

TM4

1
FIRST
EDITION

Legacy of the Forbidden City



It has been years since the discovery of the Forbidden City and its strange denizens.
While others have sought riches and glory, your group has revenge in mind!
But the city has changed and new and more deadly creatures must be defeated.

Legacy of the Forbidden City is an adventure designed for six to eight characters of 5th to 7th level. This module also contains the full tournament version that was originally held at the Fifth Annual North Texas RPG Convention.
It is designed for use with the First Edition Advanced game system.



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Legacy of the Forbidden City

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LEGACY OF THE FORBIDDEN CITY



Tournament Information and Introduction

Legacy of the Forbidden City is an adventure for use with the First Edition Advanced game system and compatible with the OSRIC™ system. The scenario is designed for six to eight characters of fifth to seventh level. A balance of character classes is suggested but no particular class is required. Particular emphasis on at least three fighter types is recommended. In tournament play, the party consists of eight pre-generated characters.

This event was originally held at the fifth annual North Texas RPG Convention in Fort Worth, Texas., under the name **TM4 Return to the Forbidden City**. The tournament version of the scenario follows a pre-set course in which the player characters are presented with an overall mission, but must overcome several minor encounters to achieve their ultimate goal.

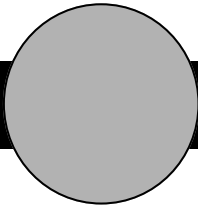
In tournament play, the PCs are out for revenge after one their own was slain by another party member. For reasons unknown, the murderer has fled to the Forbidden City. In standard play, the PCs are tasked with hunting

down a murderer. The only clue points toward the Forbidden City. The murder's name is Slatrac. Of course, Slatrac can be substituted with an NPC that exists in your current campaign.

This version includes all the information needed to play the adventure as a tournament, but adjustments have been made to make the module fit into a standard game campaign.

The tournament version of the is adventure only utilizes locations **A, B, C, E, F** and **J**. Location **K** exists in tournament play, but if the PCs attempt to enter the serpen complex, the adventure ends with their destruction. Some of these encounters have been slightly altered from the tournament printing of this adventure. The encounters are substantially the same, but some have been expanded or the monsters changed to comply with the OGL.

Each of the original tournament sections have specific tournament notes (as does the adventure start). If you are using this adventure in standard play, simply ignore the tournament notes and use the encounter as presented.



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Tournament Rules

Player Characters: Players select one of the pre-generated characters provided with this adventure. All of the characters must be selected (if there are less than eight players, some players will control more than one character).

Equipment: At the start of the tournament, the players will have **30 minutes** to select their characters and equip them. The players may select equipment from the *Players Handbook*. They may not acquire any magical items or exchange magical items with other players.

Spells: Spell casters cannot change their spell selection at any time during the scenario. Players must use the pre-selected spells that are indicated on the character sheet.

Rest: Unless otherwise indicated, the PCs may rest for the night. They will regain spells and up to two hit points per rest period. However, each time the group rests, a deduction of 15 minutes of game time is applied.

Game Time: This tournament has a duration of **3.5 hours**. The players have a maximum of 30 minutes to select characters and equipment. If they complete preparations in less than 30 minutes, they can start immediately and add the unused time to the game time. When the players are ready to start, a timer is set for three hours. When the **three hour time limit** is completed, the round is over, **immediately**, for that group. If a group is in the middle of an encounter, the round still ends at that time.

Character Death: If a character dies, the player must leave the table (see below for exception). He may not assist for the duration of the first round. However, if the group advances to the second round, all players resume play. At the start of the second round, the **entire group** of PCs are included and they are considered to be at full hit points and spells. In the second round, the players may help even if their character has died during play. If this is a single round tournament, the player may stay at the table and provide advice, etc.

How to DM a Tournament: General Advice

Running a tournament adventure is much the same as running any adventure. The only difference is that the players are being scored as they progress through the adventure. Your skill as a dungeon master will be tested. No matter how narrow a particular encounter may be structured, an ingenious player will discover a loophole. Your job is to minimize loopholes, but remain fair. By their very nature, tournament adventures are very narrow in

scope. There are a number of encounter areas, some more important than others, which give the players opportunities to score points by having their PCs make the “correct” decisions or actions.

Maintaining a tight control is the hardest thing for a DM to do in a tournament setting. In an regular game, all options are open to the players. They can dictate the direction of the adventure as much as the DM. In a tournament, that is not the case. A tournament is a group of encounters – typically set in a particular order – that provide the players with opportunities to score points. There is very little role-playing as a tournament is designed to challenge the skill of the player, not the role-player. That is not say some role-playing is not important because it can be. But it is impossible to score a team on how well they role-play.

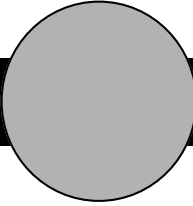
As a DM you must keep the play moving along. If the group stumbles around, let them. But not for too long. It is okay to prod them in a direction from time to time. Do not give them answers, but give them direction. In general, the more encounters a group completes, the higher their potential score. With that in mind, you do not want to push the group. But if they are clearly lost, let them wander for a bit, then give them a nudge.

An important aspect of any tournament is the clock. In this tournament, the group has **three hours to complete each round**. Not all groups will finish in that time, while others will blast through it. Let the players know that the clock is ticking if they seem to be caught up in something completely irrelevant.

Lastly, be fair. In our regular house games we fudge the dice and alter situations when things may be getting out of hand. In a tournament, you must adhere to the strictest guidelines. Dice rolls are dice rolls regardless of the end result. In general, the good and bad will balance in the end. Have some fun and keep the players on their toes.

DM's Background

The events that propel this adventure have occurred prior to the start of the module. Many years ago, a group of adventurers discovered the Forbidden City and conducted a raid to end the depravations of a newly-discovered breed of snake-men - the serpen. The PCs' raid inadvertently resulted in the disruption of the serpen's attempt to appease their vile god.



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The serpen, disgraced and disdained by their god, are devolving rapidly. Only by sacrificing humans, on a one-to-one basis, can the serpen stave off devolution. The serpen have begun by luring humans to the Forbidden City in order to sacrifice them.

The serpen have sent the few who could pass as humans into the civilized world with specially crafted rings. The rings are “given” to human adventurers, or “found” by them. Once a human wears the ring, he has irresistible desire to travel to the Forbidden City. The urge is unrelenting and powerful. Also, the victim must do so in complete secrecy.

The serpen plan satisfies two their desires: bringing humans for sacrifice/hosting and inflicting revenge on adventurers (who the serpen blame in general for their condition). Of course, only luring a limited number of humans will not save the serpen race. The serpen plan to build an elite force that can conduct large-scale raids against humans.

The Forbidden City has changed significantly since the last time adventurers raided the rift valley. Several earthquakes have collapsed the western third of the city, creating a massive lake. Also, the caverns that once provided access are now buried under impenetrable rubble. The serpen reside in a citadel built into the eastern rift wall. The citadel guards a massive cave system that leads to another city deep in the jungle where the serpen have taken refuge.

The serpen ignore most of the inhabitants of the city, although they have set some traps for wayward intruders. The serpen’s neighbors also prefer to avoid the snake men and keep to themselves. The only exception is the evil priest, Jastuv, who works as an unwilling ally.

How to be a Player in a Tournament Setting

If your players have never played in a tournament, read the following. It explains the basic differences between tournament play and general campaign play. They are very different.

A tournament is a competition. It is important for you to understand that your team is being scored based on its success and failure. Each encounter has opportunities to gain or lose points. Basically, each encounter you face will have a set scoring table that the DM will use to

award, or subtract, points from your group’s total. Sometimes you can earn points by simply making a good decision and other times you only earn points for combat. You will not be scored on your role-playing ability.

Unlike a regular game session, a tournament is a timed event. Your group is given a mission and you have three hours of table time to complete that mission. When the DM starts the **Player Introduction**, the tournament has started for your group. At that point, it is up to you to get the job done. That does not mean you have rush through every encounter, but it is important to watch the clock. Tournament scoring is very specific. You gain points for solving a problem when faced with an obstacle. You will never gain points for sitting in an inn and discussing the finer points of which type of room to rent.

Let everyone have a voice during the event. This is about solving problems and getting it done. Great ideas come from all players, so get involved. That said, be organized. Have party caller or leader. Set your marching order and stick to it. Disagreements happen, but find a way to resolve them quickly and without reservation. Your group will not handle every encounter perfectly, and if you try, you are sure to get caught up in the smallest of details that will erode your game time before you know it. If you are constantly shifting your marching order, or changing things, you are going to waste valuable time.

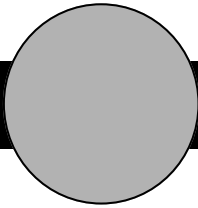
Finally, don’t forget to have fun. Sure, a tournament is serious, but it is also a great opportunity to play the game in a different way. Every group is going to gain and lose points. Don’t be so stressed that you forget to enjoy yourself. Nobody wants to lose the tournament, but it would be a real shame if you did not enjoy it.

Campaign Play

This module is designed to fit most any campaign setting. All you need is a jungle area. There are no maps included for the outdoor portion of the adventure, and you can make your own or skip it entirely.

Adventure Start (non-tournament)

The PCs have travelled for several weeks through the Khu-alith jungle. For purposes of this adventure, the trek is not detailed. If you would like play out the travel, use



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the enclosed map to detail the PCs' route. Additionally, Pacesetter Games & Simulations has themed encounters that can be used in supplement **DA10 Terrain Encounters: Jungles**.

When the group arrives at the rim of the rift valley, regardless of time of day, they should be located at the eastern end. From this vantage point, they can see approximately one third of the depression that holds the Forbidden City. The valley has changed greatly since the PCs, or other adventurers, last visited. A series of massive earthquakes has changed the geography significantly. Nearly the entire eastern section of the rift valley is now a lake. A very few structures rise above the water. A shoreline can be identified in the distance, but a low mist obscures visibility beyond the shore.

There are several non-magical means of entry into the valley. The serpen (see **New Monster** section) have installed an elevator system at the western end of the rift valley (location **K**). However it is heavily guarded and any attack will surely alert the entire serpent complex. Part of the rift valley cliff has collapsed at the far eastern section of the valley and a sort of "stair" allows access with some easy climbing. The Great Tree remains in the valley and leaping to its branches and climbing down to the valley floor is another option.

The valley floor sits 250' below the top of the rift wall. While it is possible to scale the wall, it is dangerous. The earthquakes have made much of the wall unstable, and a rock slide is very possible (50% chance for every 50' climbed). Also, a group of 12 stirges constantly patrol the cliff walls in search of easy prey. The stirges avoid locations **A**, **B** and **K**; the monsters that dwell in those areas are all capable of destroying the stirges. Also, scaling the walls, with any degree of stealth, is all but impossible. It is likely, the PCs will be spotted if they attempt to scale the cliffs at any location west of the lake shoreline. The serpen also have a group of their bugbear mercenaries constantly patrol the upper rim. A ranger can easily find their trail; it forms a complete circle around the entire valley. PCs that are attempting to climb into the valley (other than at locations **A**, **B** or **F**, will be spotted and attacked by the patrol. One member of the patrol will sound a horn to alert the serpen (as well as the rest of the valley).

Stirge (12) AC 8; HD 1+1, hp 5 each; #AT 1; Dmg bite 1d3; SA blood drain for 1d4, attacks as a 4 HD creature; SD None; MV 3 / 18; AL N; Thaco 15; Exp 36 +2/hp; The stirge nest is located in large, hollow tree about 100 yards from the rim edge. Inside is a *bracelet of the red moon*.

Bugbear (6) AC 5; HD 3 +1, hp 15, 12 x5 #AT 1; Dmg 1d10 halberd or 1d8 great bow (40 arrows); SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp

One of the bugbears (15 hp) carries a bull's horn that is decorated with silver rings (100 gp). The horn will be sounded if the bugbears encounter trespassers.

Adventure Start (tournament)

It was perhaps your most successful adventure. The dragon lay dead and his horde in your hands. But as you exited the dragon's lair, your group came under attack. A dozen glass jars flew through the air and crashed at your feet. Noxious fumes filled the air and then darkness filled your brain. You awoke where you had fallen and your comrades slowly lifted themselves off the ground. But something was horribly wrong. Gilsonnette, the priestess, lay dead in pool of dried blood. A horrific wound in her back, spattered with black poison, marked the location where a deadly blade penetrated her heart. Slatrac, your party's thief, along with the dragon plunder, was gone.

Clearly, Slatrac had betrayed you, but it made little sense. The thief was anything but a thief. He was brave and selfless. Always putting himself in danger and his relationship with Gilsonnette was like that of a married couple – often bickering but invariably a faithful friendship. After the funeral, you and your comrades searched for answers. Recently, Slatrac had found a strange green ring. He has worn it without pause. In retrospect, his demeanor became more distant. But overall, he seemed normal. After months of searching you have finally learned that Slatrac was part of a massive caravan that delved into the jungle on a course to the Forbidden City. Your whole life has been spent searching out lost treasure or solving other people's problems. But now it is time for revenge and time to return to the Forbidden City.

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The PCs have arrived at the rim of the Forbidden City. They are located at the eastern side of the rift valley (“**Start**” on map). Their vantage point allows them to see the entire valley and city. However, low cloud cover and jungle mists obscure much of the western section of the city.

The only safe access to the city is via an elevator system built by the serpen in the western section (location **K**). However, it is heavily guarded and disabled from the ground if intrusion is detected. If the PCs attempt to move toward location **K**, they will encounter a bugbear patrol (see previous description). If they continue, they will be attacked by a force of 12 bugbears and three serpen alphas. In the event of an attack, elevator is guarded by 12 bugbears, six serpen alphas, three serpen betas and one serpen omega. If the PCs encounter this last group, complete the battle and inform the PCs that they can see dozens of bugbears and serpen organizing for defense of the serpen citadel. If they persist on this course, simply end the round and calculate the group’s

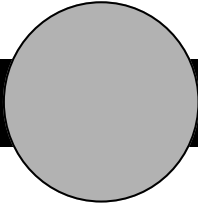
points. Otherwise, the PCs may attempt to enter the Forbidden City at locations **A** or **B**.

There are two alternative access points: the Great Tree at the south (location **A**) and the staggered cliff wall at the south east (location **B**).

A. The Great Tree

DM’s Description: In order to use the Great Tree to enter the city, a PC must either leap, or build a bridge (from the trees in the jungle), to a branch. The closest stable branch, that can accept the weight of a PC, is 15’ from the cliff wall. A leaping character must make a dexterity check to successfully grasp a branch. The PC may then safely climb down the tree with no other dexterity checks.

A PC that misses his dexterity check, but is secured by a rope, will simply fall and slam into the cliff face and suffer 1d6 damage. An unsecured PC can make a strength check to grasp a branch as he plummets to the ground. A successful check results in 2d4 damage. At this point, the PC may descend without making further ability score



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checks. A PC that misses his first strength check may make a second attempt with a -4 penalty. A successful check results in 4d4 damage. The PC may then descend the tree. If a PC misses his second check, he manages to reach the ground; unfortunately, he is also killed on impact.

A rope may be secured to the tree if one PCs manages to make the crossing. Any following PCs must make a strength check at +4 bonus to avoid falling. Only one check is required.

Tournament Points:

Use rope to assist PCs - 5

Build bridge to reach the tree - 5

A2: The Lower Branches

DM's Description: A group of three perytons live in the lower branches of the tree. They wait for the PCs to reach the lower section of the tree, where the branches are larger and the space to attack is available. The perytons will attack the PCs as long as they are in the tree as they have a nest hidden in the lower section of the tree. They will not attack PCs that are clearly fleeing or have reached the ground.

The nest contains four eggs as well as the perytons' treasure of six gems worth 100 gp each and a *necklace of adaption*.

Tournament Points:

Avoid fight/flee to ground - 5

Find nest - 5

Peryton (3) AC 7; HD 4, hp 22, 20, 15; #AT 1; Dmg 4d4; SA None; SD +1 or better to hit; MV 12/21; AL CE; Thaco 13; Exp 150 +4/hp

A3. On the Ground

DM's Description: The base of the Great Tree rises out of a soft, earthen mound approximately 100 yards in diameter. The mound is surrounded by the new lake. The water ranges from one to two feet deep within 200 yards of the mound, and it is easy to wade to the swampy shore (location G). See location C for more details on the lake. If the PCs stay in the shallows, there is no chance of encountering the giant python that patrols the lake.

