

THE Serpent Islands

A FANTASY ROLE PLAYING ADVENTURE
FROM NORTH POLE PUBLICATIONS, INC.



THE SERPENT ISLANDS CONTAINS....

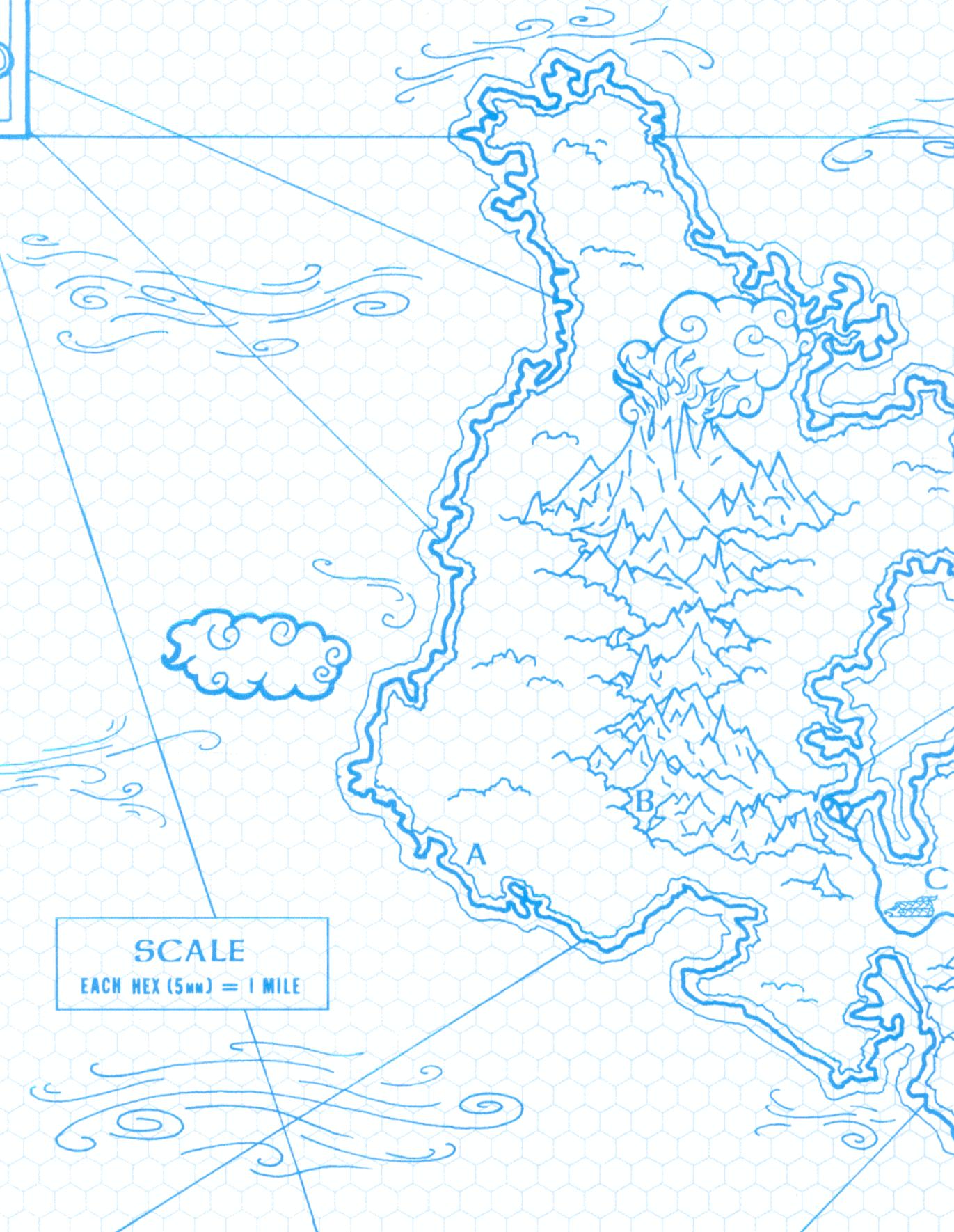
- New Magic Items
- New Spells
- Maps of the Island & Three Dungeon Levels
- New Monsters
- Numerous Encounters
- Background Information for the Game Master & Player Characters
- Possibilities for Expansion

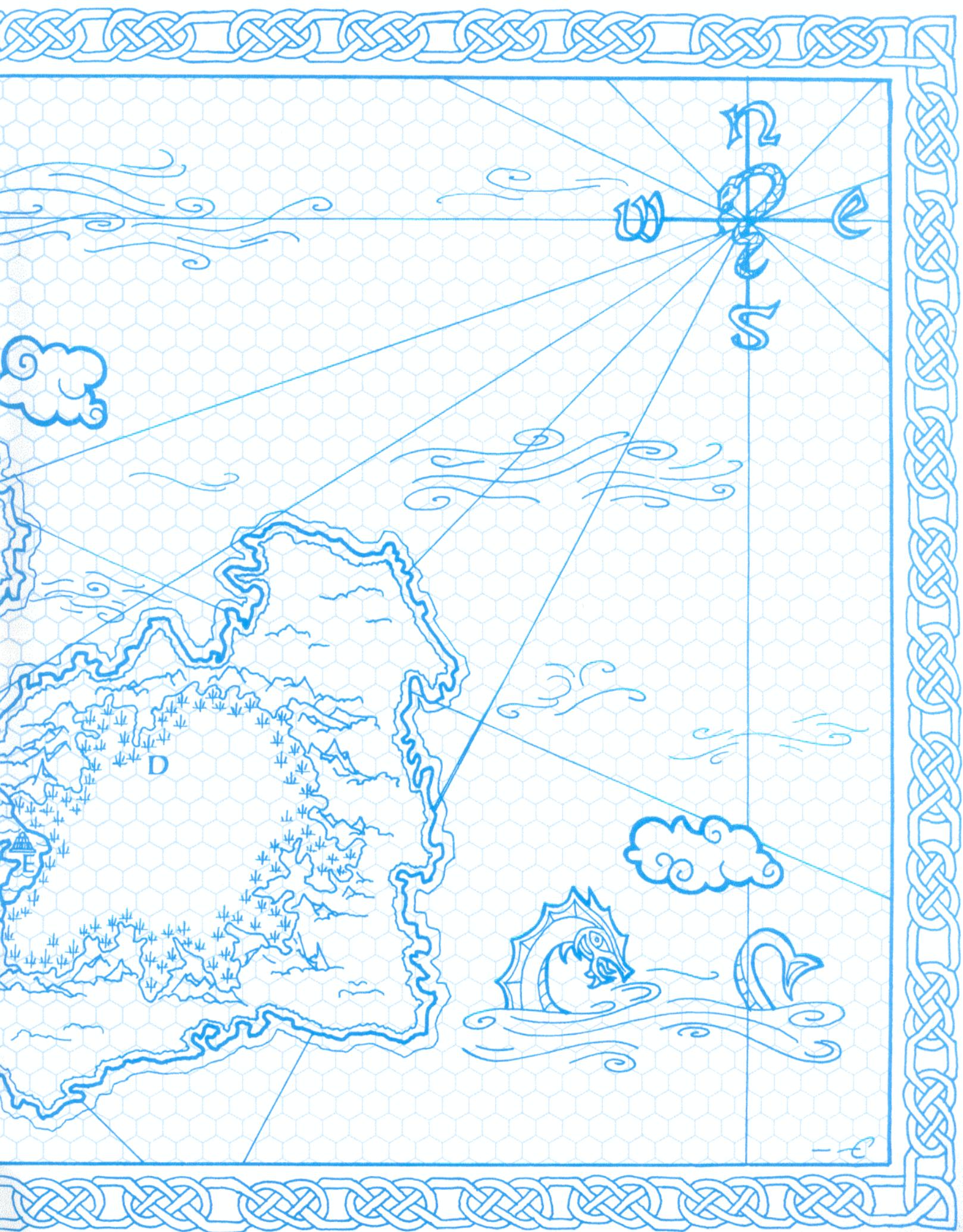
An adventure for 5-7 characters of medium level (5th-7th level in most systems).

Compatible with most Fantasy Role Playing Systems

Cover: © 1982 Boris Vallejo: The Flying Serpent

SCALE
EACH HEX (5mm) = 1 MILE

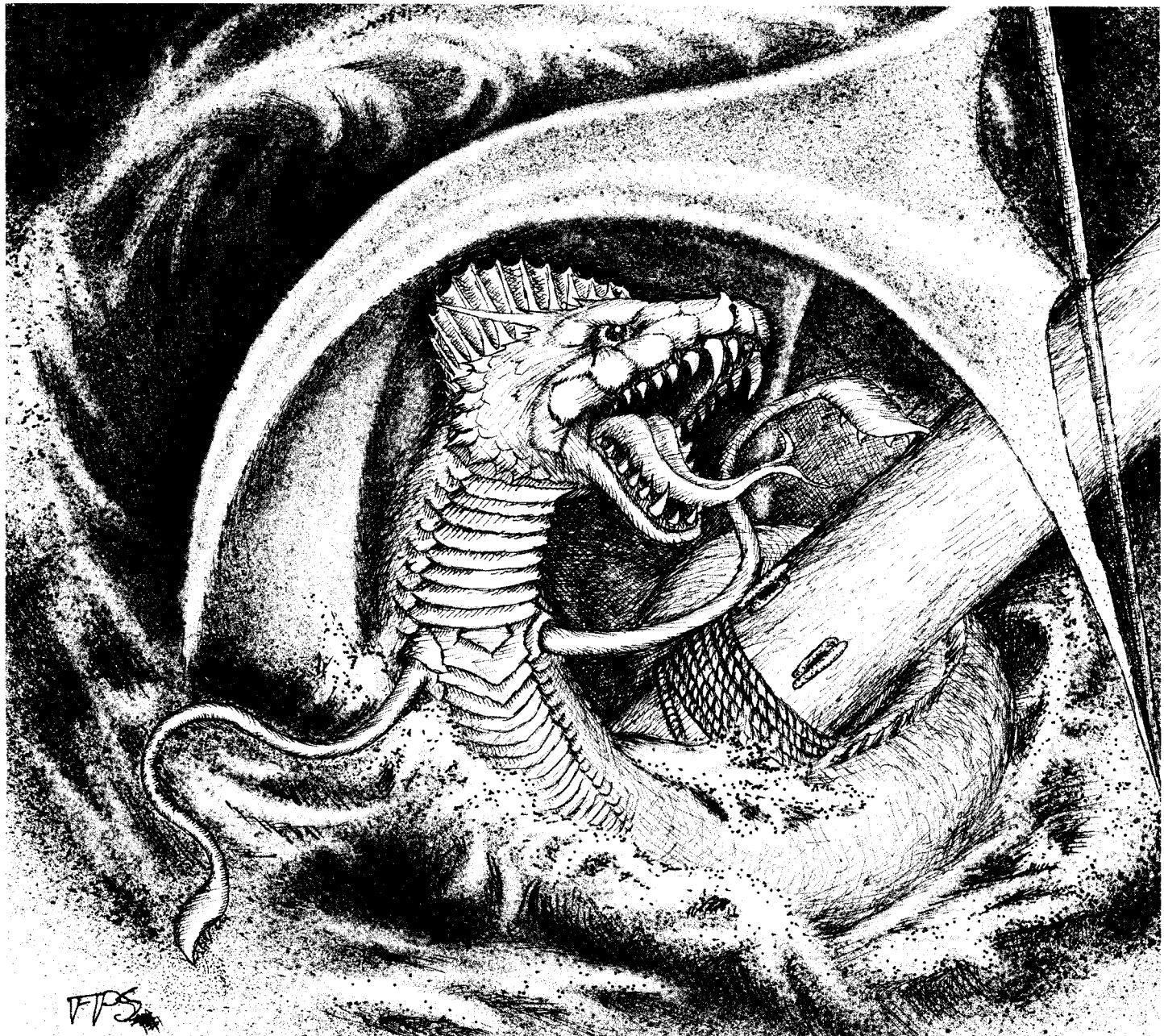




The Serpent Islands™

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DEDICATED TO OUR PARENTS

Foreward

The management and labor of North Pole Publications (one and the same) have been very busy since the release of THE TOME OF MIGHTY MAGIC in April of 1982. The overwhelming success of our first publication encouraged us to set our goals even higher for an encore, and here it is: THE SERPENT ISLANDS. From cover to cover it features imaginative artwork and ideas that we believe any enthusiastic fantasy role player (FRP) will appreciate.

THE SERPENT ISLANDS is the second in a long line of releases planned by North Pole Publications, and the first in a series of pre-written adventures for FRP games. We realize that a lot of very talented gamemasters (GM) do not have as much time as they would like to devote to their campaigns. We hope to lend a hand by providing adventures equal to their skill. In addition to an adventure, each module contains a little piece of related history which will help add color to the campaigns it is use in.

These adventures will aid novice GM's in developing their skills for the day that they, too, will write their own adventures.

These adventures will, of course, fit some campaigns better than others. Anything which does not fit should be changed. Although this adventure is "adaptable to most FRP systems", it is impossible to match every system perfectly. Conversion to some systems will be more difficult than to others, but a little ingenuity will suffice in most cases.

Any comments or suggestions on THE SERPENT ISLANDS should be mailed to North Pole Publications and addressed to my attention. Questions should be accompanied by a self-addressed stamped envelope.

James A. Dees
May 12, 1983

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"Moose bites can be pretty bad."

Designer's Comments

After considerable Playtesting, I have come to the conclusion that this adventure is best suited to a party of five to seven adventurers of 5th to 7th level (or about 35 total character levels). The party should contain several strong fighter-types as there are many parts of the adventure (traveling through the swamp, for example) where it will be difficult to surround and protect vulnerable spellcasters. If the party is unusually small or low-level, you may wish to have one or more non-player characters (NPC's) from crew or other passengers on the ship washed ashore on the island with them. If they reach the final encounter without at least a couple of powerful weapons (+3/+15% or better), they may be in trouble.

The introduction to the players was designed to give any character, regardless of alignment, a motive for completing the adventure. That motive is, of course, to get off the island and return to the mainland. Sharla and her story should make the objective clear enough, as well as provide additional motivation to any good-aligned party members. If combatting the forces of evil is not important to the characters in your campaign, and escape from the island is no obstacle, you may want to give them other reasons for attacking OS—SANGUL.

Because OS—SANGUL is a highly organized fortress, stealth will be the key to success for most parties. Experienced gamers will realize this and their characters will act accordingly. If your players are not so experienced, you may need to warn them of the need for stealth ahead of time. Since many parties will have trouble "cleaning out" the complex without an

opportunity to rest and recuperate between attacks, the adventurers may resort to a hit-and-run strategy. The need for all valuable resources in the war against the dwarves will probably prevent reinforcements from arriving for some time. The adventurers should understand, however, that only so much time can be allowed to pass before a final strike is made, or powerful allies will appear to put down the "insurrection".

A quick glance at the wandering encounter tables will reveal that some of the encounters are extremely deadly. This was not done (alas!) to give you sadistic thrills at trashing low-level characters. It was done, rather, to provide you with possibilities for entertaining higher level parties, as well as to accurately reflect exactly what dwells in any given area (for future reference). By the time the adventure has been completed, they may be able to handle most of the 'wondering nasties'. Until then, they must learn the better part of valor. They should not be overtaxed with wandering monsters to the point that they are unable to take on the pre-planned encounters.

Last of all, but not least, I would like to mention the evil deity himself. For the sake of convenience, I used Kaishnalai (kash•ne•li) from my campaign, the god of oppression. He is reputed as the deity who adheres to the letter of the law while perverting the spirit of the law so as to wreak great evil. He is even accused of tampering with the laws of nature. If you do not desire to add another deity to your campaign mythos, you should replace Kaishnalai with any evil deity you are currently using (preferably of similar nature.).

ABBREVIATIONS USED IN THE TEXT:

A.C. — armor class
FRP — fantasy role playing
GM — game master
g.p. — gold pieces(s)

H.D. — hit dice
H.P. — hit points (or hits)
NPC — non-player character

Explanatory Notes

Most of the terms used in THE SERPENT ISLANDS are familiar to the average gamer. All new magic items, monsters and spells are indexed and detailed in the appropriate section. Because most systems are based on either a 3-18/1-20 or a percentile system, most statistics and bonuses in the text are listed both ways. They are in the format 3-18/percentile. The following is a brief summary and explanation of gaming terms used herein:

Alignment: Moral tendencies, religion, personality.

Area of Effect: Refers to the number of creatures or amount of space affected by a spell. In order to save space the symbol " is used to represent a unit equaling 10 feet indoors and 10 yards outdoors. Radius effects are three dimensional unless stated otherwise.

Armor Class: Type of armor worn or type most similar to a creature's hide. Generally speaking, the lower a creature's armor class, the harder it is to damage. Armor class can also be augmented by quickness and magic.

No armor	A.C.10
Soft leather	A.C.9
Rigid leather	A.C.8
Soft leather reinforced with metal strips	A.C.7
Rigid leather reinforced with metal strips, also scale armor	A.C.6
Chain mail	A.C.5
Chain mail reinforced with metal strips in vital areas	A.C.4
Rigid metal plates connected at the joints by chain mail	A.C.3
Full plate which overlaps at joints	A.C.2
A shield has the effect of lowering A.C. by one place (5%).	

Casting Time: The amount of time required to bring a spell into effect.

Components: Are the requirements for casting a spell. 'M' is a material component. 'S' is a somatic component (hand motion, etc.), 'V' is a verbal or spoken component.

Duration:

The length of time the spell will last. In many cases, the spell effects may outlive the spell itself.

Endurance:

Constitution, stamina.

Hits:

Damage a creature can sustain before coma and death.

Intelligence:

Reasoning ability, knowledge, I.Q.

Level:

Refers to the experience level of a character, the power needed to cast a particular spell, or the power which was used in casting a spell.

Movement:

Distance normally covered each round at a relaxed, walking pace.

Presence:

Charisma, beauty, attractiveness. People with a very high presence are natural leaders.

Quickness:

Dexterity, agility, coordination, reflexes.

Range:

The distance from a spell caster at which a spell's effects begin. Again, the symbol " is used, with the same variable meaning (feet indoors, yards outdoors).

Round:

One minute.

Saving Throw:

The result of a creature partially avoiding the effects of a spell due to luck or divine intervention are listed under 'Saving Throw'. A successful saving throw might mean one half normal damage or no damage at all. Some spells have no saving throw.

Strength:

Might, power.

Turn:

Ten minutes.

Wisdom:

Intuition, good judgement, discretion.

New Magic Items

ARDOL'S GATEWAY DECK: These enchanted tarot-like plaques depict various people or places. Intently gazing into the picture of a place will teleport the gazer to that place. Gazing into the picture of a person will open a gate between the user and that person. Passage through the gate is possible only with the permission of the person depicted.

BATTLE AXE OF SPEED: This double-edged weapon allows its wielder twice his normal attacks each round, serving as a +2/+10% battle axe. Its effects are cumulative with other speed enhancements.

BRACERS OF MIGHT: Each of these heavy, ornate, iron wrist bands is engraved with the head of a bull. Once a week, any non-spellcaster will be able to summon forth a great magic from them. For one turn, the character's strength will increase to the point that he will make all melee and hurled weapon attacks at a +7 to hit with a +14/+70% on damage. The bracers will then cease to radiate magic for one week.

CAPE OF SHAPESHIFTING: These capes are made from the furs of certain animals, usually wolves, lions or bears. Each comes with an expensive clasp, carved to depict the head of the fur's "original" owner. Once a day, the wearer may actually become a huge bear, large lion or great wolf, depending on the cape he employs. He retains his own mental identity, but gains all physical abilities of the animal. All items carried will become part of his new form. He may safely maintain this state for one turn per level, plus one turn. For every round over this period that the character remains in animal form, there is a 5% cumulative chance that the transformation will become irreversible. If the wearer is rendered unconscious during the "safe period", he automatically reverts to normal form.

DUST OF MERGING: One packet of this dust will cover a 10' x 10' area. When thrown upon a door, lid or similar item which is closed, it will cause the item to become one with its surroundings. Thus, if the dust is cast over a wooden door in a stone corridor, the door will become stone and part of the wall.

EXPLODING GEMS: These gems come in various sorts; the most powerful are always precious gem stones. An exploding gem is activated by holding it in one's hand and speaking the command word/phrase. One round later it will explode into one of the following effects:

BLACK BURST — Level 25, as the spell.

Black Flame — will extinguish all fire within 20'. Will drain 14 hit points of body heat from any creature in the area (see dragon slayer in monster section).

Incendiary — Level 7, as CONTROLLED INCENDIARY, 20' radius.

MAGIC DISPERSION — Level 17, as the spell.

NIMANRIL'S REVELATIONARY BLAST — Level 9, as the spell.

Shrapnel — This effect causes 1-10 points of impact damage to all within a 10 radius. Saving throw for 1/2 damage.

SLEEPING GAS — Level 7, as the spell.

"Level" refers to the spell's attack level, or the level the spell is cast at.

NIMANRIL'S CLOAK: This greyish cloak will change color to match that of the wearer's religion (his deity's "official color") or some other which is symbolic of his alignment. At will, the wearer may become invisible to those of opposite alignment.

OIL OF INSECT REPELLENCE: This oil will repel normal insects, whether they are magically summoned or occur naturally. It lasts approximately 24 hours.

OIL OF WATERPROOFING: Any inanimate object coated with this thick, greasy oil will function under water as if on dry land; i.e. missile weapons will have full normal range. Note that only arrows would normally gain the benefit of this, and arrows intended for use underwater would need to be fired from a bow coated with the oil, as well as being coated themselves. Other weapons, such as spears and javelins, would still be limited by the speed with which a man can move his arm. Note also that the oil affects only physical properties. Spells from a device coated with the oil are totally unaffected.

PEARL RING: This simple, unadorned pearl band will render its wearer totally immune to the effects of PEARL WALL spells. The wearer will simply pass through, unaffected. Once each week, the owner may cast a PEARL WALL spell at his current level of ability.

PHYLACTERY OF THE SERPENT: This gold phylactery was made in the form of a winged snake that coils around the arm of its wearer. It enables the wearer to undergo a SERPENTINE spell once per day.

