

When you enter this room, a foul odor assaults your senses. It is a very large room, and is stuffed with bright pillows and feather stands. Lounging on the pillows are more than a dozen female skeletons, also draped in tattered and faded, yet was once bright clothing.

This is the concubine room. Inspection of the skeletons reveals that each was chained to the floor. Virgins were brought here and left to die in order to serve their lord in death. After thirty minutes of searching, the party can find old bits of jewelry that was there for the concubines in life. A total of 50 gold worth of jewelry can be found.

6: Sarcophagus Room

The floor to this room is a polished granite, and amazingly does not have dust like the other rooms. Situated in this room is a large sarcophagus of polished black granite. It rests on a thick iron stand, and clearly seems to be very important. Carved murals depicting several scenes of a young ruler presiding over throngs of people are etched in the walls. Other than the exits, there doesn't appear to be anything else in this room.

This is the resting place of the great emperor Kalikaltulizma, who died while still a teenager, and the murals depict his years of leadership. Any character who studies the murals will notice that in each scene, the emperor is at the highest point, dozens of people are worshipping him at

his feet, and corn fields are in the background.

The sarcophagus itself is not trapped or locked, but is heavy and would require a combined strength of 150 to move the lid. Naturally the original inhabitants didn't want people opening the tombs of their leaders, so there is a warning written in ancient elven hieroglyphs that threatens a curse upon any who dare open it.

This curse is in fact real, and as soon as the lid is moved, a shock wave will emit from the sarcophagus out to radius of 20 feet. Any within this area of effect must make a willpower check or be cursed as the skilled totem magic of the same name. Effects will be random from character to character.

Once the lid has been moved enough to peer inside, there lies the body of Kalikaltulizma himself, amazingly preserved in a mummy-like state.

Inside the tome with him are the following items:

- gold necklace worth 50 gold
- 4 jeweled rings worth 25 gold each
- diamond pendant worth 500 gold
- 5 emeralds worth 50 gold each
- 4 sapphires worth 100 gold each
- 3 rubies worth 250 gold each
- gold and jeweled crown worth 1000 gold
- Eyebite** (see new Arcane Items)
- Desert Wind** (see new Arcane Items)

As soon as the party tries to remove any of the treasure, he will animate, and attack with an amazing speed with the two daggers.

Kalikaltulizma

ADP: 9 DDP: 7 DRL: 8 RR: 4

8-	7-	5-	5-
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7: Room of Serpents

This long room has four exists at each corner, and several holes drilled into the walls. But other than that, appears empty.

This is the room of serpents. As soon as any party member reaches the center of the room, the portcullis and doors will slam shut instantly. A dozen poisonous snakes will slither through the holes and begin to attack any party member(s) in the room at the time.

The doors will be locked, and must be either busted down (taking 24 segments to do so) or unlocked. The space between the portcullis bars does allow throwing weapons or arrows to be used for anyone outside of the room. The portcullis may be lifted by a combined strength of 120, but will fall back down if not continuously held.

Because there are so many snakes, a special combat rule will be enforced. The characters do not need to roll to attack or for damage. Rather, for every attack each party member makes, one snake will perish.

When the snakes attack, you will roll against a random party member within range and roll an ADP equal to the number of snakes remaining. I.e., if there are 7 snakes alive, you would roll an ADP of 7 against a random

character's DDP.

Any character hit must make a luck check or suffer the effects of poison. Note that area of effect attacks (like flasks of oil) will kill 1d4+1 snakes. The snakes have a RR of 5.

Once the last snake is slain, the east wall will begin to shake and rumble. The vibrations will continue to get worse for 10 segments, at which point the wall will shatter and a huge viper will launch forth and attack. This giant snake is over a foot in diameter and more than 50 feet long. Any creature bitten by it must make a luck check at a -20 penalty or suffer the effects of poison.

Giant Viper

ADP: 7 DDP: 7 DRL: 12+psn RR: 8

8-	7-	3-	2-
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If the party searches through tunnel in which the snake came through (2' in diameter, 50' long), they will find themselves in the beast's nest: A 50' diameter chamber. A powerful fetid smell nearly overwhelms the character's senses, and bones lie scattered about. If the party spends at least 10 minutes scavenging through the debris, they will find the following:

- 35 gold
- 180 silver
- a black opal worth 150 gold
- potion of resurrection**

8: Holy Pools

As you enter through the hidden door, you enter a 50'x50' square room. In the center of the room, spread evenly every 10 feet in a 3x3 grid, are nine small dais with an ivory bowl on top of each.

The bowls are filled with various colored liquid, and cannot be moved or removed. The liquid does not boil, steam, or otherwise move. Touching the liquid does nothing. Drinking the liquid while in the room will have the following effects depending on which bowl is drank from. Each character can only drink from a bowl once. Further drinking will not result in any further changes.

Any character with a history or lore skill will find these bowls familiar in some obscure story, and will have a 10% of being able to deduce the powers of each bowl.

Bowl 1: brown liquid—character loses 1d6 endurance points permanently

Bowl 2: yellow liquid—character gains 1d4 intellect points permanently

Bowl 3: red liquid—character gains a permanent +1 WT to each category

Bowl 4: black liquid—poison

Bowl 5: purple liquid—character is permanently immune to poison

Bowl 6: silver liquid—character is turned to stone

Bowl 7: blue liquid—character is immediately healed of all wounds, poison, and disease.

Bowl 8: green liquid—character no longer needs food, but gets nourishment from water and sunlight. Must be exposed to the outside at least 3 hours a day or will suffer the same effects as if they had not eaten that day. The character's skin will take on a faint greenish hue.

Bowl 9: orange liquid—Once drunk, this liquid will permanently grant the character the ability to case one level 1 channeling spell at will, regardless if they have the channeling skill or not. Armor is also not a restriction like it would be with normal channeling. The spell is random, and the character can cast it like any other channeler.

9: Sentry Chamber

As soon as you enter this square room, four statue-like warriors animate and move into formation to attack!

These sentries are actually armored and armed zombies, given orders in the afterlife to attack anyone not appearing as a tribesman.

Zombies

ADP: 5 DDP: 5 DRL: 8 RR: 9

Armored in bone armor and wielding scimitars

DA (incl armor)

8-	7-	4-	3-
8-	7-	4-	3-
8-	7-	4-	3-
8-	7-	4-	3-

The bone armor and scimitars are ornate and of high quality. The armor is considered light armor and grants a +2/+2/+1/+1 bonus to WT, and the scimitars are jewel encrusted and very sharp, granting a +1 to DRL above a normal scimitar. They can be appraised at 100 gold each.

10: Guest Quarters

When you enter this room, immediately visible are the dozen or so beds covered with thick dust and cobwebs. There appears to be a body lying on their back with arms crossed on each bunk.

This is the guest quarters room. Upon further examination, the bodies are actually skeletal and have nothing but tattered clothing draping their dust covered bodies.

These are actually not undead creatures, but actual guests who were killed and arranged in a certain way. However, each is trapped, and anyone moving a body without finding and disarming the trap will be exposed to a cloud of fungus spores that shoot out. The character will have to make a luck check or become diseased. The disease will strip strength and endurance by 5 points a day. Once either is reduced to 0 or below, the character will perish.

If the disease is cured, the character will regain the

lost points at a rate of 1 per day.

11: Waiting Room

Before you lies a portcullis blocking the way. The small room beyond seems to only have a small table and a couple of chairs, and a door leading east. There does not appear to be any lever or switch for the portcullis.

There are two ways of getting past the portcullis. The players can either lift it, requiring a strength of 110, or they can search for a hidden pressure plate along one of the walls.

As soon as the party does open the portcullis (which will close behind them if they lifted it), the guards in room #1 will be alerted and will attack.

12: Supply Room

The door to this room is locked.

As you open the door, you notice old crates and barrels fill this room. A very musty and pungent smell assaults you.

This was the supply room. All the food has long since molded and decayed. There is nothing of value in the room.

13: Servant's Quarters

As soon as you enter this room, you are immediately attacked by three zombie-like creatures, only they appear to be much faster. You barely have time to react.

These are the servants, who have been since converted into ghouls. They will attack on sight.

Ghouls

ADP: 7 DDP: 6 DRL: 6 RR: 6

6-	5-	3-	2-
6-	5-	3-	2-
6-	5-	3-	2-

As with all ghouls, any struck character must make a luck check at a +25 bonus or contract a disease. This disease will be immediate, and will reduce the strength of characters by 10 points until cured.

Inside this room are three cots and three old wooden boxes. Their main purpose was to guard the secret door to the room of pools.

If the boxes are opened (not locked), each contains 2d10 gold

14: Tomb Robbers

As you are walking down the hallway, you see the dancing reflections of torchlight along the fall wall on the other side of the archway. As you listen, you think you can hear voices, but cannot make anything out.