B. The Steps

DM's Description: A small section of the cliff wall in this area is not as sheer as the rest of the valley. After the most recent earthquake, part of the rift wall collapsed forming a series of rocky steps. Using a 50' rope, the PCs can lower themselves safely from ledge to ledge. There are nine ledges in all.

B2. Spiders

DM's Description: A cave, its mouth hidden by stone, is located at the third ledge from the bottom. A group of giant spiders live in the cave and they will rush forward to attack any intruders.

Six husks of recent victims hang within the cave as well as the decomposed remains of a giant spider. One of husks is a dead adventurer. His possessions include: chain mail armor, a *+1 shield (+3 vs. missile weapon attacks)*, a *potion of speed*, and a pouch with 12 gp. Lying at his feet, under some dust and debris is a *+2 long sword*. The PCs will only find the sword if they disturb the debris and dirt beneath the hanging adventurer.

Giant Spider (4) AC 7; HD 4+4, hp 35, 26, 22, 20; #AT 1; Dmg 2d4; SA poison; SD None; MV 12; AL CE; Thaco 15; EXP 300 +5/hp

Tournament Points:

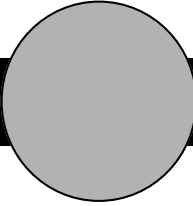
Avoid surprise attack by spiders - 5

Find magic long sword - 5

C. The Lake

DM's Description: The entire south end of the city has been flooded. An earthquake redirected a river which enters the city along the southwestern cliff and flows into the lake. The rivers then travels underground beneath the eastern cliff. The water is cold and there is little current, but the direction is obvious as leaves and other debris float from east to west. An obvious debris pile is located at the west cliff face where the river flows underground.

The water in the city is 15-20' above the old streets. However, it is only just above, or in some cases below, the rooftops of the buildings and structures. It is possible for the PCs to navigate across the entire lake and only have to cross a few sections of the deeper water. Also, from the staggered cliffs, or the Great Tree, the PCs will see a two



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story structure that rises from the lake (location C1). Three large canoes are tied a dock at the structure.

A giant python patrols the lake and it may be encountered at some point as the PCs make their way across the lake. The python will only be encountered in the deeper sections of the lake. If the PCs are on foot (swimming), roll 1d6 each turn. A result of a 5 or 6 indicates they have encountered the python. If they are in a canoe, they will only encounter the python on the result of a 6.

Giant Python (1) AC 6; HD 5+2; Hp 36; #AT 2; Dmg 1d3 bite / 1d6 constriction; SA Constriction; SD None; MV 9"; AL N; Size L; Thaco 14; Exp 225 +6/hp

C1. The Recruiter

DM's Description: The tallest building left standing in the lake area rises two stories above the water. It is inhabited by an evil cleric, Jastuv, and his hobgoblin minions. Jastuv has been sent to the city to establish a base and recruit new members to the faith. The cleric is disliked by his superior and this mission was designed as a one-way trip. However, Jastuv has survived and recruited a group of hobgoblins who came to city in search of easy plunder.

Jastuv has attempted to communicate with the serpen, but they barely tolerate his presence. While the serpen would simply kill the priest, their leader has determined it would be better to have some sort of ally in the city. Jastuv visits the fortress from time to time, but he must enter alone. The serpen ask that he warn them of intruders, especially the adventuring type. Otherwise, he is free to recruit allies. In exchange for information on what goes on in his section of the city, the serpen provide the cleric with supplies from the "civilized" world.

Approaching the building without being detected by the hobgoblins is fairly difficult. There is always one hobgoblin on watch. While Jastuv has a working relationship with the serpen, he is smart enough not to trust them. Also, Jastuv is aware of the swamp giant and his attempts to ally himself with it have met with complete failure. Any approach by the PCs will be met with an attack by the hobgoblins. Jastuv will attempt to use his spells to support his troops.

C2. Canoes and Piranhas

DM's Description: The cleric feeds a school of piranha from the windows of his building. These fish are very

aggressive and they will attack any living thing in the water within 50' of the structure. For that reason, the python avoids this area. The piranha generally hide within the first level of the building (it is under water) to avoid larger predators in the lake. A PC can be attacked by up to eight piranhas on a given round.

There are three canoes tied to the dock. Each canoe can hold up to four fully-loaded PCs.

Piranha (30) AC 8; HD 1/4, hp 2; #AT 1; Dmg bite 1d3; SA None; SD None; Thaco 20; Exp 5 +1/hp

C3. Main Floor

DM's Description: The main floor of the building is actually the second floor. The cleric and has enlarged a window to serve as a door. The hobgoblins live on this floor in C4. They will summon the cleric if intruders are detected.

C4. Hobgoblin Barracks

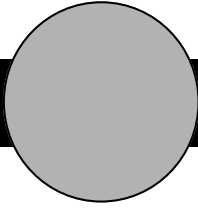
DM's Description: This room is used by the hobgoblins as a barracks. There are bunk beds but little other furniture. Eight sacks hang from the walls. Each sack contains personal equipment and 1d8 gp. Under a mattress of one of the bunks are six **+2 arrows**.

Hobgoblin (1d6) AC 5; HD 1+1; Hp 8, 6, 6, 5, 4, 4; #AT 1; Dmg 1-8 or by weapon; SA None; SD None; MV 9"; AL LE; Thaco 18; Exp 20 +2/hp; Carry long sword 1d8 and/or long bow 1d6

C5. Priest

DM's Description: Jastuv resides in this room. There is a bed, a wall locker, a table with two chairs, a desk with a comfortable chair, and an altar decorated with skulls and black candles. A secret compartment in the desk holds a daily journal. The journal lists the comings and goings of the city, as seen by the priest. A recent entry reveals that a human entered the serpen citadel while the priest was visiting. The man appeared to be confused or in a daze. He was led away by the serpen and the priest makes no further entries about the man. The man was Slatrak.

The wall locker holds some basic equipment and personal belongings. A small iron chest holds 180 gp and a *potion of extra healing*. The chest is locked and trapped. The key is hidden under a loose board in the floor next to



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the altar, which radiates evil. Any good-aligned PCs that defiles or touches the altar will be hit with an electric bolt for 2d10 damage. This is not a trap.

If Jastuv is captured, he will bargain for his release. He can tell the PCs about the mysterious man (see above) or provide information about the other major city inhabitants. He will lie to some degree (i.e. describing the groper's lair as the home of a pair of ghouls, suggest the red-flagged tower is only rarely visited by the serpen and it is completely empty, etc.).

Human Cleric (1) AC 3; HD 5; Hp 29; #AT 1; Dmg 1d6 +2 by *flail* +1; SA Spells; SD Spells; MV 9"; AL CE; Thaco 18; Carries +1 *flail*, plate armor.

S11 I13 W17 D10 C10 CH12.

Spells: *bless*, *cure light wounds*, *protection from good*, *darkness*, *fear*, *hold person*, *silence 15' radius*; *snake charm*, *chant*, *dispel magic*, *feign death*

Tournament Points:

- Surprise the hobgoblins - 5
- Avoid the piranha - 5
- Steal the canoes without a fight - 10
- Find magic arrows - 3
- Avoid trapped chest - 3
- Zapped by altar - (3) [per occurrence]
- Find the journal - 5

D. Ruin and Rune

DM's Description: A large pile of rubble projects from the lake to form a small island. A few scrubby bushes and a squat palm tree give the rock pile an almost natural appearance. However, a six foot tall, white marble obelisk stands in the center of the tiny island. The word "enter" is carved into the obelisk in dwarven. If the word "enter" is spoken, in dwarven, the speaker will instantly teleport to location D2.

The giant python that patrols the lake often stops here to rest and soak in the sun. If the PCs stay on the island for more than one turn, roll 1d6 with the result of 5-6 indicating the arrival of the giant python.

D2. The Second Obelisk

Read the following if a PC uses the obelisk in location D to arrive at this location:

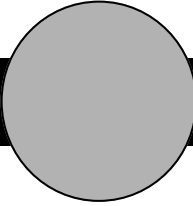
In the blink of any eye you are no longer standing on the cairn of stone. The obelisk stands before you...but no, it is not the same. The inscription is not the same and the language is strange and unknown to you. Looking around, you are shocked to see that you are underwater. You stand in the courtyard of an intricately decorated home - clearly of eastern design. An invisible wall holds the water of the lake back - creating a bubble of air beneath the lake. Sunlight filters through the water and illuminates the entire area. In the distance, about 200 yards to the south, you see a pile of rubble reaching out of the lake. You can't be sure, but it resembles the place where you just stood.

DM's Description: The PC has been teleported to this compound beneath the lake. The stone mound and obelisk (location D) lie 200 yards to the south. This area is protected from the waters of the lake by a powerful *wall of force* - cast by the greater semi-lich that resides in the house. The greater semi-lich was formerly a powerful wizard who lived in this home. He was killed by a group of adventurers, but arose as a semi-lich. The creature, consumed with thoughts of revenge, sought darker powers. Using its newfound dark magic, the greater semi-lich was able to protect his compound from the earthquake.

The final blow that killed the wizard was delivered by a dwarf's axe. The greater semi-lich has since deposited several of the white obelisks in locations that might be frequented by adventurers. His goal is to draw dwarves to his lair in order to slay them. This obelisk will return those who say the word "return" in the serpen language to their original location. A *comprehend languages* or *read magic* spell will reveal the word "return" and correct enunciation. Furthermore, the greater semi-lich has a journal detailing the use of the obelisks in his chamber. The journal notes the correct return phrase.

D3. The Compound

DM's Description: The compound is much like it was when it was constructed. However, the three entrances have collapsed as has one of the outer sheds. The main house is undamaged, though it appears aged and run-down. The house is in the architectural style of those from the far east. Paper lanterns hang from the eaves, though only a very few are lit. All of the windows have shutters, but they have been closed and locked (as well as nailed).



There are two gardens, both of which are overgrown and choked with weeds and scrub brush. The pond area is brackish and swamp-like. The tree-filled garden is also overgrown and the trees, while alive, appear sickly and mostly barren of leaves.

The greater semi-lich occupies the home (location **D7**). It will not attack intruders until they enter his lair. A skeletal rust monster resides at location **D8**. It will attack the PCs as soon as it becomes aware of their presence.

If the PCs attempt to rest in the area prior to defeating the greater semi-lich and/or the undead at location **D5**, they will be attacked by those creatures (coordinated attack if possible).

D4. Entrance and Trap

DM's Description: The entry door to the home is set in this alcove. A pair of paper lanterns hang over the alcove. One of the lanterns is lit, while the other is dark. If the door is opened, it is unlocked, without first switching a secret latch, both lanterns will fall. The darkened lantern holds a glass container that is filled with a highly volatile form of lantern oil. As the lanterns crash to the ground, the glass will shatter and the fumes will ignite (from the lit lantern), creating a powerful explosion. Any creature within 20' of the door will suffer 4d6 non-magical fire damage (save vs. dragon breath for half damage). The blast is so powerful, it has no chance of starting a fire.

D5. Bones

DM's Description: This room is filled with the bones of those who have been trapped by the greater semi-lich. The bones are piled throughout the room - some stacked as high as eight feet. Some are more recent and many appear to be gnawed upon. The stench of death is nearly overpowering. Hiding under the bones are two ghouls and a ghast. They will emerge from their concealed positions to attack the PCs. None are within 20' of the door. There is nothing of value in the room.

Ghoul (2) AC 6; HD 2, hp 12, 10; #AT 3; Dmg claw 1d3 / claw 1d3 / bite 1d6; SA touch causes paralyzation; SD undead; MV 90; SZ M; AL CE; Thaco 16; Exp 65 +2/hp

Ghast (1) AC 4; HD 4, hp 17; #AT 3; Dmg claw 1d4 / claw 1d4 / bite 1d8; SA touch causes paralyzation, stench; SD undead; MV 90; SZ M; AL CE; Thaco 15; Exp 190 +4/hp

D6. Gear

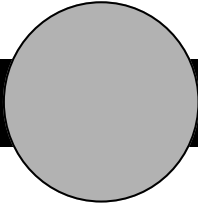
DM's Description: The door to this room will not open all the way as the chamber is filled with adventuring gear in various forms of decay. The floor of the room is beneath two feet of general adventuring gear (packs, armor, weapons, torches, rope, etc.). There are no magical items in the room. If a PC searches for a specific item, such as a pack, there is a 75% chance per round that it will be found. Only 25% of the items found are in serviceable condition.

There are weapons and armor within the piles of equipment. There is a 35% chance of finding any specific type of weapon; add 20% if the weapon is of the common sort (i.e. short sword, spear, hand axe, etc.). Only 25% of the weapons are useable. Use the same percentages for armor. There are 23 shields of various sizes in the room.

The greater semi-lich has spread a contact poison throughout the room and equipment. The poison is fairly weak and it has a delayed effect. For each round a PC spends searching for equipment, make a note. Exactly two turns after the PC contacts the equipment the poison will become active. At this time, have the player make a saving throw versus poison for each round his character spent searching the room. For each failure, the PC will suffer one hit point of damage. The PC will take the damage on subsequent rounds regardless order in which his saving throws were made. For example: A PC searched the room for 10 rounds. Two turns after he started his search, the character is required to make 10 saving throws versus poison. The PC fails seven of his saving throws. For the next seven rounds, the PC will take one point of poison damage per round. Spell casters cannot cast spells while taking poison damage. A *neutralize poison* will negate all of the effects, regardless of how many poison applications the PC suffers.

D7. Master of the House

DM's Description: The greater semi-lich (these creatures are detailed in module **TM2 Storm over Skyreach**) awaits the PCs in this room. The area noted on the map is shrouded in magical *darkness* (cast at 15th level). The creature is vile and twisted. It only survives to inflict pain and despair on any who enter its lair. The semi-lich will offer no quarter, nor ask any if defeat is imminent. It will not leave this chamber to pursue enemies unless it is somehow continuously threatened.



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When the semi-lich first detects intruders, it will cast defensive spells and wait for intruders, at which point it will attack with as much ferocity as it can manage. The semi-lich carries a *staff of power*, but rarely uses it before exhausting its spells.

The room is deteriorated and dust-covered. The furniture, while once ornate and meticulously maintained, is now literally falling apart. The semi-lich sits in a plush, albeit worn, leather chair. An open treasure chest rests on each side of the chair. From a distance, coins, gems and jewelry can be clearly identified.

Chest#1: 750 gp, 15 pieces of jade worth 50 gp each

Chest #2: 300 pp, six gold rings worth 75 gp each

Semi-Lich, Greater (1) AC 1 (-1 w/staff); HD 11+4, hp 58; #AT 1; Dmg claw 1d12 or staff 1d6+2 (1 charge x2 damage); SA Spells; SD Spells, +1 or better to hit, immune to hold, sleep and charm spells; MV 12"; AL CE; SZ M; Thaco 10; Exp 3,700 + 16/hp

Spells: *Burning Hands, Magic Missile, Read Magic, Shield, Shocking Grasp, Detect Invisibility, Mirror Image, Darkness 15' Radius, ESP, Scare, Blink, Dispel Magic, Flame Arrow, Slow, Lightning Bolt, Dimension Door, Fear, Fire Shield, Minor Globe of Invulnerability, Wizard Eye, Animate Dead, Hold Monster, Mordenkainen's Faithful Hound, Teleport, Wall of Force, Anti-Magic Shell, Disintegrate, Invisible Stalker, Bigby's Grasping Hand, Mordenkainen's Sword*

Equipment: *staff of power* (7)

D8. Rust Never Sleeps

DM's Description: When the wizard was still alive, he kept several rust monsters as part of his defenses. The rust monsters eventually died, but the greater semi-lich used an animate dead spell to raise one of the creatures. The skeletal rust monster still has the ability to rust objects on contact, but its tail, now skeletal, has been fitted with sharp, iron spikes. The creature will immediately attack intruders. It has no treasure.

Skeletal Rust Monster (1) AC 2; HD 5, hp 22; #AT 1; Dmg 1d6 tail spike; SA rusts metal on contact; SD undead, half damage from edged weapons; MV 180; SZ M; AL N; Thaco 15; Exp 185 +4/hp

D9. Pond and Escape

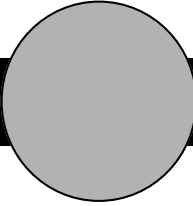
DM's Description: The water in the pond is brackish and dark. The shore around the pond is soft and marsh-like. PCs who make an intelligence check at -4 penalty will notice there are no insects in the area. The water is also devoid of life. There is no danger in the area. A PC that swims and dives in the pool will find a cleft at the bottom of the pool. A light source will be needed. A PC that can swim under water for one full turn (longer than a PC can hold his breath without magical assistance), will find the cleft leads to an underwater cave that leads to a low cave system. Following the caves will eventually lead the PC to an opening in the rift valley wall near location G. The cave exit is covered by a thick veil of vines.