PUDDLE POTION: Typically found in one-ounce vials, these potions take the form of a crystal clear liquid. If the contents of one of these vials is poured onto any solid surface, however, it will become a very normal-looking mud puddle, approximately 10' in diameter. It will even take on the same general appearance of any

other puddles in the area so as to look as natural as possible. Non-living matter tossed into the puddle will make it appear to be about 2 inches deep. Anyone touching this puddle, however, must make a saving throw to avoid falling in, taking any gear worn or carried with him. The puddle will seem to be somehow bottomless, and other than the exception mentioned above, no amount of matter will fill it. Anyone who falls in will enter a state of stasis. If the mouth of the vial is lowered to the edge of the puddle, it and all its contents will be sucked back into the vial. If the vial is broken, all creatures inside (and their gear) will be released unharmed.

RING OF PERVERSION: This ring is the powerful device perpetually held by the high priest of Os-Sangul. It was created specifically for twisting the laws of nature. It will cast the following spells once per day, with the exception of CROSSTRADE, which may be cast once per week:

ALTER-EGO	ANALYZE ANIMAL	ANALYZE MONSTER
CROSSTRADE	DEMON-TRAP	DUPLICATE ANIMAL

All spells are cast at 23rd level of ability. The bearer of this ring gains a +2/+10% bonus on armor class and saving throws. The ring benefits only those who worship Kaishnalai.

SWORD OF LIGHTNING: These unmarked long swords seem perfect in the simplicity of their shaping. Forged from some strange bluish metal, both the swords and their scabbards bear powerful enchantments. Possession of the scabbard reduces all damage sustained from electrical attacks by one-half and gives the owner a bonus of +* against such attacks. The sword is +* to melee attacks, and each successful hit delivers a *d6 electric jolt to the victim. Once per round, the sword can generate a bolt of lightning with a

maximum range of $10x^*$ feet, doing *d6 damage (Save to one-half). * is a constant for each individual sword, having a value of 1/5%, 2/10%, 3/15%, 4/20%, 5/25% or 6/30%. The sword from a +3 scabbard would be +3 in melee and generate a 30' lightning bolt. The wielder may not lightning bolt and swing in the same round.

SWORD OF PARRYING: This magic broadsword will allow its wielder to both attack and parry in the same round. The sword will serve as a +3/+15% weapon, and will give its wielder a base 50% chance of deflecting any attack aimed directly at him, unless of course it surprises him. This includes normal missiles, melee attacks and individual attack spells. The chance of parrying an attack is $50\% \pm 5\%$ per level difference.

EXAMPLE: A 10th level necromancer attacks a 7th level fighter wielding a Sword of Parrying. If he were to cast a CONTROLLED INCENDIARY or BLACKBURST, it would work normally. But he unwittingly casts a paralyze spell. The fighter has a $(50-15=35)$ 35% chance of deflecting the spell.

The wielder may parry one attack per four levels per round, but may make only one parrying attempt per attack.

EXAMPLE: An 8 hit dice ge-cerohmar (sea serpent) attacks a fighter (9th level). The fighter is fortunate that his opponent is young; he has a $(50+5=55)55\%$ chance of parrying two of its six tentacle attacks. If the serpent attacked only once, however, he would not get two attempts to parry the one attack, only one.

Note that successful parrying does not reflect the attack back to the attacker. It merely deflects it away from the wielder of this sword.

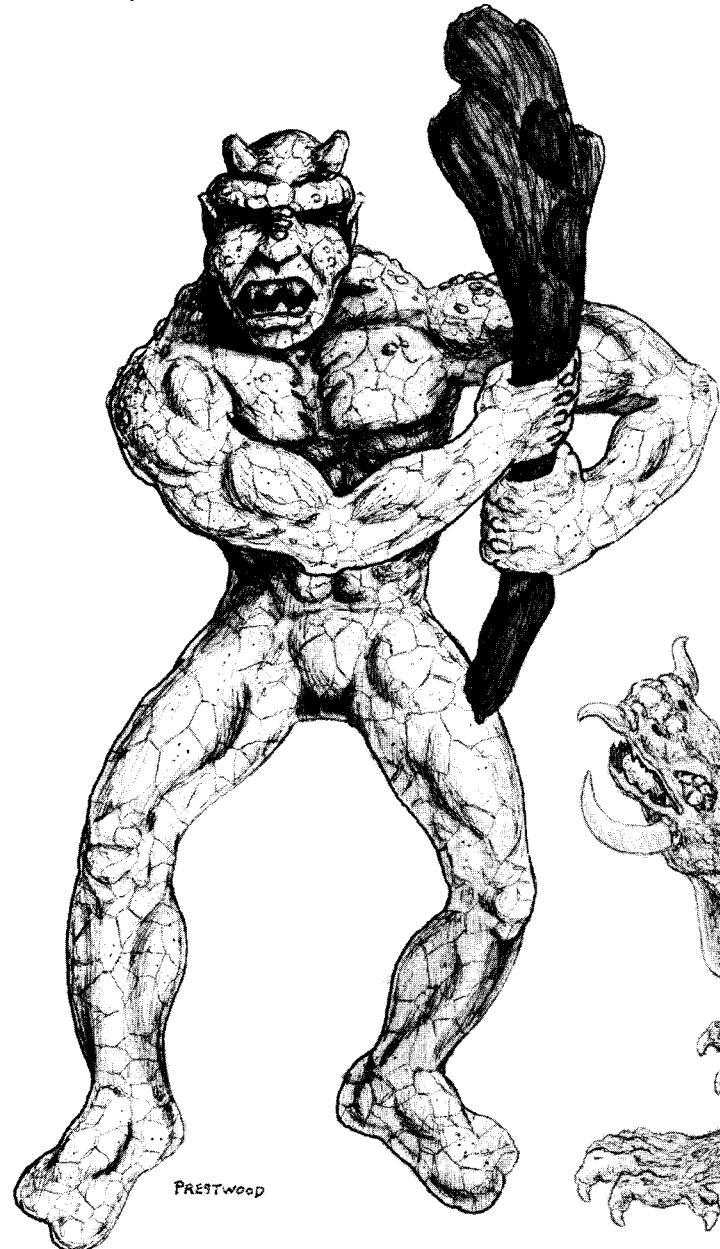
New Monsters

AIR-BREATHING SHARKS

No. Appearing: 1-6
 Size: L
 Movement: 24"
 Quickness (Dexterity): 13-18 (d6+12)
 Armor Class: 5
 Hit Dice: 6d8
 Special Defenses: none
 Intelligence: 1
 Alignment: neutral (hungry)

Attacks: Number Type Damage Special
 1 bite 2-8 none

These mysterious creatures have thus far proved useless outside the special environment they are raised in (see room L-12). They are warm-blooded and slightly more intelligent than normal sharks. They are still blood-thirsty, however, and if blood is in the air, they will go into a feeding-frenzy. While in this state, they are +4/+20% hit.



BRAEGOLOK

No. Appearing: 2-5 wild, varies if domesticated
 Size: L (21' long)
 Movement: 17"/9" swimming
 Quickness (Dexterity): 3d6
 Armor Class: 3
 Hit Dice: 8d8
 Special Defenses: none
 Intelligence: 1
 Alignment: neutral

Attacks: Number Type Damage Special
 3 2 claws 1-12 ea. none
 or 2 bite 2-12 none
 tusk 1-6 none
 tail lash 1-6 none

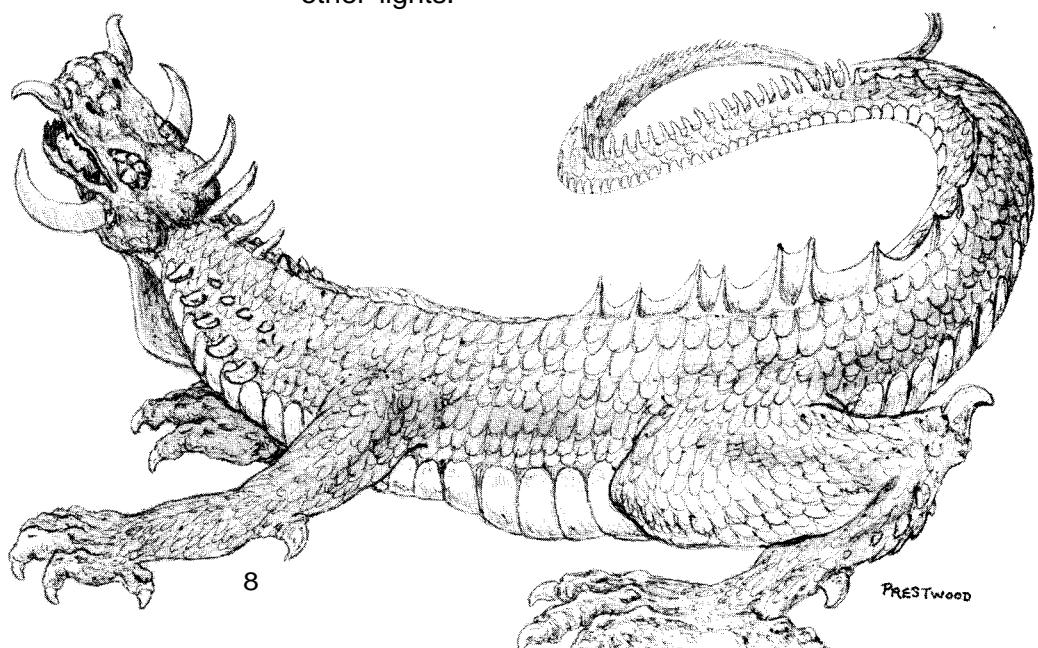
These large beasts, possibly related to dragons, are natural inhabitants of the island. They are omnivorous and not normally aggressive. If captured while young they can be trained and make excellent war-steeds.

CAVE TROLL

No. Appearing 1-3
 Size: L (10' tall, stout and heavy-set)
 Movement: 8"
 Quickness (Dexterity): 3-12 (3d4)
 Armor Class: 3 (2 with shield)
 Hit Dice: 9 or 10, depending on size and age
 Special Defenses: Magic weapons necessary to hit.
 Intelligence: 2-4
 Alignment: lawful evil

Attacks: Number Type Damage Special
 1 club 8-13 (d6+7) +3 to hit
 1 axe 8-17 (d10+7) +3 to hit

Cave trolls were created eons ago by Kaishnalai to counter the chaotic-good tree people who guard the forest. Their hide is stone hard and impervious to non-magic weapons. They are creatures of darkness, however, and if exposed to true sunlight they will be turned to stone (permanently). They are unaffected by other lights.





CAVE WORM

No. Appearing; 1

Size: huge (50' long, 8' wide when mature)

Movement: 3"

Quickness (dexterity): 13-18 (d6+12)

Armor Class: 6

Hit Dice: 15d8

Special Defenses: none

Intelligence: 0

Alignment: hungry

Attacks:	Number	Type	Damage	Special
	1	tongue	none	grabs victim on successful hit
	1	bite	5-20 (5d4)	swallows on 16/80% or better

Cave worms are natural predators on the island, but are very rare. They lie in wait inside cave entrances actually lining the walls of the cave. There is a 4 in 6

chance that they will surprise unsuspecting victims. If a creature escapes its jaws, it will attempt to grab him with a long tongue-like appendage and drag him back. The tongue works quickly, like that of a toad or lizard. It is highly unlikely that a victim much smaller than the worm itself would have time to attack the tongue in an attempt to free himself.

*CROSSBRED CREATURES

These beings are the unnatural results of the experiments at Os-Sangul. Some are more stable (self-sustaining, self-perpetuating) than others; these are immediately put to work building Kaishnalai's empire. Others are still being "perfected". Each will be detailed separately.

*DRAGON SLAYER

No. Appearing: 1-2

Size: L

Movement: 9"/32" flying

Quickness (Dexterity): 13-15 (d3+12)

Armor Class: 3

Hit Dice: 8 to 9d8

Special Defenses: see below

Intelligence: 2-4

Alignment: neutral evil

Attacks:	Number	Type	Damage	Special
or	1	bite breath weapon	3-12 (3d4) ½ Dragon slayer's current hit points	double Dragon Slayer's current hit points to fire-oriented creatures (dragons, efreeti, etc.)

The dragon slayers are the result of a highly successful recent development. They have the innate ability to Travel BETWEEN (as the spell from THE TOME OF MIGHTY MAGIC). They will surprise prey 2/3 of the time. In combat, on any round that a dragon slayer wins initiative, it will pop in, attack and pop out again before its victim can act. Its breath weapon is a black flame which is in every way the opposite of fire (it will actually consume ashes). Unlike dragons, these creatures cannot be subdued. If raised from birth, however (they are asexual egg layers), they can be domesticated and trained. They will not carry a rider. Successful saving throw vs. breath weapon will reduce damage to one-half.

DRAUGS

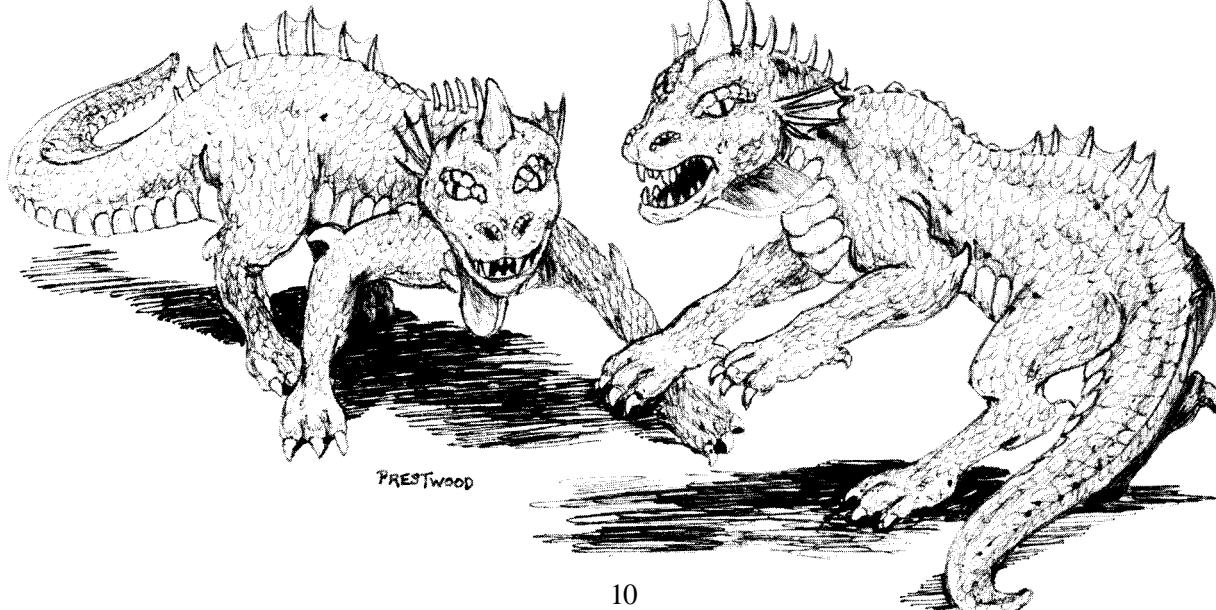
No. Appearing: 2-8

Size: Medium

Movement: 17"/9" swimming

Quickness (Dexterity): 8-18 (2d6+6)

Armor Class: 3



Hit Dice: 3d8+3

Special Defenses: none

Intelligence: 2-4

Alignment: neutral

Attacks:	Number	Type	Damage	Special
	3 bite	2 claws 1-6	1-4 ea. none	none

Draugs appear to be smaller cousins of the braegoloks. They have no tusks but are more intelligent and carnivorous. They are pack hunters, chasing prey until they single out a single, slower opponent. They are commonly domesticated and used for guards/hunting by the temple clergy. They are fiercely loyal.

*GE-CEROHMAR (Sea Serpent)

No. Appearing: 1

Size: large at birth, adults are huge (100'+ long)

Movement: 24"

Quickness (Dexterity): 13-18 (d6+12)

Armor Class: 3

Hit Dice: varies with age (see chart)

Special Defenses: none

Intelligence: 2-4

Alignment: neutral (evil natured)

Attacks:	Number	Type	Damage	Special
	6	tentacle	see chart	structural damage to ships
	1	bite	see chart	possible swallow

The mighty ge-cerohmar were once controlled by the clerics of Os-Sangul, but the creatures continued to grow beyond all expectations. Finally, no one was of a level great enough to master the beasts and since help could not be spared from the mainland, they were set free. In the open sea, they reproduced and grew unchecked by natural enemies. Fortunately, they mate only once every five years and normally live solitary lives. These creatures are highly territorial and will

attack even if not hungry. If encountered underwater, there is a 50% chance that the monster will be asleep, but they sleep lightly and wake up hungry. If a gecerohmar rolls 4 places (20%) above what it needs "to hit" with a tentacle, he has grabbed his prey and will attempt to bite in that same round with a +4/20% to hit. The creature will otherwise attempt to bite a man-sized target only if he swims within easy reach of its jaws. A roll of 18/90% or better indicates the victim has been swallowed. Tentacle damage is from being struck rather than constricted. The tentacles are only used for constriction against huge class opponents (ships, whales, etc.) and then only in a united effort, i.e., all 6 tentacles at once. Note that structural damage assumes that all 6 tentacles and a bite are directed toward the structure.

Age (year)	H.D. (d 10)	Tentacle Damage	Bite Damage	Structural Damage
1-2	1-3	1-4 ea.	1-6	1 pt. total/round
2-3	4-6	1-6 ea.	2-12	2 pts. total/round
3-5	7-9	1-8 ea.	3-18	3 pts. total/round
5-8	10-12	1-10 ea.	4-24	4 pts. total/round
8-12	13-15	1-12 ea.	5-30	5 pts. total/round
12+	16-18	1-20 ea.	6-36	6 pts. total/round



*MUTANTS

No. Appearing: 1-8

Size: M

Movement: 12"

Quickness (Dexterity): 3-18 (3d6)

Armor Class: 8

Hit Dice: 2d4-1

Special Defenses: none

Intelligence: 2-7 (d6+1)

Alignment: chaotic evil

Attacks:	Number	Type	Damage	Special
	1	club	1-6	none

These poor, warped beings are the results of crossbreeds that did not work. No two mutants look exactly alike, although all are more or less humanoid. Most are slightly reptilian. They are fond of human flesh.



PRESTWOOD

PEARL GOLEM (BLACK)

No. Appearing: 1

Size: L

Movement: 12"

Quickness (Dexterity): 16

Armor Class: 0

Hit Dice: 17 (75 hits)

Special Defenses: +2 weapons necessary to hit, +2 blunt weapons do full damage, +2 edged weapons do half damage, +3 or better edged weapons do full damage. The only spells affecting a pearl golem are those releasing positive or negative energy; positive energy (curative spells, NIMANRIL'S REVELATIONARY BLAST, etc.) damages the golem while negative energy repairs damage inflicted upon it.

Intelligence: 0 (non-intelligent)

Alignment: neutral

Attacks:	Number	Type	Damage	Special
	1	bash	6-36	see below

This death dealing juggernaut, known only as "the gatward", is actually a miniature version of the one guarding the vaults of Thaurambar. Far beyond the talents of Os-Sangul's current staff, its sole purpose was programmed into it decades ago. The golem is capable of transforming itself into a PEARL WALL once a day. It will remain in this state until forced from it or until any threat to it or its ward is ended. If forced from its wall state, the golem will go berserk, attacking twice per round until it or "the threat" is destroyed. Forcing the creature from wall form is possible, however, only by successfully casting a dispel magic (vs. 17th level of ability) for through use of Pashkul's pearl ring (see page 39). The latter will affect the golem upon contact.

SAND DEMONS

No. Appearing: 1 (3 in lair)

Size: L (12' tall)

Movement: 18"/1" - 6" (1" through stone, 6" through dirt or sand)

Quickness (Dexterity): 15-20 (d6+14)

Armor Class: 1 (3 in our gravity)

Hit Dice: 10d12

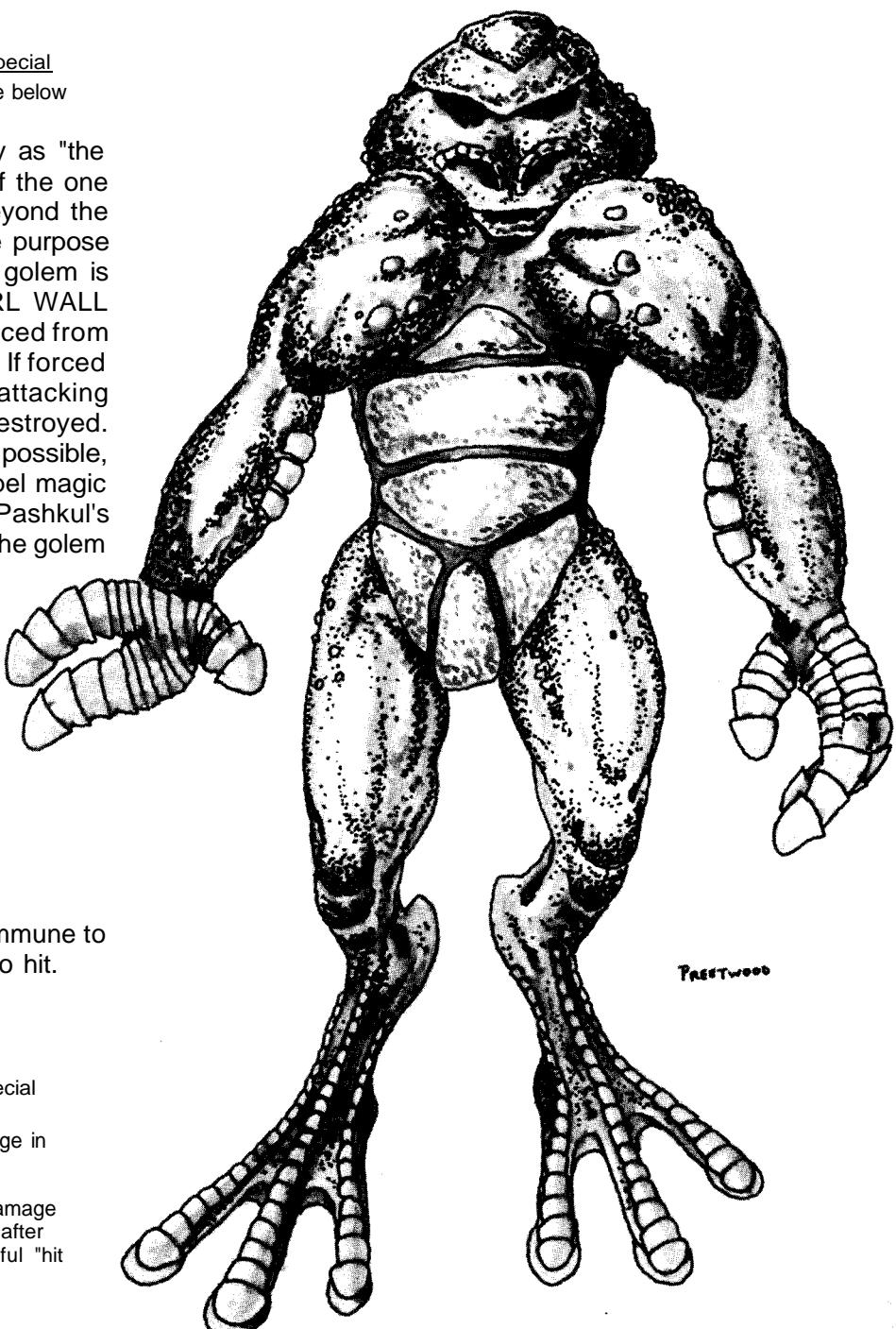
Special Defenses: 40% resistant to magic, immune to heat, iron weapons necessary to hit.

