

THE POLIO

#17
1E&5E
COMPATIBLE

Part Four
of The
White Ship Campaign

WS4 Samurai's Fall

New Monster
Tortoise Oni

Gazetteer:
NR13 The Cultures of
the T'ung Isles

Adventure for Levels 6-8
in both
1E & 5E formats!



CASTLE

Part Four
of The
White Ship Campaign
An Adventure for
Levels 5-7 in both
1E & 5E Format



THE
NAMELESS
REALMS



INTRODUCTION

There is something inherently awesome to me about castles, yet I've always felt they were a backdrop to an adventure and never the true adventure themselves. Typically, it's a place you fall back to, and although some campaigns may have used them as a place of siege, I believe it is more difficult to find one that you can actually adventure in. Certainly there is the ruined outpost in Village of Hommlet, but if I had to pick a 'winner' for best castle delve, it would always be Palace of the Silver Princess. I've played the adventure more than half a dozen times, and each time I enjoy it more. For that reason, when I sat down to create the adventure within Distant Turtle City for Folio #17, I couldn't help but want to replicate some portion of that adventure's feel. A cursed castle, strange portents, hidden curses, and the ability of the characters to free it from its dire fate.

As you go through this module, I hope you'll try to remember your favorite castles of the past and perhaps apply some of your memories to this place, but whatever the case, have fun and let me know how it goes as I always love to hear how your adventures play out!

Scott Taylor

STYLE OF PLAY

This module is set up as an absolute grinder. The dangers within the walls of the daimyo's castle are not to be taken lightly, and a DM should be prepared to watch over the party carefully during the expedition and modify encounters accordingly. No one knows your players better than you do, so keep that in mind as you look over the adventure and the monsters within. Otherwise, this is a basic crawl, going room to room and floor to floor in search of what lies at the heart of the corruption—a shadow dragon. If you've established a horror feel thus far with The White Ship campaign (utilizing Folio #16), then I'd keep that going, bringing darkness, random screams, flickering lights, blood splatters, and moans through the entirety of the delve.

EXPERIENCE POINTS

This module is set for characters levels 6–8, but the higher the better. Also, during the course of putting this module together, there were some stat shifts that made AD&D not absolutely compatible with D&D 5E, so for those using the 5E rules, you might want to adjust stats as needed on the monsters, because I found that some were 'dumbed down' by the rules set and might make for too easy a crawl, while others ended up being overpowered. I leave this to you, but I do believe that around 8th is a good level for the party, assuming they have ample healing.

NAVIGATING THE CASTLE

The castle is a two-story affair with several rooms that are open to the exterior. Two gardens, one in the rear of the castle and one on the second floor, as well as an aviary can allow access to the outside. If the DM so chooses, these are also places where strike teams of Fallen Leaf shade ninjas can get into the castle and harass the party. Otherwise, the interior is pretty straightforward in its design. I didn't go over the top on traps (as it was a working castle until just a few days ago), and secret doors are at a minimum. The doors to most rooms are standard wooden panels, but there are places that have more traditional sliding panel doors found in Japan.

THE DAIMYO, HIS FAMILY, AND HIS HOUSEHOLD

The Daimyo of Distant Turtle City is the Lord Drago Shenza. He is a distant cousin of the emperor, and as such has a great degree of power in the T'ung (likely the reason his family was sent off the coast more than two hundred years ago). Lord Shenza has been a good overlord to the island, and his forthright and martial nature has kept pirates and monsters at bay for more than five generations. The people respect him and his family, and the captains that call the port home do as well.



However, it is now the autumn of Lord Shenza's reign, and a stubbornness has come on him that has irked the leadership in the Celestial City of the emperor. For this reason, the emperor has placed one of his weapons, the Fallen Leaf ninja guild, in Distant Turtle City to watch over the daimyo and report on his actions.

Shenza's wife died more than half a century ago when she fell from one of the nearby cliffs overlooking the city. This troubled the daimyo greatly, and his dark hair turned

white in the course of a single year, but his large family kept him from falling into too deep a melancholia.

He has three daughters, Lady Kikyo, Lady Reumyo, and Lady Sinoah. None have yet to take a husband (something else that has irked the emperor), and many on the mainland believe that Lord Shenza is playing politics with his daughters in hopes of bringing his family back into the full fold of the empire.

His only son, Lord Karata, is an able samurai and has spent years training on ships as well as the mainland. He is skilled in combat and the court, many believing him to be in line for the role of shogun if a war were to break out.

Lord Shenza's brother, Lord Maho, is also on the island and acts as the chief strategist and general for the city's defenses.

Captain Fu, the head of the city's trade and maritime defense, is captain of the Blue Ki-Rin and also has a suite in the castle. He is of no relation to Lord Shenza, but is considered part of the family.

Li Mon is one of the few humans in the castle and is Lord Shenza's vizier. He is extremely loyal, so much so he has stopped answering missives from his guild in the Celestial City concerning what the daimyo is up to.

Bu Jong is the High Priest of the Tortoise at the castle, and is another human of some importance. He has been in his position for a decade, and although loyal to his church, he has grown fond of the family which supports his good works in the city below.

Jack Guards

There are more than a dozen jack guards within the castle that act as bodyguards and captains over the human retainers inside the walls.

THE CULTURES OF THE T'UNG

The culture of the T'ung is born of a strong caste system in which upward mobility is limited, especially for humans. Dwarves are the ruling caste, and are the generals, lords, chief administrators, merchant overlords, and clergy of the Four Winds. All dwarves are considered to be samurai and are the only race that can normally carry katanas.

Below the dwarves in the system are the jacks, social outliers with a controlled place, that act as go-betweens with the shock troops that make up the mostly human armies of the emperor. They act as captains for the army and on occasion have been raised to the status of ronins who can also carry katanas.

Humans make up the bulk of the population, some ninety percent, but are kept mostly uneducated and in a state of complete serfdom. This changes somewhat in cities where human merchants have a place above the peasants, and certainly members of the guild of viziers (magically adept humans) also have a station above most members of their race. Often, to gain station, merchant lords

will breed their daughters with dwarves to create jacks, who can be bartered and sold for higher ranks and contracts.

Gaijin, meaning foreigner, is an overarching title referring to all other races including jai-ruks (high orcs) and elves, as well as humans of foreign birth. Somewhat xenophobic, especially with human kingdoms, the T'ung can be problematic when making trade deals or allowing access to their ports, but trade is the lifeblood of any kingdom, and so some commerce and contact must be tolerated. For the most part, traveling inside the T'ung by gaijin is forbidden without a seal from the emperor, and even movement outside the typically walled port district of the major trade centers is frowned upon. Gnomes are mostly immune to this bias, who as cousins to the dwarves, are usually welcomed as go-betweens with human kingdoms.

Religion in the T'ung is based around the veneration of the Four Winds, which dwarven priests are only allowed to participate in on a leadership standpoint. Each of the winds is actually an ancient dragon, and it is said that these beasts grant the dwarves their magical abilities in trade for treasure wrought and collected throughout the empire. Outside the worship of the Four Winds, humanity often venerates less mythic creatures such as wolves, bears, cranes, tortoises, and

other manner of beasts. Such priests are either more druidic in their nature or act as spiritualized monks.

Pirates of the Corsair Archipelago

Since the fall of the ocean empire of Uthoria and the sinking of the Isle of the Corsairs, legends have arisen concerning all manner of strange events in what has become known as the Corsair Archipelago.