D10. The Glass Coffin

DM's Description: This garden is filled with half-dead trees. Most have 10% of the leaves they would normally carry. The ground is covered with dried leaves and moving silently is impossible. Two stone statues of leopards face each other at the entrance of the garden. Just behind the trees, along the east side of the garden, a glass coffin rests on a stone pedestal. The body of a perfectly preserved woman lies in the coffin. She appears to be of eastern descent. The woman holds a wand against her chest. This woman was the apprentice of the wizard, but she was killed by the adventurers who stormed the compound. The greater semi-lich has entombed her in the garden. If the coffin is disturbed, the leopard statues will animate - becoming real leopards - and attack the intruders. The leopards will appear even if the statues are broken in a prior action.

The glass coffin holds an invisible poisonous gas, under pressure, that will fill the area (30' radius). Any PCs caught in the area of effect must save vs. poison or become blind for one day. The woman will immediately crumble to dust if exposed to the air outside the coffin. She holds a *wand of negation* (2).

Leopard (2) AC 6; HD 3+2, hp 17, 14; #AT 3; Dmg claw 1d3 / claw 1d3 / bite 1d6; SA rake if both front claws hit for 1d4 (2); SD none; MV 150; SZ M; AL N; Thaco 16; Exp 150 +4/hp



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E. The Tower of Red Flags

DM's Description: Standing near the shores of the new lake, a two-story tower is crowned by red flags. The tower is a trap for adventurers who enter the city. Additionally, if the red flags are removed, or altered, the serpen will be alerted. They will send out a patrol of bugbears (see **Adventure Start** for details and statistics). A patrol visits the tower every other day to leave food for the red ape that is concealed on the second level.

The tower is made of stone and two stories tall with a conical roof. 12 flags ring the rooftop. Each flag is a plain red banner. There are no windows and a single arched entry is the only entrance to the tower.

E1. First Floor and Entrance

DM's Description: The first floor is completely bare but for a set of wooden stairs leading up to the second level. The stairs are trapped and when the first PC to reach the second stair from the top steps on the tread, the entire stair will collapse. This will also collapse the floor on the ground level which falls away into a 30' deep pool of water. The water is filled with three giant crabs.

Crab, Giant (3) AC 3; HD 3; Hp 16, 14, 10; #AT 2; Dmg 2d4 claw / 2d4 claw; SA None; SD None; MV 9"; AL N; Thaco 16; Exp 35 +3/hp

E2. The Red Ape

DM's Description: A massive red ape (this creature is detailed in module **Q3 Death on Signal Island**) lurks behind a curtain on the second floor. The curtain acts as a one way mirror and the ape can see through from his side. Additionally, the curtain is a magical barrier and no magic can pass through the closed curtain (this includes spell-like effects such as *detect evil*). The ape will wait for a PC to get close to the curtain before attacking.

In non-tournament play, you may wish remove the magical effects of the curtain (the PCs are going to want to take it with them to fashion clothes, a robe, etc. - best to simply avoid that can of worms). The curtain is simply a device for tournament play.

Red Ape (1) AC 4; HD 7+7, hp 39; #AT 3; Dmg 1d6+1 claw, 1d6+1 claw, 1d4+1 bite; SA Rend attack, additional 1d4 damage if to hit roll is +4 over required score; SD None; MV 150; SZ L; AL NE; Thaco 12; Exp 550 +10/hp

Tournament Points:

Completely ignore the tower - 10

Enter tower but avoid the stair trap - 3

Enter tower but avoid the Red Ape - 3

F. The Old Man

DM's Description: Tucked away in this section of the valley, amongst a grove of fruit trees, an old man lives in a small adobe hut. The man is a polymorphed couatl. He will talk to the PCs but he will not answer any questions. He will not divulge that he is a couatl unless attacked. When the PCs find him, he will be sitting by a campfire in a comfortable chair. The old man will respond to any question with a statement: Bring me what I want, and I will tell you what you want."

The PCs can bring him fire wood, food, water or treasure. He only cares for the first three items. If the PCs bring the appropriate item, he will answer up to three questions. He will not speak to them after that. The couatl is having a bit of fun with the PCs.

The couatl can answer general questions about the city and the serpen activities. He knows nothing of Slatrac. He is aware of the serpen ceremony at location J. If the PCs are particularly pleasant, the couatl will offer to heal wounds using his clerical spells.

If the PCs attack the couatl, he will transform to his native form. If the PCs continue to attack, it will become ethereal and cast *invisibility*. It will watch the PCs, and if they do not leave promptly, it will return and cast a *fireball*, before again becoming ethereal. At this point it will wait for the PCs to leave the area.

Couatl (1) AC 5; HD 9, hp 50; #AT 2; Dmg bite 1d3 / constriction 2d4; SA spells, bite is poisonous; SD become ethereal at will; MV 60 / 180; SZ M; AL LG; Thaco 12, Exp 2,400 + 12/hp

Magic-User Spells: *magic missile, burning hands, sleep, web, invisibility, fireball*

Cleric Spells: *cure light wounds x2, detect evil, protection from evil, hold person, snake charm, speak with animals, cure blindness, dispel magic, cure serious wounds*

Tournament Points:

Bring the couatl food - 3

Bring the couatl water - 3

Bring the couatl fire wood - 5

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Bring the couatl treasure - (3)

Attack the couatl - (10)

G. Swamp Giant

DM's Description: This area is home to a very old, but very strong swamp giant. The city is the perfect home for this solitary creature as the few residents avoid him completely. However, the serpen have angered him by attempting to organize those that remain in the city. Also, a serpen omega attempted to control his friend, the giant python (see location C). The giant was further angered when he learned, through the torture of a captured serpen alpha, that the snake-men were luring humans to the rift valley. The swamp giant is extremely perturbed with this latest development.

The swamp giant rarely leaves his swamp home and even more rarely leaves the rift valley. His clan is located much deeper into the Khu-alith jungle and he has retired as chieftain. The giant hates humans as he despises their penchant for intrusion.

The giant python (see location C) often comes to the swamp. There is a 50% chance that the PCs will encounter the giant python here if they have not already destroyed it previously. The python will immediately report the intruders to the swamp giant and the two will coordinate an ambush.

The giant, if warned of the PCs presence, will place himself between the PCs and a large pool of quicksand (see diagram G1). The quicksand is not apparent without due precaution. The swamp giant will rise from the swamp and hurl tree trunks at the PCs in an attempt to get their fighters to charge him (and therefore, falling into the quicksand). The giant python will slither forward (it can cross the quicksand without penalty) and follow the orders of the giant. In general, the giant will direct the python to attack obvious spell casters.

The swamp giant will offer the PCs a chance to surrender if he gains the upper hand (most of the PCs trapped in the quicksand). He will tell the PCs that the serpen are conducting some sort of ritual at location J with humans that are lured to valley. The giant will require that the PCs leave the valley after they accomplish their mission and never return. If the PCs agree, but renege on the agreement, the giant will summon $1d6+2$ of his brethren who will arrive in $1d3$ days. The giants will then seek to ambush and slaughter the PCs without mercy.

If the giant is encountered in his cave lair, he will attempt to defend himself, but if he is clearly losing the battle, he will offer the same information as above so long as the PCs leave his swamp. He will also offer up some of his treasure. After the PCs leave, he will summon $1d3+1$ swamp giants and seek to ambush the PCs as they move about the city. It will take two days for the other giants to arrive.

The giant's cave is not particularly large and it only penetrates 30' into the rift wall. There is only one chamber. A pile of animal furs is the giant's bed. A cooking fire pit is located at the entrance. A large wild boar, that has been skinned and gutted, hangs over the fire pit from a chain. The fire pit is not burning, but a large pile of hot embers is slowly cooking the boar.



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The giant has fashioned a tree trunk into a chair. He has also built a small table. A single shelf has been built into the back of the cave. A massive wooden crown, inset with emeralds, rests at the center of the shelf. There are four clay pots on the shelf, two to each side of the crown. The crown is worth 2,000 gp if sold as one piece. The gems (6) are worth 200 gp each if removed.

Clay Pot #1: 350 pp, four emeralds worth 200 gp each

Clay Pot #2: 700 gp

Clay Pot #3: six gold rings, one of which is a *ring of fire resistance*. The five normal rings are worth 50 gp each.

Clay Pot #4: filled with a powerful swamp gas. The gas will fill the entire cave. If inhaled, the PC must save vs. poison or suffer 1d6 damage and fall unconscious for 24 hours. If all the damage is healed magically, the PC will awaken immediately.



H. Groper

DM's Description: Use map **H** for this encounter. This area is a dead end street. It resembles most of the city that is still standing in that the street is tree-lined and paved with large limestone blocks. Weeds grow between the cracks and tall grasses sway in most of the open spaces. Vines cover many of the buildings and some of the dead trees. Small animals and birds take refuge in the structures.

There are four empty buildings on the street as well as larger structure that was once a bank. There is no chance of a random encounter on this street. A groper (see **New Monster** section) has taken up residence on this street. As the PCs approach this area, they will clearly hear the sound of metal clanging on metal.

H1. Entrapment

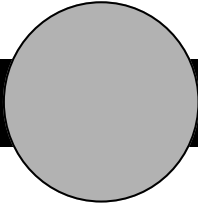
DM's Description: The structure was just one of the typical homes that fill the city. The roof, made of clay tiles, is still in place. The groper (location **H2**) has hung pieces of armor and several weapons from the ceiling of the house. The groper rattles the things from time to time to attract the curious. When the groper observes potential victims coming down the street, he will again shake the items, but with less intensity. At some point it will be clear that the noise emanates from the home. The groper, which resembles a dead tree that is covered with vines, will wait for potential victims to enter the home. It will attack when half the party enters the home.

The pieces of armor are worthless and unusable. There are three swords and a battle axe in the menagerie. The swords (two short swords and a broad sword) are all normal weapons and they are serviceable. The battle axe is a magical weapon. It is called a *Glacial Axe* (see **New Magic Items**).

H2. Groper

DM's Description: The groper cannot be distinguished from the other dead trees in the city. It has numerous vines hanging off its "dead" limbs. One of the vines stretches into the home (**H1**), though it is simply mixed in with the normal vines that drape the home.

The groper will hold off its attack in hopes that the party will split up and search the home. It will attack those who remain behind, or those who attempt to enter last. The groper has only recently relocated to this part of



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the city. It has no treasure, other than the magic battle axe at location **H1**.

Groper (1) AC 2; HD 11, hp 52; #AT 6; Dmg tendril 1d4+1; SA poison; SD immune to lightning, half damage from cold; MR 50%; MV 30; SZ L; AL CE; Thaco 10; Exp 2,750 +16 hp

H3. The Bank

DM's Description: This building, while two stories tall, has only one level. Like the other buildings in the city, the doors and windows are either rotted away or were pilaged for other uses. The entrance chamber is empty and its floor covered with dried leaves and other wind-blown debris. The walls have the remnants painted murals, but they have deteriorated beyond recognition. A ragged curtain hangs across the southern wall.

H4. Silver and Gold

DM's Description: The remains of several tables and chairs lie in heaps in this chamber. A mural on the west wall depicts a blazing sun shooting five rays of light. The rays extend a few feet from the sun and terminate at a plate-sized disk. The disks are colored platinum, gold, electrum, silver and copper. The disks, on simple observation, appear to be parts of the painted mural. However, the disks are of the actual material and not just painted. The values are: platinum (50 pp), gold (100 gp), electrum (100 ep), silver (300 sp), and copper (500 cp).

H5. Gems

DM's Description: As in location H4, a mural of a blazing sun with five shooting rays is painted on the east wall. However, at the spot where each ray terminates, a hole has been chiseled in the wall. At one time, a gemstone occupied the hole, but it has been stolen many years ago.

H6. Vault Door

DM's Description: A massive iron door, pitted, rusting and tarnished, is set into the stone wall. The blocks of wall are heavier and larger than the others that make up the building. There are no visible hinges - they are on the inside of location **H7**. A large keyhole is the only feature in the door.

The lock can be picked, but it is extremely complex. A penalty of -35% is applied to any attempt by a thief to

pick the lock. However, once the lock is picked, the door will not open easily. Time and numerous earthquakes have wedged the door tightly. The door must be broken free by a successful open doors roll versus a sealed door. A knock spell will successfully unlock the door, but it must still be forced open. The door can withstand up to 100 points of damage before failing. However, for each round the PCs beat on the door, roll for wandering monsters and add +2 to the result (wandering monsters appear on a 4-6 on a 1d6 roll).

H7. Vault

DM's Description: The vault was plundered long ago. There are nearly one hundred small iron boxes lying around the chamber. All are unlocked, and most lie open. However, one of the boxes has a false bottom holding a *wand of lightning* (5).

I. Ambush

DM's Description: The PCs are not the only adventurers in the city. Another group, called the Defilers, has come to the city to rescue their wayward companion, Sil-Sular. As many others, Sil-Sular has been "captured" by a *spirit ring*. The Defilers know their companion is within the serpen citadel, but they have failed to gain access. Their plan is to capture a serpen patrol and torture captives in order to gain entry. What the group does not know is that their companion has already been sacrificed and new host has returned to the serpen capitol.

The Defilers are a group of evil elves and half-elves. They have complete contempt for most other races. They are very greedy and constantly search for magic items with which to increase their power. They will not hesitate to ambush the PCs.

Use map I to set up this encounter. May I can also be used for other city locations and wandering monster encounters. The Defilers are experienced NPCs and they should be played accordingly. With the element of surprise, they can be a significant threat to the PCs. These NPCs have a variety of magic items and they should use them effectively. However, if the ambush goes poorly for the Defilers they will retreat and meet at a pre-arranged location in the city. At that point, they will decide to accept their losses and leave the city. But they will not forget their defeat at the hands of the PCs.

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Kassituar, elf, fighter AC -1; HD 5, hp 40; #AT 1; Dmg by long sword 1d8+2, bow 1d6, javelin of piercing 1d6+6; SA None; SD None; MV 120; SZ M; AL LE; Thaco 16; Exp 130 +5/hp; carries **GreifMaker** (see below), long bow, 30 arrows, *javelin of piercing* (3), *potion of healing*, *potion of flying*, +2 *chain mail of the moon*,* +1 *shield*, and adventuring gear.

GreifMaker is a +1 *long sword*. The sword can cast *strength*, *shield* and *ray of enfeeblement* once per day.

S 17, I 12, W 14, D 16, C 16, Ch 12

Thaco bonuses: +3 w/ **GreifMaker**, +3 w/bow, +6 w/ *javelins of piercing*.

Relstrimel, elf, magic-user AC 4; HD 4, hp 12; #AT 1; Dmg by dagger 1d4+2; SA Spells; SD Spells; MV 120; SZ M; AL NE; Thaco 20; Exp 125 +5/hp; carries a +2 *dagger*, dagger (3), *wand of acid* (7),* *bracers of AC 4*, *potion of gaseous form*, and adventuring gear.

S 9, I 17, W 11, D 11, C 10, Ch 14

Spells: *magic missile*, *burning hands*, *spider climb*, *invisibility*, and *locate object*

Thaco bonuses: +2 w/ magic dagger.

Tilfal, half-elf, magic-user/cleric AC 6; HD 4/5, hp 25; #AT 1; Dmg by staff; SA Spells; SD Spells; MV 120; SZ M; AL LE; Thaco 18; Exp 250 +5/hp; carries a staff, +1 *ring of protection*, *necklace of missiles* (1-4d6, 2-2d6), *scroll: sanctuary*, *spiritual hammer*, *bestow curse*, and adventuring gear.

S 10, I 18, W 18, D 17, C 11, Ch 11

Magic-User Spells: *magic missile*, *identify*, *shield*, *mirror image*, *detect invisibility*.

Cleric Spells: *bless*, *command*, *cure light wounds* x2, *sanctuary*, *chant*, *hold person* x2, *silence 15' radius*, *speak with animals*, *animate dead*, *dispel magic*.