Intelligence: 5-10 (d6+4)

Alignment: Chaotic evil

Attacks:	Number	Type	Damage	Special
	2	bash	1-6	-3 to hit, +10 to damage in our gravity.
or	1	grapple	see	automatic damage every round after first successful "hit"

These sand demons were brought to Os-Sangul from a desert plane in the abyss. The gravity on their home plane is twice that of earth's; thus they are especially powerful in our environment, but also clumsier. Their favorite tactic is to "bear hug" an opponent in an attempt to break its back. If one is able to grab a victim (successful "to hit" roll), it will inflict 10+ (victim's armor class) points of damage each round, until the victim dies or the sand demon fears for its life due to wounds inflicted by the victim's allies (the victim will be unable to strike).





SNAKEMEN

No. Appearing: 1-8 (1-20 in lair)

Size: L

Movement: 12"/9" swimming

Quickness (Dexterity): 3-18

Armor Class: 5 above waist, 6 below

Hit Dice: 2d8+2

Special Defenses: none

Intelligence: 8-10 (d3+7)

Alignment: lawful evil

Attacks:	Number	Type	Damage	Special
	2	constriction	2-12	d%: on a 01-10, both arms are pinned; on an 11-25 one arm is pinned.
	axe		1-8	+2/+10 to hit if victim is constricted.

The counterparts to the fast-moving, air-borne vamen are the large, powerful snakemen. After selective breeding for the mountain terrain, they, too, are earmarked for deployment in Kaishnalai's armies. Once they manage to successfully "hit" with their constriction attacks, they will continue to squeeze 2-12 hit points worth of life from their victim each round. The chance of a victim breaking free equals 50%±10% per point of strength difference. Snakemen like to constrict a victim first, thus pinning his arms (hopefully) and rendering him a motionless target for the weapon strike. Snakemen are very strong; strength equals 13-18 (d8+12, 1=13, 2=14, 3-15, 4-16, 5 or 6=17, 7 or 8=18).

*VAMEN

No. Appearing: 1-12 (4-24 in lair)
 Size: M (about 5' tall)
 Movement: 12"/24" flying
 Quickness (Dexterity): 3-18
 Armor Class: 7 (6 with special weapon)
 Hit Dice: 1d8
 Special Defenses: none
 Intelligence: 5-10 (d6+4)
 Alignment: lawful evil



Attacks:	Number	Type	Special
	2	weapon	1-4 none
or	1	weapon	1-6 none
or	1	overbear	special suck blood

This experiment was so successful that vamen are widely used about the island as troops, and (unless the party is especially successful) they will soon be exported to wreak havoc the world over. Their fourth finger on each hand is extended, so that the wing stretches from it to the back. Vamen usually wear studded leather armor and carry a two-section telescoping staff with a blade on both ends. It makes an effective shield vs. melee (but not missile) attacks, lowering A.C. to 6. If a Vaman's strength is at least five better than his opponent's, a successful "to hit" roll will allow him to pin his victim (to the ground, against a wall, or whatever). He will then suck one hit point of

blood per round (automatically). Vamen are usually strong; strength equals 13-18 (d6+12). Vamen dislike exceptionally bright light, and will fight and save at -1/5% in sunlight or its equivalent. On the other hand, they have inherited a partial sonar ability; they always spot invisible opponents (unless the invisibility is mental and not visual) within 2", and their penalty in melee against such combatants is only -2/10%.

New Spells

ALLENGATE ARCH

Level: 2
 Casting Time: 2 segments
 Area of Effect: 1"x1"
 Components: S,V
 Duration: 1 turn
 Saving Throw: Negates
 Special Saving Throw: N/A
 Range: 1"/level

By using this spell, the spell caster may create an invisible arch. Any creatures passing through this arch which are friendly to the caster will be unaffected. However, creatures hostile to the caster will be drained of their hostility upon passing through this magical arch. If the arch is crossed under a second time, the creatures are returned to their former state of mind.

ALTER-EGO

Level: 12
 Casting Time: 1 round
 Area of Effect: 1 creature
 Components: M,S,V
 Duration: Special
 Saving Throw: None
 Special Saving Throw: Negates
 Range: 3"

This spell causes an individual to fall asleep for one round per level of the spell caster. Thereafter,

whenever he sleeps, an alter-ego will possess his body. The alter-ego will expend his own energy, i.e., the victim will still receive a refreshing night's sleep. The alter-ego will act in all ways opposite to the personality of the victim, but will possess his character abilities. The victim will remember nothing of his alter-ego's actions. This spell may be dispelled only by a caster who is of greater level than the spell's caster.

ANALYZE: ANIMAL

Level: 5
Casting Time: 2 segments
Area of Effect: 1 target
Components: 8

Duration: Instantaneous
Saving Throw: Negates
Special Saving Throw: N/A
Range: 1"

This spell analyzes and confers to the spell caster all pertinent information about any natural animal it is cast at. This information should include the name, strong and weak points, its trainability, and the usefulness of its parts. It also includes attack and defense modes. Familiars and giant animals are not natural animals.

ANALYZE: MONSTER

Level: 9
Casting Time: 1 turn
Area of Effect: 1 target
Components: S,V

Duration: Instantaneous
Saving Throw: Negates
Special Saving Throw: N/A
Range: 1"

This spell analyzes and confers to the caster all pertinent information concerning any non-magic-using monster it is cast upon. This includes physical and mental characteristics, attack and defense modes, special information, such as: magic resistance, spell immunities and other immunities etc., strong and weak points, and usefulness of the monster's parts, etc. Included as monsters are all non-magic-using creatures and beings and entities, excluding undead, lycanthropes or powerful legendary beasts.

BETWEEN

Level: 11
Casting time: 1 segment
Area of Effect: Personal
Components: M,S,V

Duration: Special
Saving Throw: N/A
Special Saving Throw: N/A
Range: 0

This spell will teleport the spell caster to any place at any time that can be visualized. On any jumps over 10 years, the caster takes 1d4 per 5 years in frostbite damage. There is no error in arrival because it must be visualized, i.e., well known.

BLACK BURST

Level: 13
Casting Time: 1 round
Area of Effect: 2" radius
Components: S,V

Duration: Instantaneous
Saving Throw: None
Special Saving Throw: Special
Range: 5"

This spell taps the negative material plane to release a

burst of pure negative energy. The resulting explosion drains 2-5 (d4 +1) levels from any within the area of effect. Creatures making a successful special saving throw lose only 1 level, as they catch only the fringes of the blast.

CONTROLLED INCENDIARY

Level: 4
Casting Time: 4 segments
Area of Effect: Personal
Components: S,V

Duration : Instantaneous
Saving Throw: 1/2 damage
Special Saving Throw: N/A
Range: 2"/level

This spell causes a fiery explosion of any size the spell caster desires, up to a 40 foot diameter sphere. Damage done to those caught in the explosion is determined by rolling 1d6 per level of the spell caster. Any and all combustibles in the area of effect will be ignited.

COOPERATION

Level: 4
Casting Time: 1 segment
Area of Effect: Special
Components: M,S,V

Duration: 1 day
Saving Throw: None
Special Saving Throw: Negates
Range: Special

This spell acts as a friendly flag to those of the caster's alignment. All such creatures viewing the caster at time of casting will recognize him as an ally. They will work together for the duration of spell, with the weaker of the two serving the other. When the spell expires, or before, if the caster and creatures agree, they part ways peacefully. Service is not to exceed that expected of a Henchman or Follower, i.e., "Give me your magic items!" would not be heeded.

CROSSBREED

Level: 11
Casting Time: 1 week
Area of Effect: Special
Components: M,S,V

Duration: Permanent
Saving Throw: None
Special Saving Throw: None
Range: 3"

By use of this spell the spell caster may create a totally new life form. During the week of casting the spell caster must concentrate 12 hours per day on this spell, pausing to rest and eat only. Any other action will cause this spell to fail. The caster must have the two parent creatures under his control before casting this spell. The magic draws a portion of the life essence from the two parent creatures, mingling it and consequently producing a physical manifestation in the form of the new creation. No apparent harm is caused to the parent creatures. The new creation must be checked for each characteristic to see which parent it takes after (hit dice, magic resistance, etc.) The new creation is 80% likely to be sterile. Otherwise, it will be male (45%), female (45%) or asexual (10%). The caster has no control over the new creatures through this spell and there is a 15% chance that it will go berserk and attack the caster. Crossbreeds can be crossbred more than once.

DEMON TRAP

Level: 7
Casting Time: 7 segments
Area of Effect: 1 creature
Components: M,S,V

Duration: Until dispelled
Saving Throw: None
Special Saving Throw: Negates
Range: 6"

This subtle enchantment will prevent a demon, ghost or similar creature from leaving a body it has possessed, thus condemning it to the fate of the body. Instead of the demon escaping when the body dies, he dies with it. Immortal creatures, of course, would not die permanently; they would, however, be treated as if killed on this plane, i.e., they would be dispelled to their own plane. This would also affect spell casters using magic to possess a creature.

DUPLICATE: ANIMAL

Level: 10
Casting Time: 1 turn
Area of Effect: 1 target
Components: M,S,V

Duration: Until dispelled
Saving Throw: Negates
Special Saving Throw: N/A
Range: Touch

This spell will make an exact duplicate of any natural animal. The animal duplicated must be alive. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated. Note: Prior to duplication the caster must cast an ANALYZE ANIMAL spell.

FOLLOW THE TRAIL

Level: 2
Casting Time: 1 round
Area of Effect: Special
Components: M,S,V

Duration: 2 turns/level
Saving Throw: N/A
Special Saving Throw: N/A
Range: 0

When this spell is cast, a trail for 10" in front of the caster will glow dimly. This will work for normal trails or roads, and will allow a party to follow said trail in bad weather and/or at night.

HEALING SLEEP

Level: 3
Casting Time: 1 round
Area of Effect: 1 creature
Components: V

Duration: Special
Saving Throw: N/A
Special Saving Throw: N/A
Range: Touch

This spell may only be cast upon a willing recipient. The recipient will fall into a deep sleep from which he will not awaken for 8 hours. During this time the recipient will be healed for 20 points of damage taken, plus 1 point per level of the spell caster.

MAGIC DISPERSION

Level: 9
Casting Time: 9 segments
Area of Effect: 5' radius/level
Components: S,V

Duration: Special
Saving Throw: None
Special Saving Throw: Negates
Range: Special

This spell removes all magic from the area surrounding the spell caster and no magic will function within this area for a certain amount of time. But, magic slowly seeps back into the area. No magic will function for 1 day. The next day most items and 1st level spells will function. The following day 2nd level spells, etc. The reverse of this spell can only be used to negate the spell.

NIMANRIL'S REVELATIONARY BLAST

Level: 5
Casting Time: 5 segments
Area of Effect: 4" dia. sphere
Components: S,V

Duration: Instantaneous
Saving Throw: Special
Special Saving Throw: N/A
Range: 2"/level

This spell taps the positive material plane releasing a burst of pure positive energy which does 1d6 per level in damage. Undead creatures take full damage. Evil creatures save to one half damage. Neutral creatures take one half or quarter damage. Good creatures are unaffected.

OF THE PUREST LIGHT

Level: 7
Casting Time: 7 segments
Area of Effect: 3" radius
Components: M,S,V

Duration: 1 round/2 levels
Saving Throw: Negates
Special Saving Throw: N/A
range: 6"

With the casting of this spell the spell caster brings into existence a small globe of light from the Positive Material Plane. This light is of pure positive energy, so when brought into existence it will add a +2 to all morale rolls and add a +1 to hit (this applies only to good characters). In addition, this light, being at exact opposition with the forces that give undead their power, will cause the undead to flee in panic when faced with the light if a saving throw is not made.

PEARL WALL

Level: 8
Casting Time: 1 round
Area of Effect: 27level x 4'/level
Components: S

Duration: Special
Saving Throw: None
Special Saving Throw: Special
Range: 6"

This spell creates a translucent black or white wall (at the caster's discretion), apparently made of pure pearl. Anyone touching or prodding this wall, directly or indirectly, is absorbed by the wall. The wall initially lasts 1 turn per level of the caster, and is extended by 1 turn per level of each victim. Creatures within the wall are in a state of stasis and when the wall expires, all those trapped within are released unharmed. The wall will reveal itself to be solid and indestructible to those making special saving throws so as not to be absorbed. When someone goes into the wall it is impossible for his companions to discern whether or not he made it to the other side. Creatures within the area of effect at the time of casting are allowed a normal saving throw to dodge it.

SERPENTINE

Level: 13
Casting Time: 1 round
Area of Effect: Personal
Components: M,S,V

Duration: 1 turn/level
Saving Throw: N/A
Special Saving Throw: N/A
Range: 0

This spell transforms the caster into a black, snake-like creature with wings and pearly white eyes. While the caster is still able to use spells, he is of course limited in attacks physically. He constricts for 1 point of damage per level. A successful bite inflicts 1-10 points of damage and injects venom into the wound. The saving throw versus this deadly poison must be made at -3. Armor class and hit points are equal to that of the caster's normal form, but armor class is never worse than 0 due to nature of skin, speed, etc. The creature is 2% resistant to magic per level of caster. Flying speed is 36". Length is 1' per level. It has benefits of all items worn (not held) by the caster.

SLEEPING GAS

Level: 4
Casting Time: 4 segments
Area of Effect: 3"x3"x2"
Components: S,V

Duration: 1 round/level
Saving Throw: Special
Special Saving Throw: N/A
Range: 1"

This spell creates an **odorless**, colorless gas which causes any creature with 4 hit dice or less to fall asleep immediately. Creatures with 5 or fewer hit dice save at

-4, and creatures with 6 or more save normally versus the cloud. The spell can be moved at will by the spell caster, with a maximum speed of 3" per round. Creatures sleep for 5 rounds per level of the caster unless awakened by attack or a violent shaking. Noise will not do it.

STONE OF DETECTION

Level: 1
Casting Time: 1 round
Area of Effect: 1 stone
Components: M,S,V

Duration: Until dispelled
Saving Throw: N/A
Special Saving Throw: N/A
Range: 5 mile/level

When cast upon a stone, (maximum 2 pound weight) the enchanted stone will glow whenever any living being comes within the 10'x10' area it was taken from. The more powerful the creature, the brighter the stone glows.

WHO GOES THERE

Level: 3
Casting Time: 3 segments
Area of Effect: 1 mile radius
Components: M,S,V

Duration: Instantaneous
Saving Throw: None
Special Saving Throw: Negates
Range: 0

This spell allows the spell caster to know what types of hostile creatures are lurking about. It does not tell the number or location of the creatures in the area of effect.

Background (For the GM only)

Nearly one hundred years have passed since the dwarf king (King Baldin III) was approached by men who claimed to represent a benevolent new religion. They wished to hire dwarven craftsmen and miners to build a huge mountain stronghold where their people could live in safety and peace. The offer was rich, and the challenge of constructing such a Complex was exciting. King Baldin was suspicious, but his people, as usual, were greedy for gold. At their request, he consented.

The dwarves worked long and hard, taking pride in the impregnable fortress they were creating. They lived on the premises, for the priests said they did not want the enemies of their religion to discover the stronghold's location and destroy it before it could be completed. Finally, about six years ago, THAURAMBAR was finished. As the dwarves gathered in the temple for its dedication (at the high priest's invitation), the doors were shut and the room was filled with plagues and poisonous gases (an appropriate way to dedicate a temple to Kaishnalai, don't you think?).

The dwarves were not caught totally unprepared. At King Baldin's suggestion, they had constructed a secret door that even the priests were unaware of. Only a few reached the door, but that handful returned to tell Baldin that they were not dealing with a goodly new religion, but an age-old, very evil one. The King was outraged. He immediately declared a war against any and all worshippers of Kaishnalai, only to find that the evil armies were already invading his kingdom. The dwarves are experts at mountain warfare, but they are outnumbered, and the war has gone ill for them.

Os-Sangul is a small island fortress on the opposite side of Kaishnalai's earthly empire. It is of great strategic importance, however, because of experiments in black magic which can be carried out there undisturbed. New races and deadly monsters are developed for the imperial armies.

Despite its importance, Os-Sangul is no longer staffed by some of the religion's most powerful spellcasters. All such men (and women) are needed in the war. Nowadays, it is only lightly garrisoned, and staffed by a small group of characters who continue with minor research.

The experiments at Os-Sangul threaten the balance of nature. This has had far reaching effects. As nature begins to rebel against Kaishnalai's atrocities, the land held by his earthly followers is in turmoil. This is evidenced by the fierce storms of late, especially in the waters around Os-Sangul itself. It was one of these storms that caught the ship sailed on by the player characters. Admittedly, they were not initially very close to the islands, but, unfortunately, at one point they were just a little too close (within 100 miles).

At the beginning of each day (every 24 hours), you should check to see if a storm occurs (2 in 6 chance). If a storm does occur, use the following chart to determine severity.

- (d6) 1) Overcast, heavy showers
- 2-3) Thunderstorms, waters choppy, unsafe for small craft.
- 4-5) Heavy storms, safe travel at sea impossible; travel on land difficult.
- 6) Hurricane force winds, heavy thunder and lightning, etc. Travel of any kind impossible without magical aid.

A typical storm will remain in one place for only about 24 hours. Any storm will have one major effect: All encounter rolls should be treated as if it were night.

Vokos Plague Bringer (the current leader of Kaishnalai's sect here on earth) has recently expanded the war effort to include any and all creatures who will not bow down to the darkness. Unless some unforeseen event takes place to change things, he might just be successful . . .

Introduction

Your party is among a group of adventurers who have been hired to serve as elite mercenaries in the dwarven wars against the servants of Kaishnalai, at an extravagant salary commensurate with your level of experience. To reach the battle zone, a two-week sea voyage is necessary. After one week at sea, the ship is caught in a terrible storm which lasts three days. Late one night, when the storm finally relents, the ship finds itself in unfamiliar waters with the rudder and mainmast destroyed. After a few hours adrift, during which the crew tries various schemes to build a makeshift rudder and find out where you are, calm seas suddenly explode under the fury of a huge serpent: a toothed snake with six tentacles like those of a squid (see title page for illustration). It attacks with complete surprise and totally destroys the ship before any effective defense can be given. In the heat of the attack, the captain's voice is heard: "Abandon ship!" and "Every man for himself!".

On the following morning, you awaken on the shore of a large island. Along the beach you see some wreckage from the ship, among which you find half of one crewmember. The rest of the passengers and crew are nowhere to be seen.

The island boasts two volcanoes; one is occasionally active, the other has apparently long been dormant. The latter rises only a few hundred feet above sea level. The land between the volcanoes is rich with plant life.

Sea Encounters

Should adventurers ever decide to enter the waters of this area, it should be kept in mind that the release of the ge-cerohmar has radically altered the population of the area. Aquatic races (such as mermen) would probably avoid this region, or, at your discretion, might inhabit some undersea fortress where they could quickly seek refuge at the sight of one of the monsters. No seamen will wittingly sail within 100 miles of the islands under any condition. Even the ships of the church shun the islands, and Os-Sangul would be totally isolated but for the teleport at the heart of the complex. Intelligent predators, such as carnivorous whales, would seek waters where they would not have to deal with the creatures' territorial instinct, or compete with them for food (remember that any given area can support only so many large predators per square mile!). This would leave room only for mindless fish (including sharks), scavengers, and other creatures too small to be noticed or possessing special abilities which would allow them to coexist with the sea-serpents. Note that the "territorial instinct" of the ge-cerohmar would not apply to everything, only something big enough that it would appear to jeopardize the creatures' authority in the area. Unfortunately, in their eyes, this would include a ship.

There is a non-cumulative 5% (1 in 20) chance of an encounter each turn. You may want to use your own stats for some of the following creatures, but this is what an encounter table for just off-shore might look like:

- (d%) 01-12) 1-6 sharks, 4d8, 20 hits, A.C.4, 21" movement, 1 attack for 2-8.
- 13-23) 1 shark, 9d8, 45 hits, A.C. 5, 21" movement, 1 attack for 4-16 (aggressive variety, white or tiger, may attack even if unprovoked).
- 24-31) 2-8 porpoises, 3d8, 15 hits, A.C. 4, 28" movement, 1 attack for 2-7 (d6+1), may help characters in distress.
- 32-36) 1 giant sea snake, 8d8, 40 hits, A.C. 4, 15" movement, 1 attack for 2-10(d6+d4), mindless carnivore, venomous, save at -1 versus paralyzation (duration is one day per point of damage inflicted by the bite).
- 37-46) 1-12 normal sea snakes, 1d8-1, 4 hits, A.C. 7, 12" movement, 1 attack for 1-3, venomous, save versus death in 1-20 rounds. Non-aggressive.
- 47-57) 1-4 saltwater crocodiles, 6d10, 30 hits, A.C. 3, 6" movement (18" in water), +4/+20% to hit in water, the most

aggressive variety of crocodile.