For the layman, the archipelago is little more than a scattered collection of islands in the south-central Halo that stretches for nearly a thousand miles. For sea captains and sailors, it is a place of death where ships are gutted by jagged reefs, islands are propagated with cursed ruins, and remorseless pirates gather before venturing into the Halo sea lanes to loot and plunder trade ships.

These pirates are of many races and nationalities, having range to strike at the entire southern curve of the Halo Trade Circle from the protection of these island chains. Reports of piracy from the archipelago come from as far north as Zimbolay and the Opal Gates, west to the T'ung, south to old Arcania, and east along the coasts of Aflyr and the Pagan League.

Ships are known to utilize magical adepts capable of hurling offensive spells, illusions, and even wind and sea enchantments. Captains with monikers like the Brown Butcher, the Were King, the Lady of Storms, and Reef Nightmare terrorize the shipping lanes with cutlass, trident, and all other manner of weapons. Their crews often possess sea elves and winged folk, as well as the yellow-bearded sea dwarves who once called Uthoria home.

How their ships can ply the waters within the archipelago is a mystery, but most would attribute it to good charts, sea scouts in the water, and a nose for the winds, but even these mighty sailors are said to avoid the inner reaches of the archipelago, where the fogs dominate the dead air and the sun is blocked by swirling storms and dark cloudbanks.

Adventure Synopsis

The adventure revolves around ‘clearing’ the castle of the corrupted creatures left behind by Molo. Characters will begin at the Temple of the Tortoise, likely moving during daylight hours to the castle and then starting the long job of clearing things room by room. The caveat to this is that there are some NPCs in the castle who have been transformed into monsters or otherwise corrupted. It is possible to still save some of them, assuming the characters are interested in such things.

The final battle in the adventure is likely to be the combat with the shadow dragon. Oddly, the dragon is a conversationalist and will treat with the characters before choosing to finally destroy them. In this conversation, it will be possible to find out that Molo did get what he came for—the Tortoise Idol—and that the Fallen Leaf ninjas were working for the emperor to bring down the daimyo from the inside.

Once the castle has been cleared, the adventure will technically end, although there are various aside things that can be taken on by the characters if they choose, or if the DM wishes to keep them in the city longer than expected.

Plotting a Course

This is a straightforward dungeon crawl with room by room clearing. It is assumed that the characters will take on the first floor and then the second floor, but obviously you never really know what players are going to do. One thing to keep in mind, although the shadow dragon is assigned a room, it can appear anywhere, even hiding from the players until it is ready to attack. So, it is possible that the players can clear all rooms, then make to leave, only to find the shadow dragon in the entry hall waiting for them.



THE FINAL BATTLE

The final battle, wherever it takes place, should be a nice culmination for this duology. The shadow dragon is a fun NPC and certainly doesn't have to be a huge brute of a lizard sitting on a pile of gold. Utilize him as you choose (there will be greater descriptions of him in the adventure), but be sure to make this encounter something to remember. I suggest building in shadows, having a dialogue between the characters and the dragon, and being sure that the characters utilize light sources to help them defeat the wyrm.

Dungeon Master Notes & Suggestions

1. NPC Interactions

There are two possible NPC interactions in this adventure, the first coming by way of Lu-Fung the ogre magi, assuming the players have befriended him. His relationship to his mate should be a source of contention between him and the party, and when she is

found, problems can certainly arise because of her charmed state. If she is killed, it is possible that Lu-Fung will fly into a rage and become a sudden enemy of the players, or if she is saved, perhaps they both fight with the party till the end of the adventure; only time and roleplay will tell. The second greater NPC is the shadow dragon, and as stated above in ‘The Final Battle’, he is a talker. Having the ability to speak to him might give the players a chance to find out secrets held by Molo or more details to his plan. It could also provide options for helping to free the town from the corruption that has overtaken the Fallen Leaf ninjas. Whatever the case, the shadow dragon is an interesting subject matter.

2. Death vs. Capture

Remember, there are some creatures in this module that may have been turned into monsters by Molo (such as the two giant mantises). That said, it is possible that players could understand this, sensing the latent transmutation magic in such creatures, and therefore choose to try to save them. I’d suggest providing an extra 10% bonus to overall exp if the players do choose to try to save polymorphed and corrupted NPCs.

3. Freeing the Town

When all the dust has settled, the characters will need to get back to the launch that brought them (in Folio #16) and then continue the chase. This can be as easy as ‘You get back to the ship,’ or as hard as ‘Ok, there is still a large town between you and the docks.’ Ninjas, as well as the bushido goblins, can still be in play, and what about the townsfolk in the hills, should someone help them? Really, it is up to you as the DM (and if there are mini-adventures you’d like to add to the campaign to expand it).

INTERACTING WITH DISTANT TURTLE CITY

1. Lu-Fung and His Mate

This is perhaps my favorite part of the adventure. I remember reading the first few books in Terry Goodkind’s Sword of Truth series and always loved how he would take someone or something I hated with every fiber of my being and then make them my favorite thing in the universe in the next book. Perhaps this is something you can do with Lu-Fung and his beloved. Certainly

Lu-Fung can be a fun NPC in his own right, saving players, smashing skulls, laughing at odd times (think Drax in Guardians of the Galaxy), and anything else odd that strikes you as a DM. He is there to help out, but also to add a foreign and comical note to the adventure. Also, when dealing with Lu-Fung, you might want to give him abilities not normally found with the standard representation, like maybe a cool martial arts skill that is flashy and makes the characters jealous. DM NOTE: If he survives, he will provide the PCs with a gift: a small sea dragon figurine that will help them navigate the Corsair Fog.

2. The Demise of the Fallen Leaf

Although the players will have several opportunities to fight the shade ninjas of the Fallen Leaf, they will certainly not have destroyed all the agents of the guild by the time the castle run is over. This is also something that can be left to the discretion of the DM as perhaps the players now have a score to settle, or maybe some of the ninjas have swum out to the ship, took the place of crewmen, and will later try an assassination on the high seas. Anything is possible, but they are a cool enemy to have at your disposal for later use.

Overall Story Arcs & Threads

1. The Grinder

As I've said before, this module is a grinder. It can chew up and spit out player characters without much trouble. As the DM you'll need to keep this in mind, adjust power settings, and provide players with light sources if they don't have them (or can't figure out how to use them against the shades). Also, if you have NPCs, they make good soak characters to stabilize the HP pool. I've tried to put in some healing here and there, but I don't want to be too giving in this regard, so if you see a further need, feel free to add stuff in as you see fit.

2. Where Do You Go from Here?

When all is said and done, the characters will be returning to their ship without much to show for their expedition. They may have acquired some items that can help them navigate the Corsair Fog, but otherwise Molo's trail is about as cold as it was before they happened upon the derelict ship in Folio #16. Still, given that Molo now has the two items he needs to get to the White Ship, it

can be assumed that the Corsair Fog is next, so get ready to set sail into some of the most deadly waters the Nameless Realms have to offer in Folio #18 & #19.

3. Putting the Pieces together for Navigation

If the players acquired the Enchanted Sexton on the Isle of Jade, and they can combine it with the Sea Dragon Figurine gift from Lu-Fung (assuming things work out that he can provide it), as well as the Corsair Sunglasses acquired from Captain Fu in Folio #16, they will have a great chance of making it in and out of the Corsair Fog. Keep that in mind as you play through this adventure, as all three items will become very important at the beginning of the events of Folio #18.