If the party tries to sneak into this room rather than barge right in, they will see a small group of tomb robbers.

If they barge in, the tomb robbers will immediately attack. If the party tries to parlay, then the robbers will not attack, but will want the party to leave as they were there first.

The group of three robbers consists of a dwarven warrior, human warrior, and elven mage. Any character with an intellect of at least 50 will notice that this seems a bit odd a group of people from the mainland would be here.

If the party does not attack right away, any character with the alertness skill will notice that the tomb raiders seem to be slightly transparent.

These raiders are in fact ghosts from adventurers long ago. Their attacks do nothing and have no effect. They cannot affect the party, and cannot leave this room. They can talk, and do not believe they are ghosts. If the party can convince them that they are in fact dead, they will vanish.

Dungeon Level

c: Portcullis

Before you is an iron portcullis that blocks your way. The bars are 2" thick and seem impenetrable. On the west side of the portcullis is a lever on the wall.

On the other side you see what appears to be 3 giant slugs moving in random directions along the ground.

At this point, show the party handout 5. Once they leave this area, take back the handout. The sun symbol will be important for the party to remember in order to access the treasure.

The lever is not trapped, and will open the portcullis.

The giant slugs are actually creeping scavengers (as described in *Lair of the Goblin King Adventure PAK*).

1: Stairway

As you descend the stairs into the darkness, the walls no longer are smooth hewn from granite. You guess that you are now underground as the passage becomes an underground tunnel that looks like it might have been ancient hollowed out lava tubes. The tunnels themselves are approximately 10' in diameter, and the floors have been covered in thick dust and dirt.

These tunnels are in fact old lava tubes, but have not seen lava in thousands of years. Now, water tubes have taken over many of the tubes (not on the map), and the original denizens of the pyramid begin to use these tunnels.

2: Clean Up Crew

The portcullis was meant to keep the denizens of the dungeon from moving up into the pyramid itself. The creeping scavengers will not attack the party if not attacked themselves. If they are attacked, they will defend themselves.

Creeping Scavengers

ADP: 4 DDP: 3 DRL: 4 RR: 6

4-	3-	2-	0-
4-	3-	2-	1-
4-	3-	2-	0-

3: Keepers of the Burrower

The tunnel opens up into a large chamber with two huge pillars of uncarved stone raising to the ceiling. Several straw mats lie on the floor, and this cavern seems to be the home to several lizard-like inhabitants, who immediately grab spears and begin to attack!

This chamber houses the keepers of the burrower in the next cave. They are a saltwater version of lizardfolk, who live here but travel through the water tubes to the open ocean to hunt.

Lizardfolk

ADP: 4 DDP: 4 DRL: 6 RR: 5

4-	3-	2-	1-
4-	3-	2-	1-
4-	3-	2-	1-
4-	3-	2-	1-
5-	5-	3-	3-

A search of the cavern will reveal a buried treasure box containing 14 pearls, each worth 20 gold.

The leader who wears bone armor (#5 above) gains an additional +2 to ADP and DDP due to a **magic spear** with a huge shark tooth as the spearhead, and +2 DRL due to strength.

4: The Burrower

As you enter this room, a huge beast looms before you. At first glance it appears to be a giant 10 foot long mole, except that it is covered with thick scaly hide and random patches of hair. Your attention is immediately drawn to the huge foot long claws that it had on either foreleg. Smelling you, it lunges to attack, but it stopped short by a huge iron chain just before it can reach you.

This creature is a burrower. If there are any dwarves in the party, it will immediately go after them. If not, then a random party member is the target.

As long as the party does not enter the chamber, the burrower cannot reach them. However, it can reach everywhere inside the chamber itself.

If the party begins to attack the burrower, it will enter a rage and have a 25% chance of breaking the chain every 6 segments. Once that is done, it will be free to chase the party.

Burrower

ADP: 6 DDP: 7 DRL: 9 RR: 6

9-	7-	5-	4-
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There is nothing of value in this chamber.

5: Guards

Before the party enters this room, take note of the trap to the southeast. Each party member who moves down the passage has a 2 in 6 chance of tripping a pressure plate. If tripped, spears will shoot out of the wall at the party member and will inflict damage equal to a DRL of 10. This trap will also alert the guards in room 5.

If the trap is triggered, read the following:

Almost immediately following the trap being sprung, several more of the lizardfolk in the chamber beyond begin to throw javelins at you.

If the trap is not sprung, read the following:

Ahead of you is a chamber that houses a small group of more lizardfolk. They are armed with javelins, but have not noticed you yet.

The lizardfolk

Armed with javelins and bone armor

ADP: 4 DDP: 4 DRL: 8 RR: 6

4-	3-	2-	1-
4-	3-	2-	1-
4-	3-	2-	1-
4-	3-	2-	1-

Each lizardfolk carried 2d12 silver. There is nothing else of value in this chamber.

6: Fish Locker

As you near this next chamber, the smell of fish becomes nearly overwhelming. As you enter, your torchlight glistens off the bodies of dozens of fish hanging on racks in this small chamber.

This is the food storage for the lizardfolk, and there is nothing of value here other than edible fish.

7: Lizardfolk Shaman

As you near the chamber ahead, you notice a stream of water approximately five feet wide blocks your path. It looks to be a few inches deep.

The water is fresh rain water that has seeped into these underground tubes, and is otherwise harmless and can be crossed easily.

If the party is carrying torches, or otherwise have alerted others of their presence then the shaman in this chamber will be prepared, and will have had his spirit pet and gargoyle, cheetah, and lion totems already activated. If caught off guard, he will immediately invoke the gargoyle totem and then fight.

Spirit Pet

ADP: 7 DDP: 7 DRL: 5 RR: 6

4-	3-	2-	1-
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Shaman

Armed with trident and wearing sea serpent skin armor (+2 to each WT cat, L rated)

ADP: 8 DDP: 8 (or 10) DRL: 10 RR: 7 WP: 72 L:

43 PR: 7

DA (incl armor)

7-	6-	4-	4-
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Totems:

-gargoyle

-lion

-spirit pet

-snake charm

-cheetah

The trident is a magical **trident of swimming**, and he also wears a gem encrusted necklace worth 75 gold.

If the party searches through his bedding, they will find a hidden compartment in the floor. Inside the compartment are two huge black pearls worth 100 gold each inside of a **traveler's pack**.

8: Ocean Entrance

The tunnels open up into a medium size chamber with a deeply sloping floor at the north end. The entire north half of this room is covered in sea water, and the floor slopes down steeply so much that you can't see how deep it gets at the end.

This is actually how the lizardfolk go back and forth between the ocean. A tunnel goes underneath the water for roughly 200 yards before dumping out into a huge underwater tunnel more than 100 feet in diameter. This tunnel then leads for miles until it reaches the open ocean.

After swimming for a few hundred yards by your guess, the passageway opens up into a very large underwater tunnel nearly 100 feet in diameter. The water becomes saltier as you enter, and you think you see the glitter of something shiny in the depths below.

As soon as the tunnel widens, it also opens up to the lair of the sea serpent. This huge beast does not attack the lizardfolk as long as they bring it a sacrifice of flesh each day. Any creature swimming in this area will be attacked if they do not offer a sacrifice, or if they get too close to the lair (and treasure) itself.

Sea Serpent

ADP: 10 DDP: 9 DRL: 14 RR: 8

DA:

8-	7-	5-	4-
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The serpent is actually small by normal standards, and it makes his lair within the protection of the underwater tunnels. The glittering that the party could see is in fact it's treasure:

4 pearls worth 50 gold each

8 garnets worth 10 gold each

175 gold

553 silver

Several rusted suits of armor and weapons

Ring of Shadows (see new arcane items)

9: Lair of the Chief

Unless a character is invisible or has made their stealth checks, the chief in this cave will be prepared for them and expect them.

As you near this room, you hear a loud battle cry from one of the largest lizardfolk you have seen as he lets loose the leashes on two komodo dragons. It is clear that battle is the only option.

The lizardfolk chief is nearly seven feet tall, and strong muscles ripple underneath his scaly skin. He wears a of armor made from a sea dragon's skin, a shield made from a sea turtle's shell, and a black obsidian axe raised above his head as he too charges.

The **armor** is rated as light armor, and is enchanted to grant a total of +2 to each WT category. It is as supple and quiet as soft leather. His **turtle shell shield** is enchanted to grant a total of +3 to DDP, and is rated as medium armor. And his large **obsidian axe** is also enchanted to be unbreakable and will inflict an additional minor wound in addition to whatever type is rolled.