- 58-69) 1-6 barracuda, 3d10, 15 hits, A.C. 2, 27" movement, 1 attack for 1-6, daytime predators, aggressive when hungry.
- *70-72) 1-2 killer whales, 12d8, 60 hits, A.C. 4, 24" movement, 2 attacks: 1 bite for 4-24, 1 tail strike for 3-12, unable to use both attacks on single human-sized opponent. Will attack only if hungry or provoked.
- *73-80) 1 gray whale, 21d8, 100 hits, A.C. 5, 18" movement, 1 attack (tail strike) for 2-12. Non-aggressive, will flee if threatened. 50% chance it is female accompanied by young: 4 H.D., 20 hits, A.C. 6, 18" movement, no effective attacks.
- 81-90) 1 dragon slayer, (see cover), young, 6d8, 30 hits, A.C. 3, 9" movement (32" flying), can go BETWEEN, 1 breath weapon attack for 15 points of damage (60 to fire using creatures). Will flyover, but attack only if party is on surface and creature is hungry (50% chance of latter).
- 91-97) 1-12 vamen, 1d8, 5 hits, A.C. 7 (6 vs. melee), 12" movement (24" flying), 1 attack for 1-6 or two attacks for 1-4 each. Will be on scouting or hunting assignment from temple. Unlikely to attack without orders to do so. More likely to return with news of sighting (they ARE lawful!). Would probably attack if provoked (they ARE stupid!).
- 98-99) 1 ge-cerohmar, 18d10, 135 hits, A.C. 3, 24" movement. 6 attacks for 1-20 each. If it scores 4 above needed "to hit" roll, it will bite for 6-36. May swallow. Can attack ships doing 6 points of structural damage per round. This is the only ge-cerohmar in this area — the creatures never share territory.
- 00) Mirage, someone in the party (determine at random) will swear they saw a moose in the distance walking on water! Of course, it will wander off before anyone else has a chance to notice.

You may wish to add to this list any appropriate creature (or other encounter) which is used in your campaign. Note that only encounters worthy of mention are included; why tell the party they've just encountered yet another seagull, or school of fish.?

*There is a cumulative 2% chance per turn that the ge-cerohmar will show up to challenge the intruder(s).

Island Encounters

The following letters correspond to those found on the island map (inside cover). A list of wandering encounters follows.

A) As the characters walk along the beach near where they were washed ashore, there is a 2 in 6 chance that any character familiar with tracking and/or woodlore (such as a ranger or druid) will notice a path leading inland (check for each character). It will appear that the path is either used very seldom, or has been carefully concealed. Only a character with tracking ability would be able to follow the path normally, but since there is a path there, a FOLLOW THE TRAIL spell (from THE TOME OF MIGHTY MAGIC) would light it clearly. This trail leads to Sharla's cave (B).

B) As the adventurers near this secluded spot, they will hear a woman's scream (the traditional heroes' call to action!). Before they get close enough to even see the cave, however, they will see two vamen carrying a limp body (Sharla's), into the air (range 5"). These two will be accompanied by three more.

5 vamen, 1d8, 5 hits, A.C. 6 (7 vs. missile attacks), 12" movement (24" flying), 1 attack for 1-6 or 2 attacks for 1-4 each.:

They will not notice the party unless attacked, in which case the three unoccupied creatures will turn back to investigate. The other two will return to Os-Sangul with Sharla, as per orders.

At the cave the party will find signs of a struggle—seven dead vamen and Sharla's rifled belongings. For every round the group spends searching the area, there is a 1 in 6 chance (total, for the entire party) that someone will discover a hidden compartment in the cave with a book in it. This is Sharla's journal. It is written entirely in elvish; if anyone is capable of reading it, the following is a summary of what they will discern:

Sharla was sent here by the powerful magics (some kind of teleportation) of her mentor about six months ago. It seems that there is a temple/fortress of Kaishnalai on the island, and she was sent here to keep an eye on it. The elves are not currently at war with Kaishnalai's empire, but if the dwarves lose, their forests stand to be invaded. As much as the elves dislike them, they're trying to see that the dwarves win, but without becoming directly involved themselves. Sharla was watching some experiments when she found out that the grisly High Priest Gerhard possessed something (unclear as to what) really important. She hoped to steal it or at least

escape with news of it. She was evidently waiting for a chance to leave but had had no luck (the journal makes no mention of a ship picking her up...something about reaching the heart of the complex...?).

If Sharla is somehow rescued, she will, of course, be able to explain all of this, but how much she tells the party will depend on the party's alignment (she will use her amulet to check everyone before doing anything more than making small talk. This will not be conspicuous; the party will probably never realize it is taking place). She will DEFINITELY NOT reveal what it is that the High Priest has, other than it is in a small black box that King Baldin III would pay a fortune for (if he knew what it was).

Sharla the Selfless, Elven female

Endurance: 9/38	5th Level cleric
Intelligence: 15/93	6th level thief
Presence: 16/96	Neutral good
Quickness: 18/100	5d8, 25 hits
Strength: 11/57	12" movement
Wisdom: 16/97	Armor Class 6

Nimanril's Cloak, amulet of alignment scanning — will allow the wearer to discern the alignment (or basic moral attitudes) of one creature looked at each round, +2/+10% long sword.

If the majority of the party is evil, she will attempt to escape, using the cloak. If the majority of the party is good, she will offer to show them the back entrance and a way off the island in exchange for help in obtaining the box. She might also (GM's option) expound upon the history of the war, in which case you should read the background to your players.

C) The main entrance, at first glance, and from a distance, the party may think it has come upon the largest snake to ever inhabit the planet (except maybe for that what ate the ship they were on!). It must be 15' in diameter! It lies coiled at the foot of the extinct volcano, mouth open, head poised ready to strike. Upon closer inspection, however, they will notice that it is not moving and that the uppermost coil is patrolled by (human) men-at-arms. Any attempt at storming the doors (located inside the mouth, of course), will probably prove futile, if not deadly. The doors are not merely locked, they are barred and bolted from the inside (both the doors and bar, etc., are solid forged iron, specially treated against the weather). The guards enter and exit through a trap door, also iron, barred and bolted, etc., (see room F7) up on top. The walls boast 6 catapults and 3 ballistae. There are always 6 men-at-arms on duty. The trap doors normally open only four times a day, when the shift changes.



It would also open if the alarm (a large gong) was sounded, in which case the entire temple/fortress would soon be alerted.

6 men-at-arms, zero level, 1 H.D. (d6), 4 hits, A.C. 7 (studded leather armor), short bow & scimitar, 2 attacks (bow) for 1-6 or one attack (scimitar) for 1-8.

The non-humans, such as the vamen and snakemen, normally use the rear entrance (in the swamp).

Wandering Encounters

Most of island inhabitants are small and inoffensive. A wide variety of typical island birds, reptiles and mammals wander through the brush. During the day,

there is only a 5% (1 in 20) chance of a serious encounter. At night the probability increases to 1 in 12. A check should be made once each hour. The following table should be consulted.

(d%) 01-20) 2-5 braegoloks, 8d8, 40 hits, A.C. 3, 17" movement (9" swimming), two attacks (claws) for 1-12 each and a bite for 2-12, OR one tusk for 1-6 and one tail lash for 1-6. They are not aggressive unless extremely hungry (10% chance), but will attack if threatened.

21-45) 1-12 vamen, 1d8, 5 hits, A.C. 6, (7 vs. missile attacks), 12" movement (24" flying), 1 attack for 1-6 or two attacks for 1-4 each. Will be gathering fruit, looking for escaped (young) dragon slayer, or some such mission from the church.

46-55 4 draugs are pulling down a horse they have cornered in the brush. The horse is still offering some resistance, but is obviously in trouble. The characters will recognize the animal as Talsul, a large brown stallion belonging to Oakes Strenger. He was a ranger hired by the dwarves at the same time they were, and was on the ship with them. He had stubbornly insisted on bringing his horse along, and had spent long hours comforting it during the storm. What miracle allowed the beast to survive the shipwreck and make it ashore is a good question, but that will be academic unless the party decides to help it, and does so quickly.

4 draugs, 3d8+3 (one is currently down to 6, another to 13), 15 hits, A.C. 3, 17" movement (9" swimming), 2 attacks for 1-4 and 1 for 1-6.

Talsul, trained warhorse, 3d8, 21 hits (but currently at 12), A.C. 7, 21" movement, 2 attacks for 1-6 each.

If rescued, he will be grateful; if cured, he will serve as a loyal steed for the island part of the adventure. He will be useless, however, once the party enters the swamp. He is already wearing reins and a saddle (see room L-15).

56-59) 1-10 men-at-arms, zero level, 1d6, 4 hits, A.C. 7 (studded leather), short bow and scimitar, two attacks (bow) for 1-6 or one attack (scimitar) for 1-8. Led by one sergeant, 2nd level, 2d10, 16 hits, A.C. 4 (chain mail and shield), spear and broadsword, one attack (spear) for 1-6 or one attack (sword) for 1-8.

These men are likely to have been sent to gather the belongings of Sharla left by the vamen. If the party has not yet reached (A), you may wish to make this simply a hunting party. If the latter case, they would all be in mere leather armor, and would probably avoid combat.

60-69) 2-8 draugs, 3d8+3, 18 hits, A.C. 3, 17" movement (9" swimming), 2 attacks for 1-4 and one attack for 1-6.

These animals are pack hunters. They will attempt to scatter the party enough to single out one apparently weak opponent (an unarmored spell caster,

for example). If unable to do so, they are 80% likely to seek out easier prey.

70-79) Special investigative expedition. These men are investigating reports by vamen of a shipwreck during recent storms.

Zadoch, 3rd level cleric, 3d8, 21 hits, A.C. 3 (chain mail), footman's flail, 1 attack for 2-10 (d6+d4). 5 men-at-arms, 1d6, 4 hits, A.C. 6 (studded leather & shield), scimitar, 1 attack for 1-8.

If reports of survivors have reached the temple (the party encountered someone and let them escape), the group will also include:

Cardulich, 5th level fighter, 6th level cleric, 6d8, 42 hits, A.C. 1 (chain mail), mace, 1 attack for 1-8 (+7 to hit, +14/+70% to damage if bracers activated).

2 draugs, 3d8+3, 21 hits, A.C. 3, 17" movement (9" swimming). 2 attacks for 1-4 and one attack for 1-6.

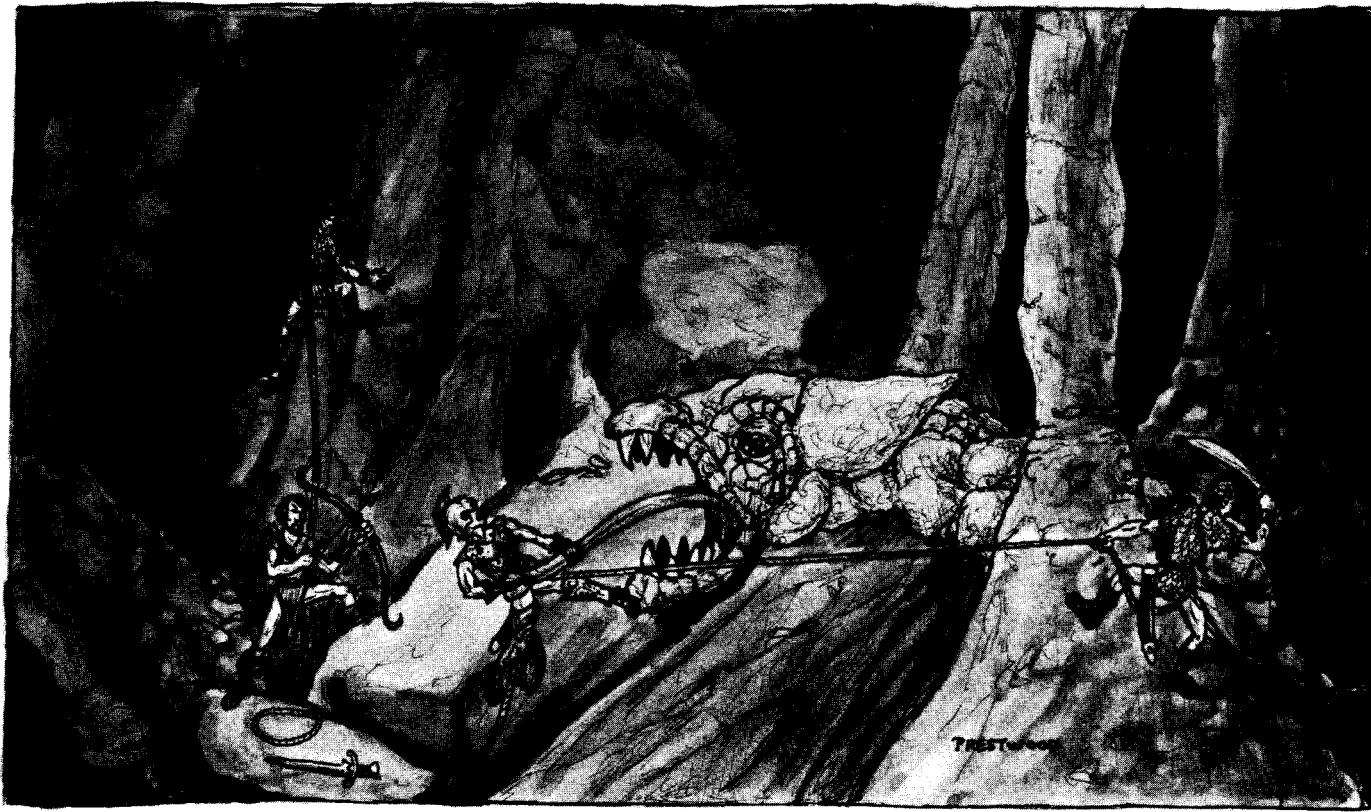
For more information on Cardulich, see page 34. Each human carries Oil of Insect Repellence and Oil of Waterproofing.

80-94) 1 dragon slayer (see cover), young, 6d8, 30 hits, A.C. 3, 9" movement (32" flying), 1 bite for 3-12 or 1 breath weapon attack for 15 points (60 points to fire related creatures) of damage.

This immature yet formidable creature escaped from Os-Sangul a few days ago. It will blink in, surprising the characters 2/3 of the time. It will blink out if losing. Because of its special abilities (ability to go BETWEEN, for example), the priests have been unable to recapture it. Note that this is the same one found on the sea encounter table; once killed, ignore this result on future encounter rolls.

95-99) 1 stray mutant, 2d4-1, 5 hits, A.C. 8, 12" movement, 1 attack (club) for 2-7.

This is one of the party's first glimpses of the horrors of Os-Sangul. Having wandered down from the swamp, this poor wretch is desperately hungry (+1/+5% to hit and damage). Will attempt to ambush rear party member.



00) ERUPTION! The volcano on the north end of the island shows signs of activity:

- (d6) 1-3) Volcano begins to smoke
- 4- 5) Some lava outpours, heavy smoke, no serious damage.
- 6) Violent explosions of lava, anyone on that end of the island must flee for safety. Heavy damage to plant life within one mile of volcano base.

The Swamp

This has the potential for being the deadliest part of the adventure (even more so than the temple itself). There are only two set encounters, but a check for random encounters should be made once each turn. At night (or during a storm) the chance for an encounter is 1 in 10; during the day it drops to 1 in 20. If at night the party does things to call attention to themselves (using light spells, making excessive noise, lighting torches), the chance of an encounter increases to 1 in 8. A random encounter table follows the set encounters.

D) This area of the crater rim is known to be populated by cave worms. If Sharla is with the party, she will

steer them away from this area back into the swamp proper. If not, the "path of least resistance" through the underbrush around the rim will take the party near the cave occupied by one of the biggest worms on the island.

1 cave worm, 12d10, 90 hits, A.C. 6, 3" movement, successful attack with tongue will bring man-sized victim within range of bite in one round, 1 bite for 5-20 (swallows on 16/80% or better). Surprises on 4 in 6.

Deep inside the cave are various skeletons, a suit of rusty chain mail, and a couple of rusty swords, about 75 g.p. in coins, one diamond (an exploding gem—NIMANRIL'S REVELATIONARY BLAST), and a +3 Sword of Lightning.

E) The rear entrance. As the party nears the south end of the swamp, they will come upon a small lake. Here the water from springs in the crater (the reason that the crater flooded and became swamp-like to begin with) pools up before dropping into the river below. Each night, as the sun sets and the moon rises over the crater rim, the first moon rays striking a pearly white dome at the center of the lake (about 50 yards from shore) awaken an ancient magic. The dome will begin to rise, revealing an impressive 8-sided pyramid-type structure below it, intricately carved with symbols and religious scenes.



Connected to one side of the octamid, about half-way up, is one end of a stone bridge spanning the distance to shore (the bridge was also underwater). As the first rays strike the sides of the octamid, an opening (approximately 15' square) will appear just above where the bridge connects. If the party is ever there when it opens, and unless they have already encountered Cardulich, I would suggest having he and his entourage ride out across the bridge, pause to light the torches, and continue on into the swamp, while the party

watches from the safety of the underbrush around the shore. Note that during the day, only the dome will be visible from shore, and no examination will reveal any way of entering the octamid. As the party crosses the bridge, they will encounter a large swamp mamba (apparently in transit when the bridge surfaced). If Sharla is with the party, it will attack her first. If she is not in front, simply state that the others walked past without noticing it. She was not meant to carry the party through the adventure, only to get them started. You should act

it out stating that it successfully hits (rolling your dice in secret), and that she fails her saving throw and falls over the rail clutching the bite wound. If you do not want to give them easy magic items, this is easily accomplished by keeping them busy with the snake while several large crocodiles approach her body from shore.

Swamp Mamba, 3d6, 1 hit, A.C. 6, 12" movement (9" swimming), one attack for 1-4, venomous, save vs. poison at -3/-15% or die in 1-3 rounds.

Of course, if you feel that the party needs Sharla to complete the adventure, you may wish to ignore the mamba encounter.

For as long as the door is open, there are supposed to be three vamen on duty at the entrance to watch for anyone coming across the bridge. Because no one expects anything to happen, however (there's no one else on the island!), they are downstairs in room #L1 arguing with the snakemen.

Random Swamp Encounters

01-06) 1 anaconda, 6d10, 46 hits, A.C. 8, 6" movement (8" swimming), one bite for 2-8, constricts for 2-10 (d6+d4). Will typically lie in wait at water's edge, strike at potential victim, and drag it into water where it can be constricted and drowned. +4/+20% in water.

07-16) 1-12 vamen, 1d8, 5 hits, A.C. 7 (6 vs. melee), 12" movement (24" flying), one attack for 1-6 or two attacks for 1-4 each. They will dive and surround the party.

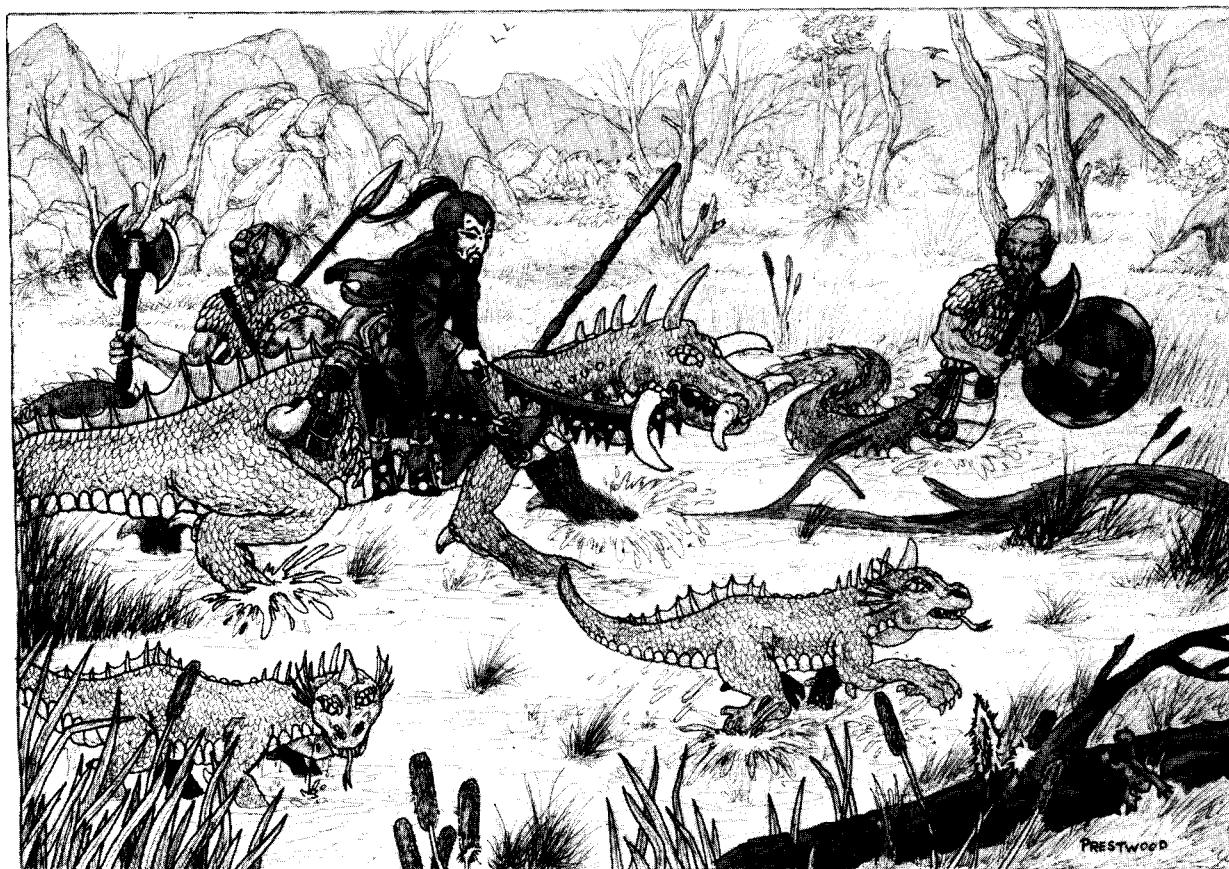
17-24) 2-5 braegoloks, 8d8, 40 hits, A.C. 3, 17" movement (9" swimming), two attacks for 1-12 each and one attack for 2-12 OR two attacks for 1-6 each. Being strong swimmers, the braegoloks had little trouble adapting to the swamp environment. Because of their size, they have little fear of natural predators.