Art of This Issue

Well, like many of my fellow players, if you asked them who their favorite artist from the old Dragon Magazine days of the 1980s, a high percentage would have to go with Den Beauvais. Den and I have known each other for about a decade, and he's always one to step up for the hobby as he did with his incredible cover for Gygax Magazine #4 when I was the Art Director at the new TSR. As soon as I started working up the idea of a sister magazine for Gygax, much like Dungeon was to Dragon, I knew I wanted to again work with Den on a cover. Although it

took me three years and 17 issues, I finally got my Beauvais cover, and I hope you enjoy the science fiction feel of it. Within, you'll find a great adventure cover, a tribute painting to the great Bill Willingham by Michael Wilson, as well as Michael doing the iconic on the back cover. Artists Simon Adams and Travis Hanson fill the interiors with black and white art as they did in Folio #16, and as always I'm really lucky to get them for these modules. In all, this is some of the best rounded art I've been able to muster, and I hope you enjoy the direction we've gone with it.

Credits:

Author: Scott Taylor

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Design/Layout: Andrew Rodgers

Cover Art: Den Beauvais

Color Module Back Cover Character Art: Michael Wilson

Color Interior Cover Art:

[Gazetteer] Travis Hanson

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New Monster

Tortoise Oni

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 10+10

Move: 12"

No. of Attacks: 3

Damage/Attack: 2–12 (Fists x2)/2–20 (Tetsubo)

Special Attacks: Tortoise Bellow (save vs. petrification or be stunned 2 rounds (2/day)), Ki Shockwave 8–48 (save vs. dragon breath in a twenty foot circle (2/day))

Special Defense: None

Magic Resistance: 35%

Intelligence: Very

Size: L (9' Tall)

Psionic Ability: NIL

% in lair: 20%

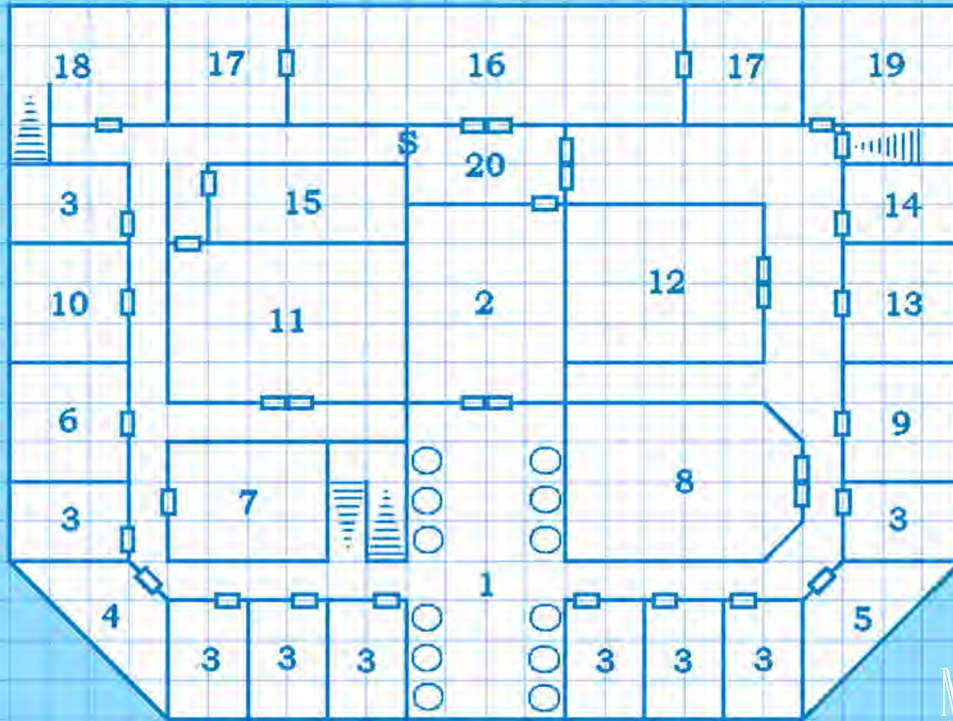
Treasure Type: A, C

Tortoise Oni [AC 20, HD 10d12+30, HP 102, Initiative +3, #AT 3, Hit +6, Dam Fists 12 (2d6+6), Tetsubo 13 (1d10+8), Tortoise Bellow (DC 13 Will or be stunned 2 rounds (recharge 5–6), Ki Shockwave 24 (8d8) (DC 14 Dexterity in a twenty foot circle) (recharge 5–6), Multiattack, Magic Resistance (advantage on saves), STR: 19 (+4), DEX 11 (0), CON 16 (+3), INT 16 (+3), WIS 12 (+1), CHA 8 (-1)]

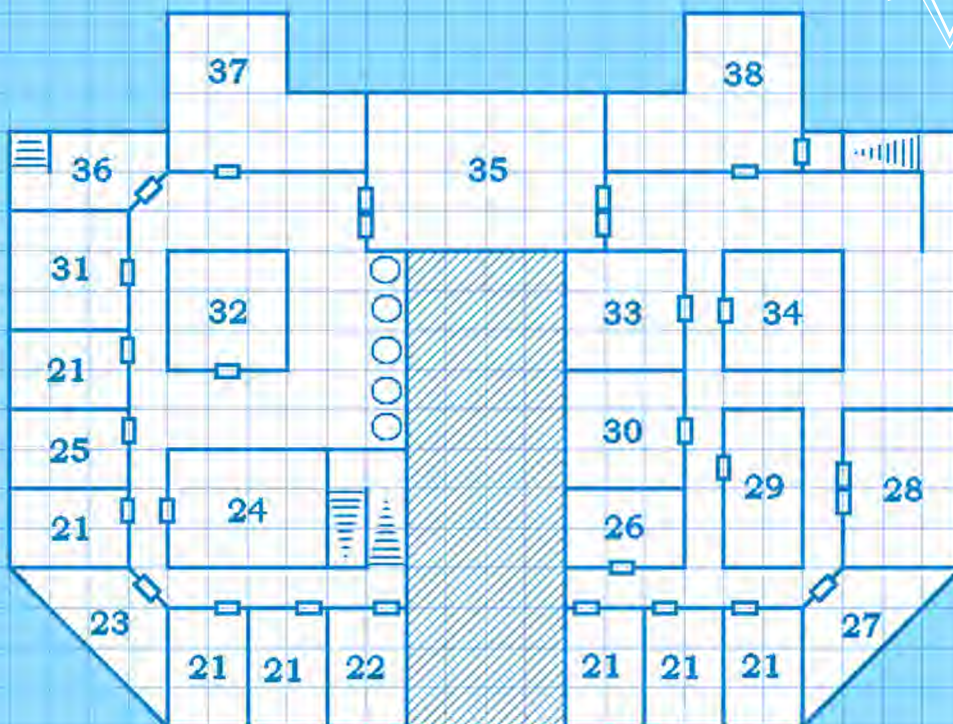
The tortoise oni are heavily armored demons that are summoned from the planes. They are known in Tungese lore as being particularly hard to kill and that getting close to one is as dangerous, if not more, than trying to kill it at range. They are intelligent and seem to enjoy combat, sometimes even utilizing their heavy spiked shell to crush opponents (giving up all other attacks, but does 5–50 damage), and if pressed from range they can use a dimension door ability to suddenly appear next to targets up to 300' away.