Komodo Dragons

ADP: 8 DDP: 6 DRL: 7 RR: 6

4-	3-	2-	1-
4-	3-	2-	1-

Lizardfolk chief

ADP: 10 DDP: 12 DRL: 10 RR: 7

DA (incl armor)

8-	7-	5-	4-
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In this chamber is a huge bed made from straw, but rummaging through it will reveal nothing. If the party follows the small tunnel leading out of this room, they will come to a wall of rubble. Digging through this rubble will reveal an iron box. The box is locked (chief has the key) and is trapped. If the key is not used or if the trap is not disarmed, then a poison needle will shoot forth and the character opening it will have to make a luck check or be poisoned.

Inside the box are the following:

- 35 gold
- 225 silver
- vial of curing
- magic rope

10: Treasure Room

The tunnel opens up into a huge cavern with a fifty foot tall ceiling. The floor has become fine white sand, and two huge stone natural pillars are in the center reaching to the roof.

All around this chamber are a half dozen granite statues of great warriors, armed and armored to the teeth. Each of the statues face a miniature version of the pyramid on the north wall. While being a miniature version of the pyramid you entered, it's still forty feet wide and tall.

This is the main treasure room that holds the lost treasure of Actzimotal. The statues will not move even if accosted themselves. Inspection of the pyramid reveals three dials on the south facing edge (handout 6).

The trick here is to know which order and symbols to move the dial to. The correct order is the sun, the crescent, and the pyramid. There are a couple ways the party can find this answer.

The first and easiest is by looking at the treasure map. The second way is for them to remember the symbols they saw in previous handouts. The handouts would show the crescent and sun, but not the triangle. This can be deduced by the shape of the pyramid itself.

If the party selects any other combination but the correct one, one of the statues will animate and attack. Even though each statue attacks with a different weapon, the stats are the same. If a statue is defeated, the weapon can be recovered. Each weapon grants a +1 bonus to ADP, DDP and DRL. Feel free to replace one of the weapons below with one that the characters might already be skilled in.

- Statue #1: 2-handed axe
- Statue #2: spear
- Statue #3: shield and broad sword
- Statue #4: giant club
- Statue #5: shield and 1-handed axe
- Statue #6: long bow

Statues

ADP: 10 DDP: 10 DRL: 12 RR: 9

8-	8-	6-	4-
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Blunt weapons used against the statues will inflict one additional minor wound. Only one statue will animate for each wrong combination. If all statues are defeated, then no further statues will animate.

If the correct combination is used, than a loud grating sound will being. A 2'x2' stone block on the top of the pyramid will being to slide backwards. After a few moments, there will be a sound like something large moving down a tunnel towards the chamber. After 4 segments, an outpouring of corn kernels will begin to pour out of the hole.

These kernels will continue to pour until it has covered the hole. A pile that will fill most of the chamber will happen before it reaches this high.

Scenario 5: The Show Must Go On

The party has found the lost "gold" of Actzimotal! This probably isn't what the party expected, but for a tribal culture, corn is more valuable than gold itself. A quick thinking party may recognize that there is still value there. If they can let the village know of the corn, they may be able to convince them to not eat the party, as well as helping them build a new boat if necessary.

That of course brings up a problem of finding a way to transport the corn to the village. If the party can bring some of the corn and say that they've cleared out

the danger, Itzatital will agree to send two dozen tribesmen with sleds to venture into the pyramid to obtain enough corn to eat and plant for a new harvest.

If the party returns to the village without corn, and if they have not defeated Malukima'al, then Itzatital will have no choice but to attack the party and use them for food. He will naturally try to drug them at a feast first, of course.

If the party escaped the village on bad terms, then they will need to be really creative on how to leave the island, as the villagers will attack on sight.

Hopefully the party can find a way to get back to the mainland and live off of their riches they may have collected while on the Isle.

Awarding XP points

Upon completion of scenario 3 and defeating the demon, each character should receive one XP point of the GM's discretion (using established guidelines of course).

Upon completion of scenario 4 and finding the treasure, each party member should be awarded two XP points of the GM's discretion.

If the party is able to resolve the village's food shortage problem, they should all be awarded an additional bonus XP point.

And finally, for completion of the entire adventure, each surviving party member will be awarded another bonus XP point. Total XP awarded for this adventure should be between 4-6.

New Magic

Songbird Totem (adept totem)

While worn, this totem allows the user to understand any language spoken. To the mage's ears, it seems to be a language that he or she fully understands. This does not translate the speech for others to hear, but only works for the person wearing it.

New Arcane Items

Flask of Poison Immunity-Adv

Each one of these flasks will have 3 doses before being all used up. After drinking a dose, the character will become immune to poison for a duration of 2d4 minutes.

Eyebite-Adv

An obsidian dagger that grants a +1 bonus to ADP and DRL, the real power of this dagger is unleashed if the character also is equipped with Desert Wind and rolls a natural 20 when determining damage. In addition to the severe wound taken, the target will also be blinded for 6 segments unless they make a successful luck check.

Desert Wind-Adv

The pair to Eyebite, this dagger is made from white ivory. Also granting a +1 bonus to ADP and DRL, if paired with Eyebite and attacking, and a natural 20 is rolled, the target will suffer an additional minor wound.

Helm of Waterbreathing-Adv

This ornate helm adorned with aquamarines will allow the wearer to breath water as if it were fresh air as long as it is worn. It does not offer protection against airborne toxins.

Magic Rope-Adv

This rope typically comes in a 25' length and appears to be normal hemp rope. However, when the command word is spoken, one end will animate out to a distance no greater than the total length and may grasp any object within reason at the end.

If used to attack a creature in this manner, standard rules for entangling apply.

Potion of Growth-Adv

This potion will double the size of the person who drank it for a duration of 1d4 +1minutes. Strength is effectively rated as bestial (+6 DRL), but all other attributes remain the same.

Potion of Resurrection-Asp

A very rare, yet valuable potion, this magical elixir will revive one person who has recently been deceased. When the potion is poured down the mouth of the deceased, they will come back to life with only one minor wound slot available. They will be very tired and must rest for at least an hour after being brought back.

This potion does not regenerate lost limbs or heal wounds.

Ring of Shadows-Asp

When worn, this ring will grant a 15% bonus to the character's hiding skill. If the character does not have this skill, they will have a base 30% chance to hide as per the skill description.

Trident of Swimming-Adv

This trident is made from a sturdy wooden handle and coral prongs which seem to be unbreakable. When wielded, it allows the character to swim underwater with the speed of a dolphin. It does not confer water breathing abilities.

Wand of Paralyzation-Adv

Crafted from bone, this wand will have a command word that unleashes a purple ray of energy up to a distance of 50 feet. Any creature struck by the ray must make a willpower check or be paralyzed for 2d10 segments. A typical wand will have 2d10 charges when found, and has a RR cost of 6.

New Monsters

Ant Lion, Giant

DA: 10
ADP: 9
DDP: 7
DRL: 9
Int: 30
Str: B
Luck: 55
WP: 45
PR: 3
RR: 7
Movement: 20/10 burrow

Description: Typically 99% of the ant lion is never seen, as it is buried underground. Usually the only part of the ant lion that is seen are the two large jaws that spring out of the earth at its prey as it falls down the funnel.

The giant ant lion appears as a normal ant lion, only up to twelve feet long. Very long pincer jaws are used to grab and kill any prey that falls into its trap. The ant lion also has several long hairs on its body that it uses to sense vibration.

Habitat: Giant ant lions are solitary creatures, making their homes on hot dry climates where the soil is loose. Deserts make a perfect home for the creature.

They actually live in underground funnel shaped burrows where they cannot be detected. They coat the sides of the funnel with loose sand or dirt. Any creature who falls into the funnel cannot climb back out as the dirt just keeps dislodging and letting them fall.

Abilities: Giant ant lions can detect the above ground

vibrations of human from over a hundred yards away. They camouflage their funnels with a minor illusion so that it appears the ground is smooth. However, any creature that enters into these 20 foot diameter funnel will fall down into the pit as the earth crumbles beneath them. As soon as a creature falls, the ant lion will attack.

Treasure: Ant lions have no interest in treasure, but often there will be valuables at the bottom of its burrow from previous victims. Typically this is 5d10 gold, 10d10 silver, and a 10% chance of a magical item.

Demon, Malukima'al

DA: 11

ADP: 10

DDP: 9

DRL: 11

Int: 55

Str: B

Luck: 70

WP: 85

PR: 7

RR: 6

Movement 40

Description: Malukima'al appears as a large demonic dog with brown leathery skin. A huge gaping maw is lined with jagged teeth, and bony spines protrude from his back. Small, piercing eyes track its prey with an elite precision.

Habitat: Normally Malukima'al resides in one of the planes of hell, but occasionally he is called forth and summoned by a demonologist. Being a minor demon, he is called up more frequently by aspiring demonologists rather than true master, and he resents this. He will constantly try to drive his master mad by planting suggestions of horror in their minds. He hopes to break his master and trick him or her into letting him free by scarring the summoning circle.

Abilities: Malukima'al is very intelligent and evil. He loves turning opponents against each other, but will viciously attack himself if need be. Malukima'al generally attacks by alternating with his huge claws and deadly bite.