25-34) 1 cave worm, 12d10, 75 hits, A.C. 6, 3" movement, successful attack with tongue attack will bring man-sized victim within bite range in one round. One bite for 5-20 (swallows on a 16/80% or better), surprises on a 4 in 6. As the party passes a piece of high ground, worm will ambush. If party has already faced (D), you may wish to roll another encounter instead.

35-42) Cardulich and Entourage (out hunting)

Cardulich, 5th level fighter, 6th level cleric, 6d8, 42 hits, A.C. 1 (chain mail), mace, one attack for 1-8(+7 to hit, +14/+70% to damage if bracers activated), Bracers of Might.

Cardulich is mounted on a braegolok.



Braegolok, 8d8, 48 hits, A.C. 1, 17" movement (9" swimming), one attack (bite) for 2-12 or two attacks (tusk & tail lash) for 1-6 each.

He will carry Oils of Insect Repellence and Waterproofing, three Sleeping Gas Gems, and a potion of healing (1-12 hits) for personal use. He is escorted by 8 snakemen and 2 draugs.

8 snakemen, 2d8+2, 13 hits, A.C. 5, (scale mail and shield, but armored only above waist) (A.C. 6 below the waist), 12" movement (6" swimming), two attacks: one constriction attack for 2-12; one weapon attack, either axe for 1-8 or bola for 1-4 plus a saving throw versus entanglement for number of rounds equal to damage done (3" range).

2 draugs, 3d8+3, 21 hits, A.C. 3, 17" movement (9" swimming), two attacks for 1-4 and one attack for 1-6.

For more information on Cardulich, see page 34. They will attempt to capture the party alive for use in experiments; the snakemen will use their bolas to entangle. Cardulich will, however, go ahead and kill the party if he perceives that a capture attempt is too risky (to his own safety). If the encounter is not going his way, he will have his remaining bodyguards delay the party while he escapes.

43-52) 2-8 crocodiles, 4d8, 20 hits, A.C. 3, 6" movement (15" in water), one bite for 1-8 or one tail lash for 1-3, +4/+20% to hit in water. They will typically ambush weak swimmers from below.

53-55) 1 dragon slayer (see cover), young, 6d8, 30 hits, A.C. 3, 9" movement (32" flying), one bite for 3-12 or one breath weapon attack for 15 (60 to fire-related creatures) points of damage.

This immature but formidable creature is the same one found on the other wandering encounter tables (see sea & island). It escaped from the research center, and is still at large. If killed once, it will not reappear. If losing an encounter, it will flee to the safety of BETWEEN.

56-61) 2-8 draugs, 3d8+3, 18 hits, A.C. 3, 17" movement (9" swimming), 2 claws for 1-4 and one bite for 1-6.

Like their cousins the braegoloks, these aggressive hunters easily adapted to this swamp created by the inhabitants of Os-Sangul.

62-71) 1-6 evil trees, 12d8, 96 hits, A.C. 0, 8" movement, two attacks for 2-12 each. These savage flora look like perfectly normal trees, but have been permanently animated and endowed with an evil nature. They will attempt to surround the party, surprising victims 50% of the time. They will rarely pursue victims who elude their trap and will themselves run from fire. If convinced they cannot outrun a fire-using opponent, or if cornered, they will turn and fight in a desperate frenzy, attacking three times per round.

72-80) 100-1000 insects, everyone must save versus disease. The untreated effects will show in 1-4 weeks. I would not tell the players what the saving throw is for until then. In an additional 1-4 weeks, the disease will be fatal.

81-83) 1-8 mutants, 2d4-1, 4d hits, A.C. 9, 12" movement, one attack for 2-7.

These poor creatures roam the entire swamp, but rarely leave the crater. They fear the priests of Os-Sangul, but will savagely attack one if he appears to be helpless.

84-93) 1-8 snakemen, 2d8+2, 12 hits, A.C. 5 (scale mail & shield, but armored only above the waist, A.C. 6 below the waist), 12" movement (6" swimming), one constriction attack for 2-12 and one weapon attack, either axe for 1-8 or spear for 1-6.

94-99) 1-2 swamp mambas, 3d6, 10 hits, A.C. 6, 12" movement (9" swimming), one attack for 1-4, venomous, save at -3/-15% versus death in 1-3 rounds. Very bad tempered.

00) Phantom Moose. Will wander across path of party 5" ahead. On a normal day, he will pause and smile. The sky will darken and a strong wind will whistle through the trees. A clap of thunder and a hideous laugh will echo through the swamp. He will then ramble on and everything will return to normal. On a stormy day, he will pause and smile pleasantly, the sky will clear, the sun will come out, and birds will be heard in the distance. Then his smile will turn malicious; a hideous laugh will echo through the swamp, and the storm will return as he wanders out of sight.

Os-Sangul

Os-Sangul will be detailed in three separate parts. It was tempting to include a wandering encounter table at the beginning of each section, but instead you will find only the probability of such an encounter in that area. For the encounter itself, I suggest you use the method I have used successfully for years; looking at the map and keeping in mind the party's location, pick a likely encounter from the surrounding area. Example:

The party has just come through the swamp entrance, down the ramp and into room #1. After they defeat the guards, you determine that a wandering encounter has taken place. Some possibilities are:

2 acolytes had been tending the braegoloks in room #L3 and were attracted by the noise.

One of the priests was assembling a hunting party in room #3 and they are on their way out.

It is time for the change in guard and three snakemen have come to replace those on duty.

An acolyte has been sent by Pashkul to order a couple of snakemen to the lab (room #L15).

While this may not sound as simple as merely "rolling up" an encounter, it makes for a much more logical course of events. Remember when making up such encounters to make appropriate changes in the pre-planned encounters, i.e., if the in above situation you opt to have three snakemen from room L5 come to replace the guard, you should decrease the number of snakemen in that room by three. Note also that most of the people inside, excluding guards on duty, are unarmored, expecting no trouble. Once the party has been discovered, all this will change. Everyone everywhere will be ready for battle, just in case the intruders come their way. The following chart may help in keeping track of the resources remaining for Os-Sangul to throw at the party. It lists the totals before the party's arrival. Simply mark off creatures and characters as they die.

The Forces of Os-Sangul

60 snakemen	p. 32
1 dragon slayer	p. 31
5 braegoloks	p. 31
6 draugs	p. 31, 34
40 vamen	p. 32
6 air-breathing sharks	p. 32
3 sand demons	p. 32
2 crocodiles	p. 33
16 first level clerics (acolytes)	p. 33, 41

16 second level clerics (acolytes)	p. 33, 41
8 third level clerics (acolytes)	p. 33, 41
4 fourth level clerics (acolytes)	p. 33, 41
13 zero level fighters (men-at-arms)	p. 37
Cardulich	p. 34
Pashkul	p. 34
Kraken (snakeman captain)	p. 35
Hultz (human captain)	p. 35
Grotch (cave troll)	p. 36
Twelve Eyes (hydra)	p. 36
Old Knorvan (5th level priest)	p. 38
Ardol	p. 40
The Gatward (Pearl golem)	p. 41
Gerhard	p. 42

The Labs

Level L

It is on this level that the experiments of Os-Sangul take place. While it is in all respects part of the overall complex and as such is under the command of Gerhard, the High Priest, level L is for all practical purposes run by Pashkul. Gerhard spends most of his time in the temple, coming up only to check progress or when his ring is needed in an experiment. Unless the party has been discovered (i.e., the priests realize an intruder is present), the chance for a wandering encounter will be 1 in 10. Once they are discovered, an active search will be initiated, and no priest will be without a bodyguard of one snakeman or vaman per level. Upon discovery, all snakemen and vamen will be put on duty. At such time, the chance for an encounter will increase to 1 in 6. In either case, a check should be made once a turn, with an additional check after every melee. Of course, discovery will eventually take place if the party leaves any tell-tale signs of their passing (bodies, doors that were forced, etc.), but they should be given anywhere from 3-30 rounds to 2-12 turns depending upon how well they cover their tracks.

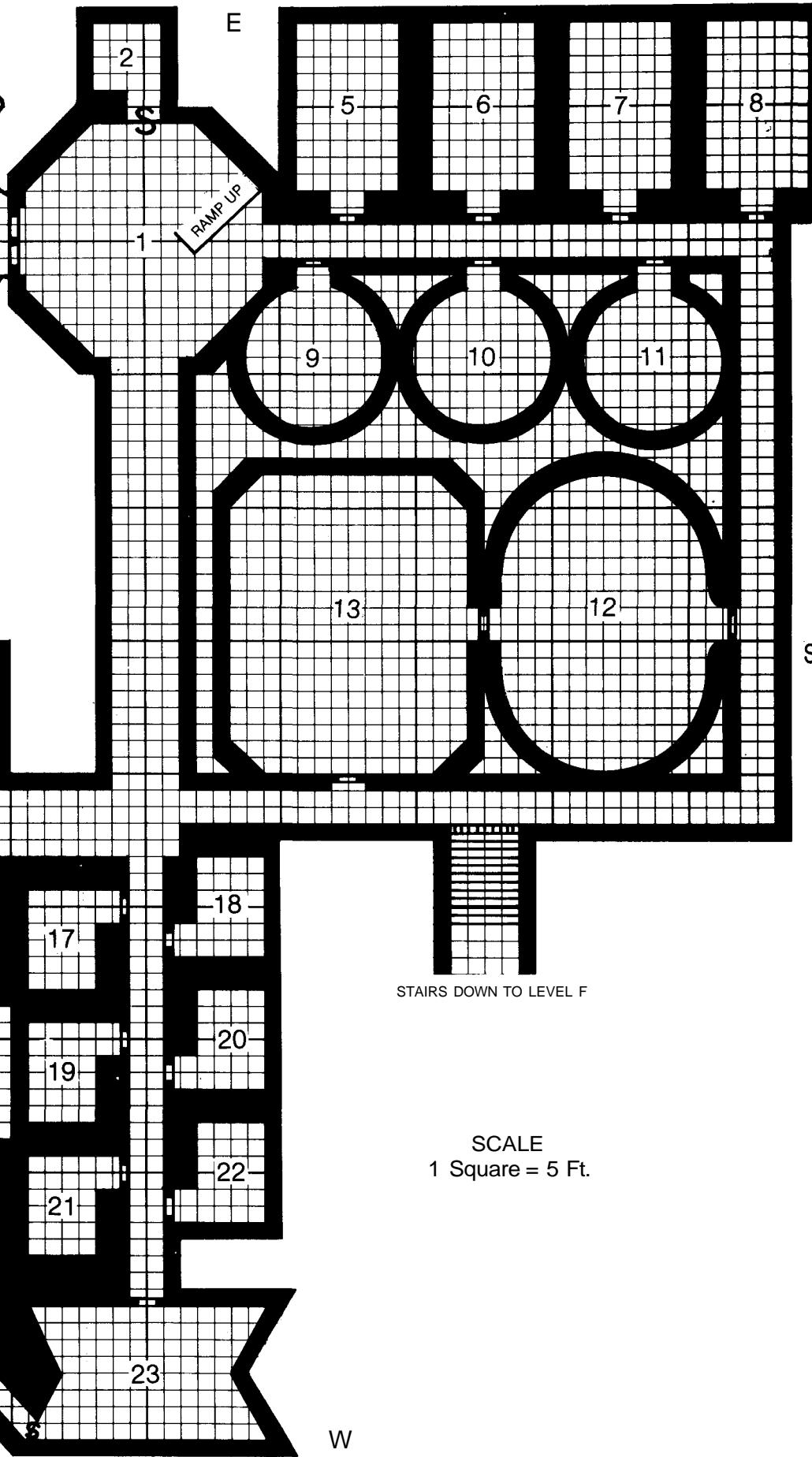
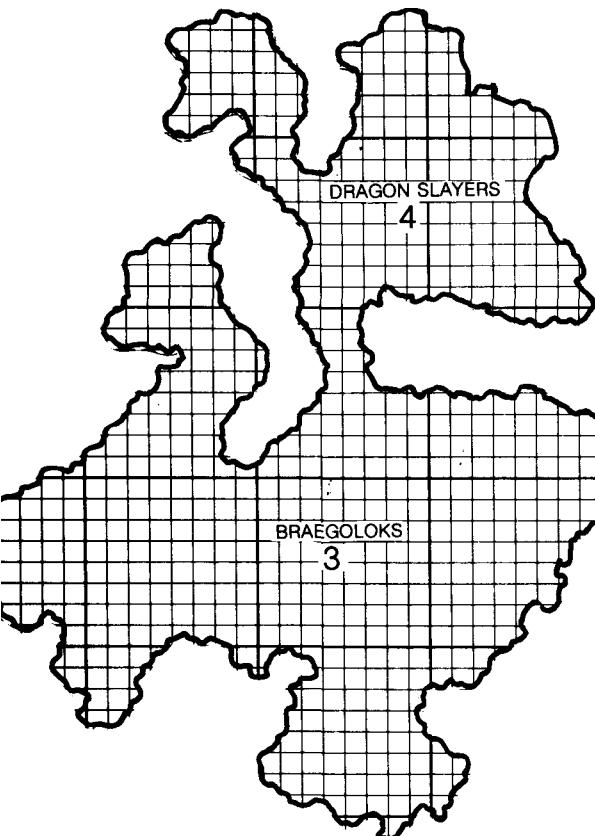
L1 Upon entering the octamid, the adventurers will find a wide ramp winding downward. It is not lighted, but as they near the bottom they will see that the room below is. At the same time, they will hear angry voices speaking in an evil dialect of the common tongue; some in high-pitched squeaks and others in a hoarse whisper, as if the latter were shouting under their breath. Not until they enter the room however, will they see the source of the noise.

In the room are three snakemen and three vamen, supposedly on guard duty. They are quite preoccupied, and are 50% likely to be surprised.

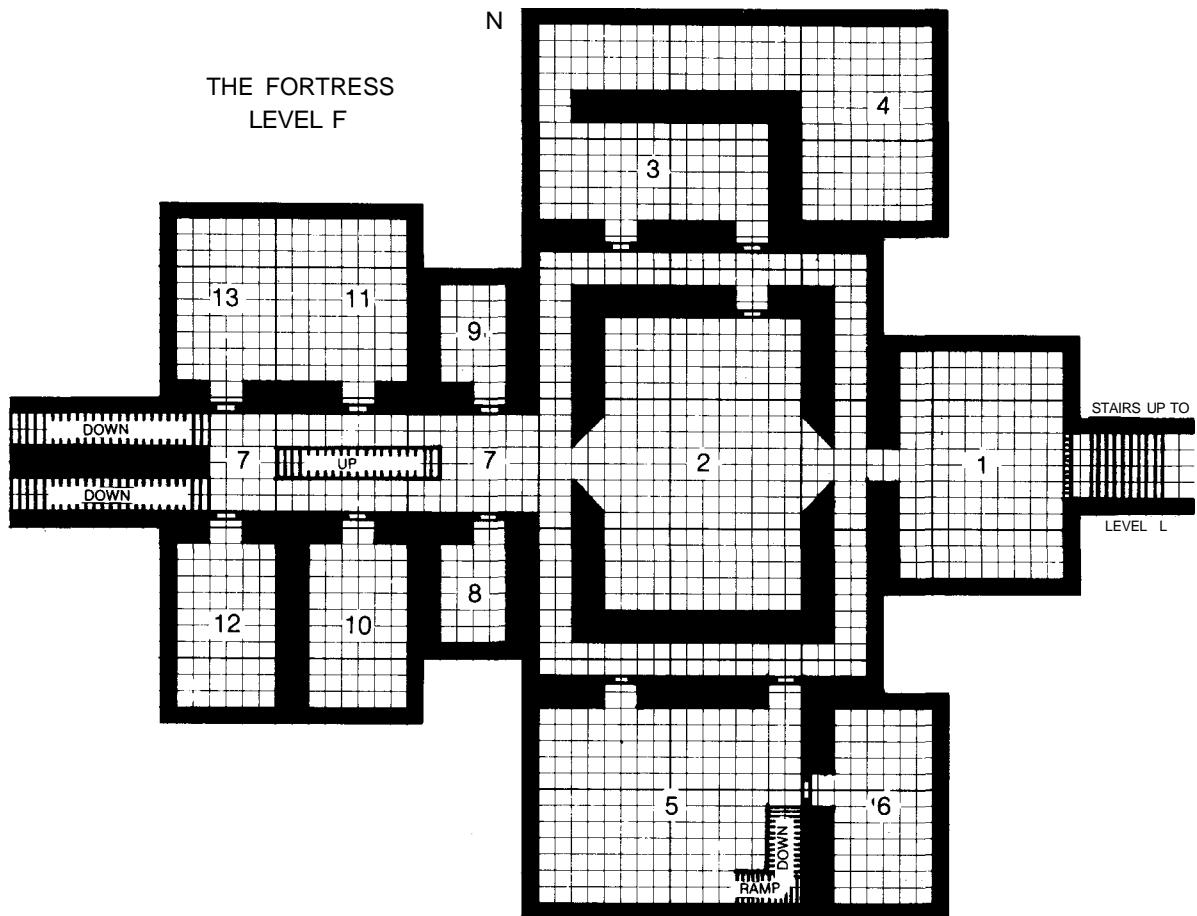
3 snakemen, 2d8+2, 12 hits, A.C. 5 above waist, A.C. 6 below, 12" movement, one

THE LABS

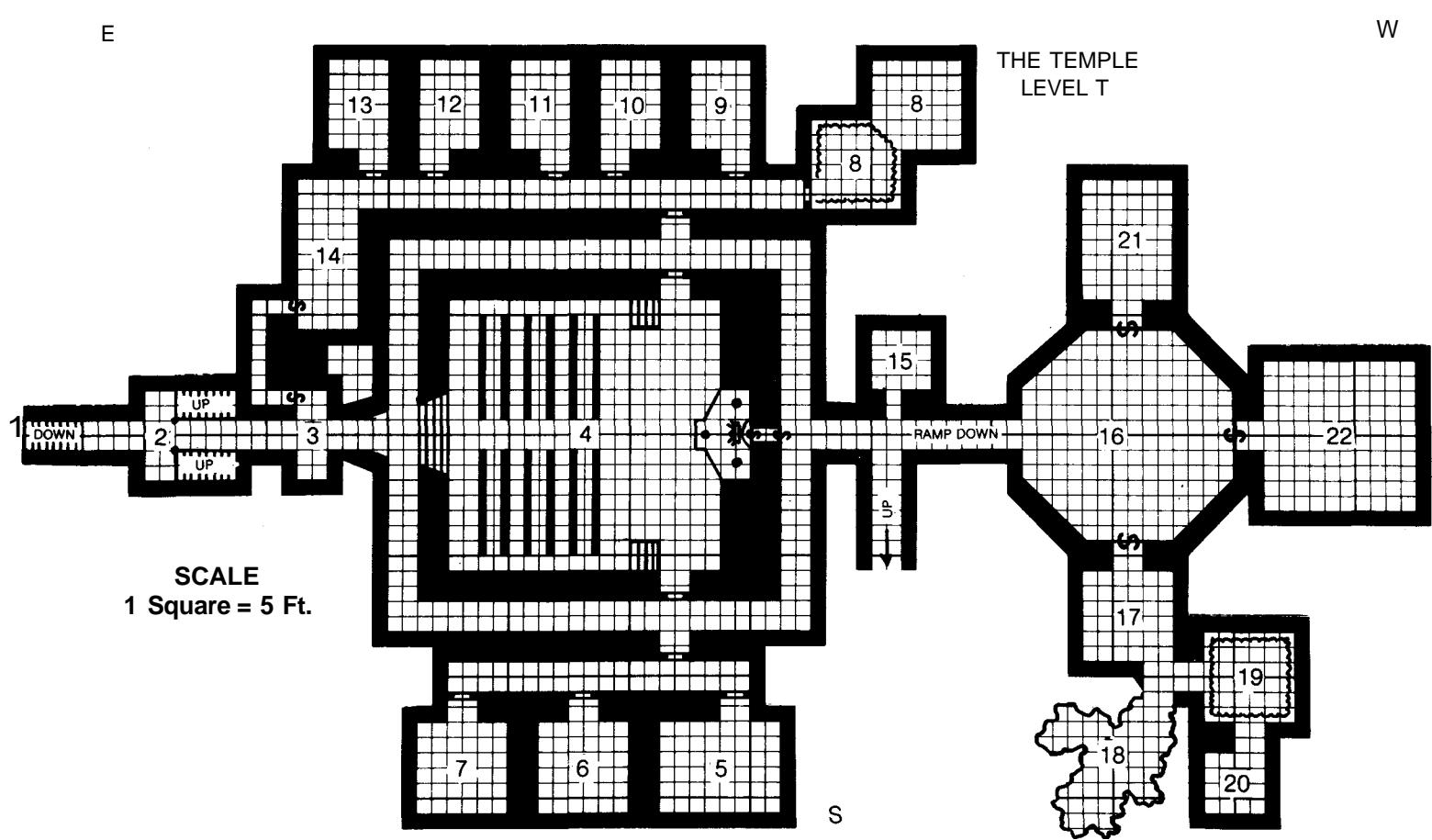
LEVEL L



THE FORTRESS
LEVEL F



THE TEMPLE
LEVEL T



constriction attack for 2-12 and one axe attack for 1-8.