THE FOLIO

Ground Floor



Upper Floor



THE FOLIO



SAMURAI'S FALL

ADVENTURE FOLIO MODULE WS4

**An adventure for characters levels 6–8
by Scott Taylor**

after
Willingham



Folio Module WS4

SAMURAI'S FALL

An adventure in both 1E and 5E formats
for characters levels 6–8

**All 'grey blocks' are for 5E conversions
in this section.**

INTRODUCTION

Samurai's Fall is a standard dungeon crawl type adventure in which players will clear rooms in a two-story Asian inspired castle. There shouldn't be anything that is too out of the ordinary here, and the adventure has been broken down into three scenarios.

Scenarios

Each of the three scenarios has an introduction and also DM's notes as to how to handle anything that is peculiar about the section. I would say that since the castle is currently in the hands of monsters, primarily the shadow dragon, that lights would be at a minimum, and although slit windows do allow light, they also provide wonderful shadow, so utilize this as you can.

Shade Ninjas

One can assume that there are at least a dozen shade ninjas present in the castle at any one time. These dozen enemies can be used at the convenience and whim of the DM, each of them capable of shadow walking into a fight to defend the castle.

SCENARIO 1

Entry into the Castle

There is a long rise leading up to the castle as well as a no man's land before the fifteen foot stone foundation. However, nothing will attack the characters upon their approach as they are allowed to move up to the large doors without incident. Once they make it to the doors, they will have to find a way to open them. They are barred from the interior, so no lock picking will be allowed, and a Bend Bars check **[DC 20 STR]** is required to actually damage the interior locking board enough for the door to be opened. If the players use physical means to open the door, assume that pretty much everything in the interior knows they are coming and will be ready for them, and the various guards will begin to move toward the main door for defense. However, if a Knock spell is used, the characters can enter without alerting everyone to their presence.

First Level

1.

Grand Entry

The massive studded oak doors, certainly imported from the far T'ung, open to reveal a grand entry. This two-story hall, framed on both sides by mighty jade pillars that are decorated with golden turtles, stretches eighty feet to another set of grand doors, these less for defense and more for ostentation. The polished marble flagstones on the

floor are also green and struck with platinum and gold veins that glow with the light of enchanted lanterns high in the arched ceiling above.

This hall is currently empty, but it will likely be the location of the final battle with the shadow dragon, so keep that in mind. Otherwise, a search of the chamber will show signs of combat, with blood splatters and distinct ‘background count’ flares from magical attacks.

2.

Lord’s Hall

This large chamber opens to grandeur far beyond most northern kingdoms. Jade and golden inlay flagstones make a chess board design all the way to a black stone dais that supports a massive jade throne. Great wall tapestries, each twenty feet across, are decorated with turtle designs, and enchanted lamps light the room with a golden light. Upon the throne sits a stout figure in regal armor, a sword across his lap and eyes that glow with a strange green energy.

Here is Lord Shenza, the fallen patron of Distant Turtle City. He has been turned into an undead by Molo, his soul malformed and corrupted. A Raise Dead or Resurrection would only destroy what remains of his soul, and nothing can bring him back now that he is of the undead.



Once the characters enter, he will rise, take up an offensive challenge position, and then attack. If you are utilizing random shade ninjas during the adventure, this is a great place to drop in 2 or 3 of them to support the old lord during the battle. Otherwise, the players should make short work of him.

Undead Dwarven Samurai [AC -2, HD 10, HP 70, #AT 2 (+2 hit), D (1–10)+5 (Katana), Shadow Shockwave (all enemies within 5 feet must save vs. petrification or be knocked prone, and can be used every 1d4 rounds)]

TREASURE

KATANA OF QUALITY (NON-MAGICAL)
+2 HIT/+3 DAMAGE, DWARVEN ARMOR +2,
HELM OF DEFENSE +2

Undead Dwarven Samurai [AC 22, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +7, Dam Katana 12 (1d10+7), Shadow Shockwave (recharge 5–6) (DC 13 Dexterity save or be knocked prone if within 5 feet of the samurai)]

3.

Guest Room

This sparsely decorated room is of good size but only houses a single sleeping mat, dressing screen, and a small fire pit. Two slit windows provide light and fresh air; they can be closed with wooden shades.

There are many guest rooms in the lower part of the castle. All are nearly identical, but if you want to add in some ‘flair’, or put in a random encounter of guards or ninjas, any of these rooms will do.

4.

Trophy Room

Inside this wooden panel walled room, three fine suits of dwarven-sized ceremonial samurai armor are supported on dummy frames. Two tapestries (both depicting dwarven samurai in battle) decorate the walls, and three long glass cases are filled with trinkets of war.

Having woven its way through the shadows of the room, particularly behind the displays, a strike team of shade ninjas is ready to assault the party.

6 Shade Ninjas [AC 4, HD 6+6, HP 48 , #AT 2, D (1–6)+1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

NONE

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination

(advantage if from surprise), **Shadow Abilities** (see Gazetteer)]

5.

Interior Water Garden

A small fountain drains out of the wall in the southwest of this room, and well-groomed plants decorate the interior. A white stone path cuts through the foliage leading to a stone bench.

Within the confines of the garden a giant mantis lurks, however, this is actually one of the transformed members of the Shenza household. Slaying the creature is certainly acceptable, but if it is transformed back into its former self, it will actually be Lady Kikyo, the lord's middle daughter.

Giant Mantis [AC 3, HD 10, HP 65, #AT 2 or 1, D (2–12)+1 (Pincher x2), Bite 3–12 (if both pinchers hit, the mantis can use a bite attack), Camouflage (75% chance to attack by surprise)]

TREASURE

NONE

Giant Mantis [AC 17, HD 10d10+20, HP 70, Initiative +3, #AT 2, Hit +5, **Dam Pincher** 10 (2d6+4), **Bite** 9 (3d4+3) (if both pinchers hit, the mantis can use a bite attack), **Camouflage** (DC 15 natural Stealth, if successful, first attack is at advantage)]

6.

Vizier's Lounge

The walls of this room are hung with dark wooden panels, and a long low desk sits before a wide cushioned sleeping mat. A multi-boxed case holds scrolls and writing utensils to the right of the desk. Toward the west of the room are two clothes hangers covered with opulent robes, and a dressing screen flanks them. Standing close to the robes, an almost attractive seven-and-a-half-foot, tattooed, horned, female ogre seems to be inspecting the golden cloth.

This will certainly be a turning point encounter for the adventure as here is Gajara, the ogre magi mate of Fu-Lung. If Fu-Lung is with the party, he will attempt to use his magic to dispel the charm set upon Gajara, but he will need time to do so (3 rounds), so the party will be forced to help hold off her fury while not killing her in the process. The DM will need to make a percentile roll for Fu-Lung of 45% or less, otherwise Molo's magic is too powerful, and his attempt will fail (again, as he tried to stop this when it happened). If he fails, he will attack her and try to be the one to take her life. Once she is dead, by his blade or another's, he will carry her from the castle and not be seen again. However, if he succeeds, consider both to become friendly NPCs that will either help the party finish what it started, or bow out of the adventure with good tidings (this is up to the DM).

Corrupted Ogre Magi (Female) [AC 4, HD 8+3, HP 51, #AT 1, D 1–12 (Katana), Savage Strength (+2 hit), Magic (Fly, Invisibility, Cause Darkness, Charm Person, Sleep, Ray of Cold (8–48), Regenerate (1 HP/round))]

TREASURE

THE ROBES ARE EACH WORTH 100 GP, AND THERE ARE THREE CLERICAL SCROLLS OF CURE MODERATE WOUNDS [CURE CAST AT 4TH LEVEL].