Treasure: Malukima'al loves to collect treasure from previous victims, and will typically have a few arcane items along with gold, silver, and gems.

Desert Hyena

DA: 4

ADP: 4

DDP: 4

DRL: 4

Int: 10

Str: H

Luck: 35

WP: 20

PR: 2

RR: 5

Movement: 10

Description: Desert hyenas appear exactly like the hyenas that you would find on the African plain. They are smallish, yet thick dogs with short hind legs and are covered in mottled brown fur.

Habitat: The desert hyena makes its home in small packs (2d6) in the desert and badlands. They are scavengers, but will not hesitate to attack prey that they think they can overpower.

Abilities: These creatures have no unusual abilities other than sensitive hearing and smell.

Treasure: Hyenas have no treasure.

Desert Nomads

DA: 5

ADP: 6

DDP: 6

DRL: by wpn+1

Int: 50

Str: H

Luck: 50

WP: 50

PR: 2

RR: by wpn

Movement: 10

Description: Desert nomads are humans who have mastered the art of surviving in the harsh desert climates that other man cannot. They wear loose flowing clothing that covers their dark bronze skin from head to toe. Vibrant colors decorate not only their clothing, but also their portable cloth tents as well.

Habitat: Living in the desert and hot dry badlands is something that most species avoid. However, desert nomads are adept at it. They know exactly where to find food and water, and the heat seems to not affect them nearly as bad as others.

As their name implies, they are nomads, not staying in one place for long. They travel on camels when available, or by foot when necessary. Such a lifestyle does not lend one to have many personal items. Tents and other items are light weight and easily moved.

Because surviving in the desert is so difficult, they often raid any travelers for any valuables that they can claim as their own.

Abilities: Other than having a tolerance for heat, desert nomads have no special abilities.

Treasure: Each desert nomad might carry 2d6 gold and 2d10 silver. Leaders of the nomads will have 10x that amount and will also have a magical item or two.

Dinosaur, Herbivore

DA: various

ADP: nil

DDP: 6
DRL: nil
Int: 10
Str: B/G
Luck: 50
WP: 40
PR: various
RR: 9
Movement: various

Description: Rather than define each and every type of herbivore dinosaur, a general description will be given here for all species since they do not attack. Not the dinosaurs in this Adventure PAK at any rate. These creatures are lizards and reptiles that range in size from a large dog to a small house.

Habitat: Herbivore dinosaurs live in lush jungles where there is plenty of water and plants to eat. They live in herds, and will flee at any perceived threat.

Abilities: These dinosaurs have no special abilities.

Treasure: They keep no treasure.

Dinosaur, Velociraptor

DA: 5
ADP: 8
DDP: 5
DRL: 9
Int: 45
Str: B
Luck: 66
WP: 50
PR: 3
RR: 5
Movement: 30

Description: Velociraptors are be-pedal dinosaurs that can grow up to two meters in length. Their front "arms" are more built like wings than arms, and are covered with feathers. What makes the Velociraptor distinguishable is the two inch long claw protruding from the rear of each foot.

Habitat: Velociraptors make their homes in thick undergrowth and forests. They are not large, but work extremely well as a team to bring down prey.

Abilities: Velociraptors are extremely quick, have great hearing and sense of smell, and more intelligent than most dinosaurs. This intelligence manifests itself in the way they strategically hunt in packs.

Treasure: None.

Gila Monster, Giant

DA: 8
ADP: 7
DDP: 5
DRL: 4

Int: 25
Str: B
Luck: 60
WP: 50
PR: 3
RR: 9
Movement: 15

Description: The giant Gila monster appears as a 15 foot long version of the normal Gila monster. It is a very thick and stocky lizard, with rust brown hide and a wide mouth.

Habitat: Giant Gila monsters make their homes in vast stretches of hot and dry climates. They typically scavenge, but will attack creatures and then leave, waiting for the poison to act before continuing on. If attacked, they will continue to fight.

Abilities: The primary special ability of the Gila monster is its poisonous bite. Any creature bitten by a Gila monster will have to make a luck check or suffer the effects of poison.

Treasure: Gila monsters do not have any treasure. Occasionally, if found in its lair, there might be some treasure from previous victims.

Komodo Dragon

DA: 9
ADP: 8
DDP: 6
DRL: 7
Int: 30
Str: B
Luck: 55
WP: 50
PR: 3
RR: 6
Movement: 10

Description: Komodos are large lizards—the largest we have in our world today. They grow to over 15 feet long including their tail, and have long strong necks that ends in a gaping maw that drips of infected saliva.

Habitat: Komodos make their homes in hot climates. Often they live in packs, but are known to hunt either with a group or individually. When they hunt, they look for an opportunity to strike. Once they do hit, they will back off until the disease takes hold. Any creature struck by a komodo must make an endurance check at a -25 penalty or they will contract a terrible infection.

This toxin begins to cause the body to ache and break down from the inside. In game terms, the character will lose 10 endurance points per day that they are infected. Once they get below zero, they will perish.

Abilities: The primary ability of the komodo dragon is the terrible poisoned saliva they excrete.

Treasure: Komodo dragons keep no treasure.

Pre-Generated Characters

Adalar of the Northwind

Species: Elf
 Strength: 56
 Endurance: 40
 Agility: 87
 Intellect: 65
 Willpower: 44
 Luck: 65
 PR: 2

Skills:
 Adept WG, bows
 Adept WG, small blades
 Novice backstab
 Disarm traps, 44%
 Lock picking, 44%
 Silent walk, 44%
 Hiding, 44%

Weapons:
 Long bow /w 24 arrows
 ADP: 7, DDP: 4, DRL: 9, RR: 8

Short sword
 ADP: 7, DDP: 7, DRL: 7, RR: 6

Armor: soft leather

DA (incl armor)

7	6	3	2
---	---	---	---

Justik Calidor

Species: Human
 Strength: 78
 Endurance: 68
 Agility: 49
 Intellect: 39
 Willpower: 40
 Luck: 59
 PR: 2

Skills:
 Adept WG, axe/club
 First aid, 39%
 Wpn Foc, mace
 Adept weapons, gen
 Light Armor
 Shield

Weapons:
 Light Mace
 ADP: 8, DDP: 9, DRL: 9, RR: 6

Armor:
 Hard leather
 Light shield

DA (incl armor)

9	8	5	4
---	---	---	---

Ishmar Alendriel

Species: Dwarf
 Strength: 66
 Endurance: 89
 Agility: 40
 Intellect: 42
 Willpower: 68
 Luck: 56
 PR: 2

Skills:
 Adept WG, axe/club
 First aid, 42%
 Wpn Foc, 1-hand axe
 Med armor
 Shield

Weapons:
 1-handed axe
 ADP: 6, DDP: 8, DRL: 9, RR: 8

Armor:
 Mail hauberk
 Med shield

DA (incl armor)

13	11	8	5
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Kayleen Windrider

Species: Gnome
 Strength: 33
 Endurance: 50
 Agility: 49
 Intellect: 88
 Willpower: 77
 Luck: 67
 PR: 8

Skills:

Adept channeling
Associate degree
Nov WG, thrown weapons
Mystic Fortitude, adept
Adept PR enhancement

Weapons:

4ea throwing daggers
ADP: 3, DDP: 2, DRL: 4, RR: 4

Armor: none

DA (incl armor)

6	5	3	2
---	---	---	---

Spells (+1 to ADP, DDP, DRL):

Create water
Drowsy
Light
Magic shield
Minor illusion
Dagger shower
Darkness
Steel skin
Wall of brambles

Marcus Tribidal

Species: human

Strength: 68

Endurance: 47

Agility: 82

Intellect: 48

Willpower: 52

Luck: 73

PR: 2

Skills:

Adept WG: polearms
Nov WF: halberd
Med armor
Nov Backswing

Weapons:

Halberd
ADP: 8, DDP: 7, DRL: 12, RR: 7

Armor:

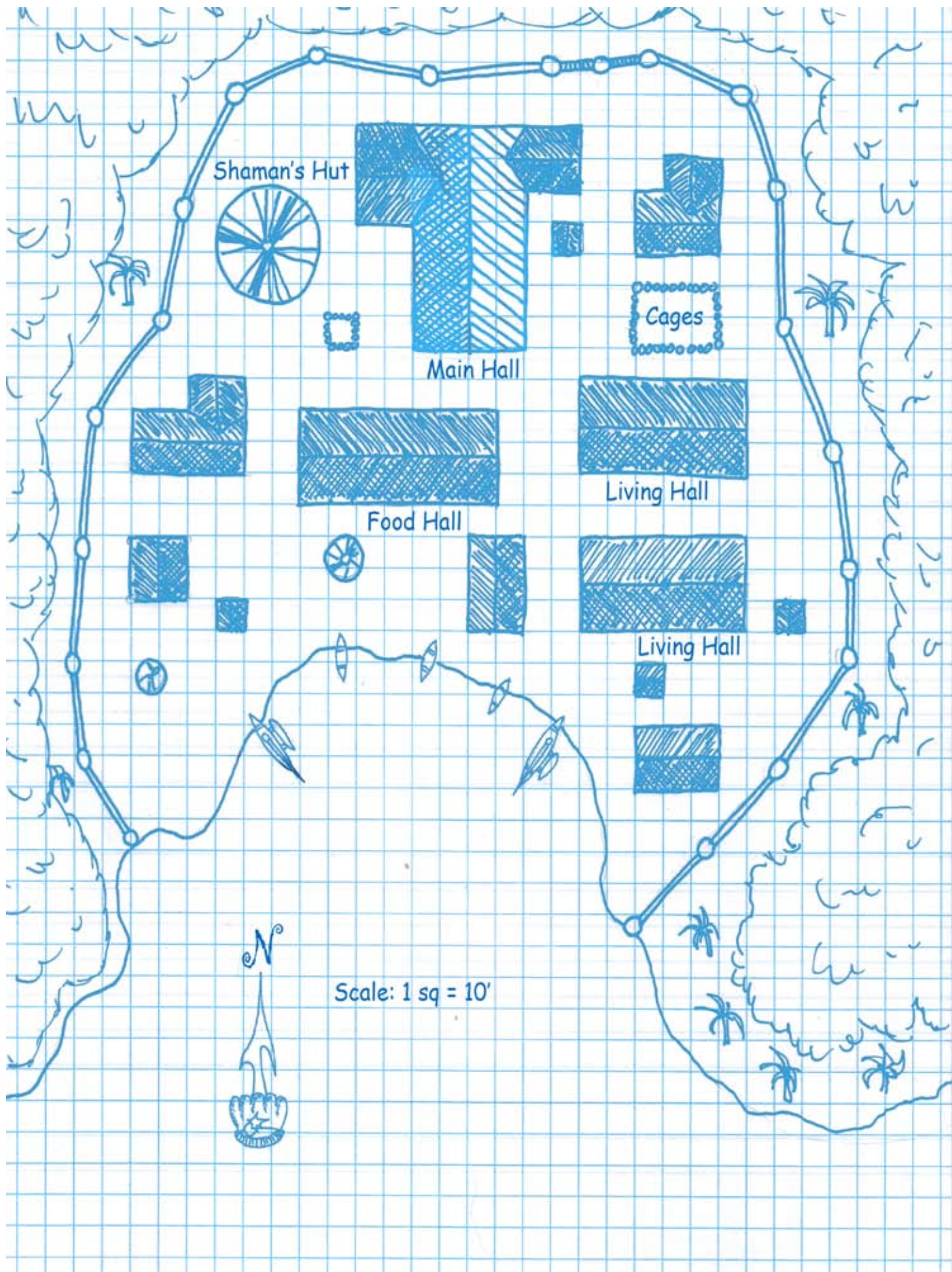
Mail suit

DA (incl armor):

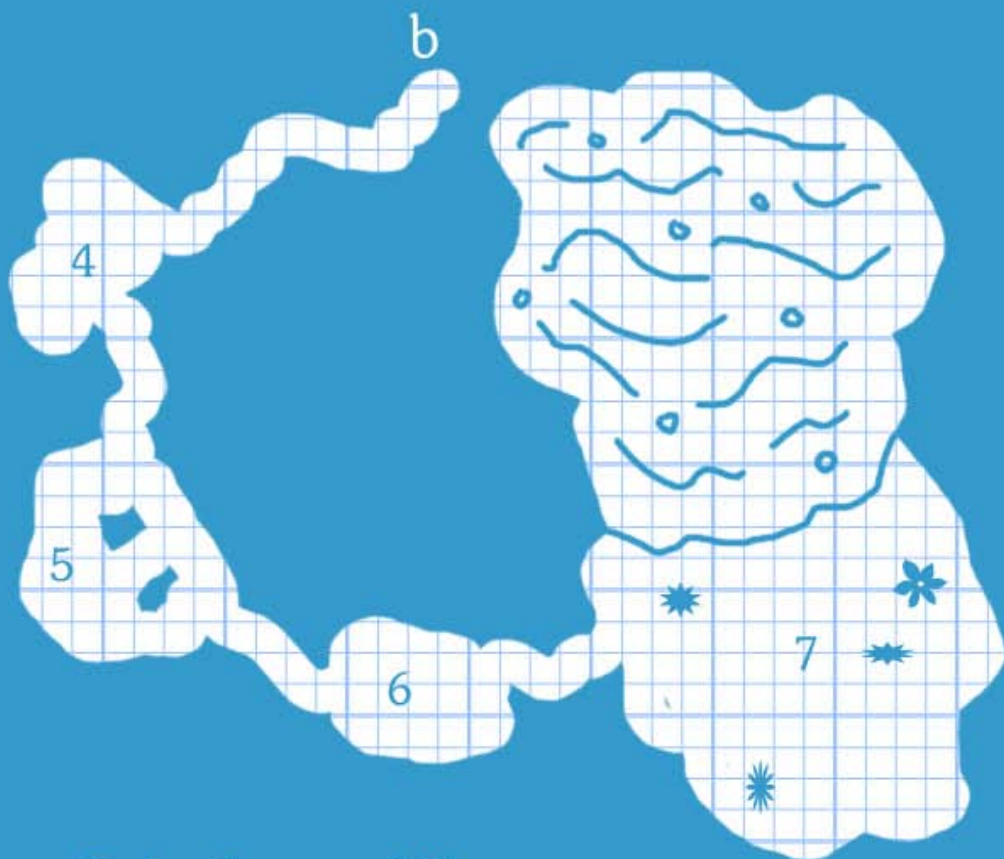
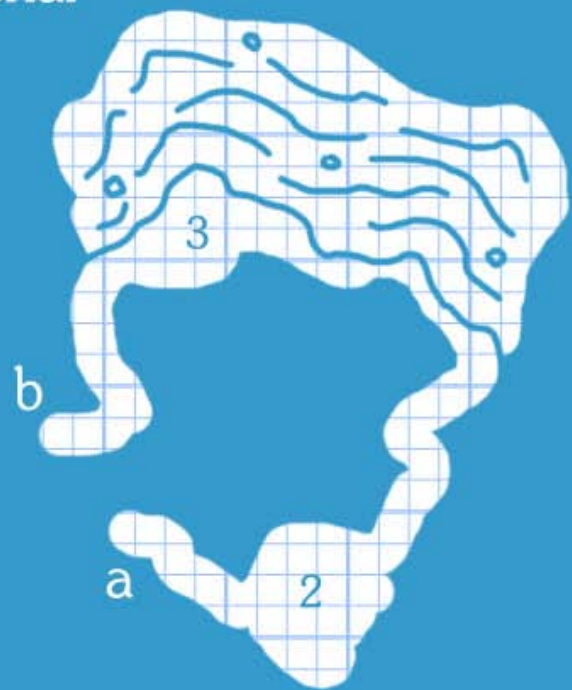
9	8	5	4
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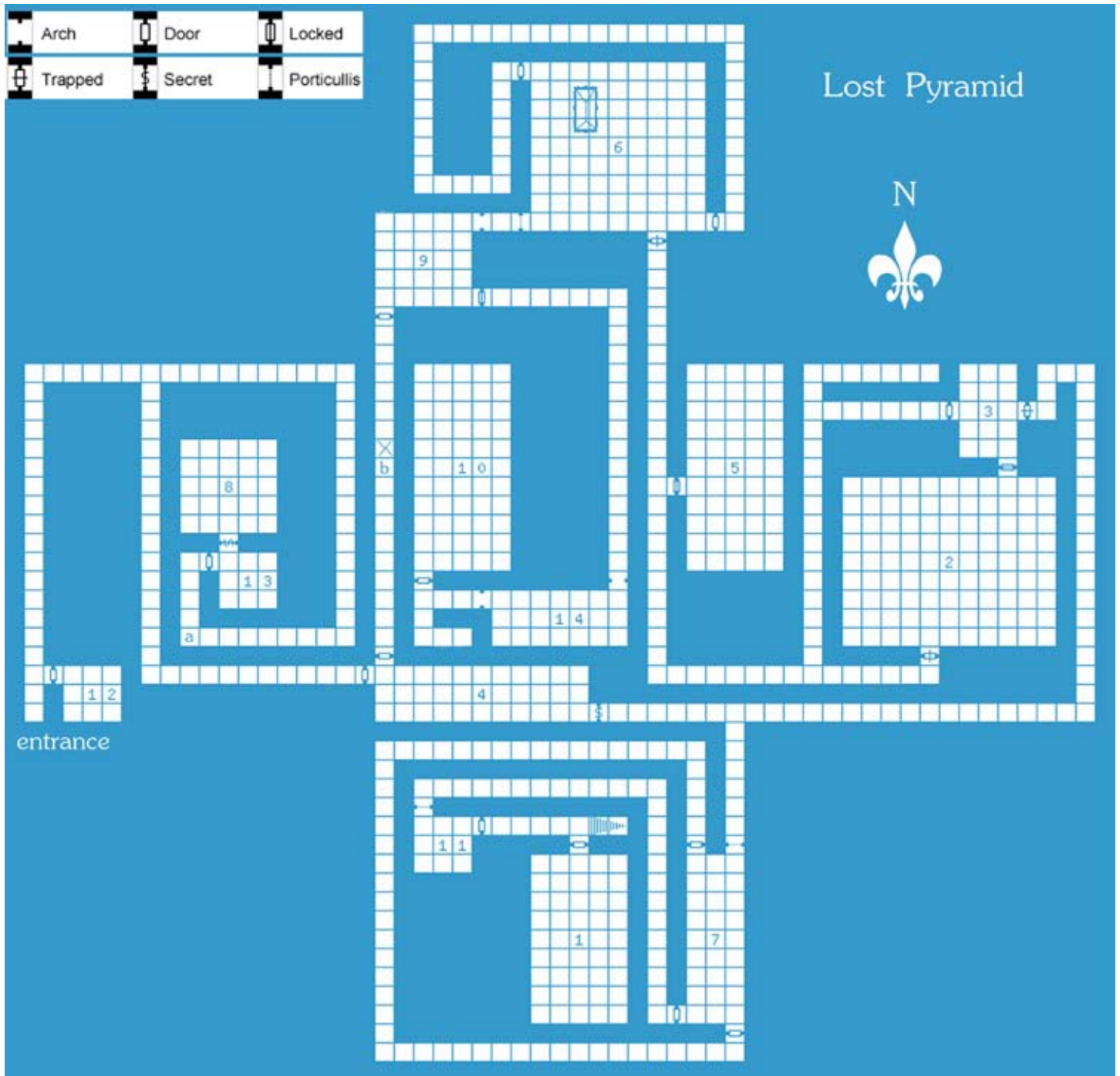