Thaco bonuses: none

Wohaven, elf, fighter/thief AC 2; HD 4/5, hp 37; #AT 2 or 2; Dmg by +1 *fang blade** 1d8+2, dagger 1d4+1; SA backstab; SD thief abilities; MV 120; SZ M; AL NE; Thaco 18; Exp 150 +5/hp; carries a +1 *fang blade*, +2 *leather armor*, short bow, 30 arrows, 10 +1 *arrows*, *portal ring** and adventuring gear.

S 17, I 12, W 11, D 18, C 16, Ch 13

Thief Abilities: PP 65, OL 47, F/RT 45, MS 55, HS 51, HN 25, CW 90, RL 25; backstab for 2x damage.

Thaco bonuses: +3 w/ *fang blade*, +1 w/ dagger, +4 w/ short bow (+5 if using magic arrows). Wohaven uses two weapons (fang blade and dagger) in combat. He suffers a -2 thaco penalty with the dagger.

*See **New Magic Item** section for details.

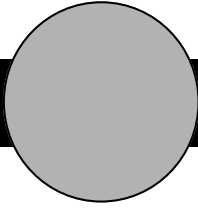
J. The Ceremony

DM's Description: Use map I for this encounter. A procession of serpen and bugbears will leave the citadel, location K, at dusk on an evening after the PCs have entered the city. They are accompanied by a "stoic" Slatrac. The procession will move from the citadel to the street of pillars (location I). They will arrive at the altar and prepare to complete the conversion ceremony on Slatrac. Use **diagram I** to set up this encounter. The diagram indicates the location of all the participants in the ceremony. This assumes the PCs have not previously interfered.

The ceremony destroys and removes Slatrac's mind and replaces it with that of a serpen elder (who is in the citadel). The elder wears a matching ring to Slatrac. When Slatrac is sacrificed, the conversion is complete and the elder now possess his body. The elder can rise and perform any action one round after the sacrifice. The elder is now a serpen omega. If the elder arises, the PCs have failed to complete the tournament (for scoring purposes).

The ceremony is a relative quick affair. The serpen omega will say a few words, commending the supremacy of their decadent god, and then plunge her ceremonial dagger into Slatrac's heart. That will end Slatrac's life, but moments later, the ring that his body wears will glow a magnificent green. A green light will encase Slatrac's body and it will be healed. Simultaneously, the serpen elder (an alpha) that is linked to the ring will have its consciousness transferred to Slatrac's corpse. Slatrac will arise a few moments later, but, of course, it will only appear to be the wayward thief. The serpen elder now possesses his body. The elder's body lies dead within the serpen citadel.

When the serpen elder rises, the group will return to the citadel. Another such ceremony will occur in six days. The serpen alphas and betas are visiting the citadel for the ceremony and they will leave after the event. Starsis and the bugbears are garrisoned at the citadel.



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Serpen, alpha (2) AC 5; HD 5+2, hp 27, 23; #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10; SA spells, poison bite; SD None; MR 10%; MV 150; SZ M; AL CE; Thaco 15; Exp 525 +6/hp

Serpen, beta (2) AC 4; HD 6+3, hp 37, 29; #AT 1; Dmg bite 1d3 or sword 1d10; SA spells; SD None; MR 20%; MV 120; SZ M; AL CE; Thaco 13; Exp 750 +8/hp

Starsis, Serpen, omega (1) AC 2; HD 7+4, hp 42; #AT 1; Dmg sword 1d8+2 or 1d4 sacrificial dagger; SA spells; SD none; MR 25%; MV 120; SZ M; AL CE; Thaco 13; Exp 1,200 +10/hp

Bugbear (6) AC 5; HD 3 +1, hp 15, 12 x5 #AT 1; Dmg 1d10 halberd; SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp

Tournament Points:

Rescue Slatrac - 10

Kill Slatrac - (5)

Each PC that survives - 2

For every five minutes remaining of unused time - 1

Tournament Note: This encounter ends the tournament for the group.

K. Citadel of the Serpen

DM's Description: This citadel is only a minor outpost of the serpen race. The bulk of the populace resides in a city far to the east, deep within the Khu-alith jungle. The serpen fled to the city after the Forbidden City was discovered and raided by adventurers.

The citadel is manned by a small group of serpen and their bugbear minions. From the citadel, the serpen conduct raids against humans and lure others to their doom. A serpen elder high priestess, Vissis, commands the garrison. She never leaves the citadel as her acolyte, Starsis, performs the spirit ceremony (see **location I**).

The wall of the citadel is 30' high and is crenellated. There are two sections separated by a double gate. Each section is patrolled by a group of three bugbears. Once per hour a serpen alpha arrives to inspect the wall. The serpen will only spend a few minutes with the bugbears unless they have observed something unusual. The serpen will then loiter for at least a half an hour.

If the PCs are discovered by the guards and the alarm is sounded, the entire garrison will come to the wall to repel invaders. The serpen will pursue the PCs until they have either escaped or have been destroyed. If the PCs are discovered and repelled, the gates to the citadel and the interior door (**location K3**) will be locked and guarded 24 hours per day for the next two weeks.

Penetrating the citadel is not an easy task. The bugbears are extremely alert. The area outside the wall has been cleared of all buildings and significant plant growth for at least 200 yards. The double gates are always closed. At night, the bugbears light large lanterns, spaced every 50' along the wall. Each lantern has a special hood which allows it to be used as a bullseye lantern (range 150') if necessary. A bull's horn (used to raise the alarm) hangs at **location K1a**.

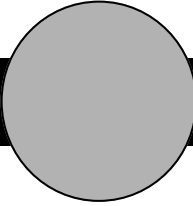
The weak point in the citadel's defense is that the bugbear guards tend to gather at **locations K1a**. If the PCs observe the wall, from a concealed vantage point, they will clearly note the lack of movement by the bugbears. A careful approach along the rift wall, at night, will go unnoticed. A single bugbear will patrol the entire wall every 30 minutes. Also, when the serpen alpha arrives, two bugbears will patrol the wall.

Another, much more difficult entry is through a chimney that leads to **location K12**. The chimney leads to a natural series of small caves that exit the cliff approximately 300 yards to the south of the citadel. Smoke can be seen exiting the cave mouth, which is approximately three foot square in size, on the event of a spirit ceremony. Also, on the occasions the citadel inhabitants burn rubbish, smoke is evident. Otherwise, close examination of the cliff wall will reveal a black discoloration that is created by the smoke. The caves are small and humans will have to crawl through to the actual chimney.

The chimney enters the cave system in a small 15' diameter cave. A group of fire bats live in the cave and they will attack any intruders. They have no treasure.

The door to the inner citadel (**K3**) is only locked in the event of a general alarm.

Fire Bat (9) AC 8; HD 2, hp 7 each #AT 1; Dmg bite 2d4; SA blood drain for 2d8 for two rounds; SD immune to fire; MV 60/200; SZ S; AL NE; Thaco 16; Exp 28 +2/hp



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K1. Double Gate

DM's Description: The outer wall of the citadel is split here but closed by a pair of thick wooden gates. Each gate is reinforced with heavy iron bands. The gates lift to a height of 10 to allow passage. Each gate is 20' tall. The control devices are found at location **K1a**.

If the PCs approach the gates, a pair of bugbears will look down on them from **K1a** (both locations). The bugbears will ask a few simple questions while one of them leaves to warn the serpen at location **K6** and **K8**. The bugbears will let the PCs enter (as if they are really that stupid!). As soon as the PCs pass the first gate, the bugbears will drop both gates, trapping the PCs between the two. At this point, the bugbears will use their missile weapons to pin the PCs down until help arrives. The entire garrison will arrive within one turn.

Bugbear (6) AC 5; HD 3 +1, hp 15, 12 x5 #AT 1; Dmg 1d10 halberd or 1d8 great bow (40 arrows); SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp

Serpen, alpha (1) (see locations **K6** and/or **K8**).

K1A. Wall

DM's Description: This section of wall is the congregation point of the bugbear guards. There three bugbears on each section of the wall. The bugbears are supposed to patrol the entire wall, but they rarely do this. One bugbear will walk the entire section every 30 minutes. However, during the day, the bugbears have an excellent vantage point to see any approach. At night, even with the lanterns lit, a group of PCs can easily approach along the rift cliff face and climb the wall unnoticed.

There are controls for the gates on both sides of entrance. Also, a large bull horn hangs from a peg. The horn will be sounded in the event of an attack or if combat erupts on the wall. Also, a barrel of 120 arrows is located here. There are six casks filled with fuel oil for the lanterns.

K1b: Storage

DM's Description: This small chamber holds two barrels filled with 120 arrows each and 20 casks of fuel oil for the lanterns spaced along the wall. There are also, two spare lanterns.

K2. Courtyard

DM's Description: This area is covered two-foot tall grass. A 10' wide cobblestone path leads from the gate to the entrance of the citadel. A second cobblestone path leads to the elevator platform at **K2a**.

K2a Elevator

DM's Description: The serpen have installed a cantilever elevator to help move in and out of the rift valley. The elevator is typically "parked" at the upper ledge of the rift wall. It takes one full turn for the elevator to move up or down. See **Tournament Start** for more details on the elevator and its guards.

K3. Citadel Entrance

DM's Description: A massive, 15'-tall wooden door provides access to the citadel. The door is unlocked, in general. The door can only be locked and unlocked by using the key pyramid at location **K10**. Only if the citadel is under a direct attack is the door locked. It is also unguarded. The walls that flank the door include three arrow slits in each.

K4. Entry Hall

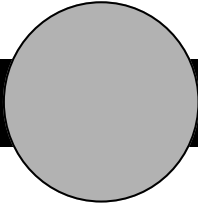
DM's Description: This area is illuminated by braziers set at 20' intervals. The braziers are filled with a bright-burning coal that is found deeper in the Khu-alith jungle. The coal has a long burning life and glows very brightly - 30' radius. The braziers are made of brass and have the etching of serpent.

K5. Supplies

DM's Description: This area is used to store extra coal for the braziers that illuminate the interior of the citadel. There are four large barrels filled with the coal. Also, there are two smaller barrels filled with arrows (80 each). There are three arrow slits built into the outer wall that faces the entry door to the citadel.

K6. Guard Captain

DM's Description: A serpen alpha resides in this chamber. He is in charge of the security of the outer wall and elevator system. This room has a bed that lies on the floor, a large iron chest and a single table with no chairs. The walls are covered with tapestries depicting snake-men in



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battle against humans, dwarves and elves. In each, the snake-men are vanquishing their foes. Between a set of tapestries, a peg extends from the wall. A sheathed broad sword hangs from the peg.

Unless he is supervising the bugbears on the outer wall, the serpen will be in this room. The serpen leaves his room every two hours to inspect his guards (he is scheduled on alternate hours from his assistant (**K8**). The iron chest holds 184 gp, 67 sp and a large iron box. The box holds 300 gp which is the payroll for the bugbears. The broad sword is a +1 weapon and it can also detect gold (120' range) once per day [all gold objects within 120' will glow for two turns; glow is only visible to the wielder of the sword. If the gold is located within a container, the container will glow].

Serpen, alpha (1) AC 5; HD 5+2, hp 33; #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10; SA spells, poison bite; SD None; MRM 10%; MV 150; SZ M; AL CE; Thaco 15; Exp 525 +6/hp

K7. Bugbears

DM's Description: This room holds bunks for 12 bugbears. There are typically six bugbears in the chamber at any one time. Three are always on the outer wall for guard duty. Another group of three are on the upper rift wall on patrol. The room has a pair of tables with 12 mismatched chairs. The table is covered with plates and mugs. A pair of large ale kegs are set under the tables. There are two foot lockers at each set of bunk beds (12 in all). Roll on the **K7** footlocker chart (see below) to determine the contents of the footlocker. Each footlocker is locked - the key is held by its owner. A thief has a +20% chance of picking these locks as they are relatively simple.

Bugbear (6) AC 5; HD 3 +1, hp 15, 12 x5 #AT 1; Dmg 1d10 halberd; SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp

K8. Guard Lieutenant

DM's Description: The serpen that lives here is the assistant to the guard captain (**K6**). His duties are to inspect the wall and bugbears on alternate hours of the captain. He also, on occasion, goes on patrol at the top of the rift wall. When he does this, he informs the captain so there is

no interruption of the hourly inspection. There is a 20% chance the lieutenant will be on patrol at any given time.

The lieutenant is a serpen alpha and he wears a *spirit ring* (see **New Magic Items**). His new "host" arrived in the valley a few days ago and is chained at location **K27**. The pair are scheduled for the spirit ceremony a few days after Slatrac's sacrifice (see **location J**).

This room has a bed with short bed posts, a small table and single chair, a wall locker, and animal furs hanging from the walls. A quiver filled with javelins hangs from a peg next to the door. There are 12 javelins in the quiver and one is a *javelin of piercing*.

Serpen, alpha (1) AC 5; HD 5+2, hp 25; #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10; SA spells, poison bite; SD None; MRM 10%; MV 150; SZ M; AL CE; Thaco 15; Exp 525 +6/hp

K9. Bugbears

DM's Description: This room holds bunks for 12 bugbears. There are typically six bugbears in the chamber at any one time. Three are always on the outer wall for guard duty. Another group of three are on the upper rift wall on patrol. The room has a pair of tables with 12 mismatched chairs. The table is covered with plates and mugs. A pair of large ale kegs are set under the tables. There are two foot lockers at each set of bunk beds (12 in all). Roll on the **K9** footlocker chart (see next page) to determine the contents of the footlocker. Each footlocker is

K7 Footlocker Contents

Roll twice for each footlocker. Use a d12.

Roll	Contents
1	Animal skull
2	Ring, worth 25 "n" (n = 50% sp, 30% gp, 20% pp)
3	1d4 gems worth 15 gp each
4	Soiled rags
5	Eggs (1d3), 50% spoiled
6	1d12 gp
7	Coconut (1d2)
8	Jade snake pendant (50 gp)
9	Potion (50% healing, 25% climbing, 25% levitation)
10	Potion (50% speed, 50% delusion)
11	Necklace made from teeth
12	Colored rocks

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locked - the key is held by its owner. A thief has a +20% chance of picking these locks as they are relatively simple. One of the footlockers has an additional *potion of extra healing*.

Bugbear (6) AC 5; HD 3 +1, hp 15, 12 x5 #AT 1; Dmg 1d10 halberd; SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp

K10. Pyramid Key

DM's Description: A 20' square pyramid is set in the center of this chamber. Each of the pyramid's four sides faces one of the entrances. Each face has diagram of a serpent drawn inside a circular disk. The disk is surrounded by symbols that make the letters of the serpen language. The symbols are etched onto small, raised squares of onyx.

The pyramid is used to lock and unlock the portals in this room. Each pyramid face has the same serpent symbol, but the letters are different, though some are repeated. To operate the device, a serpen need only enter a specific code. Any serpen or bugbear can operate the north and east portal controls. Only serpen betas and omegas have the code for the south portal. Vissis and Starsis have the code for the western portal.

The bugbears will give up the code for the east and north portals under duress. The serpens will not voluntarily reveal their codes under any circumstance. A thief may attempt an open locks roll on the appropriate facing pyramid face with a -20% penalty. If the result is success-

ful, he has determined which group of letters is regularly utilized. However, the order is not apparent. Each time a code is entered incorrectly, everyone in the chamber will be hit by a magical burst of electricity for 1d4 damage (save vs. spell applies for half damage).

The doors themselves have no locks to pick. A *knock* spell will open any of the doors. Similarly, a *dispel magic* or related spell will open any of the portals. Any of the doors can be opened from the opposite side of the pyramid chamber. Alternatively, the citadel is moderately active and the inhabitants do move around. By simply waiting, a patient group of PCs can catch a group of serpen moving between sections. Roll one d6 per turn with the result of a "6" indicating a group of serpen are entering this chamber through one of the doors. However, roll a d6 for each door; therefore, roll four d6, one for each door. It is possible that multiple groups will enter this chamber at the same time. When a door is opened, it will remain unlocked for three rounds. See chart below.

K11. Chapel of the Serpent

DM's Description: An altar in the form of twisted snake dominates this chamber. A stone-carved, coiled serpent supports a black slab. The head of the snake rises above the slab, its fangs bared. Black candles burn on a shelf behind the altar. Otherwise, the room is empty.

K9 Footlocker Contents

Roll twice for each footlocker. Use a d12.