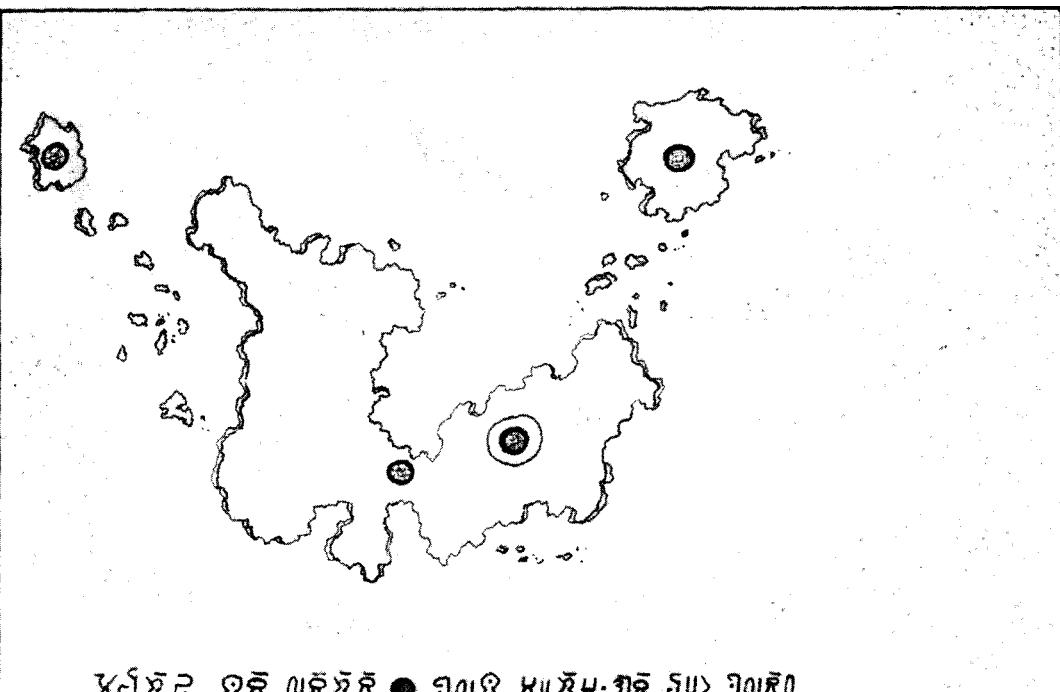
3 vamen 1d8, 5 hits, A.C. 7 (6 vs. melee), 12" movement (24" flying), 1 attack for 1-6 or 2 for 1-4 each.

L2

Hidden behind a secret door is a small, rather peculiar room. The north and east walls are blank, and the room would be quite empty but for the tray extending from the west wall, at about 3' from the floor. The tray is divided into two sections. One contains pegs formed of obsidian and others of ivory, the larger section contains pegs of moonstone, jade, jasper and amethyst. Above the tray, a map has been carved into

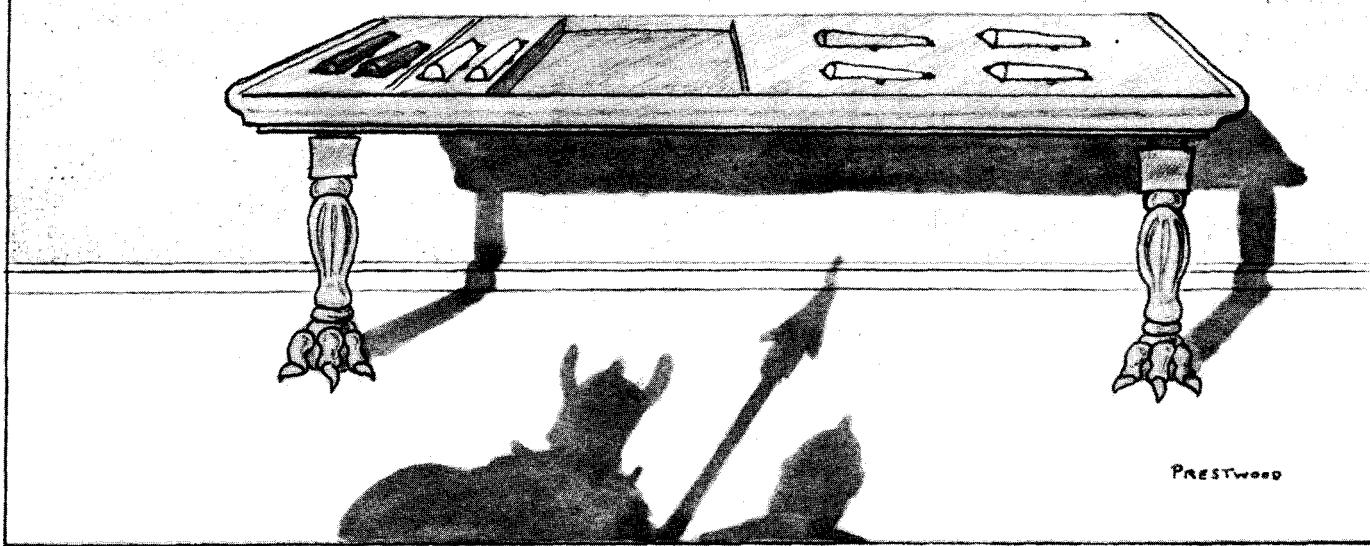
the wall. It shows several islands, but only three are of any size. The smallest of the three has jasper inset in the middle. The second boasts an amethyst inset, while the third, and by far the largest, is inset with two stones, jade near the center and moonstone closer to one end. The moonstone is circled. The islands are outlined only; thus, no terrain features are evident. Below the map but above the tray is a series of inscriptions, interrupted twice by small holes. These two holes are of a perfect size to accommodate the pegs.

This is a teleportal designed for traveling between the islands. The other islands have been abandoned in recent years, and only



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ମର୍ଦ୍ଦର୍ଦ୍ର ● ମର୍ଦ୍ଦ ପାଇସ୍ମ-ଭାର୍ତ୍ତ ମର୍ଦ୍ଦ ମର୍ଦ୍ଦ ମର୍ଦ୍ଦ ମର୍ଦ୍ଦ



the two on the main island are still used. The other, marked with jade, is on the temple level (see room #T15). The inscription is enchanted, meant only for the priests. If one of the characters is able to read magic, it will translate as follows.

"Mark ye here o thy purpose and then here o thy destination, or location to be contacted, as it may be."

To begin the process, either an obsidian or ivory peg should be inserted in the first hole. Either one will cause the north wall to become foggy and insubstantial. Stepping through the wall at this point will leave the victim lost and trapped on the astral plane. One of the other pegs inserted into the first hole will have no effect. The process is completed by inserting one of the other pegs in the second hole. This will, of course, connect this teleportal with the one symbolized by the chosen gem on the map. At this time, the chosen teleportal will become visible through the north wall, as if the two were actually one room. If an ivory peg was chosen for the first hole, the characters will be able to step across into the room. If the obsidian peg was used, they will find themselves able to see, hear, and speak to anyone or anything on the other side, but an invisible force field will prevent passage. Inserting an obsidian or ivory peg in the second hole will have no effect. The possible destinations are:

JASPER	This teleportal is in a small keep with a lighthouse. The only remaining occupants are a handful of skeletons (animated?! Your option).
AMETHYST	The second largest island was once the sight of an evil monastery. That is, it was until about 23 years ago when a violent geological shift resubmerged the entire island, taking 108 deserving monks with it. The teleportal there is still sealed and looks normal; the air, however, will be very stale. If the door is somehow forced open, the room will begin to flood. The party will have approximately three rounds to escape.

JADE Room T15 of Os-Sangul.

MOONSTONE If the moonstone peg is used, the north wall will become a perfect mirror. Any bright character walking into the wall, assuming the ivory peg was used, will notice no immediate effects, other than walking immediately back into the room. He will, however, be affected by an ALTER-EGO spell (THE TOME OF MIGHTY MAGIC). This means that when his waking conscious state sleeps, an alter-ego with an exact opposite personality and alignment will take over his body. This effect was quite accidental on the part of the enchanter but was left alone once discovered to punish use by unauthorized personnel.

L3

The door to this room covers 400 square feet. The room is a cavern used to stable domesticated braegoloks. At any given time, there will be 2-5 of the beasts present, accompanied by 1-4 draugs who will attack if they sense the least bit of fear or uncertainty from characters not in priestly dress. There are no lackeys or other servants at Os-Sangul; low-level acolytes perform those stations. Thus, at any given moment, there is a 10% chance that 1-3 first level clerics will be tending the creatures.

2-5 braegoloks, 8d8, 40 hits, A.C. 3, 17" movement (9" swimming). 2 attacks for 1-12 each and a bite for 2-12 or 1 tusk for 1-6 and 1 tail lash for 1-6. Will defend themselves if attacked.

1-4 draugs, 3d8+3, 15 hits, A.C. 3, 17" movement (9" swimming), 2 for 1-4 each and one for 1-6.

1-3 clerics (if present), 1d8, 5 hits, A.C. 10 (possible quickness bonus), 12" movement. If the characters enter, they will try to escape past them or run into room 4 to hide in a corner, letting the draugs do their fighting.

L4

In here lairs one of the deadliest creatures at Os-Sangul. It is the parent of the young one roaming the island. The dragon slayer is

held here by an enchanted adamantine ring through its nose which prevents it's going BETWEEN. It is not especially happy about it, and while it has learned better than to eat little priests (the big priests deal out a awful punishment), it would love to sample a careless adventurer.

Dragon slayer, 9d8, 46 hits, A.C. 3, 9" movement, one bite for 3-12 or one breath weapon for 23 hits of heat drain (92 hits to fire-oriented creatures).

L5-L8 These rooms are barracks for adult snakemen. At any given time, 30 will be coiled up asleep (7 or 8 to a room) and 30 will be on duty at various spots throughout the complex. Snakemen sleep lightly and will attempt to repel intruders if disturbed. They cannot yell, but will knock on neighboring doors if given the chance. They will not be armored, but will have shields and weapons handy.

Snakemen, 2d8+2, 12 hits, A.C. 9 (shield) above waist 6 below, 12" movement, one attack for 1-8 and one for 2-12.

L9-L-11 These rooms are barracks for the vamen. Unlike the snakemen, female vamen are distinguishable from males. At any given time, there will be 20 males hanging from the rafters (8 or 9 to a room) and 20 on duty. There will always be 10 females in each room. They are too valuable to risk in combat; their only training and purpose is to bear children. As with the snakemen, the vamen will have weapons nearby. They sleep more soundly, however, and unless the party carries lights (torches, lanterns or magic), they will be surprised 2/3 of the time. Once awakened, they will emit loud shrieks to attract their fellows (an additional encounter check every round they shriek).

Vamen, 1d8, 5 hits, A.C. 10 (9 vs. melee), 12" movement, one attack for 1-6 or two for 1-4 each.

L12 It was inevitable that Kaishnalai's priests would pervert nature's perfect killing machine, but their success has been rather dubious. The "air-breathing 'sharks'" have proved worthless outside this room, but the clerics have not given up yet. The gravity in this room has somehow been permanently reduced to zero. The door is barred, but not locked from the outside. The sharks are only slightly more intelligent than their natural

ancestors and will attack anything which looks edible.

6 air-breathing sharks, 6d8, 30 hits, A.C. 5, one bite for 2-8. +4/+20% when blood is in the air.

Characters attempting melee in this room will do so at -3/-15% due to disorientation.

L13 Years ago, the high priest of Os-Sangul (the predecessor of Gerhard's predecessor) attempted to summon a demon for a special experiment. He lost control of the gate he opened, however. Three of the sand demons reached the prime material and a furious melee ensued (The 30'x30' room used for summoning in those days is now the cavern used as a stable, room #L3!). Finally, the priests were able to trap the sand demons here. The gravity was increased to twice normal for earth, and a special pearl wall spell was made permanent around the walls, doors and ceiling, as well as two feet deep below the floor. The wall is somehow immune to their magic resistance. The doors to this room are locked and guarded with enchanted exploding inscriptions (12 points fire damage to unauthorized intruders, save to half). Should the party dispel the wall (dispel magic vs. 12th level of ability to drop the wall for 6 turns, dispel magic vs. 17th level to get rid of it permanently), or free the sand demons in any other way, they will proceed to rape, pillage and destroy. They might (your option) be grateful enough to leave the party alone, unless, of course, it gets in the way as they stampede from the room. If the characters melee them inside the room, they will do so with a -3/-15% to hit, and each blow will score only 1/2 normal damage. For the effect of gravity on the sand demons, see stats at the front of the module.

3 sand demons, 10d12, 80 hits, A.C. 1 (3 outside room) 18" movement (1" through stone, 6" through dirt or sand). Two attacks for 1-6 or one for A.C. of victim (strength bonus in our gravity), THEY HAVE COME TO LOATHE PRIESTS OF KAISHNALAI, AND IF ANYONE PRESENT WEARS A PRIEST'S OR ACOLYTE'S UNIFORM, THEY WILL ATTACK HIM OR HER TO THE EXCLUSION OF ALL OTHER ACTIVITY.

They have been imprisoned for over 100 years now and are thirsting for revenge. If the priests discover that they are loose, they

will flee in panic from this level altogether. They will attempt to kill the demons or send them back to the abyss, with the fewest losses possible. No one at Os-Sangul these days is foolish enough to believe they can re-imprison the demons.

L14

This is the main laboratory, where crossbreeding is done and the results are studied and tested as they mature. Here the young vamen and snakemen are kept in cages until old enough for military training. Thus, they develop no imagination as children, and are conditioned as they grow up to obey orders like machines. Other than the vamen and snakemen, the cages are nearly empty; there has been little new experimentation lately. At any given time, there will be 3-9 acolytes and low-level clerics working in the lab: 1-4 of 1st level, 1-3 of 2nd level and 1-2 of 3rd level.

1-4 first level clerics, 1d8, 5 hits, A.C. 10 (unarmored), 12" movement.

1-3 second level clerics, 2d8+1, 11 hits, A.C. 10 (unarmored), 12" movement.

1-2 third level clerics, 3d8+2, 17 hits, A.C. 8 (dexterity), 12" movement.

If attacked, they will shout for help and, being unarmored, will avoid combat. They will, however, employ appropriate spells. Two vamen will be handy in case one of the "patients" is ungracious for the care they are receiving. Pashkul is 40% likely to be present, supervising.

2 vamen, 1d8, 5 hits, A.C. 7 (6 vs. melee), 12" movement (24" flying), 1 attack for 1-6 or 2 for 1-4 each.

Pashkul, 7th level magic user 7th level cleric, 7d6. 30 hits, A.C. 4 (magic robes), 12" movement, will not engage in combat. He wears the pearl ring, and carries the following Exploding Gems: one Black Flame, one CONTROLLED INCENDIARY, one Sleeping Gas and one Shrapnel.

He will stay near the secret door, and if the encounter goes against him, he will throw a gem and flee through the door to his room, locking the door behind him. If characters persist, he will use his ring to block the hall behind him with a pearl wall. For more on Pashkul, see Room #L23.

L15

This is a holding cell for the victims of future

experiments. It is currently occupied by Sharla, unless the party rescued her, and three other people the adventurers will recognize. Oakes Strenger is a fellow adventurer who, like the characters, was hired by the dwarves and was with them on the ship. The other two, Eanger and Alured, were crewmembers on the ship. When it was attacked, the ranger's first thought was for his horse, a creature for which Oakes has great affection. He grabbed its saddle and led it overboard, praying that the gods would be merciful. All four were washed ashore down the beach from the party, and all but the horse were captured by vamen while preparing to explore the island. They and Sharla have since been beaten and (in Sharla's case, sexually) abused. They are unarmed, unarmored (Sharla has none of her magic items), and in bad shape, but still full of fight. If freed, they will be very grateful and quite willing to help fight their way out. Sharla is the only one, however who will not balk at the idea of going deeper into the complex, unless the others are thoroughly convinced it is the only way off the island. Sharla will have a cold, vengeful look in her eyes; she will not only be bloodthirsty and eager to fight, but will insist on pausing long enough to find and kill Pashkul (unless, of course, the party has already done so).

Oakes Strenger, 3rd level ranger, 3d10, 28 hits (16 endurance), but currently at only 13 due to injuries, A.C. 7 (quickness only), one attack by weapon type, prefers bows.

Eanger Marner, 0 level, 1d6, 5 hits, but currently at 3, A.C. 10, one attack by weapon type.

Alured of Rabid Heights, 1st level fighter, 1d10, 8 hits but currently at 2, A.C. 6 (dexterity only), one attack by weapon type.

Sharla is currently down to 10 hits and out of spells.

L16

Another holding cell, this one contains a large (30' x 40') pool of fresh water currently occupied by two (relatively) small crocodiles.

2 crocodiles, 3d8, 15 hits, A.C. 3, 6" movement (15" in water), one bite for 1-6 or one tail lash for 1-2, +4/+20% in water. Well-fed and nonaggressive.

L17-L21

These rooms are the sleeping quarters for

the clergy. Rooms 17 and 18 are used by first levels, rooms 19 and 20 by 2nd levels, and room 21 by 3rd levels. Each room is time-shared by four clerics, with two always on duty and two off duty. Each will contain four suits of leather, metal studded leather, or chain armor (depending upon the level of the cleric). There will be various personal items, including a variety of non-magic weapons. The clerics present will, of course, challenge intruders and shout an alarm to their comrades. If caught by surprise, which is about the only reason they would still be sitting around their rooms, they will be unarmored. They will likely be sleeping, and will be surprised 60% of the time.

1st level clerics, 1d8, 5 hits, A.C. 10, 12" movement, one attack by weapon type.

2nd level clerics, 2d8+1, 11 hits, A.C. 10, 12" movement, one attack by weapon type.

3rd level clerics, 3d8+2, 17 hits, A.C. 9, 12" movement, one attack by weapon type (10% chance of having a +1 weapon).

L22

The quarters of Cardulich Darkcot. Cardulich is somewhat of a local hero excelling at nearly everything. Though totally evil and completely devoted to Kaishnalai, he is also quite charismatic. Gerhard fears that the popularity of Cardulich threatens his own, and so six months ago, Cardulich was moved from the temple level up to the lab, where his routine duties include expeditions to capture specimens for experimentation. Kaishnalai disapproves of internal strife; Gerhard would never admit it, even to himself, but he hopes that Cardulich will meet some fatal accident in the swamp. Cardulich is young, and not nearly as conservative as his superiors; he is constantly seeking some new way to impress the heads of the church and gain promotion.

Cardulich Darkcot

Endurance: 16/96	5th level fighter
Intelligence: 10/45	6th level cleric
Presence: 17/99	Lawful evil
Quickness: 17/98	6d8, 42 hits
Strength: 15/92	9" movement
Wisdom: 18/100	Armor Class 1

Bracers of Might, 3 Sleeping Gas Gems, potion of healing (1-12 hits), Oil of Insect Repellence, Oil of Waterproofing.

Attacks:			
Number	Type	Damage	Special
1	mace	1-8	+7 to hit +14/+70% to damage if bracers activated.

At any given time, there is a 30% chance he will be present. If so, also present will be two large draugs which are always with him. Because of them, he is almost never surprised (1 in 12 chance).

2 draugs, 3d8+3, 21 hits, A.C. 3, 17" movement (9" swimming), 2 attacks for 1-4 and one for 1-6.

L23

The quarters of Pashkul the Pervert. Pashkul is far too involved in his experiments to care about the politics involving Cardulich and Gerhard. He is not altogether popular in other parts of Ossangul; the men of the fortress like to joke that he developed the vamen and snakemen not through the use of magic, but by actually fathering the first crossbreeds. Of course, they never say such things within earshot of the priest/mage. He is fairly popular with his acolytes because of the slack discipline he keeps. He is quite brilliant, but tottering on the brink of insanity.

Pashkul the Pervert

Endurance: 10/71	7th level cleric
Intelligence: 18/101	7th level magic-user
Presence: 9/32	Neutral evil
Quickness: 11/55	7d6, 30 hits
Strength: 14/86	12" movement
Wisdom: 16/96	Armor Class 4

Pearl Ring, Exploding Gems: Black Flame, CONTROLLED INCENDIARY, SLEEPING GAS, Shrapnel. His robes are woven of fine metal threads, enchanted so as to have the weight and suppleness of cloth.

When not in his room (where he is 60% of the time), the door will be locked. The room is well furnished, but not at all neat. Books on arcane subjects, scrolls and religious texts clutter his desk and bed. The walls are lined with bookshelves. Secreted in one very normal looking book is a valuable clerical scroll. The book is on one of the shelves, and only a VERY careful search will discover it. The book is hollow and untitled, but a bright gold glyph marks the front cover. If the cover is opened without naming the glyph, the glyph will fade, giving off an amber gas.

The gas will solidify into a 1' diameter sphere of swirling sand which will proceed to attack anyone near the book. It attacks once per round as a 7th level cleric, doing 2-16(2d8) points of damage per successful strike. It moves at 1" per round and will attempt to drive characters from the room. It will prove to be unaffected by any attack, physical or magical, other than a dispel magic versus 7th level of ability. It will, however, last only one turn before its magic expires and it falls to the ground as gold dust (about 2 g.p. worth). The scroll contains the following spells:

Spell	Type	Spell Level	Level Written at
COOPERATION	clerical	4th	17th
OF THE PUREST LIGHT	clerical	7th	17th

The Fortress

Level F

This level houses the small contingent of human troops stationed at Os-Sangul. It also contains the kitchens, mess hall and armory. Security here will depend greatly on the party's actions on Level L. If they are still undetected, the chance for a wandering encounter will be 1 in 10. If already discovered, the chance is 1 in 6. Check once per turn and after every melee. If by any chance one or more of the sand demons were freed, Room F1 will contain a task force sent to prevent their going any deeper into the complex. The group will contain at least one cleric of substantial level (Pashkul or Cardulich if either is still alive, otherwise it will be Ardol Daeron from Room T8), the cave troll and hydra from Room F5, and all guards normally in the room.

F1 This is a guard room with the primary purpose of sealing-off the labs from the rest of Os-Sangul, so that no run-away freak ever gets far enough to disturb the sanctity of the temple. The portcullis is usually raised, and only if the guards expect trouble will it be otherwise. Stationed here normally are six snakemen and either Kraken or one of the human officers. Kraken is a freak from one of the early snakeman experiments. He is stronger and more powerful than a normal snakeman (which he closely resembles), and at least as intelligent as a normal human. Unfortunately for the clerics, he is also quite sterile. He is, however, an excellent fighter. He serves as snakeman captain, but his rank applies only to the snakemen; no crossbreed is allowed authority over humans.