Corrupted Ogre Magi (Female) [AC 16, HD 10d10+30, HP 80, Initiative +3, #AT 1, Hit +6, Dam Katana 12 (1d10+7), Magic (Fly, Invisibility, Cause Darkness, Charm Person (DC 15), Sleep, Ray of Cold 40 (10d8), Regenerate (3 HP/round))]

7.

Ladies' Lounge

Several wooden chairs with cushions are set about a large crimson rug at the center of this room. Tapestries show scenes of peace and wading cranes, while two stone pillars hold braziers.

The ladies of the court used this room for gossip, sewing, and playing games. Currently it sits empty, but a search will find an ivory case containing a fine set of go worth 30 GP.

8.

Library

This large room supports shelf after shelf of books and scrolls that dominate the walls. Three large desks have been placed in the center of the room, each with an ink well.

The library of Lord Shenza is extensive and contains a vast amount of information on the T'ung, from history to poetry, to hundreds of years of accounting, and even some fiction. However, everything here is written in Tungese, so it would be incredibly hard to translate. If a set of select books (let's say 5) are collected on various topics and somehow translated and read, it would give a character a good working knowledge of the T'ung.

Within the library, and working in the shadows of the tables and shelves, another strike team of shade ninjas has prepared itself for an assault.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1–6)+1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

NONE

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack

9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

9.

Armory

The reinforced door gives way to a room filled with racks of straight-blade swords, spears, shields, helmets, light armor, and bows and arrows.

The door to this room is locked, and a successful Pick Locks will be required to enter [DC 16]. Once inside, the party will have a good choice of fine weapons if they so choose, although proficiency will likely be a problem. All weapons and armor in the room are considered to be non-magical +1 weapons of quality.

10.

Vizier's Laboratory

The smell of chemicals is heavy in what appears to be a grand laboratory. Beakers, tubes, multi-colored bottles, scrolls, and books cover several long tables throughout the room. A slate board is on one wall with several arcane principles scrawled on it in chalk, and a map of the known 'sphere universe' (planes of existence) dominates another wall.

A Detect Magic or successful Search check [DC 15 Perception] will reveal there are

several magical potions in the room. They, of course, would need to be identified, but include 4 Potions of Extra-Healing [Greater Healing], 1 Potion of Strength, 1 Potion of Gaseous Form, 1 Potion of Stone to Flesh.

11.

Grand Dining Hall

A long traditional low table dominates this room. Cushioned chairs without legs sit around the table, and richly appointed tapestries of turtles and great oceans decorate the walls. Around the chamber, placed as though on perpetual guard duty, are a number of warrior statues, each painted with an emerald green paint.

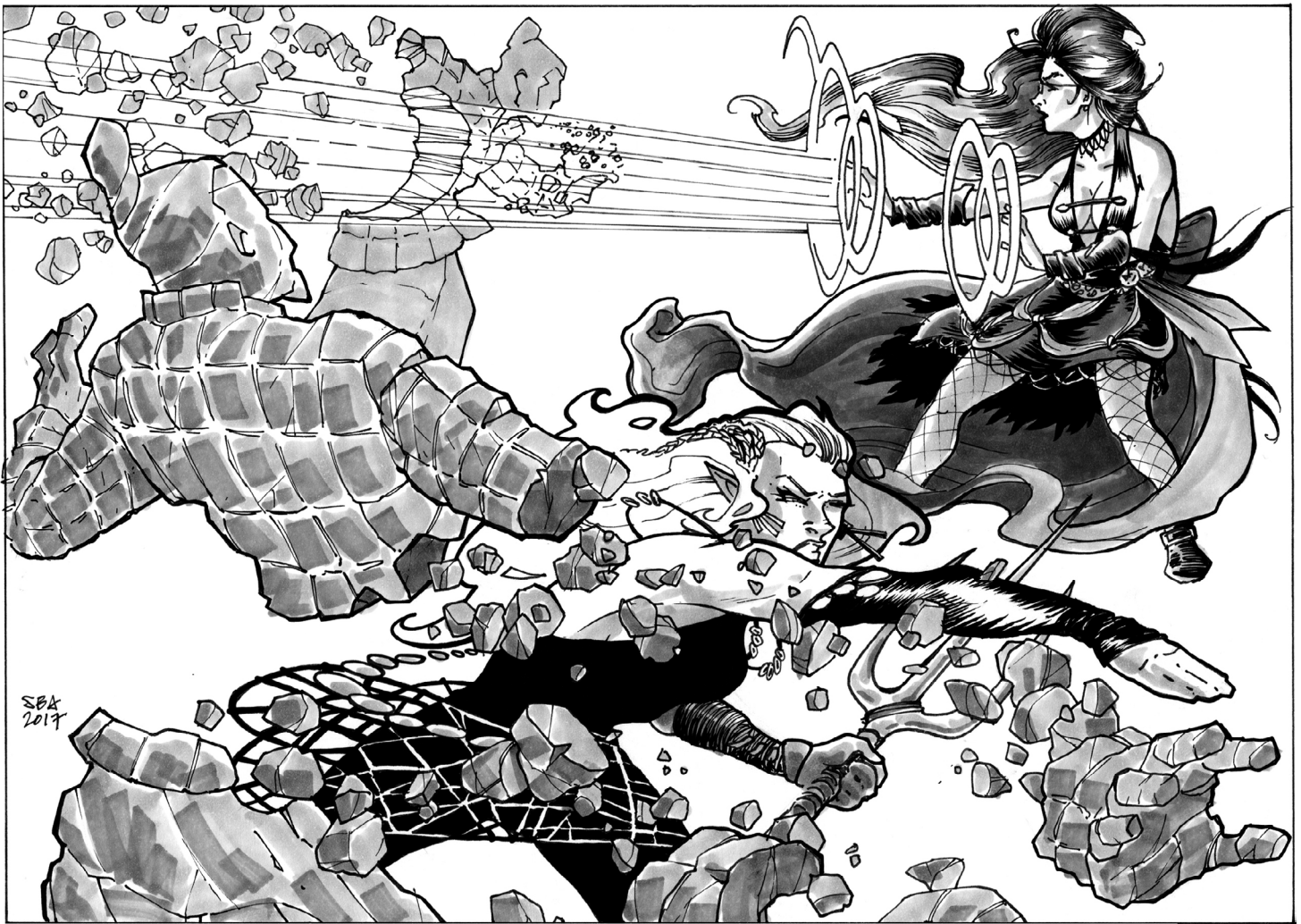
The terracotta warriors will come to life when the characters make their way through the room, moving to attack and kill anyone who has not been allowed into the castle by the permission of Lord Shenza.

8 Clay Warriors [AC 5, HD 7, HP 42 , #AT 1, D 1-8 (Longsword), +1 or better weapon to hit]

TREASURE

NONE

8 Clay Warriors [AC 15, HD 7d10+7, HP 37, Initiative +2, #AT 1, Hit +4, Dam Longsword5(1d8+1),DamageResistance: All from non-magic weapons]



12.

War Council Chamber

At the center of this room, a great round table rests with dozens of miniatures on it. A large topographical map of an island is beneath the miniatures, and two sturdy wooden chairs rest against the east wall. Standing at the back of the room and lording over a map on the floor is the pointed and mossy shell of a massive figure with green glowing eyes.

This creature is a tortoise oni, something summoned by Molo to terrify the local tortoise worshipers. It is a type of demon, and certainly

not of this plane, so keep that in mind concerning spells. Once the players enter, it will bellow a low challenge (think the mystics in the Dark Crystal) and then proceed to attack. If it is surrounded, it will use its Ki Shockwave ability to blast those around it with destructive power (very dangerous!).