Mt. Goshal

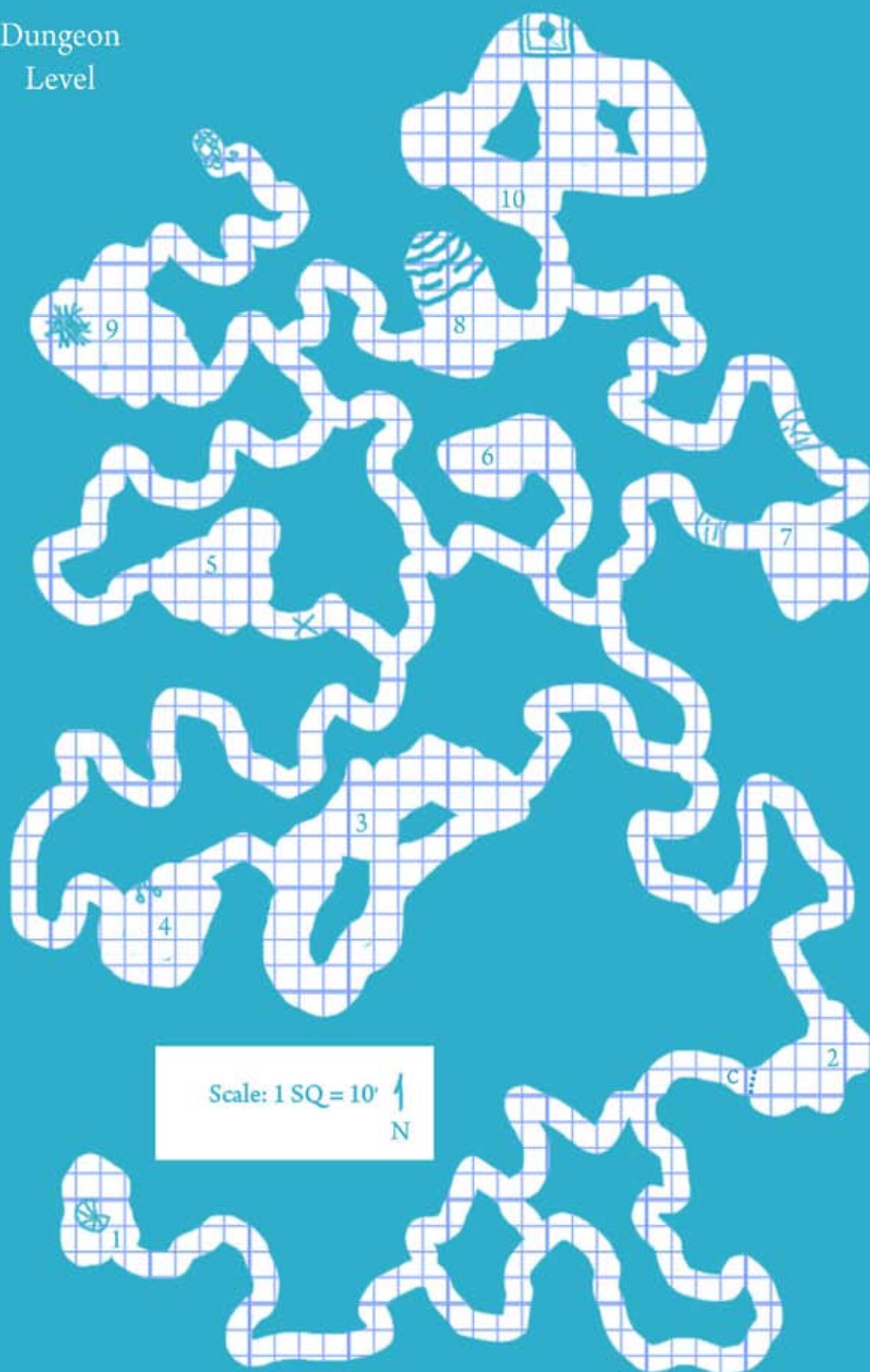


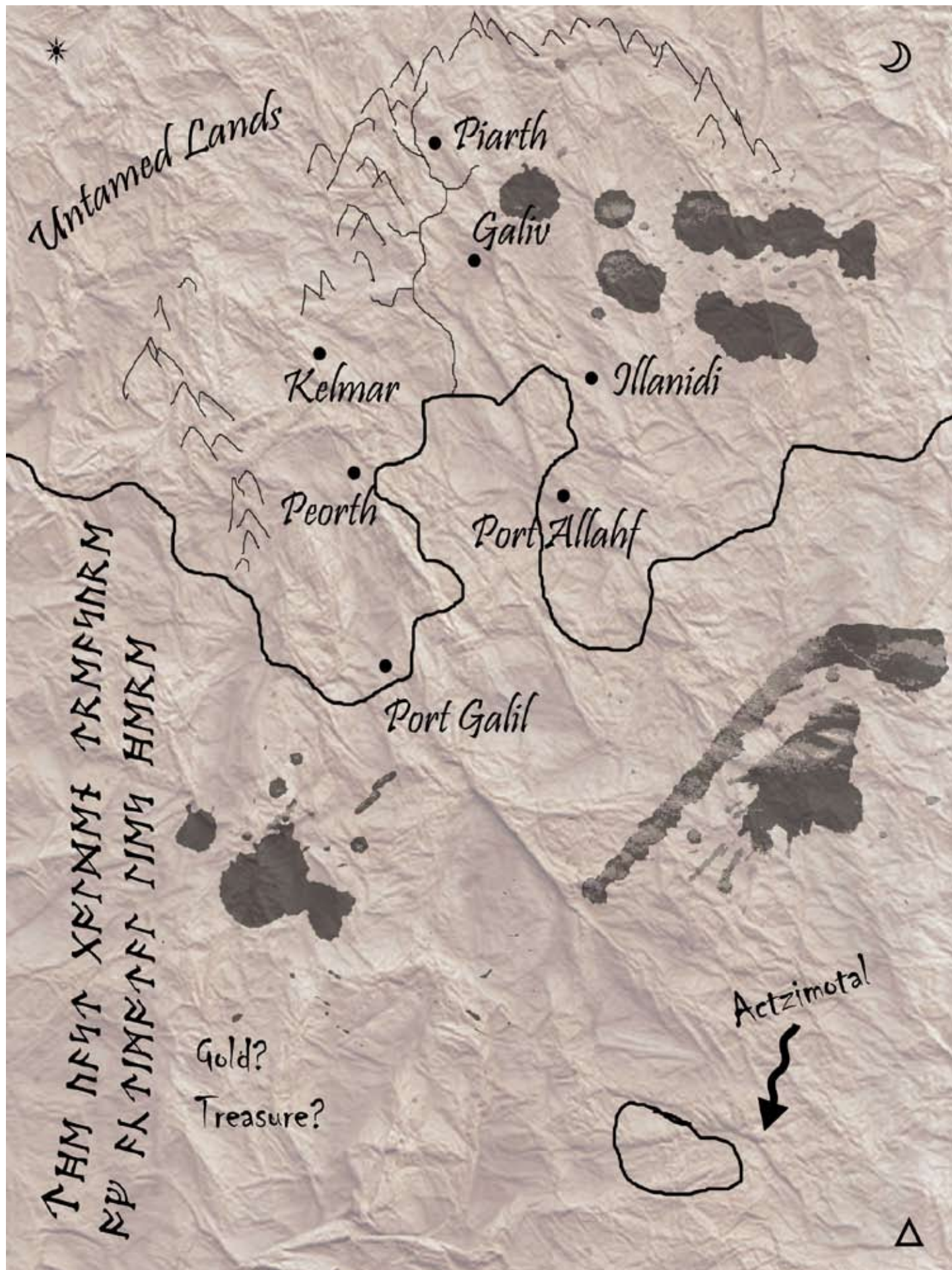
Scale: 1 sq = 10'