Kraken, snakeman captain, 5d8, 28 hits, A.C. 4 above waist (chain mail and shield), A.C. 6 below waist, 12" movement, +2/+10% battle axe of speed, 2 attacks at +5/+25% doing 9-16 (1d8+8) and 1 constriction attack at +3/+15% doing 3-18. 50% likely to be present.

Hultz, a human officer, 4th level fighter, 4d10, 32 hits, A.C. 3 (chain mail and shield), 9" movement, scimitar, one attack at +1/+5% doing 2-9(1d8+1). Will be present if and only if Kraken is not.

6 snakemen, 2d8+2, 12 hits, A.C. 5 above waist (scale mail and shield), A.C. 6 below waist, 12" movement, one attack for 1-8 and one attack for 2-12.

If the officer in charge feels his men are losing, he will dispatch a couple to raise the alarm.

F2 This room serves as dining hall for all humans at Os-Sangul (vamen and snakemen are fed upstairs). The men eat in shifts, and at any given time, 2-8 men will be present. This does not include the high-ranking priests Pashkul, Ardol or Gerhard; these three are usually served in their rooms.

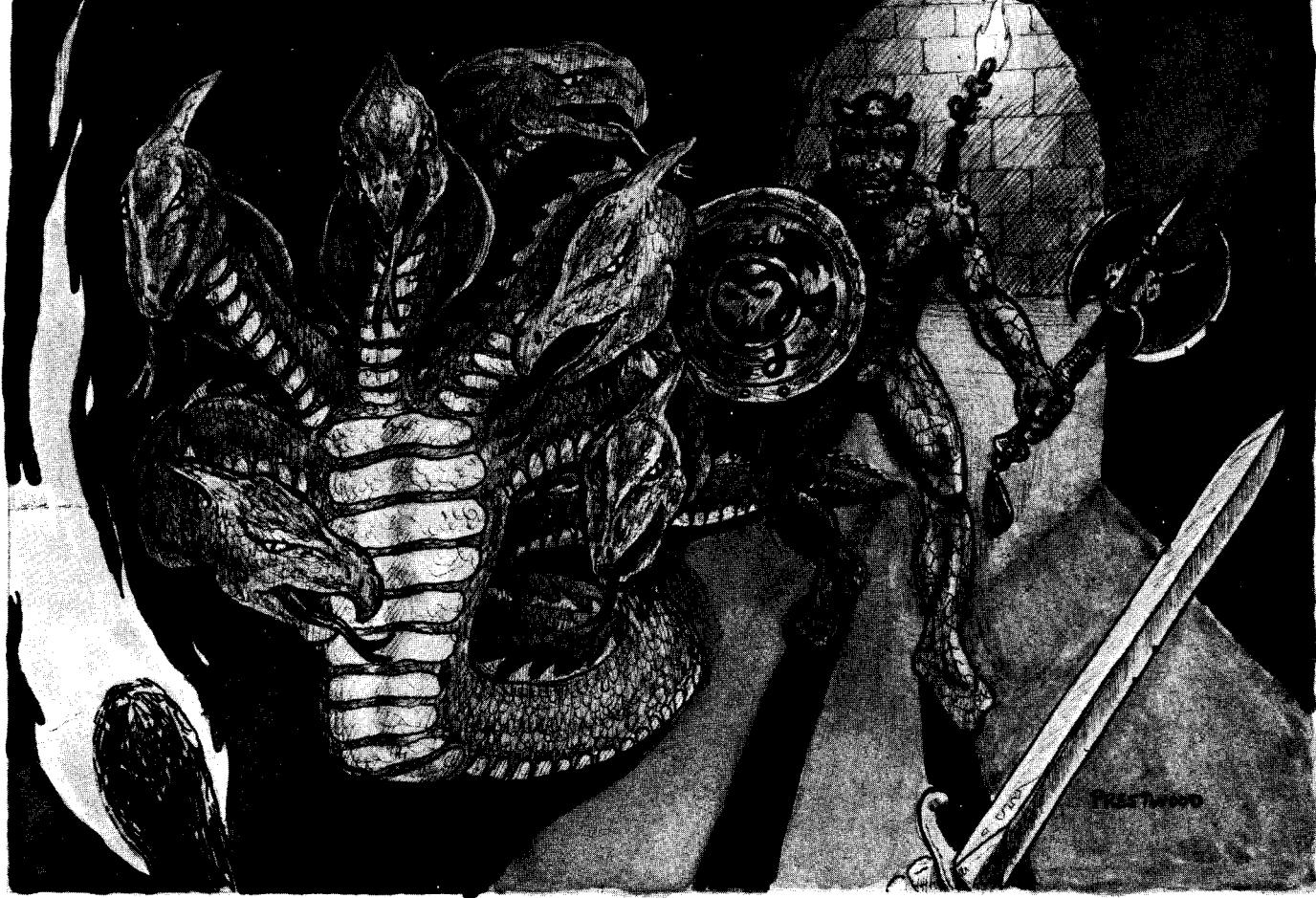
F3 The kitchen is kept even warmer than the rest of Os-Sangul by a huge fireplace on the west wall (ventilated by a shaft leading out the side of the volcano). There are normally three 1st level priests serving as cooks. They will be unarmored; and will probably run out whichever door the party does not come through. If cornered, they will defend themselves with spells or any weapons they find lying around the room (a piece of wood, kitchen knife, etc.).

3 cooks, 1st level clerics, 1d8, 5 hits, A.C. 10, 12" movement, one attack by spell or weapon type.

Each priest carries a key to Room F4.

F4 The door to this room is locked but not trapped. The room contains enough foodstuffs to feed a small army; it is typically stocked with flour, grains, honey, cheeses, and smaller amounts of salted meats. Supplies are brought from the mainland through the teleportal.

F5 This room will be dark, but for one torch in the northeast corner of the room. In that corner a large, heavy-set humanoid is



offering what appears to be a human's leg (no body attached) to a six-headed hydra, which is collared and chained to the wall. Because at least three of its heads will be looking over the troll's shoulder, it is unlikely to be surprised ($\frac{1}{2}$ normal chance). Upon seeing the party, it will make noises to alert the humanoid; he will in turn remove its collar, a simple procedure requiring only a second or two. While the hydra advances to keep the party busy, the humanoid, a cave troll, will stoop to pick up his shield and a huge, double-bladed, two-handed axe which he wields with one hand. He will then follow the hydra into battle.

Cave troll, 10d8, 50 hits, A.C. 3, 2 with shield (non-magic weapons do not damage), 8" movement, one attack (+3/+15% to hit) for 8-17 (1d10+7). Will shout, growl and laugh hideously as he fights.

Six-headed hydra, 6d8, 48 hits (each head takes 8), A.C. 6, 6" movement, 6

attacks for 1-6 each. Each head destroyed but not burnt will become two heads within 1-3 rounds. It will keep its heads between it and the opponent's to discourage attacks on the body, which can sustain only 48 hits and does not regenerate. The body does, however, grow slightly to support each additional head, gaining 8 hits each time a new one is added.

The hydra is Twelve Eyes, the fortress mascot; Grotch, the cave troll, is his caretaker (he is the only one willing to get near the beast at feeding time). This room is used primarily as a training room for young vamen and snakeman. It is filled with various training apparatus. The hydra is kept chained near the ramp to dissuade unauthorized personnel from wandering down into the restricted area. The ramp will provide quite a shortcut to any party strong enough to get past Grotch and old Twelve-Eyes, but weaker parties may have to run

	from this encounter and take their chances getting through the barracks and the temple.	
F6	The armory. The door to his room is locked but not trapped. Inside are non-magic weapons and armor of every description: axes, spears, scimitars, bolas, maces, morning stars, flails, shields; leather, chain and scale mail in all sizes, plus one or two suits of plate. All is in good condition.	
F7	The double stairs go down to Room T2. The single stairs lead to the roof (see Island Encounter C).	
F8-F9	Officer's Quarters. Hultz lives in Room F9; Kraken, because he is unlike the other snakemen, is allowed to live in Room F8. Whichever is not on duty in guardroom F1 is 70% likely to be in his quarters and 30% likely to be eating or on some outdoor assignment. If in his quarters, he will be unarmored and asleep, but will have weapons and shield handy. There is nothing of special value in either room.	
F10-F13	These rooms are barracks for human men-at-arms. At any given time, 10 will be sleeping; 20 will be eating or on duty somewhere in the fortress. As usual, sleepers will be unarmored, but will have weapons and shields nearby.	
	Human men-at-arms, 1d6, 4 hits, A.C. 9, 12" movement, scimitar and shield, one attack for 1-8.	
		T1
		The main entrance: After opening two heavy, iron doors, the characters will find themselves at the head of a small staircase; the air will be cool and damp. Descending to the bottom of the staircase will place them standing in the mouth of some large creature, complete with long fangs and a forked tongue. From this close up, however, they will have no trouble telling that it is all carved stone. The only exceptions are the teeth, which are solid ivory. The entire set of teeth would be very heavy and quite cumbersome (about 600 lbs); but if the party decides to pry them loose and manages to escape with them, they are worth 2,400 g.p. For more about the main entrance, see Island Encounter C.
		T2
		The stairs here lead up to the fortress level.
		T3
		At all times, there are two men stationed here to watch the doors and the stairs. If the party has been discovered (even if they have been apprehended) the guard will be increased to four and all will be alerted and wide-awake (only surprised on a 1 in 6). Otherwise, the two men here will be half-asleep or talking amongst themselves (surprised on a 4 in 6). Near the wall in either alcove, is a large gong. If confronted with trouble, they have been ordered to sound the alarm before and above all else.
		T4
		2 or 4 human guards, 0 level men-at-arms, 1d6, 4hits, A.C. 6 (studded leather armor) 9" movement., scimitar and shield, one attack for 1-8.
		The alarm, if sounded, will attract two 1st level clerics and a 3rd level cleric from room T4.
		T5
		The temple proper. The religious services of Os-Sangul are held in this room. The steps at the south end descend five feet; the ceiling there rises five feet. This leaves a room with a 20 ft. ceiling. The pews are of expensive hardwoods; the walls are coated with limestone, painted black and hung with rich red tapestries laced with gold. The north end of the temple is raised five feet. It is accessed from the floor by two sets of stairs, and by two doors, one each on the east and west walls. In the center of the north wall, an alcove is raised an additional three feet. It contains a gold basin of vile water and a gleaming obsidian statue of Kaishnalai in one of his physical manifestations: a muscular human body with clawed hands and the head of a crested serpent. The statue is 10' tall, and is flanked

The Temple

The temple forms the social and political center of any Kaishnalian stronghold; Os-Sangul is no exception. Just as Kaishnalai is the center of the empire, his temples are the centers of the lives of its people. The level of activity in the temple is higher than anywhere else in the complex; the chances of an encounter are 1 in 8 if undiscovered, otherwise 1 in 4. As usual, you should check once every turn AND after each melee. While the priests will have no qualms about fighting or killing in the temple; they will fight zealously to defend the statue at the head of the temple and to repel or capture the invading infidels. Above all else, however, once they have discovered the party, they will do everything within their power to prevent the party from defiling the sacred area at the heart of the complex (rooms T16 through T22). Only the high priest, and occasionally others whom the high priest accompanies, is allowed down the stairs north of room T15. Never, even under the high priest's orders, are infidels supposed to be allowed into this area.

on either side by pillars of obsidian 3' in diameter, intricately carved with various runes, stretching from floor to ceiling. In the room, six acolytes are busy preparing the temple for the service of the new moon which will be held tonight. The door on the east wall is ajar, and if the characters wait and watch, they will see acolytes coming and going as they bring in the temple service: gold platters and candelabras, expensive incense, etc.

4 acolytes, 1st level clerics, 1d8, 5 hits, A.C. 10, 12" movement, one attack by spell, or with a candelabras or whatever they can get their hands on for 1-6.

1 acolyte, 3rd level cleric, 3d8, 15 hits, A.C. 8 (due to dexterity), 12" movement, one attack by spell.

1 acolyte, 4th level cleric, 4d8+4, 19 hits, A.C. 9 (dexterity), 12" movement, one attack by spell, or (since he is already dressed) with ceremonial dagger (-2/-10% to hit) for 1-3.

The clerics will yell for help upon sighting the party, attracting any and all clerics from Rooms T5-T7. The tapestries in the room, about 550 square yards of the stuff, are worth about 20,000 g.p. The pieces of the temple service brought out thus far are worth a total of about 2,500 g.p.

T5

This room contains a large marble pool (20' x 30') used by the priests for ceremonial bathing before each service. There are three priests using the facilities right now, not at all in a position to fight. If attacked, they will defend themselves as best possible with spells.

1 acolyte, 1st level cleric, 1d8+2, 7 hits, A.C. 10, 12" movement, one attack by spell type.

2 acolytes, 2nd level clerics, 2d8, 10 hits, A.C. 10, 12" movement, one attack by spell type.

If answering the call from Room T4, they will first run to Room T6 to grab weapons.

T6

After bathing in Room T5, the priests normally come in here to dress. The room contains racks filled with various robes, sashes, pants and shirts. Also in the room are various forms of headwear and footwear. The styles vary depending on the

ceremonies, but the colors are constant: black for acolytes (1st level - 4th level), and red for priests (5th level and up). On the west wall, on either side of the door, hang ceremonial weapons that the priests wear during the service of the new moon. On the southern section of the west wall are 12 gold bladed daggers with red hilts and sheaths worn by the acolytes. On the northern section of that wall are six solid gold scimitars, including the hilts, each with a gold-plated scabbard. Knorvan Kenmori, an elderly priest, has just finished dressing (in priest's garb) and is preparing to head for the temple.

Knorvan Kenmori, 5th level cleric, 5d8+5, 30 hits, A.C. 9 (dexterity), 12" movement, one attack by spell or with scimitar (-2/-10% to hit) for 1-6.

The weapons are highly decorative, but poorly tempered; the daggers are worth 25 g.p. each, but do only 1-3 points of damage, while the scimitars (including scabbard) are worth 400 g.p. each, but do only 1-6.

T7

The door to this room is very heavy and normally locked, but is presently ajar. Inside four acolytes are busy gathering items to be carried into the temple. All four are dressed in black.

4 acolytes, 1st level clerics, 1d8, 5 hits, A.C. 10, 12" movement, one attack by spell or with dagger (-2/-10%) for 1-3.

The total value of items in this room (goblets, candelabras, incense, etc.; some solid gold, some gold plated) is about 25,000

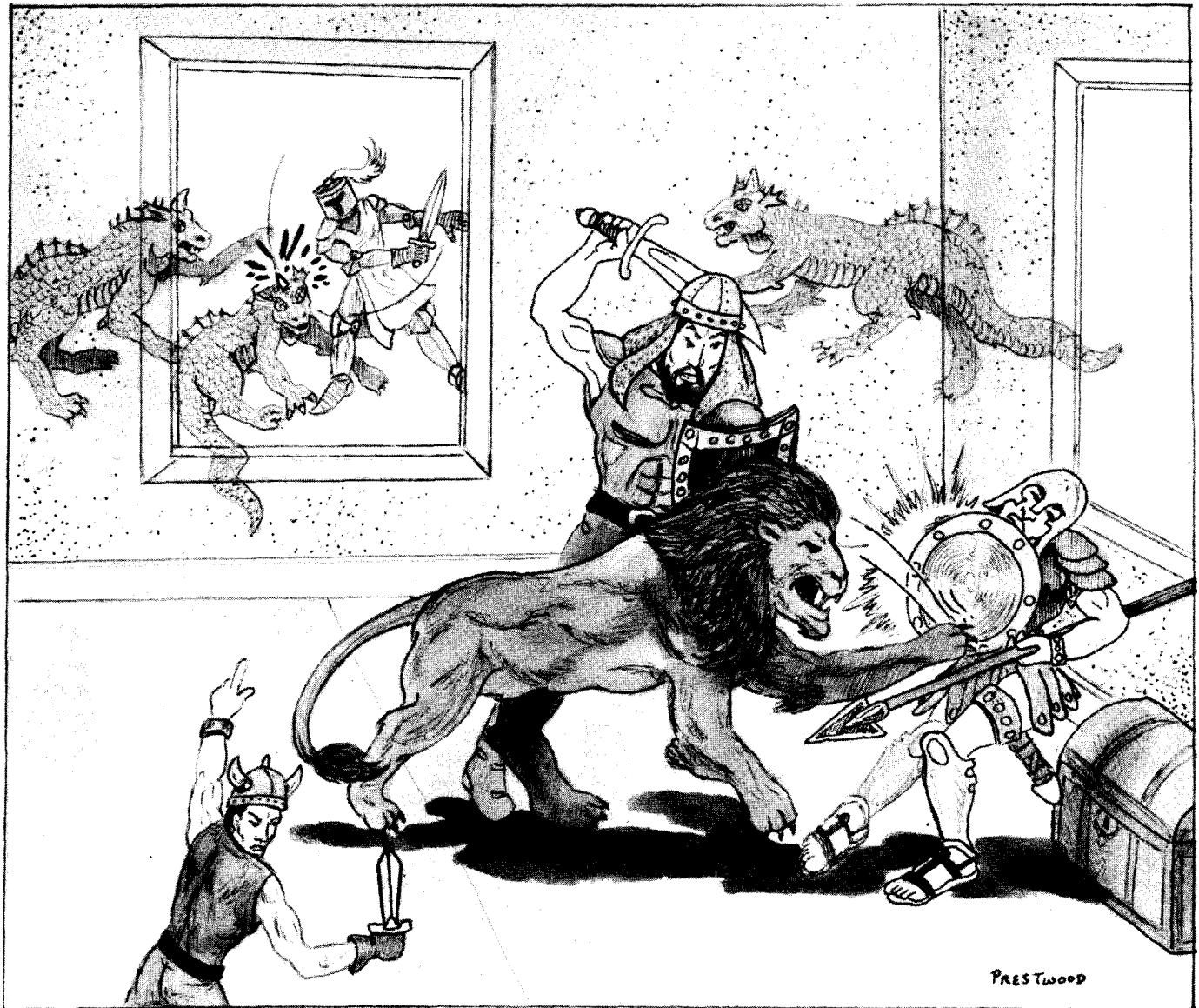
T8

The quarters of Ardol Daeron. The door to this room will slam shut just as the party enters the hallway. Thus they will hear the noise and be able to discern where it comes from, but will not see who closed it. The door will be locked.

Ardol is quite devoted in his loyalty to Kaishnalai, but not so devoted to Gerhard. He comes from a long line of Daerons, and his family wields considerable influence in the capital. Ardol seemed headed for a distinguished career in the armies of the empire, when he made the mistake of inheriting the gateway deck in his father's will; that was something his older brother expected to receive. His brother pulled a few strings, and Ardol has been stuck at Os-Sangul ever since. He resents it greatly; the

people here have heard nothing of his heroics in battles, do not properly appreciate his skills and treat him like anybody else. He resents the fact that the high priest of some forgotten holding on the back lines of the empire has any authority over him, especially a high priest of only 12th level (the rank of high priest is conferred to the most-experienced priest regularly stationed at the temple in question. Thus, while the high priest at Os-Sangul is 12th level, the high priest at a large temple, or at Os-Sangul in the days of old, would normally be several levels higher). To make matters worse, Vokos Plaguebringer (the one and only) recently responded to rumors that the elves were actively seeking Ardal's deck by ordering that it be turned over to Gerhard for safekeeping. Unlike the rest of Os-Sangul, Ardal has known about the party's presence all along. Right after Sharla's capture (or attempted capture), he cast WHO GOES THERE; the fact that no

one else did is evidence that they have lost their edge, due to being isolated at Os-Sangul. Since then, he has used STONES OF DETECTION to follow their progress. He will look upon the party as a chance to prove himself and get transferred back to the front lines. He hopes to kill or capture them single-handedly, thereby embarrassing the rest of Os-Sangul, which failed to do so. For that reason, he has lured them to his room. They will get into the room just as he finished casting an ALLENGATE ARCH spell around the door, i.e., just as the door opens, the arch will form and he will step behind the curtains into the other part of the room. The arch may or may not delay the party, but in either case, the first character to pass the curtains will find no one there. The room contains a bed and a foot locker, but that is all. Carved into three of the walls are large picture frames; inside each frame is an incredibly life-like, full-color painting. On the south wall is a picture of three draugs



running through the swamp, and on the west wall, the characters will recognize a picture of the priest (Ardol) himself, standing in this room. If either picture (not the frame) is touched by hand or even with a weapon or somesuch, the person who did so will have the sensation of tripping and falling forward as he is actually drawn into the picture. This will free the creature pictured; Ardal can step in or out at will anyway. Once someone touches his picture, he will leap from it, toward the nearest character and in mid-air will transform himself into a large male lion. He will fight in this form until he gets a chance to bolt for the door, changing back to normal form as he does so. His plan is to get outside, shut the door, and use some Dust of Merging to trap the party there. Once Ardal leaves his picture, the draugs will be free to move around inside their picture again (while Ardal is pictured they are frozen in place). This does not mean they will be able to step out into the room (unless someone touches their picture while they are still in it); creatures in the pictures are two-dimensional, but will find themselves conscious and free to move around, even to leave the confines of their frame and race along the walls, floor and ceiling. Efforts to affect anything that is three-dimensional will prove fruitless, i.e, the trapped character will not be able to help out in the fight with Ardal, but will be able to do combat other two dimensional things. If freed, the draugs will attack the party; if not, then as soon as Ardal leaves his picture, they will race across the wall to attack whoever took his place.

Ardol Daeron

Endurance: 8/21	7th level cleric
Intelligence: 18/100	7th level illusionist
Presence: 14/87	lawful evil
Quickness: 16/96	7d6, 28 hits
Strength: 9/31	12" movement
Wisdom: 17/99	A.C. 8 (-2 for quickness)

Cape of Shapeshifting - lion
2 packs of Dust of Merging

Ardol is already in his priestly garb for tonight (see Room T6), except for the cape, which he put on when he realized the party was getting close.

Ardol in lion form:

male lion, 6d8, 48hits, A.C. 6, 18"

movement, two attacks for 2-5 each and one for 2-9 (d8+1).

If killed, he will automatically revert to human form.