Tortoise Oni [AC 0, HD 10+10, HP 80, #AT 3, D 2–12 (Fists x2) + 2–20 (Tetsubo), Tortoise Bellow (save vs. petrification or be stunned 2 rounds) (2/day), Ki Shockwave 8–48 (save vs. dragon breath in a twenty foot circle) (2/day), Magic Resistance 35%]

TREASURE

NONE

Tortoise Oni [AC 20, HD 10d12+30, HP 102, Initiative +3, #AT 3, Hit +6, Dam Fists 12 (2d6+6), Tetsubo 13 (1d10+8), Tortoise Bellow (DC 13 Will or be stunned 2 rounds) (recharge 5–6), Ki Shockwave 24 (8d8) (DC 14 Dexterity in a twenty foot circle) (recharge 5–6), Multiattack, Magic Resistance (advantage on saves)]

13.

Daimyo's Suite

Four low, cushioned chairs with scrollwork upon them sit in this room,

facing each other in a circle. Before them is a large fire pit, and red lacquered side tables are at the elbow of each. The room smells of tobacco and even opium.

Unless the party is looking to 'ride the dragon' with some opium, there isn't much of value in this room.

14.

Guard Room

Four straw sleeping mats are wedged against the walls, and a central fire pit is at the center of the room. A rack for weapons is against one wall and pegs for cloaks or armor are near to it. Six glassy-eyed jack guards slowly turn to those entering, their muscles bulging as they grip their spears.



Like everywhere in the castle, the elite guards were the half-dwarf jacks. Even in death, they are formidable fighters that hit extremely hard.

6 Undead Jack Guards [AC 6, HD 3+3, HP 20, #AT 1, D (1-6)+4 (Spear)]

TREASURE

NONE

6 Undead Jack Guards [AC 14, HD 3d8+3, HP 15, Initiative +1, #AT 1, Hit +3, Dam Spear 7 (1d6+4)]

15.

Food Storage

Racks upon racks of foodstuffs are within this chamber, as are crates, barrels, and boxes. Even a dozen lowly clucking hens are in a pen at the back.

16.

Rear Contemplation Garden

A long and resplendent garden stretches along the back wall of the castle, the heights of the mountains beyond rising up to the sky over the wall. A white stone path weaves through the manicured trees as bridges and koi ponds complete the serene nature of the place. At each end, the wooden frames of a dojo, complete with sliding doors, invites those upon the path to enter.

This is a perfect ambush area for shade ninjas as even in the daylight (unless it is noon) there are great swaths of shade provided by the mountains, castle walls, and garden trees. Thus, another strike team of shade ninjas awaits the characters' entry into the garden before attacking.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1-6)+1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

NONE

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

17.

Dojo

Polished wooden floors and linen mats mark this as a training dojo. Kendo practice swords are in a rack to one side as are staves. Upon entry, a blue-haired horse with a long mane and long black horn rises from where it was laying on mats and turns toward the entry with onyx black eyes.

This is the Blue Ki-Rin of the Shenza Clan, a fabled beast that kept watch over the family for generations. However, now it has succumbed to the powers of Molo, the wizard destroying the creature's pure soul and replacing it with something maligned and evil.

Corrupted Ki-Rin [AC -2, HD 12, HP 72, #AT 3, D 2-8/2-8/3-18 (Hoofs x2/Horn), Magic Resistance 60%, Horn (once the horn hits, it breaks and cannot attack again)]

TREASURE

ON THE WALL OF THE DOJO IS A +2 BOKKEN PRACTICE SWORD THAT CAN BE CONSIDERED A CLUB IF USED IN COMBAT. HOWEVER, IF USED BY SOMEONE WITH THE KATANA WEAPON PROFICIENCY, IT ALSO HAS THE POWER TO 'PUSH' A TARGET, SENDING A SHOCKWAVE OF KI ENERGY AT AN ENEMY THAT DOES 1d4 POINTS OF DAMAGE PER LEVEL OF THE WIELDER. THIS ABILITY CAN BE USED 3/DAY.

Corrupted Ki-Rin [AC 22, HD 12d12+12, HP 84, Initiative +3, #AT 3, Hit +5, Dam Hoof 6 (2d4+2), Horn 12 (3d6+3), Multiattack (2 hoofs + 1 horn), Magic Resistance (advantage on all saves), Horn (once horn hits once, it breaks and cannot be used again) (*for ability scores, use nightmare)]

18.

Kitchen

Two great ovens and a large central hearth with two giant iron pots dominate this room. There is also a long butcher block table and a cupboard with all manner of metal pans and woks.

Unless the party is particularly hungry, there is little to be found in the kitchens.

19.

Sauna & Baths

Along the northeast side of this open air chamber, two deep square tubs have been fashioned, each with its own bamboo faucet. To the northeast, a small bamboo sauna room is located with central fire pit and bucket for creating steam.

The baths are some of the finest in the islands and certainly look inviting. Enchanted warm water and ice-cold mountain spring water can be had by turning a lever located next to the baths, and the sauna is always warm and inviting for resting tired and sore muscles.

20.

Cloak & Shoe Hall

The doors open to a sparsely decorated hall that holds shelves for slippers and pegs for cloaks. A single lantern provides light.

In one of the slots containing slippers, there is actually a white pair of Slippers of Speed (as Boots of Speed).

SCENARIO 2

Second Level

TREASURE

NONE

21.

Elite Guest Room

This richly appointed room is decorated with a tapestry, cushioned sleeping mat, artisan drawn dressing screen, dresser, fire pit, and a small writing table. Two slit windows with sliding wood shutters provide external light and a breeze.

Like the lesser guest rooms on the first floor, there are many of these as well. They are a great place to put random encounters, but again, this is up to the DM.

22.

Guard Room

Four sleeping mats adorn the floor, and a weapons rack and fire pit are the only other trappings in the room. Five large undead guards are here, staring with white eyes at the newly opened door.

These are the elite jack guards, so they are a bit tougher, even in death, than those found on the first floor. If you want more guard encounters on the second floor, use these stats.

8 Undead Jack Guards [AC 6, HD 5+3, HP 32, #AT 2, D (1-6)+5 (Spear)]

8 Undead Jack Guards [AC 14, HD 5d8+5, HP 25, Initiative +2, #AT 2, Hit +4, Dam Spear 9 (1d6+6), Multiattack]

23.

Meditation and Observation Room

Large open windows (each with reinforced shutters) look out onto the cliffs beyond. Small trimmed trees, two meditation mats, an incense bowl, and a crane tapestry decorate the chamber.

This is one of the few calm places left in the castle and is likely to be a good place for a rest if needed.

24.

Priest's Chamber

A large lion-like beast, its red mane and green glowing eyes giving it the look of a demon, aggressively paces about this otherwise serene room. A low desk, cushioned chair, and scroll case are placed along the north wall. A single resplendent robe stitched with gold turtles hangs on a stand near a large cushioned sleeping mat, and a meditation nook is set with a green mat, incense bowl, and small turtle idol.

Another of Molo's 'gifts', this is actually the priest Ton-Fu the Wise, who was transformed into a foo lion by the necromancer. Again, if Dispel is cast on the creature, it must go against a 20th level wizard to be successful, otherwise the transformed Ton-Fu will attack and try to kill anyone entering his old chambers.

Corrupted Foo Lion [AC 1, HD 11+11, HP 77, #AT 3, D 2-8/2-8/2-16, Magic Resistance 35%]

TREASURE

JADE ROD OF PEACE (INCREASES THE CHARISMA OF THE HOLDER BY 3 POINTS AND HAS THE ABILITY TO CAST SUGGESTION 3/DAY). THIS ITEM IS LOCATED IN THE SCROLL CASE.