Roll	Contents
1	Fish bones
2	Ring, worth 25 "n" (n = 50% sp, 30% gp, 20% pp)
3	1d4 gems worth 15 gp each
4	Soiled rags
5	Eggs (1d3), 50% spoiled
6	1d12 gp
7	Coconut (1d2)
8	Jade snake pendant (50 gp)
9	Potion (50% healing, 25% climbing, 25% levitation)
10	Potion (50% speed, 50% delusion)
11	Necklace made from teeth
12	Colored rocks

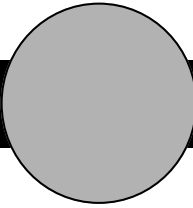
Wandering Serpen, Location K10

Roll percentile for each type to determine which creatures appear. There is a 65% for each type. If no creatures appear, select one group.

Serpen, alpha (1) AC 5; HD 5+2, hp 32; #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10; SA spells, poison bite; SD None; MRM 10%; MV 150; SZ M; AL CE; Thaco 15; Exp 525 +6/hp

Serpen, beta (1) AC 4; HD 6+3, hp 40; #AT 1; Dmg bite 1d3 or sword 1d10; SA spells; SD None; MR 20%; MV 120; SZ M; AL CE; Thaco 13; Exp 750 +8/hp

Bugbear (3) AC 5; HD 3 +1, hp 16, 11, 10#AT 1; Dmg 1d10 halberd; SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp



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The slab is used to perform the spirit ceremony. During the ceremony the serpen elder lies on the altar and awaits the death of his linked host. The elder's spirit is transferred to its new host and the body is no dead. These corpses are then incinerated in location **K12**.

The snake statue is simply a ceremonial figure, but if a good-aligned character touches the altar, or the snake, it will briefly animate and attempt to plunge its foot-long fangs into the PC. The statue has a thaco of 15 and inflicts 2d6 damage. It will only make one such attack unless the PC continues to touch the altar or figure.

K12. Incinerator

DM's Description: In the center of this room a six foot wide fire pit burns lightly. A massive hood, made of brass, hangs from the ceiling to collect the smoke emitted from the fire pit. Three large barrels are set along the west wall. Two of the barrels hold the special coal described at location **K4**. The remaining barrel is used to hold a pair of long-handled shovels. These are used to stir and feed the fire pit.

If the coals and ash within the fire pit is stirred, numerous charred bones will be revealed. These are the remains of the elders that have undergone the spirit ceremony. When the serpen throw a corpse into the fire pit, the fire bats (see location **K**) fly down the chimney and feast on the blood of the dead creature. The serpen permit this as they know the fire bats make excellent guards.

K13. Storage Room

DM's Description: This room is filled with crates, sacks, barrels, kegs and boxes. The contains are filled with food, water, and ale. There are also smaller jars that are filled with various spices.

DM's Note: *If combat occurs in locations K14 - K19, each serpen in this area will be alerted and move to investigate.*

K14. Gathering Hall

DM's Description: A 30' long table, lined with chairs, is set in the center of the room. The table is set with white china place settings and gold silverware (300 gp). There are three candelabras made of silver (100 gp each). Tapestries hang along the north and south walls. The tapestries depict the various forms of serpen. The secret doors leading to **K15a** and **K19a** are one way doors and cannot be

opened from this room. However, they can be found like any other secret door. The doors cannot be found unless the tapestries are first moved.

K15. Elder Serpen Beta

DM's Description: An elder serpen beta lives in this chamber. He is very old and unlike most serpen, he has studied the arcane arts. The serpen has spell-casting ability of a fifth level wizard. The room has normal bedroom furniture as well as an ornate desk and chair. A shelf holds various books dealing with arcane study. A magic-user or illusionist who reads the books will gain 1,000 experience points. It will take seven days to read the books and fully understand their nature.

The desk holds parchment, notes, an ink well and three quills. There are also several pouches and jars containing various spell components. In a secret compartment there is a bone scroll tube holding a scroll with the following spells: *burning hands*, *scare*, *strength*, *flame arrow* and *water breathing*. There are two spell books in the desk. One belongs to the serpen - it only has the spells the serpen has memorized. The second spell book belongs to a captured wizard in location **K15a**. That book contains: *erase*, *identify*, *magic missile*, *push*, *read magic*, *write*, *forget*, *invisibility*, and *wizard lock*.

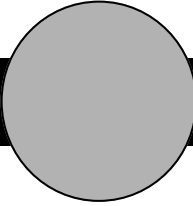
Serpen, beta (1) AC 4; HD 6+3, hp 31; #AT 1; Dmg bite 1d3 or sword 1d10; SA spells; SD None; MR 20%; MV 120; SZ M; AL CE; Thaco 13; Exp 750 +8/hp

Magic-User Spells: *magic missile*, *shield*, *read magic*, *mirror image*, *scare* and *blink*.

K15a. Prisoner

DM's Description: The serpen elder has summoned his host to the citadel (using the rings). The hose is imprisoned in this room. He is a young wizard and the elder has tortured him in an effort to learn additional arcane knowledge. Unfortunately, the wizard is only third level and did not have much to offer the serpen.

The wizard, Riderin, is shackled to the east wall. He is bound and gagged securely. The wizard is weak but conscious. He will ask the PCs for help and he will offer to help them. Riderin is chaotic evil and very intelligent. He will attempt to infiltrate the party. At some point he will seek to obtain some treasure and escape.



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Riderin, wizard, third level (1) AC 8; HD 3, hp 10; #AT 1; Dmg by weapon; MV 120; AL CE; Exp 110 +2/hp.

S 9, I 17, W 13, D 16, C 11, Ch 12

Spells: *sleep*, *magic missile*, *invisibility*. He must rest to regain his spells. His spell book is in the desk at location **K15**. There are ample spell components in the same desk. He is proficient with a dagger. He wears one of the ceremonial sprit rings. If the serpen is dead, Riderin will remove the ring (though he will try and obtain the partner ring in order to study them for future use). Riderin will be in complete self-preservation mode and he is unlikely to provoke a fight with the PCs.

K16. Elder

DM's Description: This room is furnished like a typical one bedroom chamber. There is a bed, side tables, a wardrobe, a table with two chairs, and a wall locker. The floor is covered with a massive bear skin. The chamber was used by the serpen elder who is linked to Slatrac. If Slatrac has been sacrificed, the elder's body has already been burned at location K12. Furthermore, if the elder (now in Slatrac's body) returned to the citadel, it has taken its belongings and left for the mains serpen city.

If the serpen (host body) was killed after the ceremony and before he returned to the citadel, his packed trunk will be sitting on the floor in the middle of this room. The trunk is locked (the key is hidden under the bear rug). The trunk contains clothing and a small silver box (no lock) that contains 47 gp and four emeralds worth 50 gp each.

If the ceremony was disrupted prior to Slatrac being sacrificed, the serpen will be in this chamber packing the trunk.

Serpen, beta (1) AC 4; HD 6+3, hp 30; #AT 1; Dmg bite 1d3 or sword 1d10; SA spells; SD None; MR 20%; MV 120; SZ M; AL CE; Thaco 13; Exp 750 +8/hp

K17. Vississ

DM's Description: The door to this chamber is always locked. Only Vississ has a key. She is at location K27. Her chamber is fairly opulent with plush rugs, colored tapestries (depicting various desert scenes including a blue dragon), finely carved furniture, and two crystal chandeliers. Hiding under the bed is Vississ's pet copperhead snake. It will strike at anyone who either looks under the

bed or reaches for the footlocker hidden there. The snake will not leave the security of its hiding spot. The footlocker contains 184 gp, 44 pp, a gold necklace in the form of a snake (500 gp), and a *potion of human control*.

Vississ has been assigned to the citadel as commander, but her tour of duty expires ten days after the PCs first enter the Forbidden City. She has already sent much of her personal items back to the main serpen city.

Copperhead, snake (1) AC 7; HD 1+1, hp 5; #AT 1; Dmg bite 1d3; SA poison bite inflicts 3d10 damage (save vs. poison for half damage); SD none; MR none; MV 90; SZ S; AL N; Thaco 18; Exp 65 +2/hp

K18. Empty Room

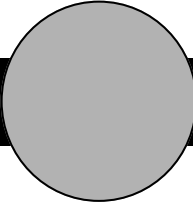
DM's Description: This room is currently unoccupied. There is a bed, side table, wardrobe and desk and chair set. There is nothing to find in this room.

K19. Starsis

DM's Description: Starsis is a serpen omega and Vississ' assistant. She conducts the spirit ceremony at location J. If she has been encountered and killed, she will not be in this room. Otherwise, she will be in this room.

Nearly everything in the chamber is black, including the furniture. The carpet is black as are the walls and ceiling. Black iron pedestals hold black candles that burn lightly in the darkness of the room. Stars are painted into the ceiling displaying various constellations. Centermost among them is the fanged snake, with the great western star blazing at its eye.

Starsis, who is named after the western star, stands near the door in the west wall. She is holding a short black candle in the shape of a grotesque toad with long fangs and taloned claws. Starsis will use a flame cantrip to light the candle. She will set it on a pedestal next to the door. The room will fill with a black smoke. If the door to **K14** is open, that chamber will also be filled with the smoke. The smoke obscures normal vision. A spectral type II demon is summoned when the candle is lit. This spectral demon has the basic physical characteristics of the demon it mimics, but none of the magical powers or defenses. The spectral demon will fight until destroyed or until the candle expires (two turns). The smoke will dissipate one round after the candle burns out or if it is extinguished. If the candle is extinguished, the spectral demon



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will immediately be destroyed. Starsis will exit the room through **K19a** and seek help from the serpen beta in location **K15**. If he has previously been destroyed, she will retreat to location **K27** and warn Vississ.

One of the pedestals holds a candle shaped in the form of a snake. If lit, a spectral giant constrictor snake will form and do the bidding of whomever lit the candle. The candle will burn for two turns, but his candle does not emit the black smoke. The contents of the room are simply personal items of no real value. If the ceiling is inspected, a PC will notice that the great western star, which makes up the eye in the fanged snake constellation, is not painted, but a small diamond (100 gp). If a candle, or other light source, is placed within one foot of the diamond, a beam of light will be emitted from diamond and strike a spot on the north wall. That spot marks the location of a secret panel. Behind the panel is a small alcove which holds a black pouch containing 15 diamonds worth 100 gp each.

Spectral Demon (1) AC -2; HD 9, hp 50; #AT 3; Dmg claw 1d3 / claw 1d3 / bite 4d4; SA none; SD none; MV 60 / 120; SZ L; AL N; Thaco 12; Exp 600 +12/hp

Starsis, Serpen, omega (1) AC 2; HD 7+4, hp 42; #AT 1; Dmg sword 1d8+2 or 1d4 sacrificial dagger; SA spells; SD none; MR 25%; MV 120; SZ M; AL CE; Thaco 13; Exp 1,200 +10/hp

K19a. Trap

DM's Description: This room is empty. Starsis had a pit trap installed in front of the secret door. The trap has a safety catch next to each door. If Starsis retreats through the room, she will make sure to re-engage the trap after she passes through the secret door. The pit is 10' deep and filled with sharpened spikes. A PC that falls into the pit will suffer 1d6 damage and be impaled on 1d4+1 spikes (inflict 1d4 damage each). The number of spikes can be reduced by a successful dexterity check. The number of impaling spikes is reduced by one for each four points of a successful check (i.e. PC has a dexterity score of 12 and rolls an 8; the number of spikes is reduced by one).

K20. Bugbear Hall

DM's Description: This large room is used by the bugbears as their main lounge and dining hall. There are six tables and 30 mismatched chairs. Also, long counter and shoddily-built cupboards line the west wall. The cupboards are filled with stacks of cups, plates and bowls - of which no two seem to be the same. One of the tarnished mugs is actually made completely of platinum and worth 750 gp. Most of the tables are stained and dirty. Rotting food, surrounded by buzzing flies, can be found on all the tables. There are dozen kegs of varying capacity and content. Most contain ale, though a few have mead and wine.

There will be six bugbears in the room when the PCs arrive, unless the bugbears have been previously warned of intrusion (i.e. Starsis retreating from location **K19**). If the bugbears have been warned, they will have overturned three of the tables opposite the entry door and readied their great bows. They will be accompanied by the serpen alpha from **K24**. The bugbears are quartered in location **K21**.

Bugbear (6) AC 5; HD 3 +1, hp 15, 12 x5 #AT 1; Dmg 1d10 halberd; SA none; SD none; MV 90; SZ L; AL CE; Thaco 16; Exp 135 +4/hp

Serpen, alpha (1) AC 5; HD 5+2, hp 25; #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10; SA spells, poison bite; SD None; MRM 10%; MV 150; SZ M; AL CE; Thaco 15; Exp 525 +6/hp

K21. Bugbear Quarters

DM's Description: There are three bunk beds in this room as well as six wall lockers. The room is fairly organized. There are three halberds leaning against the south-east corner of the room. Next to the halberds is a barrel filled with 100 arrows. The wall lockers hold the bugbears personal items (roll twice on table **K7** for each locker). Under one of the mattresses is a single *black arrow of undeath* (see **New Magic Items**).

K22. Bugbear Quarters

DM's Description: This room is identical to location **K21** (no arrow under mattress). The bugbears that reside here are currently on a mission for Vississ. They will be away from the city for two weeks.

K23. Storage

DM's Description: The bugbears use this room to store their food and extra weapons. There are several crates and barrels filled with the food and drink that the bugbears prefer. A massive wild boar, skinned and gutted, hangs in the center of the room. A lantern, sits on a barrel near the door. The lantern glows with a blue light and its flame burns dully - 10' radius. Occasionally, any flies that enter the room are drawn to the light and are incinerated when they enter the lantern. This device was a gift from the serpen. It is worth 250 gp.

K24. Serpen Alpha

DM's Description: The serpen alpha who lives in this room is in charge of the bugbears that reside within this section of the citadel (**K21** and **K22**). His primary task is to use his bugbear minions to disperse the spirit rings. The bugbears typically seek out adventurers - as they make excellent hosts. A ring is then placed where the target PCs will find it; usually in the hands of some minor monster.

His chamber is filled with comfortable furniture and a hammock. The west wall is covered with a massive map, painted on the hide of an elephant. The map depicts much of the area around the Forbidden City including the distant home of the serpen. The map also notes many of the larger human cities that border the jungle. Many of the locations are marked with stick pins that have small emerald heads (22 in all worth 10 gp each). The pins mark the locations of spirit rings that have been previously deposited. The spirit rings are given to the serpen by Vississ.

An iron chest holds the serpen's treasure as well as the payroll for the bugbears. The chest is not locked, but it is trapped. If opened prior to disarming the trap, a cloud of gas will fill the room. The gas will inflict 1d4 damage unless a saving throw vs. poison is successful. However, each PC must make a second save, regardless of the result of the initial saving throw. If this save fails, nothing unusual will occur at that time. Two turns later, any PC who failed the second save, will fall to the ground and wracking pain that forces him to scream at the top of his lungs for two rounds. The PC will suffer no damage, but he cannot act in any way for two full rounds. For the next 1d4 rounds, the PC may act as normal but a -2 penalty to all attack rolls or ability checks is applied. Spell casters

have a 20% chance of spell failure during the same time period.

The chest contains 105 gp, a silver bracelet in the form of a snake with ruby eyes (250 gp), three *potions of invisibility* (typically, one is given to the bugbears to help them plant spirit rings), a bag with 400 gp (pay roll), and *bracers of defense AC 4*.

K25. Chain Curtain

DM's Description: Hanging across the hall is a curtain of individual iron chains. The chains hang just short of the floor. They are spaced approximately on half inch apart and they do little to block line of sight. The chains radiate magic though their nature is not readily apparent. The chains magical effects are triggered only after a "good" aligned PC passes through them. However, the effects are not immediate. The chains will become rigid and nearly unbreakable. No "good" aligned PC can pass through the chains without destroying them or defeating their magical nature. The chains at this location will not become rigid until a "good" aligned PC approaches an identical set of chains at location **K26**.

Neutral and evil creatures can pass through the chains without effort. Good creatures can neither pass through the chains nor by cause of action send anything (including spells) through the chain curtain.

The chains can withstand up to 100 points of damage before breaking losing all magical properties. The damage must be applied by a magical weapon or device. The chains are not magic resistant, though magic cast by good PCs can not cast spells beyond the chains. However, the chains can be the target of spells. A *knock* spell will not release the magical effects, although it will inflict 4d6 damage upon the chains. *Dispel magic* will inflict 4d10 damage upon the chains.

The serpen at location **K27** will be aware of anyone who passes through the chains. If no one enters that area within a two rounds of passing through **K25**, the serpen will send the serpen beta and a swamp wolves to investigate.

K26. Chain Curtain

DM's Description: See **K25** for details.