3 draugs, 3d8+3, 18 hits, A.C. 3, 17" movement, two attacks for 1-4 and one for 1-6.

The character in the wall will find it impossible to leave the room; he will hit a dead end when he attempts to turn the corner into the doorway. The only ways to free a character so trapped are: A) Have a living creature touch one of the pictures while said character is totally within the confines of its frame, B) Dispel magic vs. 14th level, or C) a wish or similar magic. Attempts at things like teleportation will NOT work.

The chest contains clothing, a few personal effects, a vial of Oil of Insect Repellence, a potion of total healing (2-8 characters who sip from this bottle will recover ALL lost hit points), 6 small stones labeled with various locations from around the island (island 1, island 2, main entrance, swamp 1, etc.), and a couple of books on illusionist magic. Included in the books are instructions for creating the picture-wall effect. Only an illusionist of 14th level or better will be able to understand the highly technical terms used (Ardol did not set this up himself), but such an illusionist would pay up to 30,000 g.p. for the books (he would want the complete set).

The third picture, not yet discussed, is on the east wall and might be overlooked at first. As the characters look around the room, however, they feel the eyes of the picture follow them. The picture depicts the head and shoulders of a bull moose with an impressive set of antlers and, oddly enough, a concerned look on his face. Striking the painting with a weapon, or using any kind of attack spell on it will cause the room to shudder. The moose will scowl as he and his frame disappear, leaving the wall blank. The offender will be cursed with bad luck, suffering a -3/-15% to hit, on damage and on saving throws for the rest of the day, i.e., until the next time he sleeps. Merely touching the painting, however, as if to free him, will cause him to smile warmly as he and the frame fade away. The character who did this will fight and save at +3/+15% for the rest of the day.

T9

The quarters of Knorvan Kenmori. This room has been dwelt in by "old Knorvan" for twenty-some-odd years now. The room appears to contain little of any value, with the possible exception of Knorvan's armor and weapons, which are neatly placed in one corner. The armor, an expensive-looking suit of black plate mail, was a gift to Knorvan (he was allowed to keep this part of his loot) years ago in recognition of his valor in the monastic uprisings. It has a magical bonus of +2/+10%. The shield and weapons (a mace and morning star) are normal.

T10-T13

These rooms are sleeping quarters for acolytes. Room 10 is used by 4th level clerics. Room 11 is used by 3rd levels; rooms 12 and 13 are used by 2nd levels. As on level L, each room is time-shared by four clerics. Room 14 acts as a barracks for eight 1st level acolytes. Because of the ceremonies to be held tonight, there is a 50% chance that the clerics in any given room will already be awake, preparing to attend the service. If so, they will have only the normal chances of being surprised, and if they hear the party coming or hear the battle in room 8, they will likely bolt their doors long enough to put on their armor and prepare for battle.

2 acolytes, 4th level clerics, 4d8, 24 hits, A.C. 9 or 4 (shield, or chain mail and shield, see above), 12" or 9" movement, one attack by weapon-type (typically a mace for 1-8), 50% chance of having +1 weapons.

2 acolytes, 3rd level clerics, 3d8, 15 hits, A.C. 9 or 4 (shield, or chain mail and shield), 12" or 9" movement, one attack by weapon-type, 10% chance of having +1 weapons.

4 acolytes, 2nd level clerics, 2d8, 10 hits, A.C. 9 or 6 (shield, or studded leather, and shield), 12" or 9" movement, one attack by weapon-type.

4 acolytes, 1st level clerics, 1d8, 5 hits, A.C. 9 or 7 (shield, or leather and shield), 12" movement, one attack by weapon-type.

T15

The door to this room is barred from the outside and locked from the inside. It is apparently a duplicate of Room L2, but close inspection will reveal that the jade inset on the wall map is circled; the moonstone is not.

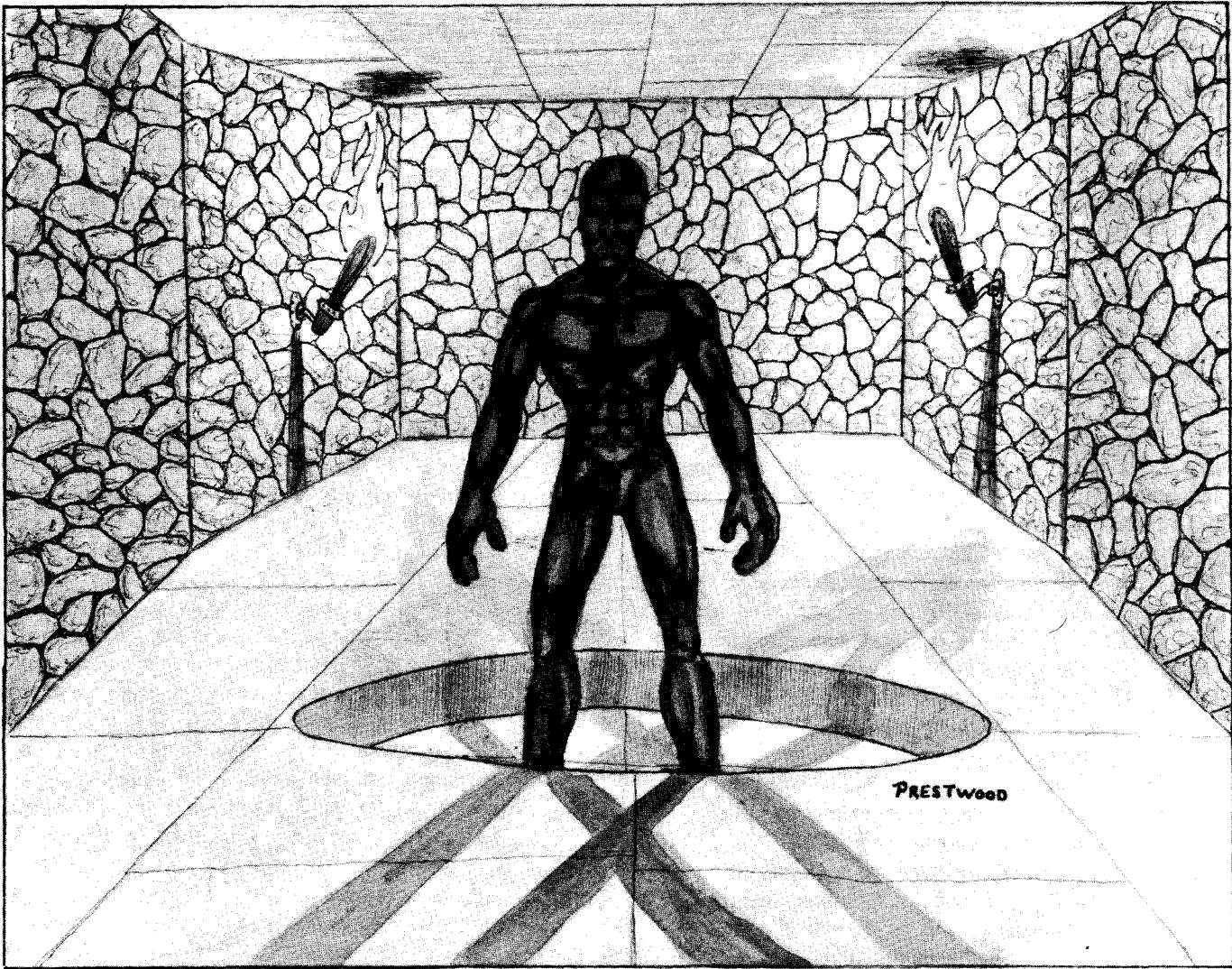
T16

This room is off-limits to all but the high

priest and those he escorts to and from the main teleportal. There are no normal doors in the room; the portal from the south is the only visible entrance. The other three doors to the room are indistinguishable from the surrounding wall (this is caused by a permanent illusion; only those who state that they are searching for secret doors will get a saving throw, and even then only against the illusion covering a wall they are searching). The door to the vault is locked. Should a non-worshipper come within 30' of this room (past the top of the ramp which descend to this sub-level), he will awaken The Gatward. The cover to its pit will sink six inches and slide aside into the floor, and its pedestal will begin to rise. By the time the infidel(s) reaches the bottom of the stairs, it will be visible: gleaming black pearl; only 7'6" tall, but its size belies its incredible power. Its pedestal will rise six inches above the floor, but if need be the gatward will spring to life before then. It has a clear list of objectives and even a sense of priorities. If possible, it will keep the room free of infidels—even dead ones, i.e. once all violators are dead, it will carry their bodies from the room and toss them onto the ramp. If this becomes difficult, however (or if it endangers higher priorities), it will fall back to preventing entry to Rooms T17 and T22, thereby granting free access to Room T21. Its primary directive, however, is to protect the vault. If necessary, it will stand directly in front of the door, striking only those who come within range. If, but only if, it is losing the fight, it will transform itself into a pearl wall covering the entire north wall. Under no circumstances will it pursue characters beyond the confines of the room; if it can back the entire party out of the room, it will stand in the doorway to prevent re-entry. It will return to its pedestal for re-submergence only after the priests repair any damage taken AND there are no infidels within 30' of the room.

The Gatward, a black pearl golem, 17 hit dice, 75 hits, A.C. 0, 12" movement, one attack for 6-36, will be unimpaired by ropes (even magic ropes) or any spells other than those mentioned in monster descriptions (see: New Monsters).

The golem will show great wisdom and discretion, if only in the performance of its duties. Read his description in the "New Monsters" section carefully before running this encounter.



T17 The quarters of Gerhard the Grisly, high priest of Os-Sangul. Unless the party gets by The Gatward without a violent melee, there is a 60% chance that Gerhard knows something is happening. If so, he will be worried, but will trust the golem to take care of things (why should he get in the way, and risk his hide?). But once the noise stops, he will step out to check things out. Should the party open his door before then, he will immediately go to SERPENTINE form and do battle; he will do the same if he opens the door to discover the party has destroyed the golem. Room 17 is his den, and is well furnished.

T18 This room is a subterranean garden. Water runs slowly in through the northeast corner, around the room and back out through the southeast corner. The room is filled with many bizarre but beautiful subterranean plants.

T19 If Gerhard heard nothing, he will be in here getting ready for the service. Kaishnalai is a

violent god, and Gerhard's attire for this evening is a suit of gold plate armor (full plate). A gold mace hangs at his side, but he will not use it. As above, he will use his phylactery to become a winged black serpent.

Gerhard the Grisly

Endurance: 18/100	12th level cleric
Intelligence: 12/70	lawful evil
Presence: 15/92	12d8+24, 84 hits
Quickness: 15/93	4" (in gold armor)
Strength: 14/87	A.C. 1 (the armor gives him
Wisdom: 18/100	a base A.C. of 4, -1 for quickness, -2 for the ring)

Ring of Perversion
Phylactery of the Serpent

The armor he wears is heavy, cumbersome, and never meant for real combat in the first place. It would be worth anywhere from

10,000 to 25,000 g.p.; the characters will likely have to shop around for the best deal if they try to market something this unusual. Under the SERPENTINE spell, Gerhard is as follows:

Gerhard the Grisly, 12d8+24, 84 hits, A.C. 0, 36" movement, 24% resistant to magic, one attack (bite) for 1-10 (victim must save versus poison at -3/-15% or die) and one attack (constriction) for 12 pts. per round (roll percentile: on a 11-26 one arm, determined at random, is pinned; on a 01-10 both arms are pinned. Regardless of what is rolled, the victim will take an automatic 12 points of damage each round Gerhard is alive and chooses to inflict it), Gerhard appears as a large black snake with wings and bright green eyes.

The walls in this room are hung with gold curtains; this is Gerhard's bedroom. Behind the curtains on the east wall is a portal which leads to Room T20.

T20

This room contains Gerhard's extensive wardrobe and a locked chest. The east wall is lined with a bookshelf, containing volume after volume on the glorious history of Os-Sangul. If anyone but Gerhard tries to open the chest, the lid will explode doing 1-12 points of damage to anyone within 1" (10'). A successful saving throw will reduce the damage to one-half. Inside are a few personal effects, a HEALING SLEEP potion, a large black pearl (Black Flame Gem), and a small black cube (6 inches square). The cube has no discernible lid (it will open if and only if the command "open" is spoken in the black speech) and will prove to be just about indestructible.

Anyone browsing through the annals of Os-Sangul might pick up the following interesting tidbits:

(d8)

- 1) This island was once part of a small island chain.
- 2) An adjacent island is the site of a lawful evil monastery (Kaishnalai order).
- 3) Twenty years ago, the monastic group on an adjacent island rebelled and was accused of heresy. A great battle took place. In his anger Kaishnalai drove the island below the sea with one great blow of his fist.

- 4) A complete explanation of the history of the teleportal network, including instructions for use and the locations (thus they will find the main teleportal).
- 5) All other islands have been abandoned.
- 6) Recounting of the Sand demon episode.
- 7) History and explanation of The Gatward.
- 8) A description and explanation of Ardal's Gateway Deck.

The box, of course, contains the deck. Some of the cards depict places such as Os-Sangul, Gje, and Thaurambar. Most depict highranking church officials such as Vokos Plague Bringer. Use discretion in letting the party get into the box; you may wish to eliminate #8 from the tidbits listed above.

T21

Main teleportal. This room is Os-Sangul's only remaining link with the mainland. On the north wall is engraved the history of the teleportal system, including a very brief description of Gje, Thaurambar and the keep. The description was written before the dragon took over the keep, but it will be clear that the keep is smaller than the other destinations. It guards a little known pass through the mountains on the border of the empire. The south wall is much like the ones in the smaller teleportals, but the pegs (other than the obsidian and ivory) and map are different. The map shows a rough outline of the coast, with one gem inset far offshore (a pearl) which is circled. Three others, a black opal, a topaz, and a ruby are set at various points on the mainland. Below are inscriptions (and holes) like those in the other teleportals.

RUBY

This teleportal is within the old capital, Gje. It is still occupied and guards would be on duty outside the door of the teleportal room there. If the party tries to fight their way past the guards they will soon realize that Gje is much larger and more heavily defended than Os-Sangul. They will probably be captured or, at your discretion, might make it

	back through the teleportal.	VISIBLE TO THE NAKED EYE. If the door is so much as touched without naming the glyph, the glyph will glow brightly for a split second; a BLACK BURST will follow. Inside are the treasures of Os-Sangul:
BLACK OPAL	This teleportal is within the new capital, Thaurambar and guarded more heavily than Gje.	18,342 copper coins 63,896 silver coins 42,738 gold coins 21 mithril coins (each is worth 1,000 gold coins) one Puddle Potion thirty-six vials of Oil of Insect Repellence thirty-one vials of Oil of Waterproofing three HEALING SLEEP potions Sword of Parrying Nimanril's Cloak (only if Sharla was captured) +2/+10% long sword (only if Sharla was captured) Amulet of Alignment Scanning (only if Sharla was captured) +3/+15% shield Scroll: CONTROLLED INCENDIARY (written at 10th level of ability)
TOPAZ	This teleportal is the lair of a large dragon. It is the party's best shot—the dragon's bed is not near the teleportal and it is 70% likely that the party will walk out without the dragon or party suspecting the other's presence.	
PEARL	This is Os-Sangul. For the effects of walking through the teleportal while it is on this setting, see Room L2.	
	The west wall is the wall that connects with other teleportals.	
T22	The vault door (behind the first door) is 18 INCHES THICK AND SOLID IRON. IT IS LOCKED AND INSCRIBED WITH A PROTECTIVE GLYPH WHICH IS NOT	The coins, potions and scrolls are in locked chests, the keys to which are carried by the High Priest Gerhard. The rest is neatly placed on shelves around the room.

Possibilities for Expansion

An effort was made in designing this adventure to be thorough and complete while leaving it open ended for development on your part. The possibilities for expansion are many, with some of the more obvious being outlined below.

The other islands might be explored, especially the one with the light house/keep. The sunken island might provide an excellent opportunity for undersea adventure — who knows what great treasures lie waiting for some daring character to claim.

Gje and Thaurambar were purposely left vague so that you should have little trouble working this into your current "world". There is no reason that you shouldn't substitute the names of two cities already existing there, just as you may wish to substitute another cult for Kaishnalai's. You should, however, take into consideration the descriptions given them here. Either might prove an interesting, if not deadly, place to visit.

The abandoned keep now occupied by the dragon may be the most obvious avenue for further development. While the dragon was originally supposed to be the cause of the keep's abandoned state, who's to say he didn't move in after some other disaster? If such is the case, he need not be overly powerful. If you wish to run such an adventure, you should feel free to tailor both the dragon and his horde to the party's capabilities.

What of the war: Is it merely a small outbreak, overdramatized by those seeking the party's services? Or is the free world in real danger? If the party gets the box, what will they do with it? Sharla wasn't mistaken

when she said King Baldin III would pay a fortune for it — assuming he knew what it was. With his kingdom possibly at stake, I might suggest 10,000 g.p. and a suit of tailored, dwarven-made (mithril?) armor or its equivalent for each character involved. Sharla, on the other hand, would suggest it be taken to the elves, explaining that they would know best how to use it against Vokos. She would be uncertain, though, as to what her people might offer in reward; she could not speak for them. Or perhaps the party will attempt to study and use the box themselves. This might require the help of a sage and/or wizard.

Once the theft of the box is discovered by Vokos and the other priests of Kaishnalai, a considerable portion of their resources will probably be committed to tracking down the thieves and recovering a potentially dangerous threat to their security. Thus you might allow the party to escape Os-Sangul, with or without fighting the dragon (depending on their strength at the time; they can always come back later), only to be harried and harassed on a journey to Baldin's court, Sharla's people, or the nearest high level mage. Either trip might take days or even weeks. And even after resolving the box issue, will they ever get around to reporting to King Baldin for mercenary duty?

If the SERPENT ISLANDS is well received, a sequel may be written. There is no reason you should wait, however; with just a little imagination you'll be working out your own sequels, and enough spin-offs to keep your players busy for some time to come.

NOTES

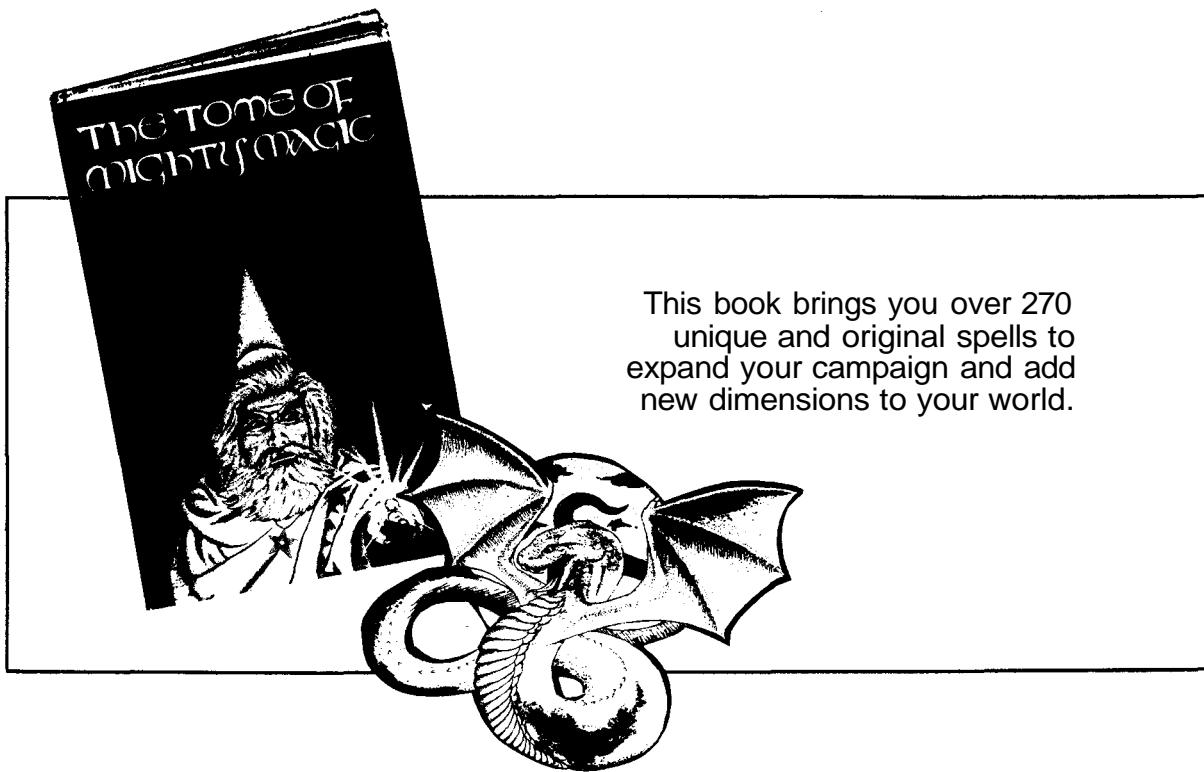
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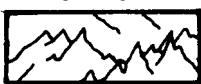
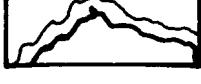
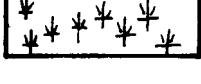
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	JUNGLE	15 MILES/DAY	15 MI/DAY	15 MI/DAY
	BEACH	20 MILES/DAY	45 MI/DAY	30 MI/DAY
	SWAMP	10 MILES/DAY	5 MI/DAY	15 MI/DAY

INTRODUCTION:

Your party is among a group of adventurers who have been hired to serve as elite mercenaries in the dwarven wars against the servants of Kaishnalai, at an extravagant salary commensurate with your level of experience. To reach the battle zone, a two week sea voyage is necessary. After one week at sea, the ship is caught in a terrible storm which lasts three days. Late one night, when the storm finally relents, the ship finds itself in unfamiliar waters with the rudder and mainmast destroyed. After a few hours adrift, during which the crew tries various schemes to build a makeshift rudder and find out where you are, calm seas suddenly explode under the fury of a huge serpent; a toothed snake with six tentacles like those of a squid. It attacks with complete surprise and totally destroys the ship before any effective defense can be given. In the heat of the attack, the captain's voice is heard: "Abandon ship!" and "Every man for himself!"

Can you face the horrors that thrive on the Serpent Islands? Will destiny lead you to riches and a safe return or leave your bones silently smouldering beneath the mud!

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