Corrupted Foo Lion [AC 19, HD 11d10+11, HP 66, Initiative +3, #AT 3, Hit +5, Dam Claw 8 (2d4+4), Bite 10 (2d8+2), Magic Resistance (advantage on all saves vs. magic) (*for ability scores, use hippogriff)]

25.

Wrecked Elite Guest Room

This room has been ransacked and looks to have taken some fire damage. The remains of sleeping mats are scattered near an extinguished fire pit, and a weapons rack is broken against the south wall.

There is no enemy in this room, but a closer look indicates a fight was had here. Who, or what, was involved is unknown.

26.

Family Lounge and Eatery

A tapestry that depicts a casual family gathering hangs on the north wall of this room, while a small low dining table with pillows dominates the center. A table with two chairs and a mahjong set are also within the room.

Standing behind one of the chairs is perhaps my favorite NPC in Distant Turtle City: the black cranemay An Bai. What is a cranemay? Well, it's like a swanmay (Monster Manual II), but instead of a white swan that turns into a woman, this is a black crane that turns into a woman. Now, having established that, An Bai is a real cool NPC to go up against, as she'd much rather challenge the party to a game of mahjong than fight. In fact, the reason she's still here (and alive) is that she challenged Molo to a game of mahjong for her hand in marriage as his 14th bride, OR, he leave her be. She won, and although Molo is certainly evil, his lawful nature precluded him from going back on his word to the lovely raven-haired woman.

So An Bai remains, and if the party wishes, they can challenge her to a game. If they win, she will help them free the castle of its corruption. If she wins, they will leave her be. As most people don't know how to play mahjong, the test should be left up to the most intelligent character going against her. As only two people are playing, one season

and one flower are removed (usually Winter and Bamboo). Anyway, I'd have a simple Intelligence test where the first one to win 5 tests wins the game. Roll a d10, add your Int bonus to the roll, and see who has the higher roll.

Black Cranemay [AC 3 (or 0), HD 8+8, HP 64, #AT 2, D (1-8)+2 (Wakazishi), Magic Resistance 16%, Longbow (+5 hit/+2 damage), +1 or better weapon to hit, Intelligence: Super Genius (18), Transformation (can turn into a large black crane)]

TREASURE

Longbow +2, Wakazishi +2, Cloak of Protection +2, Ring of Protection +2, War Fan Shield +2, Bracers of Archery

Black Cranemay [AC 17 (or 20), HD 8d10+16, HP 56, Initiative +6, #AT 2, Hit +5, Dam Wakazishi 6 (1d8+2), Magic Resistance (advantage on saves vs. magic), Longbow (+5 hit/+2 damage), Damage Resistance: All from non-magic weapons, Intelligence: Super Genius (20 INT), Transformation (can turn into a large black crane)]

27.

Falcon Chamber

Two cages, both containing falcons, rest in this room that looks out onto the city in the valley below. Storm shutters have been placed on the large open window, although they currently stand open.



The falcons are both hooded, and if freed, will fly out in search of prey and are likely not to return as they are not extremely loyal birds. If a ranger or druid is present, they will gravitate toward them and perhaps become a companion.

28.

Shrine

A large turtle statue is against the wall opposite the doors, and several prayer mats have been laid out in order before it. A scroll storage rack with several openings not filled by scrolls occupies the south wall.

Another of the transformed mantis creatures is lurking by the large statue in this chamber. It is actually the lead butler of the household, Pan Chu, who will be able to tell the party what rooms lie ahead if he is freed from his transformation.

Giant Mantis [AC 3, HD 10, HP 65, #AT 2 or 1, D (2–12)+1 (Pincher x2), Bite 3–12 (if both pinchers hit, the mantis can use a bite attack), Camouflage (75% chance to attack by surprise)]

TREASURE

NONE

Giant Mantis [AC 17, HD 10d10+20, HP 70, Initiative +3, #AT 2, Hit +5, Dam Pincher 10 (2d6+4), Bite 9 (3d4+3, if both pinchers hit, the mantis can use a bite attack),

Camouflage (DC 15 natural Stealth, if successful, first attack is at advantage)]

29.

Lady Sinoah's Chamber

The door opens to reveal what appears to be the chamber of one of the royal daughters. A cushioned mat, dresser, lovely screen with koi on it, and a desk are in this room.

Within this chamber, Molo killed Lady Sinoah, and her tortured soul now exists only as a ghost. Once the characters are within the room, her howl will set their hairs on end, and her floating astral body will come out of a wall to attack.

Ghost Daughter [AC 0 (or 8), HD 10, HP 50, #AT 1, D age 10–40 years, Touch (attack will age a target 1d4x10 years, save vs. magic to avoid effect), +1 or better weapon to hit (silver 50% damage)]

TREASURE

NONE

Ghost Daughter [AC 11, HD 10d8, HP 45, Initiative +3, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3) necrotic damage, Horrifying Visage (DC 13 Wisdom or frightened for 1 minute, and if missed by 5 or more, target ages 1d4x10 years), Possession (DC 13 Charisma or possessed by the ghost (recharge 6)]

30.

Master Karata's Chamber

This room appears to have the flair of a young samurai, complete with weapon stands, armor mannequins, and a small battle table with miniatures and maps. A cushioned mat, dresser, and tapestry depicting a sea battle also decorate the room.

Like his father before him, Karata Shenza died at the hands of Molo, and the necromancer turned his flesh into a horrific undead. Now, he waits for intruders, still seeking to protect his castle and his honor, even if he doesn't understand what that means, only knowing that he must deal death.

Undead Dwarven Samurai [AC 0, HD 10, HP 70, #AT 2 (+2 hit), D (1-10)+5 (Katana), Shadow Shockwave (all enemies within 5 feet must save vs. petrification or be knocked prone, and can be used every 1d4 rounds)]

TREASURE

KATANA +2, HEAVY DWARVEN SAMURAI ARMOR, HELMET OF DEFENSE +2

Undead Dwarven Samurai [AC 20, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +5, Dam Katana 9 (1d10+4), Shadow Shockwave (recharge 5-6) (DC 13 Dexterity save or be knocked prone if within 5 feet of the samurai)]

31.

Captain Fu's Chamber

A single cushioned sleeping mat has been placed in the center of the room. It is surrounded in a kind of circle by a low desk with nautical equipment on it, a flat table with a map of the island on it, and dressing screen. Near the door, a scroll stand and several bound books are on a shelf.

Good old Captain Fu, who the party would have met on the open seas in Folio #16, had this as his room in the castle. He never left anything of value behind (his treasure was always on his ship), so the room is empty other than the mundane trappings.

32.

General Maho's Chamber

This heavy door opens to reveal a cushioned sleeping mat next to armor and weapon stands. A long and low table is against the western wall and has several games upon it as well as miniatures and rolled maps. A dresser and fire pit are also within this room.

General Maho was killed by Molo at the front gate, and his body was lost to whatever darkness was used to destroy him (likely a Disintegrate spell). Inside his dresser, he has a bag with 980 gold pieces and a set of ivory coins (7 of them) with the Tungese pictograph for healing on them.

If one is broken in two, it will act as a double power Potion of Healing [**Greater Healing**].

33.

Lady Kikyo's Chamber

The smell of perfume is heavy in the air of this chamber, and a cushioned mat and large dresser mark it as a sleeping chamber. The only other decoration is a large dressing screen that has several cranes on it flying through a blue background.