K27. Vississ and the Spirit Chamber



NEW MONSTERS

DM's Description: The ceiling of this chamber is 20' high. Along both the east and west walls are statues of men with the head of snake. Each statue reaches outward with both hands holding a brass brazier burning with coal. A black altar, its base covered with golden scales, is set on a low dais at the south wall.

Vississ is currently performing a ritual that will create two new spirit rings. She is accompanied by a serpen beta. The serpen beta has recently tamed four swamp wolves that have been brought to the Vississ for her approval. If Starsis was previously encountered in the citadel, and she escaped, she will be here.

If the PCs become trapped in the chain curtains (**K25** and **K26**) the serpens will use their spells to attack through the curtain. Any PCs that enter this chamber will first be engaged by the swamp wolves. The swamp wolves will have alerted the serpen that intruders are near. If the serpen and wolves are in danger of defeat, Vississ will use her *ring of sanctuary* (See **New Magic Items** section) to attempt escape. She will flee to **K29** to alert the guards and then flee into the Serpen Way.

There are two jade rings, each fashioned to resemble two intertwined snakes, on the altar. They have yet to be infused with the magical energies that make them spirit rings. Each is worth 200 gp.

Each of the secret rooms holds magical equipment and treasure that has been obtained by adventurers (hosts) who have come to the city. In all there is suit of *chainmail* +2, two *shields* +1, a *short sword* +2/+4 *versus undead*, a *scimitar of the moon* (see **New Magic Items**), a *potion of fire resistance*, a *potion of flying*, a *staff of the sorcerer* (see **New Magic Items**), *boots of speed*, and a pouch with one application of *dust of appearance*.

K28. Serpent Door

DM's Description: Only Vississ and Starsis have the codes to open this door by using the device at **K10**. The door is inlaid with a silver-colored snake that has three heads. Each head has gem stones for eyes - emerald, ruby and diamond. In case of an emergency, Vississ or Starsis will utter a phrase in their native tongue that will animate the three-headed snake if it is approached by a non-serpen. The animated snake will attack until destroyed.

The silver snake can fire beams of energy from its gem stone eyes. Each stone can fire two beams before its magi-

cal energies expire. However, only one head may fire per round (both eyes), though it may select two targets. The effects are as follows:

Emerald - poison is injected; save vs. poison or suffer 1d6 damage and be slowed (per spell) for 1d6 rounds.

Ruby - inflicts 1d6 heat damage; save vs. spell or be blinded for 1d4 rounds

Diamond - inflicts 1d4 electrical damage; save vs. spell or be paralyzed for 1d3 rounds.

The corpse of the snake is worth 1,000 gp. Each gemstone is worth 250 gp. Unused "charges" in any gem may be used. However, the gem must be *identified*, per spell, for it to be used.

Silver Snake (1) AC 6; HD 7, hp 35; #AT 3; Dmg bite for 1d8; SA beam attacks (see above); SD not affected by mind-based spells; MV 150; SZ M; AL N; Thaco 13; Exp 875 +8/hp; the snake must be destroyed completely for the heads to stop functioning (they cannot be independently destroyed). The snake may bite three targets so long as they are within melee range.

K29. The Serpent Way

DM's Description: An enormous carving of a snake's head, maw open greets those who enter this room. A dark tunnel leads from the open jaws of the snake into darkness. The tunnel leads to an underground river that flows more than a hundred miles to another rift valley which is home to the serpen.

If any non-serpen enter the snake's mouth, without being accompanied by a serpen, acid will spray out from its fangs. Those within the mouth (see map) will suffer 4d6 damage, save vs. dragon breath for half damage applies. Any objects carried by those covered by the acid, must make appropriate saving throws to survive.

This is a magical trap, and while it can be detected by a thief, he will have to enter the snakes mouth to find the trap (resulting in an acid bath). It cannot be disarmed by a thief. Only a *dispel magic* (against a 15th level magic-user) will remove the magical effects.



NEW MONSTERS

Serpen, Various

The serpen are a race of creatures that have snake-like features. They are an ancient race of humans that worships the god of serpents - Set. These humans, after centuries of worship and research into dark magic, began to devolve into the very creatures they worshipped. They were willing to trade their humanity for promises of power. The serpen did indeed gain the power to wield magic and to resist its effects. They were a race on a path to dominate all others.

The main serpen city is deep within the Khu-alith jungle. They discovered an ancient city, long abandoned and in ruin, called the Forbidden City. This city was much closer to the civilized world and from that place, they would begin to launch attacks against the other races of the world. However, before the serpen could fully organize and staff their new outpost, a group of human adventurers arrived and left destruction in their wake. Several high-ranking serpen were killed and a temple dedicated to their god, Set, was defiled.

Set became enraged and cursed the serpen for their failure. He stripped them of many of their powers and might. He also condemned them to eventual extinction as a race unless they sacrificed numerous humans to the snake god. For each human they sacrificed, one serpen would be free from the god's curse.

The serpen have taken on the cause with a vengeance. They have devised a plan to lure single adventurers to the Forbidden City where they are sacrificed to Set. At the same time, a selected serpen has its consciousness transferred to the body of adventurer. The serpen use *spirit rings* (see **New Magic Items** section) to capture their prey. The rings are created in sets of two; one for a victim and the other for the serpen. The serpen use bugbears to place rings where they are eventually discovered by adventurers. When worn by a human, the serpen wearing the matching ring is alerted. The human is immediately compelled to travel to the Forbidden City in secrecy. When the human arrives, he is sacrificed in a spirit ceremony. At that time, the linked serpen has its consciousness transferred to the body of the human.

The serpen realize that this method is slow and not always successful. However, their goal is create a large force of these converted serpen to conduct large raids to capture large groups of humans. The serpen have again

moved into the Forbidden City but this time they have built a citadel.

There are three types of serpen; alpha, beta, and omega. A serpen alpha is the most bestial and snake-like. They are covered with green and/or brown snake scales. From the torso down they resemble a large snake. Their arms are strong and clawed. Their heads are very snake-like, though some minor human features, mainly their eyes, are evident. A serpen beta is only partly covered with scales and appears much more human. They have legs. Their hands are clawed like those of an serpen alpha. A serpen beta has a human head, but their fangs are clearly visible and they have forked tongues. They have scales instead of hair. A serpen omega looks almost completely human but they do have small fangs. They have no scales or clawed hands. However, their eyes are that of a snake.

Serpen, alpha and beta only, have a venomous bite. Creatures bitten by these serpen must save versus poison or suffer 3d6 damage and be slowed (per spell) for five rounds. A successful negates the slow effect and halves the damage.

All serpen have limited spell use based on their type. Each spell may be cast once per day. Serpen do not study to gain spells; they are regained daily. Spells are cast at hit die/level equivalent.

Alpha: *darkness, jump, scare, protection from normal missiles.*

Beta: *darkness, jump, shocking grasp, scare, mirror image, protection from normal missiles, lightning bolt.*

Omega: *charm person, darkness, jump, shocking grasp, scare, mirror image, stinking cloud, protection from normal missiles, lightning bolt, slow, charm monster.*

Serpen, Alpha

Frequency: Rare

No. of Appearing: 1 (1d6)

AC: 5

MV: 15"

HD: 5 +2

% in Lair: 50%

Treasure Type: C

No. of Attacks: 3 or 1

Damage: claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10

Special Attack: poison bite, spells

Special Defense: none

NEW MONSTERS

Magic Resistance: 10%
 Intelligence: Average
 Alignment: Chaotic Evil
 Size: M
 Psionic Ability: Nil
 Experience Value: 525 +6/hp

Serpen, Beta

Frequency: Rare
 No. of Appearing: 1 (1d4)
 AC: 4
 MV: 12"
 HD: 6+3
 % in Lair: 50%
 Treasure Type: C
 No. of Attacks: 1
 Damage: bite 1d3 or sword 1d10
 Special Attack: poison bite, spells
 Special Defense: none
 Magic Resistance: 20%
 Intelligence: Average
 Alignment: Chaotic Evil
 Size: M
 Psionic Ability: Nil
 Experience Value: 750 +8/hp

Serpen, Omega

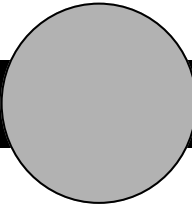
Frequency: Rare
 No. of Appearing: 1 (1d3)
 AC: 2
 MV: 12"
 HD: 7 +4
 % in Lair: 50%
 Treasure Type: C
 No. of Attacks: 1
 Damage: sword 1d8+2
 Special Attack: spells
 Special Defense: none
 Magic Resistance: 25%
 Intelligence: Average
 Alignment: Chaotic Evil
 Size: M
 Psionic Ability: Nil
 Experience Value: 1,200 +10/hp

Swamp Wolf

Frequency: Uncommon
 No. of Appearing: 1d3+1 or 2d6
 AC: 7
 MV: 18"
 HD: 2+2
 % in Lair: 10%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage: 1d4+1
 Special Attack: poison
 Special Defense: see below
 Magic Resistance: None
 Intelligence: Animal
 Alignment: Neutral
 Size: M
 Psionic Ability: None

A swamp wolf is very closely related to normal wolves but their fur coats are mixes of browns and green. They have the ability to remain motionless which makes them nearly undetectable (90%). They typically hunt in small groups of 1d3+1 wolves.





NEW MAGIC ITEMS

Swamp Giant

Frequency: Uncommon
No. of Appearing: 1 (1d8)
AC: 5
MV: 15"
HD: 7 +1d2
% in Lair: 15%
Treasure Type: I
No. of Attacks: 1
Damage: 2d10
Special Attack: Hurl rocks for 2d8
Special Defense: see below
Magic Resistance: None
Intelligence: Average to low
Alignment: Neutral Evil
Size: L (9 1/2' tall)
Psionic Ability: Nil

Swamp giants, unlike other giants, are solitary creatures. They dwell primarily in lowlands such as bogs, swamps, marshes, etc. Swamp giants build huts in the most remote part of their territory, which is generally very large. While they are solitary, they do belong to clans, which control vast areas of land. They gather several times a year and hold large festivals, meetings and plan joint raids.

These green-skinned monstrosities, have brown or black hair. They are generally much thinner than most giants, though they are tremendously strong. When in their native environment these giants can become nearly invisible (see *cloak of elvenkind*) when not moving.

Swamp giants can hurl rocks, or fallen trees, up to 15", inflicting 2d8 damage. They can catch similar thrown objects 30% of the time. While swamp giants live independently, they do keep pets such as giant snakes or other swamp dwellers. Swamp giants speak their own language, as well as the language of snakes. Some speak a smattering of common or goblin.

Groper

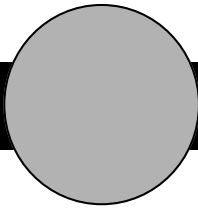
Frequency: Rare
No. of Appearing:
AC: 2
MV: 3"
HD: 11
% in Lair: 90%
Treasure Type: see below
No. of Attacks: 6
Damage: 1d4+1
Special Attack: poison
Special Defense: see below
Magic Resistance: 50%
Intelligence: Exceptional
Alignment: Chaotic Evil
Size: L
Psionic Ability: None

A close cousin of the roper, a groper appears more like a dead tree entangled by vines. They are carnivores but prefer elves to most other prey. So long as they do not move, and they are in a wooded setting, they are undistinguishable from normal foliage.

A groper uses six long tendrils (30') that resemble leafy vines to attack its victims. The tendrils are covered with long thorns that secrete a mild toxin which saps the strength of its victims. A target that is struck by a tendril must make a saving throw versus poison or lose 1d4 points of strength for 2d12 turns. Also, each hit inflicts 1d4+1 points of damage. Unlike a roper, the groper's tendrils are not strong enough to drag victims to its maw, unless the victim has a strength of zero (or less) at which point the target can be dragged. The groper's bite attack inflicts 2d12 damage.

Gropers are immune to lightning and only take one half damage from cold attacks. They are vulnerable to fire attacks (-4 to saving throws).

These monsters do not gather treasure, but often the valuables from previous victims can be found in the soil near the groper.



NEW MAGIC ITEMS

Bracelet of the Red Moon

Made of red-shaded copper and inset with an oval ruby, these bracelets were recovered by a lone adventurer who managed to survive a trek through the strange and deadly temple of the red moon (see module **I3 Ruins of the Red Moon**, Pacesetter Games & Simulations). Each bracelet holds up to five (5) charges. Each charge fires a magic missile (1d4+1 damage) per spell. Any number of charges can be used on a given round. When the last charge is used, the ruby fractures and blackens (valueless). Replacing the ruby (minimum value of 250 gp) recharges the device (five charges maximum).

Value: 250 gp +50 gp per charge

Glacial Axe

This battle axe appears to have a head made of ice, although it is as strong as the most hardened steel. These axes function as a +2 weapon. Any fire-based, or using, creatures suffer double damage from this axe. Additionally, the wielder of the axe gains a +2 save against any cold-based attacks. Lastly, the wielder of the axe may fire a cone of cold at any single target within 30' once per day. The cone inflicts 6d4 damage of magical cold.

Moon Armor

This type of armor can come in any form. The armor has a protection bonus of +1d4. Those wearing a suit of this armor are immune to lycanthropy. Additionally, any lycanthrope that strikes a target wearing moon armor, suffers 1d8 damage. Moon armor can generate a burst of white light, once per day, that inflicts 1d12 damage to undead. The light burst targets a single creature.

Value: 1,500 gp per +1 bonus

Spirit Ring

These jade rings resemble a coiled serpent. When worn by a human (including half-elves and half-orcs), the wearer is compelled (no saving throw allowed) to travel to the Forbidden City without delay, but in secrecy. The victim will do everything in his power to make the trek and eliminate anyone attempting to stop them. A *remove curse* spell eliminate the quest-like function of the ring. Otherwise, the ring has the benefit of granting its wearer immunity to poison (including gas) once per day.

Value: 500 gp

Wand of Acid

These wands launch a bolt of acid up to a range of 120'. Each bolt inflicts 2d6 damage (save vs. spell for half damage). Only one such bolt may be fired per round at a cost of one charge. Additional charges may be added to the initial use. For each additional charge, the target suffers 1d6 damage on the successive round (save vs. spells for half damage applies). No more than two additional charges may be added.

Fang Blade

These weapons may be of any sword type or dagger. They have a magic bonus of +1d3. For every "+", the weapon can excrete poison on a successful attack. The poison inflicts 1d4 damage per "+". A save versus poison negates the damage. The wielder gains a bonus to any saves versus poison equal to the "+" of the weapon. The wielder need not be holding the weapon, but only possess it in accessible fashion (i.e. in a scabbard).

Value: 500 gp +1,000 gp per "+".

Portal Ring

This ring allows its wearer to perform a limited teleport ability. The ring will function three times per day. The user can teleport to any "portal" within sight. A portal, for purposes of this ring, is considered any opening in a structure that can be traversed by a normal sized creature (i.e. a doorway, a window, an archway, etc.). The portal must be open (a closed door cannot be used). Using the ring is considered a full action.