	Arch		Door		Locked
	Trapped		Secret		Porticullis



Dungeon
Level





Handout 2: Demonologist's Diary

Day 34: Damn this heat! If it weren't for the lure of seeing actual progress, I wouldn't put up with this for another day.

Day 36: My research is beginning to pay off. I have finally found its name.

Day 50: Shades! All this time and missing some ingredients. I need to find the heart of a virgin. This is not as easy as I thought.

Day 57: I think this heat is starting to get to me.

Day 60: Finally found a virgin. Getting in and out of that damned village in one piece was not fun.

DAY 66: HUGE LEAP FORWARD! I THINK I SAW AN IMAGE OF MALUKIMA'AL START TO TAKE SHAPE IN THE SMOKE, BUT I WASN'T STRONG ENOUGH TO MAINTAIN THE ENCHANTMENT.

DAY 73: I'M STARTING TO THINK THIS HEAT IS AFFECTING MY THINKING CAPACITY. I'M FINDING I KEEP GETTING DISTRACTED.

DAY 80-SOMETHING: I'VE SUCCEEDED. MALUKIMA'AL IS BOUND TO ME.

Day 90?: Oh, but he is an angry demon. Keeps trying to trick me. But I'm too smart for him.

Soon I will be master of the island
Heat...

I need an Oasis.
Free. Must set free

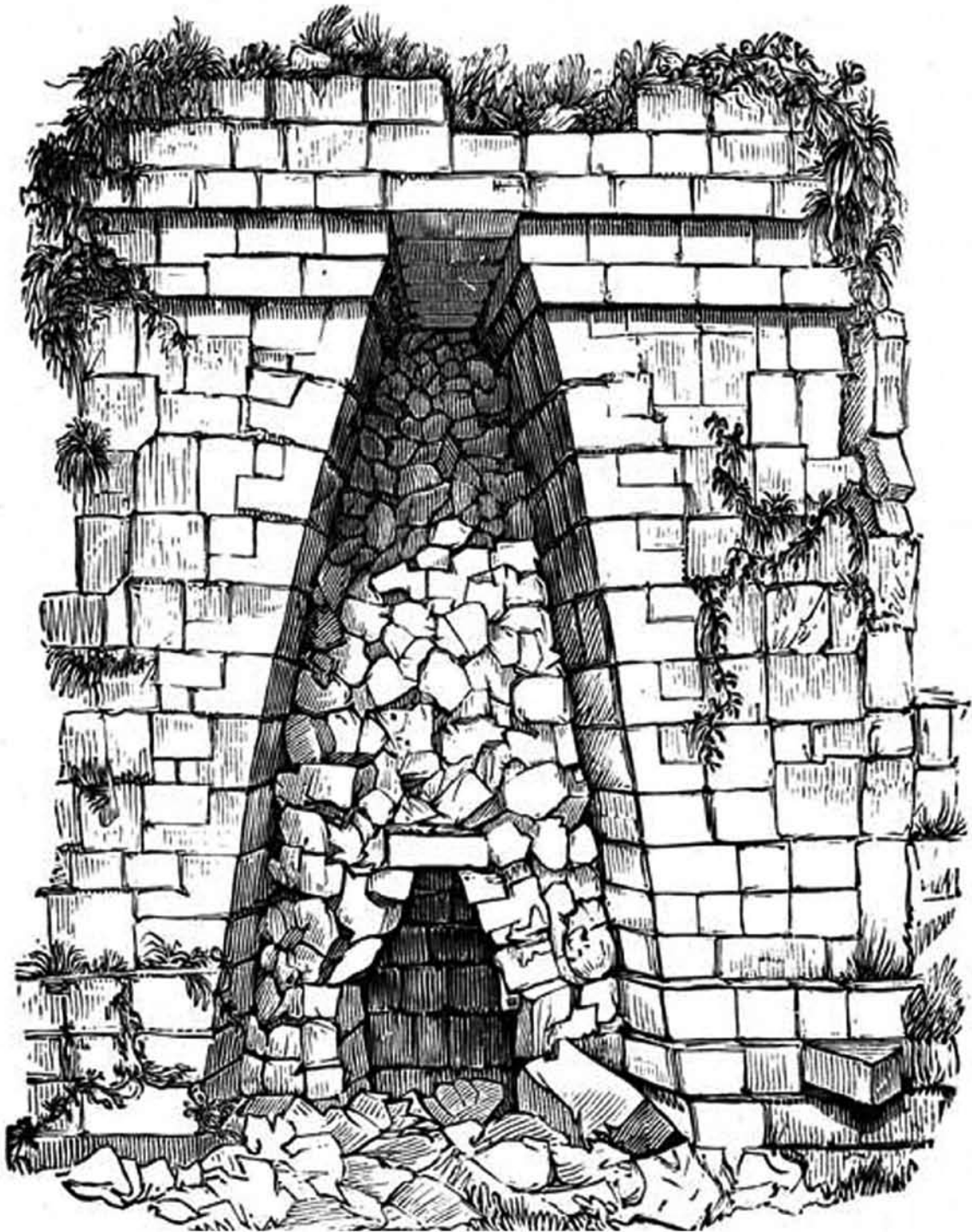
No! Not free.

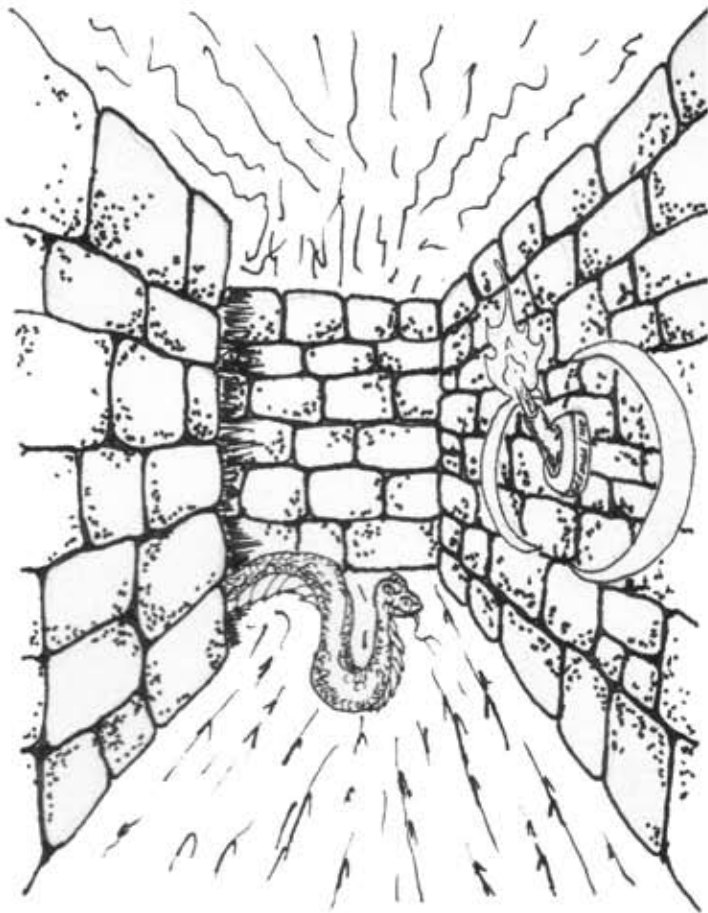
The sound of those wretched bugs will end tonight. They will no longer torment me. I shall set my armies upon the king of bugs myself, and suck out his brains.