The Lady Kikyo was not in her room when the darkness befell the castle, but when Molo discovered her in the garden (Room 5), he changed her into a mantis there. An Bai, the black crane, was Kikyo's guest in the castle, and she would be very happy to see her friend Kikyo alive.

34.

Lady Reumyo's Chamber

Three beautiful dresses are suspended on racks in this room along the northern wall, while a cushioned sleeping mat and dresser are opposite the door. A low mirrored table rests against the southern wall, and an ivory comb and porcelain powder box are atop it.

Lady Reumyo was also victim to Molo's mad destruction and has become a tortured ghost who will fly through the mirror on the southern wall and attack anyone entering her chamber.

Ghost Daughter [AC 0 (or 8), HD 10, HP 50, #AT 1, D age 10–40 years, Touch (attack will age a target 1d4x10 years, save vs. magic to avoid effect), +1 or better weapon to hit (silver 50% damage)]

TREASURE

THE IVORY COMB, IF USED EACH MORNING TO COMB OUT YOUR HAIR, WILL ADD +2 TO CHARISMA FOR THE DAY. THE PORCELAIN POWDER BOX WILL HELP FROST A FACE WITH A PALE WHITE SHADING, AND IF USED, WILL ADD +1 TO A CHARACTER'S CHARISMA FOR THE DAY (THERE ARE 12 USES LEFT IN THE BOX).

Ghost Daughter [AC 11, HD 10d8, HP 45, Initiative +3, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3) necrotic damage, Horrifying Visage (DC 13 Wisdom or frightened for 1 minute, and if missed by 5 or more, target ages 1d4x10 years), Possession (DC 13 Charisma or possessed by the ghost) (recharge 6)]

35.

Upper Garden

The sound of falling water greets you as you open the door to a small open air upper garden. Small trees, a pool with koi, and a little turtle shine decorate the peaceful chamber.

A favorite place for quiet reflection by the family, this garden now stands empty. Perhaps it is a good spot for shade ninjas, or perhaps just a place to make characters nervous without any real enemies present.

36.

Staff Ready Room

Two sleeping mats and a fire pit are here for servants who need to remain close to the family at all times.

There is little else in this room as the servants kept it clear for easy access to the upper floors.

37.

Noble Guest Suite

A heavy oak door, imported from distant lands, opens to a richly appointed suite with double cushioned sleeping mat, two dressing screens, fire pit, dresser, desk, and tapestries dedicated to the island.

The Lady An Bai was being housed in this room before the fall of the castle.

38.

Lady and Lord Shenza's Chamber

An actual bed with canopy is within this room with window looking at the cliffs to the north. The room has a runed and decorated fire pit at the center. A closet, armor and weapons rack, and single golden dressing screen also occupy the room as well as two chests and a mirrored dressing table.

Behind the dressing screen, a second summoned demon lurks, just waiting for the right time to leap out and begin destroying champions of this cursed world.

Tortoise Oni [AC 0, HD 10+10, HP 80, #AT 3, D 2-12 (Fists x2) + 2-20 (Tetsubo), Tortoise Bellow (save vs. petrification or be stunned 2 rounds) (2/day), Ki Shockwave 8-48 (save vs. dragon breath in a twenty foot circle) (2/day), Magic Resistance 35%]

TREASURE

NONE



Tortoise Oni [AC 20, HD 10d12+30, HP 102, Initiative +3, #AT 3, Hit +6, Dam Fists 12 (2d6+6), Tetsubo 13 (1d10+8), Tortoise Bellow (DC 13 Will or be stunned 2 rounds) (recharge 5–6), Ki Shockwave 24 (8d8) (DC 14 Dexterity in a twenty foot circle) (recharge 5–6), Multiattack, Magic Resistance (advantage on saves)]

SCENARIO 3

The Shadow Dragon

It is my suggestion that the dragon lurks within the Elemental Plane of Shadow while the party clears the castle, watching them from different points (perhaps giving the players eerie sensations of being watched) and then finally confronting them in Room 1, The Grand Entry, before they can leave.

When the players return to Room 1, The Grand Entry, read the following: *As you enter the two-story hall, a sense of change comes upon you as the shine of the jade and gold have dimmed, and a sense of depth and murkiness shrouds the huge chamber. From somewhere deep within, the clinking of coins echoes against the stone floor, and the huge breath of an ancient creature breathes out a foul odor from the beyond.*

The dragon always enjoys a good conversation and will entertain the characters with tidbits about the shadow world, Molo's summons, the deaths of the House of Shenza, and even aspects of Kung-Fu if it is brought up. However, at the end of the day, it has been placed here to see that no one leaves the castle alive.

Combat

The dragon is pretty straightforward and will attack with his claws, bite, and tail when he is not breathing. Typically, however, his first attack is his breath, sent in a cloud about the chamber. He will have prepared the room in perfect shadow, but if the characters are employing light of their own, this will help disrupt the power of his breath. If a Continual Light spell is in play, all players take ½ damage from the dragon's breath, and ¼ if they make a saving throw.

Remember, the same bonuses and negatives apply for the dragon as all shade creatures, and he will try to draw targets into his shadow to fight them, preferring to keep those employing light spells away if possible.

Shadow Dragon [AC -2, HD 11+11, HP 99, #AT 4, D 1-4/1-4/2-24/2-8, Attacks (2 claws, 1 bite, 1 tail slash), Shadow Strength (all attacks are +4 to hit and +9 to damage), Breath Weapon (necrotic/shadow energy blast causing 99 points of damage (3/day), + blinded for 1-4 rounds)]

TREASURE

THE DRAGON HAS ACCUMULATED A GOOD DEAL OF CASTLE TREASURE FROM HIS SHADOW DOMAIN, INCLUDING 7,800 GOLD PIECES, 1,300 PLATINUM PIECES, 7,500 GP IN OBJECTS OF ART, AND 17,600 GP IN JEWELRY. HOWEVER, HE HAS LITTLE INTEREST IN MAGICAL TREASURE, SO HE LEFT THAT SCATTERED AROUND THE CASTLE.

Shadow Dragon [AC 22, HD 11d12+55, HP 133, Initiative +4, #AT 4, Hit +11, Dam Claw 13 (2d10+6), Bite 17 (2d20+6), Tail 15 (2d8+6), Multiattack (2 claws, 1 bite, 1 tail slash), Frightful Presence (DC 16 Wisdom or frightened for 1 minute), Breath Weapon (DC 18 Dexterity or 54 (12d8) necrotic damage + blinded for 1d4 rounds)]

THE END GAME

Once the dragon has been defeated, the players will be free to move back to their ship, but remember, the town is still in jeopardy; there is no leadership (unless they have saved Lady Kikyo), and the Fallen Leaf ninja clan is still out there. However, they are still on a timeline, and thus won't have much time to correct things on their own if they are trying to stop Molo from his plans.



SAMURAI'S FALL



With the docks of Distant Turtle City behind them, the challenge of the city's castle still lies ahead. Ancient dwarven samurai were the lords of that mighty estate, but now it has fallen to darkness. What secrets and horrors might be found there are disheartening enough, but with a city of the shadow dead at their backs, the adventures have little choice but to put an end to Molo's corruptions once and for all. Come join the battle against legendary tortoise oni, stealthy giant mantises, corrupted beasts, undead half-dwarven guards, and even a rumored shadow dragon! WS4 Samurai's Fall is an adventure module in 1E & 5E formats for characters levels 6–9