Value: 5,000 gp

Ring of Sanctuary

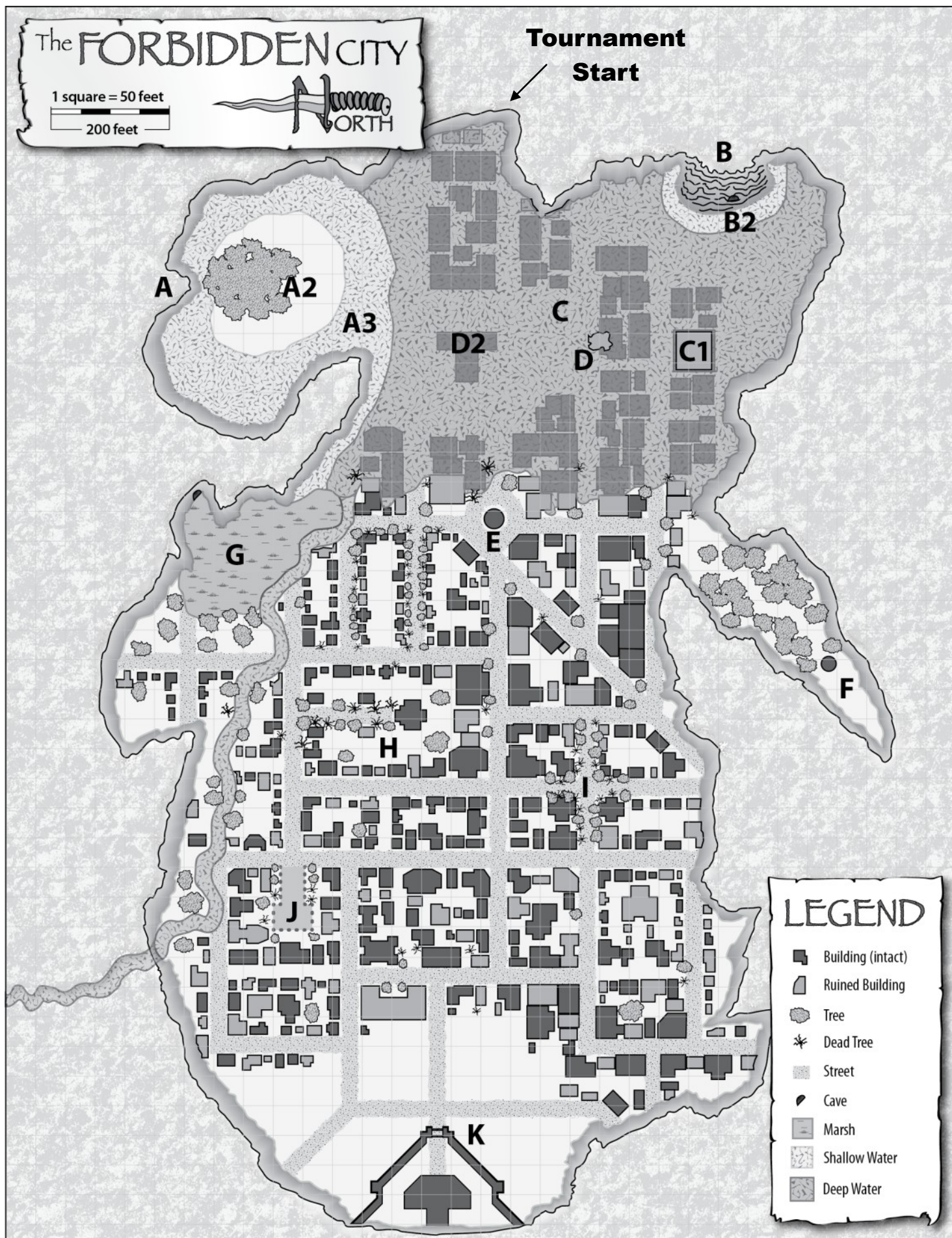
The wearer of this ring can gain the effects of a *sanctuary* spell (as cast by an 11th level cleric) once per day. Additionally, all opponents suffer a -4 penalty to their saving throw to overcome the *sanctuary* spell. This device is useable by any creature that can wear a ring.

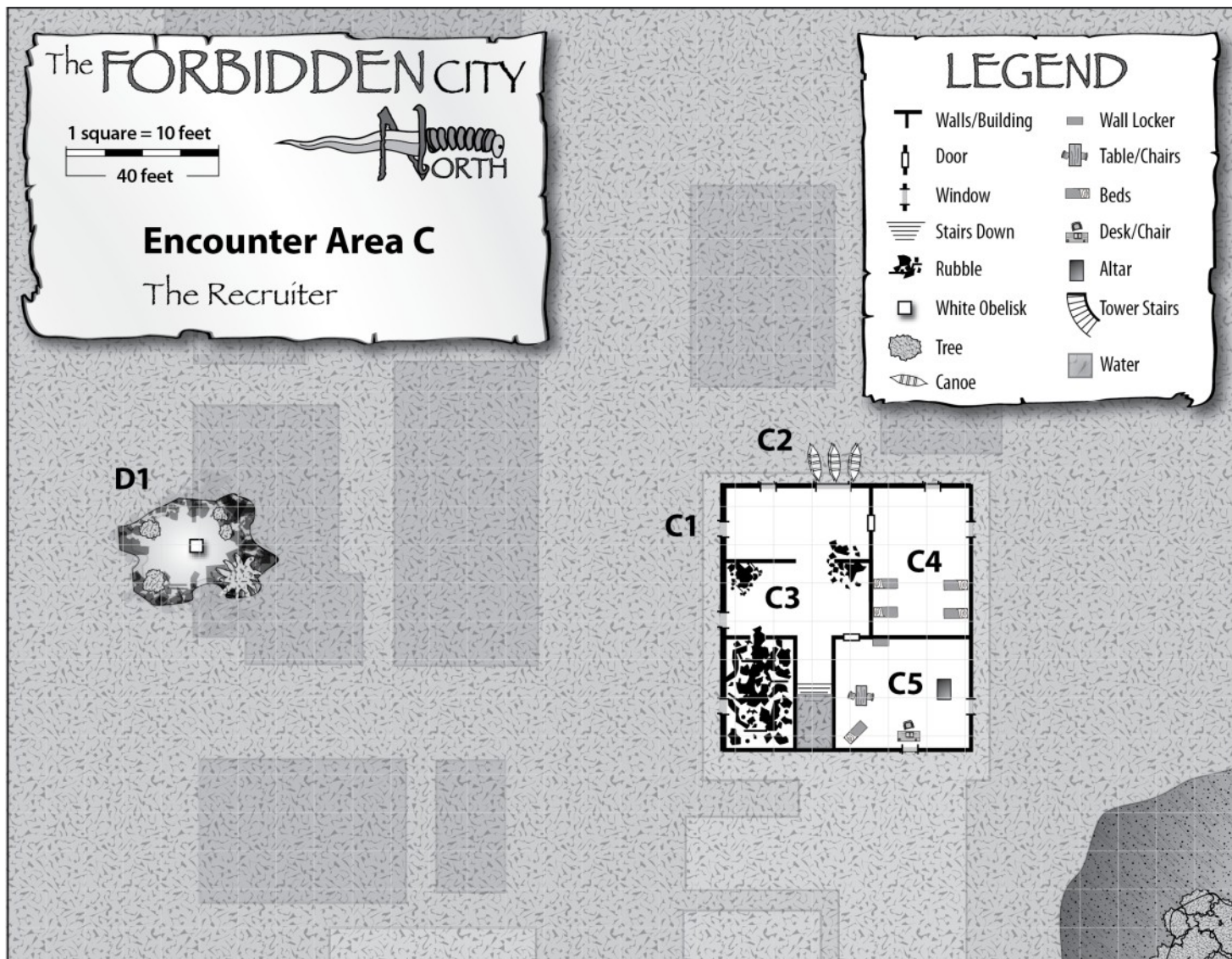
Value: 1,250 gp

Black of Arrow of Undeath (Ghoul)

These arrows inflict 2d12 damage. Any living creature slain by this arrow arises as a ghoul on the next round. The ghoul will attack the nearest creature.

Value: 1,000 gp

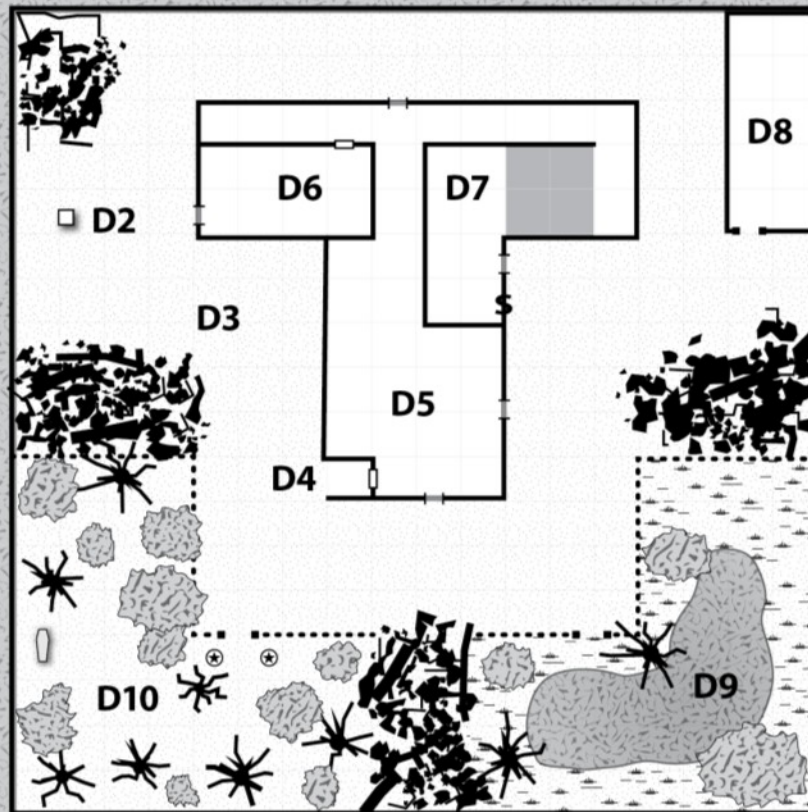
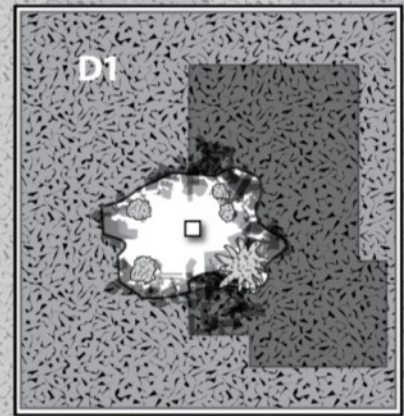