Power....power

some thin not rit somethin pain FLEE

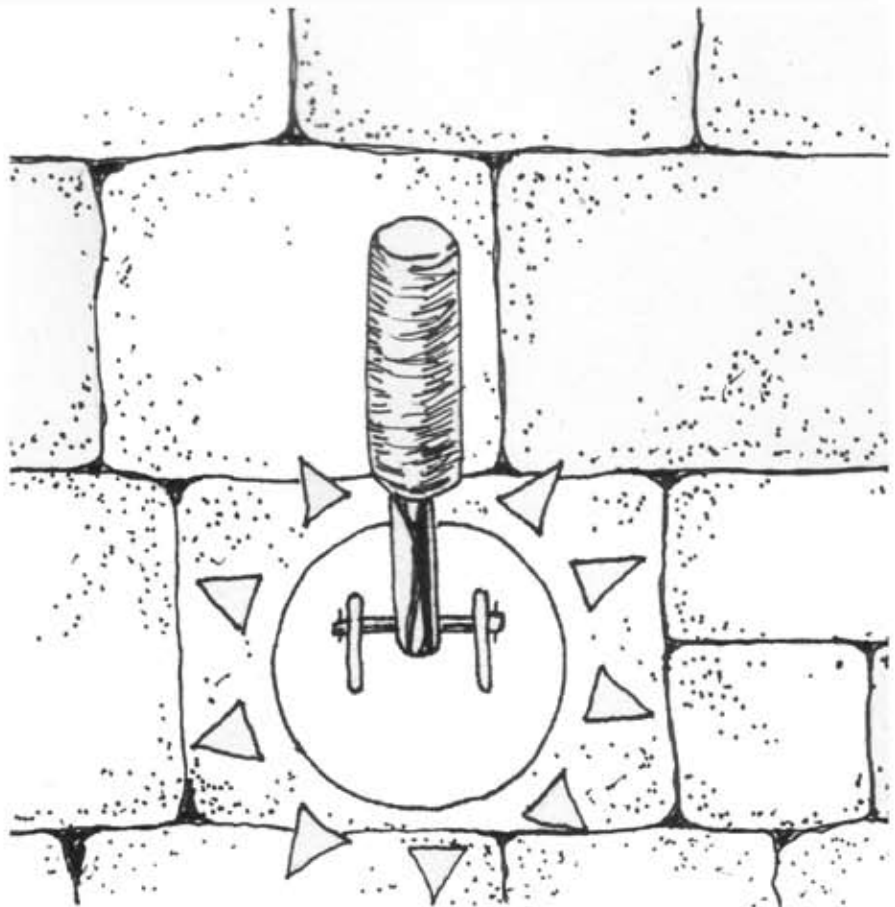
Handout 3



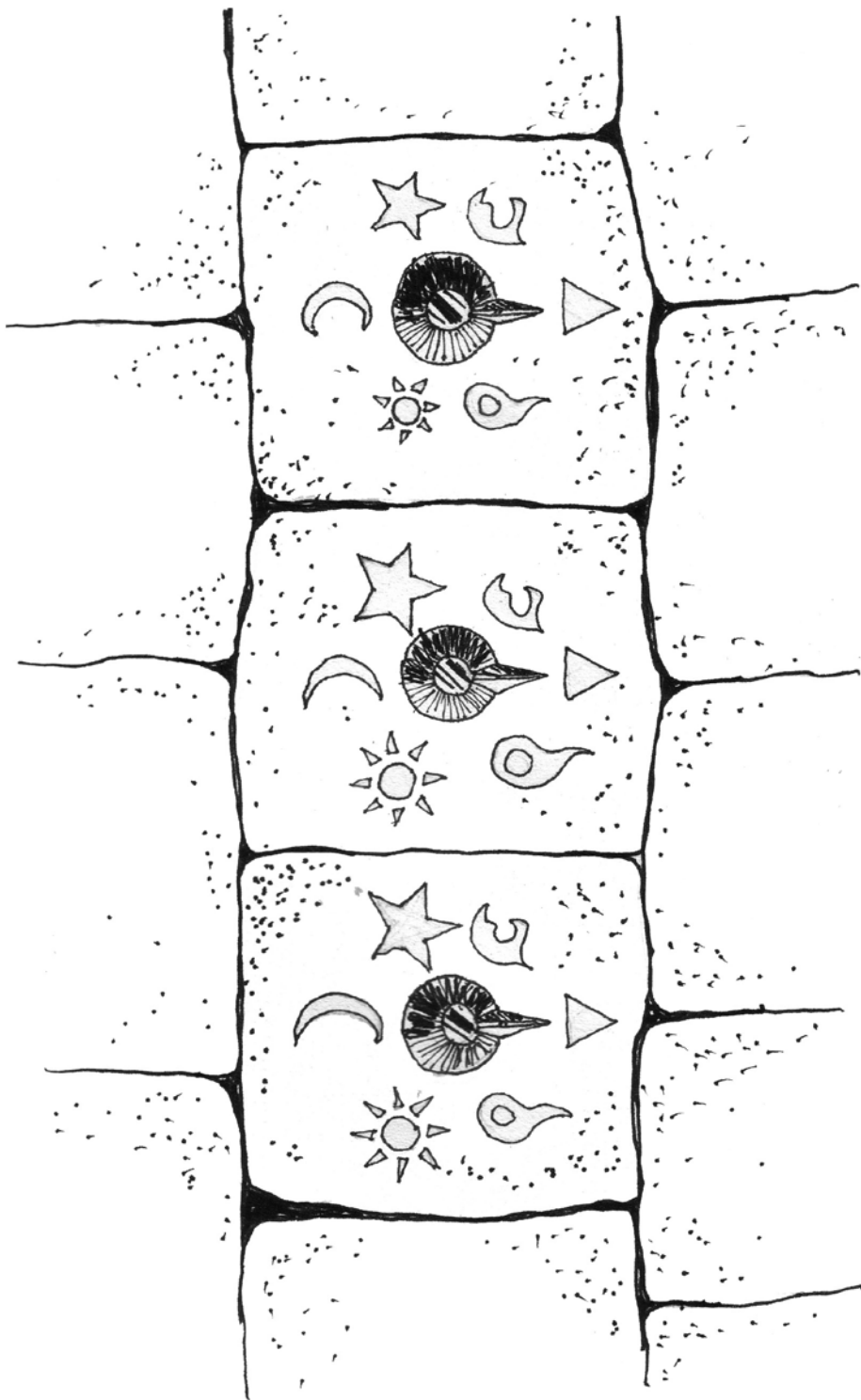


Handout 4

Handout 5



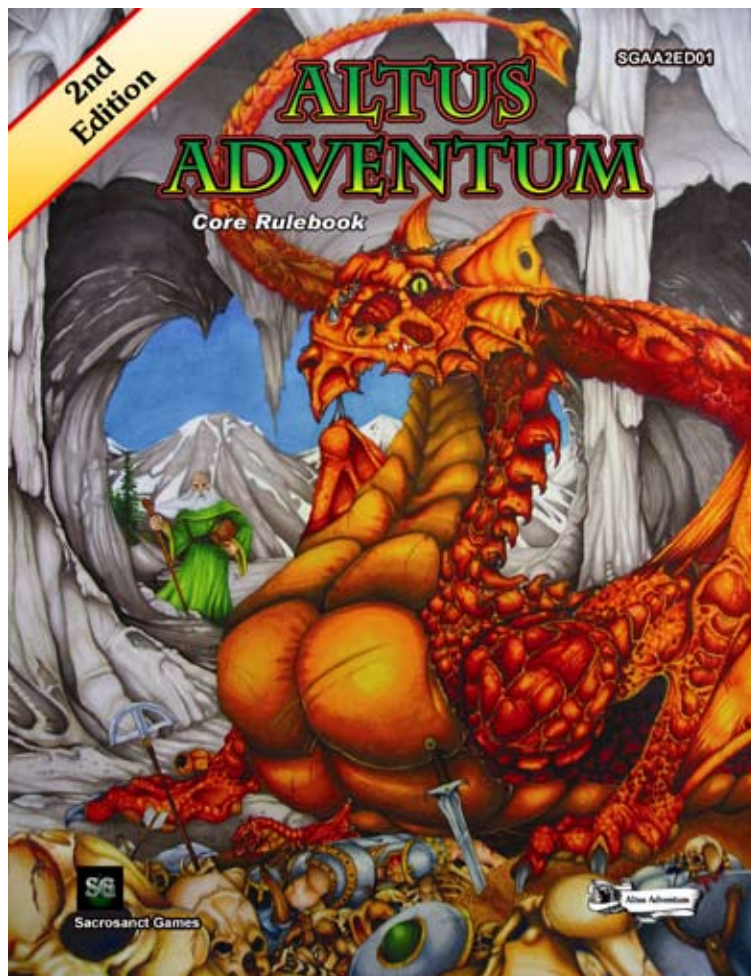
Handout 6



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Once again, thank you for being a gamer.

Roderic Waibel



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