The **FORBIDDEN CITY**

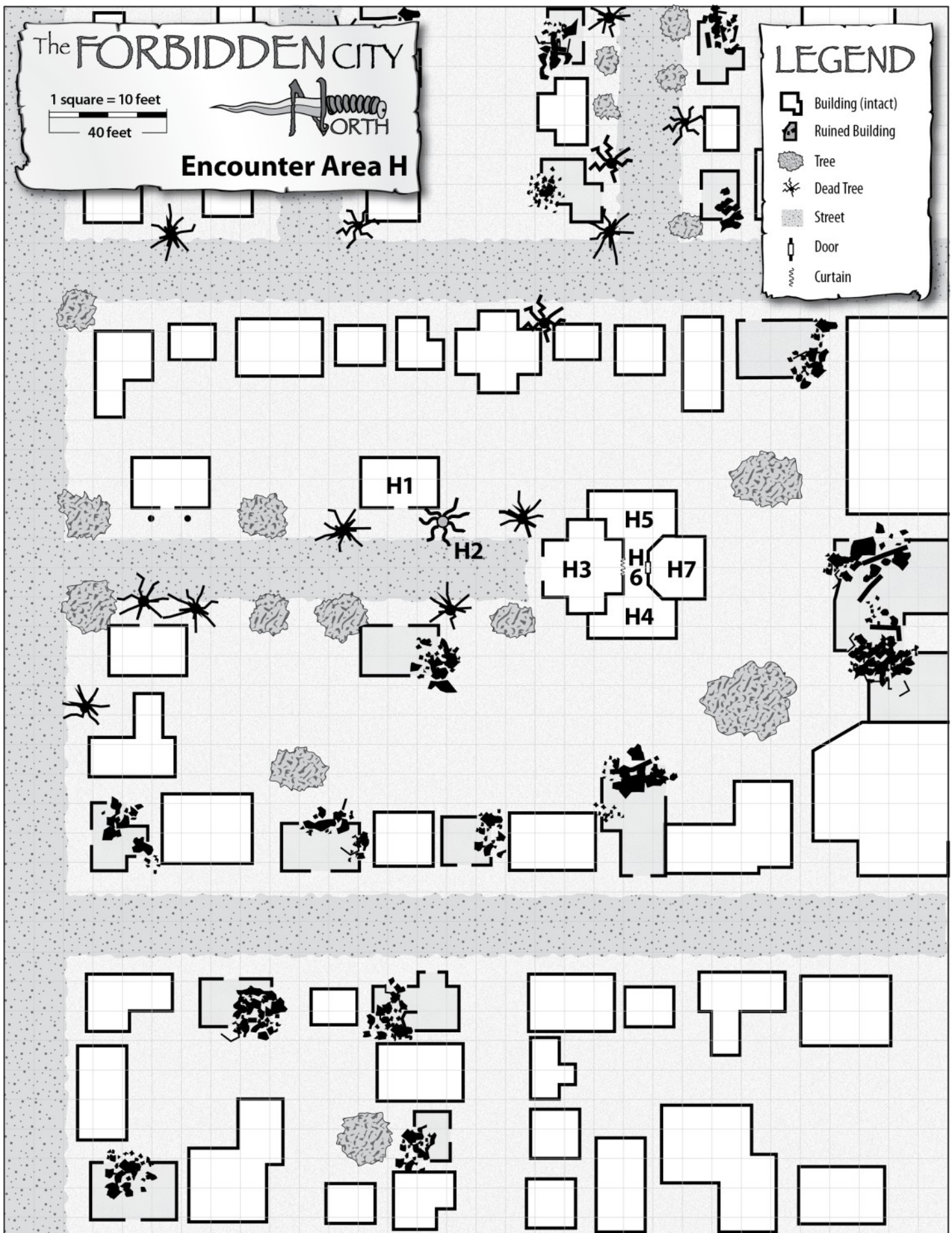
1 square = 10 feet
40 feet

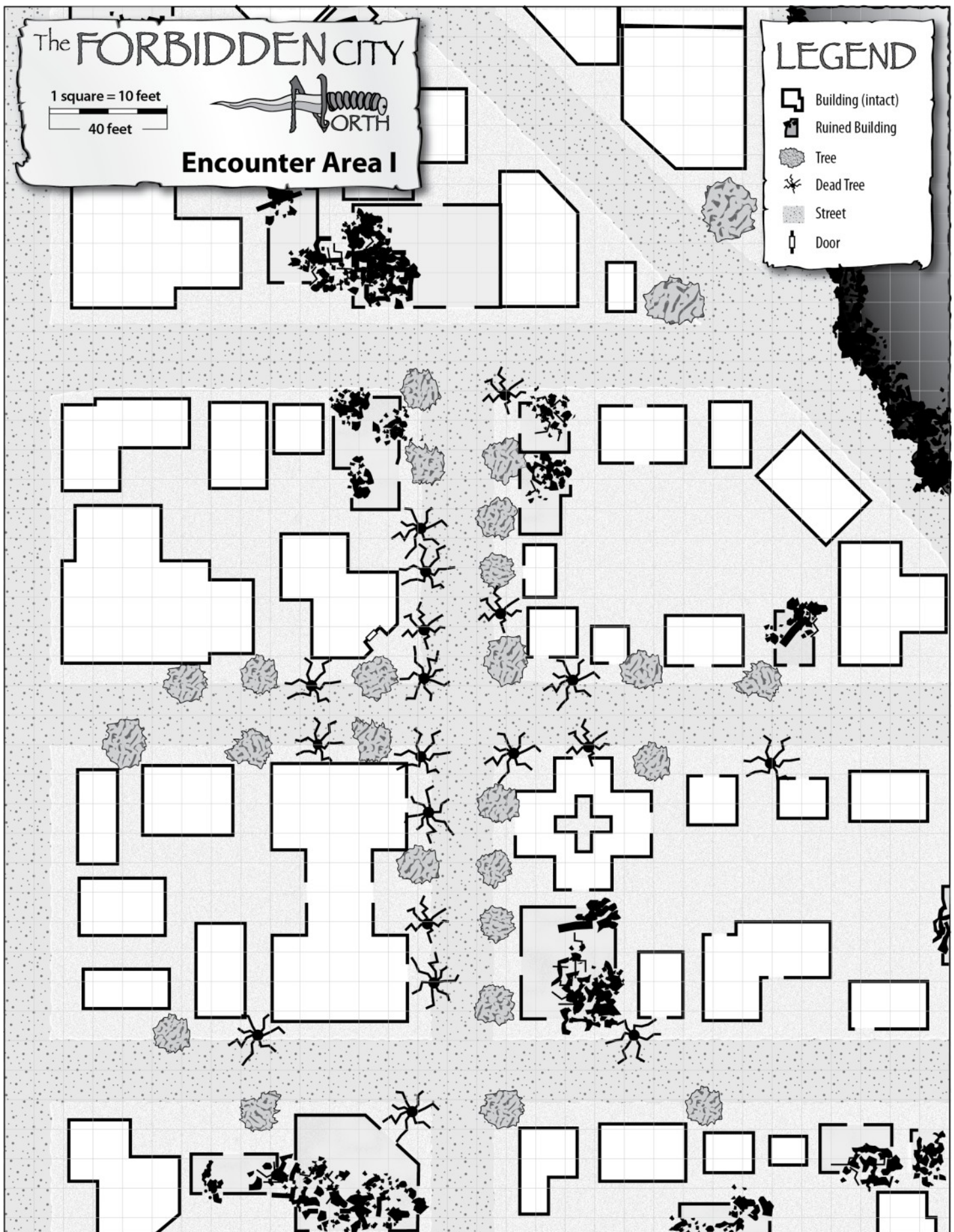
Encounter Area D

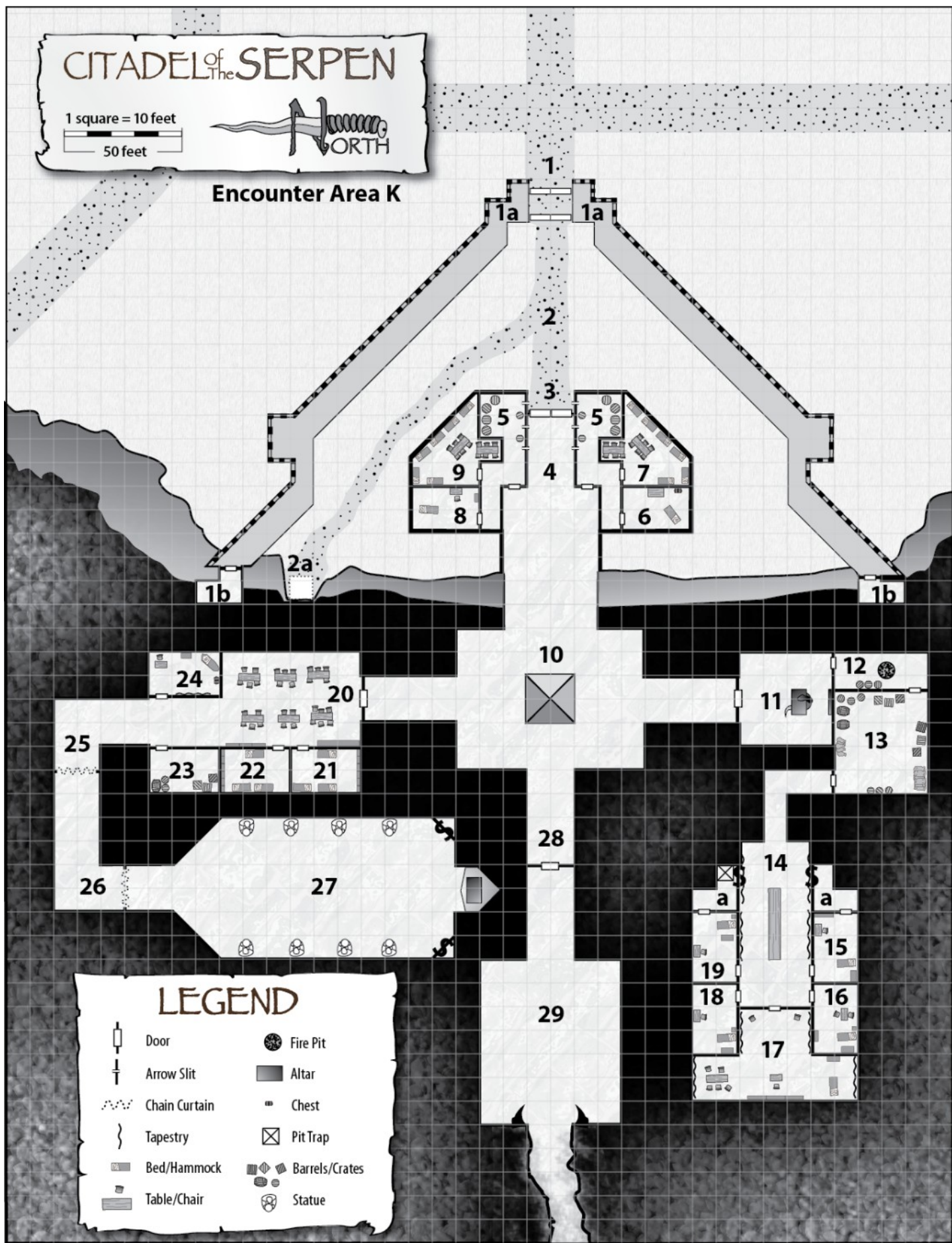


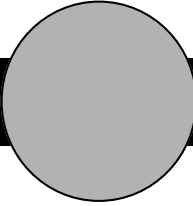
LEGEND

- T Walls/Building
- Door
- Window
- \$ Secret Door
- Rubble
- White Obelisk
- Tree
- Dead Tree
- Water
- Statue
- Glass Coffin









TOURNAMENT GUIDELINES

Tournament Information and Introduction

Equipment: At the start of the tournament, the players will have **30 minutes** to familiarize themselves with the (limited) equipment and characters. No additional equipment may be added.

Spells: Spell casters cannot change their spell selection at any time during the scenario. Players must use the pre-selected spells that are indicated on the character sheet.

Rest: In this adventure, resting for the night ends the scenario. The PCs must reach the docks when the sun rises or they have failed.

Game Time: This tournament has a duration of **3.5 hours**. The players have a maximum of 30 minutes to select characters and equipment. If they complete preparations in less than 30 minutes, they can start immediately and add the unused time to the game time. When the players are ready to start, a timer is set for three hours. When the **three hour time limit** is reached, the round is over for that group. If a group is in the middle of an encounter, the round still ends at that time.

Character Death: If a character dies, the player may stay at the table. He may assist for the duration of the tournament.

How to DM a Tournament: General Advice

Running a tournament adventure is much the same as running any adventure. The only difference is that the players are being scored as they progress through the adventure. Your skill as a dungeon master will be tested. No matter how narrow a particular encounter may be structured, an ingenious player will discover a loophole. Your job is to minimize loopholes, but remain fair. By their very nature, tournament adventures are very narrow in scope. There are a number of encounter areas, some more important than others, which give the players opportunities to score points by having their PCs make the “correct” decisions or actions.

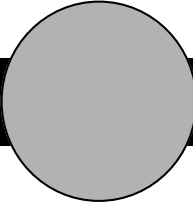
Maintaining a tight control is the hardest thing

for a DM to do in a tournament setting. In an regular game, all options are open to the players. They can dictate the direction of the adventure as much as the DM. In a tournament, that is not the case. A tournament is a group of encounters – typically set in a particular order – that provide the players with opportunities to score points. There is very little role-playing as a tournament is designed to challenge the skill of the player, not the role-player. That is not to say some role-playing is unimportant because it can be. But it is impossible to score a team on how well they role-play.

As a DM you must keep the play moving along. If the group stumbles around, let them. But not for too long. It is okay to prod them in a direction from time to time. Do not give them answers, but give them direction. In general, the more encounters a group completes, the higher their potential score. With that in mind, you do not want to push the group. But if they are clearly lost, let them wander for a bit, then give them a nudge.

An important aspect of any tournament is the clock. In this tournament the group has **three hours to complete each round**. Not all groups will finish in that time, while others will blast through it. Let the players know that the clock is ticking if they seem to be caught up in something completely irrelevant.

Lastly, be fair. In our regular house games we fudge the dice and alter situations when things may be getting out of hand. In a tournament, you must adhere to the stricter guidelines. Dice rolls are dice rolls regardless of the end result. In general, the good and bad will balance in the end. Have some fun and keep the players on their toes.



TOURNAMENT GUIDELINES

How to be a Player in a Tournament Setting (read this to players)

A tournament is a competition. It is important for you to understand that your team is being scored based on its success and failure. Each encounter has opportunities to gain or lose points. Basically, each encounter you face will have a set scoring table that the DM will use to award, or subtract, points from your group's total. Sometimes you can earn points by simply making a good decision and other times you only earn points for combat. You will not be scored on your role-playing ability.

Unlike a regular game session at home, a tournament is a timed event. Your group is given a mission and you have three hours of table time to complete that mission. When the DM starts the **Player Introduction**, the tournament has started for your group. At that point, it is up to you to get the job done. That does not mean you have rush through every encounter, but it is important to watch the clock. Tournament scoring is very specific. You gain points for solving a problem when

faced with an obstacle. You will never gain points for sitting at an inn and discussing the finer points of which type of room to rent.

Let everyone have a voice during the event. This is about solving problems and getting it done. Great ideas come from all players, so get involved. That said, be organized. Have party caller or leader. Set your marching order and stick to it. Disagreements happen, but find a way to resolve them quickly and without reservation. Your group will not handle every encounter perfectly, and if you try, you are sure to get caught up in the smallest of details that will erode your game time before you know it. If you are constantly shifting your marching order, or changing things, you are going to waste valuable time.

Finally, don't forget to have fun. Sure, a tournament is serious, but it is also a great opportunity to play the game in a different way. Every group is going to gain and lose points. Don't be so stressed that you forget to enjoy yourself. Nobody wants to lose the tournament, but it would be a real shame if you did not enjoy it.

SCORING/ PRE-GENERATED CHARACTERS

Tournament Scoring

Points are awarded for each encounter the players complete. The following list includes point values for specific actions within each encounter in this tournament.

A. The Great Tree

Use rope to assist PCs - 5
Build bridge to reach the tree - 5
Avoid fight/flee to ground - 5
Find nest - 5

B. The Steps

Avoid surprise attack - 5
Find magic long sword - 5

C. The Lake

Surprise the hobgoblins - 5
Avoid the piranha - 5
Steal canoes without a fight - 10
Find magic arrows - 3
Avoid trapped chest - 3
Zapped by altar - (3)
[per occurrence]
Find the journal - 5

E. The Red Ape

Completely ignore the tower - 10
Enter tower / avoid stair trap - 3
Enter tower / avoid Red Ape - 3

F. The Old Man

Bring the couatl food - 3
Bring the couatl water - 3
Bring the couatl fire wood - 5
Bring the couatl treasure - (3)
Attack the couatl - (10)

J. The Ceremony

Rescue Slatrac - 10
Kill Slatrac - (5)

General Points

Each PC that survives - 2
For every five minutes remaining of unused time - 1

Kare Dedlef	1/2 Elf Ranger/Cleric 4th/5th Level LG
Strength	14
Intelligence	15
Wisdom	17
Dexterity	16
Constitution	15
Charisma	16
Hit Points	36
Armor Class:	2
Armor:	Chainmail, +2 <i>Cloak of Protection</i>
Weapons:	Two Handed Sword*, <i>Staff of Striking</i> (6)
Equipment:	Pack, Pouch, Spell Components, Water Skin
Magic:	<i>Potion of Hill Giant Strength</i>
Spells:	<i>Bless</i> , <i>Detect Magic</i> , <i>Light</i> , <i>Cure Lt. Wounds</i> x2, <i>Aid</i> , <i>Hold Person</i> , <i>Silence 15' Rad.</i> , <i>Withdraw</i> , <i>Dispel Magic</i> , <i>Death's Door</i>
	* Single Specialization w/two handed sword

Brade Quiklaren	Human Paladin 5th Level LG
Strength	17
Intelligence	14
Wisdom	15
Dexterity	15
Constitution	15
Charisma	17
Hit Points	38
Armor Class:	-1/-3
Armor:	Platemail, +2 <i>Shield</i>
Weapons:	+2 <i>Long Sword</i> , Flail, <i>Javelin of Piercing</i> (2)
Equipment:	Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'
Magic:	<i>Potion of Extra Healing</i> , <i>Pearl of Sirine</i>

PRE-GENERATED CHARACTERS

Howidser	Human Magic User 5th Level NG
Strength	7
Intelligence	17
Wisdom	12
Dexterity	15
Constitution	12
Charisma	10
Hit Points	18
Armor Class: 3	Armor: <i>Bracers of AC 5, +1 Ring of Protection</i>
Weapons:	<i>Dagger +1</i> , Dagger (3), Darts (12)
Equipment:	Pack, Candle (3), Pouch (2), Spell Components
Magic:	<i>Ring of Wizardry (1st level)</i> , <i>Potion of Healing</i> , <i>Wand of Magic Missiles (11)</i> , <i>Elven Cloak</i>
Spells:	<i>Magic Missile</i> x3, <i>Armor</i> , <i>Read Magic</i> , <i>Stinking Cloud</i> , <i>Mirror Image</i> , <i>Fireball</i>

Drut Leadin	Human Fighter 6th Level CG
Strength	18/47
Intelligence	10
Wisdom	9
Dexterity	11
Constitution	16
Charisma	12
Hit Points	57
Armor Class: 3	Armor: +1 Chain Mail and Shield
Weapons:	+2 <i>Morning Star*</i> , Hand Axe* (4)
Equipment:	Pack, Candle (3), Pouch (2)
Magic:	<i>Potion of Growth</i> , <i>Potion of Super Heroism</i> , <i>Ring of Free Action</i>
* Single Weapon Specialization	

Tyrewave Berem	Human Illusionist 5th Level CG
Strength	8
Intelligence	18
Wisdom	12
Dexterity	16
Constitution	11
Charisma	15
Hit Points	17
Armor Class: 4	Armor: <i>Bracers AC 8, +2 Ring of Protection</i>
Weapons:	+1 <i>Staff</i>
Equipment:	Pack, Waterskin, Blanket
Magic:	<i>Wand of Paralization (5)</i> , <i>Potion of Healing</i>
Spells:	<i>Chromatic Orb</i> , <i>Phantom Armor</i> , <i>Detect Invisibility</i> , <i>Hypnotism</i> , <i>Mirror Image</i> , <i>Blindness</i> , <i>Hypnotic Pattern</i> , <i>Paralization</i>

Pinesol Tilex	Human Druid 6th Level LG
Strength	12
Intelligence	10
Wisdom	16
Dexterity	17
Constitution	12
Charisma	15
Hit Points	28
Armor Class: 4	Armor: +1 <i>Leather</i>
Weapons:	+3 <i>Scimitar</i>
Equipment:	Pack, Lantern, Flask of Oil (2), Holy Water (2)
Magic:	<i>Broach of Shielding (21)</i> , <i>Bag of Tricks (6-8)</i> , <i>Keoghtums Ointment (3)</i>
Spells:	<i>Entangle</i> , <i>Faerie Fire</i> x2, <i>Animal Friendship</i> , <i>Speak with Animals</i> , <i>Detect Snares & Pits</i> , <i>Charm Person or Mammal</i> , <i>Cure Light Wounds</i> x2, <i>Barkskin</i> , <i>Heat Metal</i> , <i>Summon Insects</i> , <i>Neutralize Poison</i> , <i>Protection from Fire</i>

Arami Furrtoe	Halfling Thief 7th Level NG
Strength	10
Intelligence	13
Wisdom	12
Dexterity	18
Constitution	15
Charisma	10
Hit Points	39
Armor Class: 3	Armor: <i>Ring of Protection +3</i>
Weapons:	<i>Short Sword +2</i> , Sling
Equipment:	Pack, Tinderbox, Torch, Thieves Tools, 10 Bullets
Magic:	<i>Gem of Seeing</i> , <i>Oil of Sharpness (1)</i> , <i>Bag of Holding</i> , <i>Bullets of Impact (10)</i>
Open Locks	72%
Find Traps	60%
Remove Traps	60%
Climb Walls	89%
Hide in Shadows	75%
Pick Pockets	80%
Hear Noise	30%
Move Silently	85%
Read Languages	30%

Stitsu Aru	Human Fighter 5th Level LG
Strength	10
Intelligence	11
Wisdom	10
Dexterity	17
Constitution	9
Charisma	11
Hit Points	23
Armor Class: 4	Armor: +1 <i>Leather</i>
Weapons:	Long Bow*, Broad Sword*
Equipment:	Pack, Large Sack, Torch (5), Iron Spike (6)
Magic:	+2 <i>Arrows (16)</i> , <i>Potion of Speed</i> , <i>Ring of Fire Resistance</i>
* Single Weapon Specialization	

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More than 50 years ago a band of daring adventurers found and explored the mythical Forbidden City.

The group defeated many dangers within the ancient ruin including an evil and powerful race of snake-men. For several years thereafter, other expeditions ventured into the dark jungle to unlock hidden mysteries and treasures with the new-found city. But little more was found and the snake-men had vanished. Now, something is again stirring within the Forbidden City. An unseen menace has called hundreds of lone adventurers to the rift city and none have returned. It is one of those “called” that your party pursues.

And the path has led inexorably to the Forbidden City.

Legacy of the Forbidden City is sequel adventure to the classic module of similar name.

The module is designed for the First Edition game using six to eight characters of fifth to seventh level. The adventure was originally designed as a tournament for use at the fifth annual North Texas RPG Convention. While all the tournament notes are included, the module is designed for standard play.

