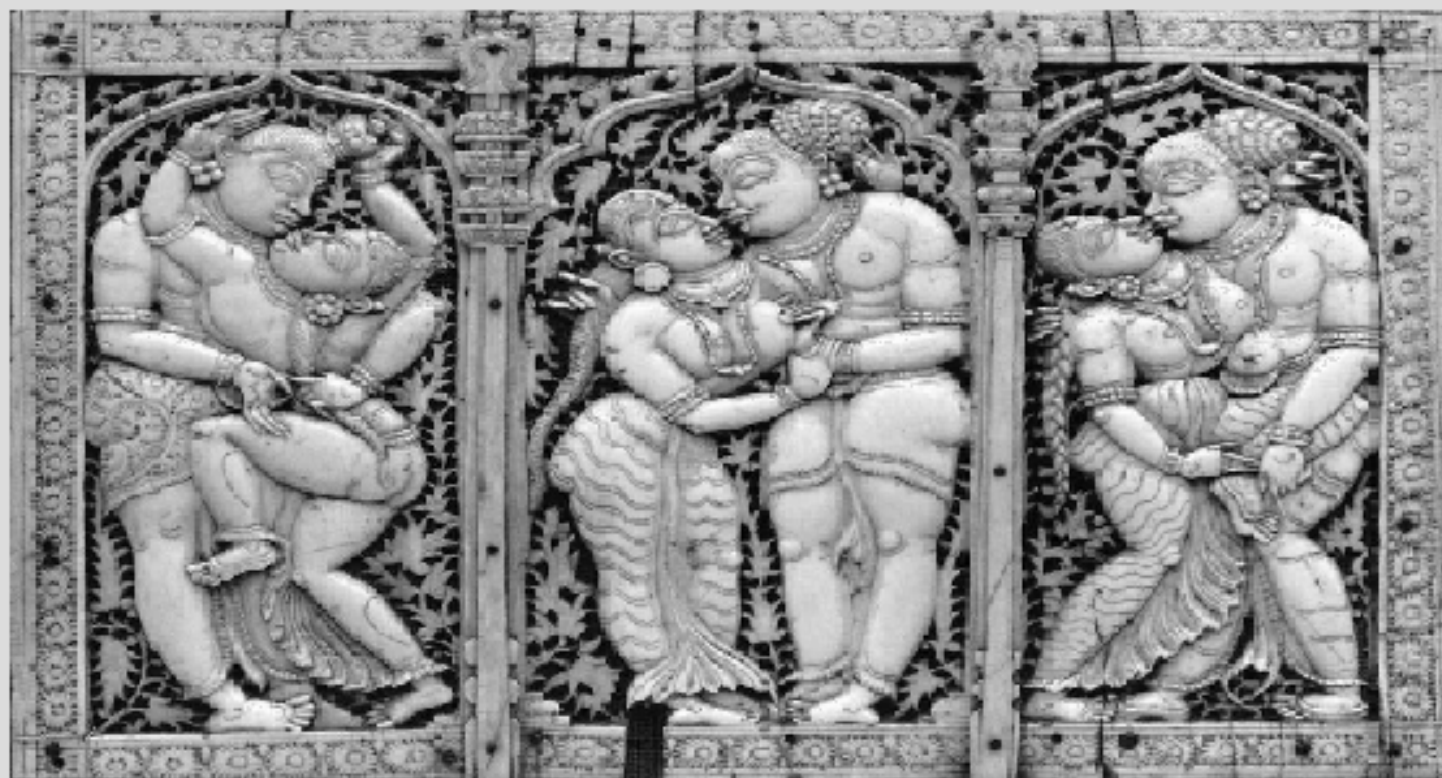


Shrine of the Sightless Eye

For Characters Levels 1-4



by RC Pinnell

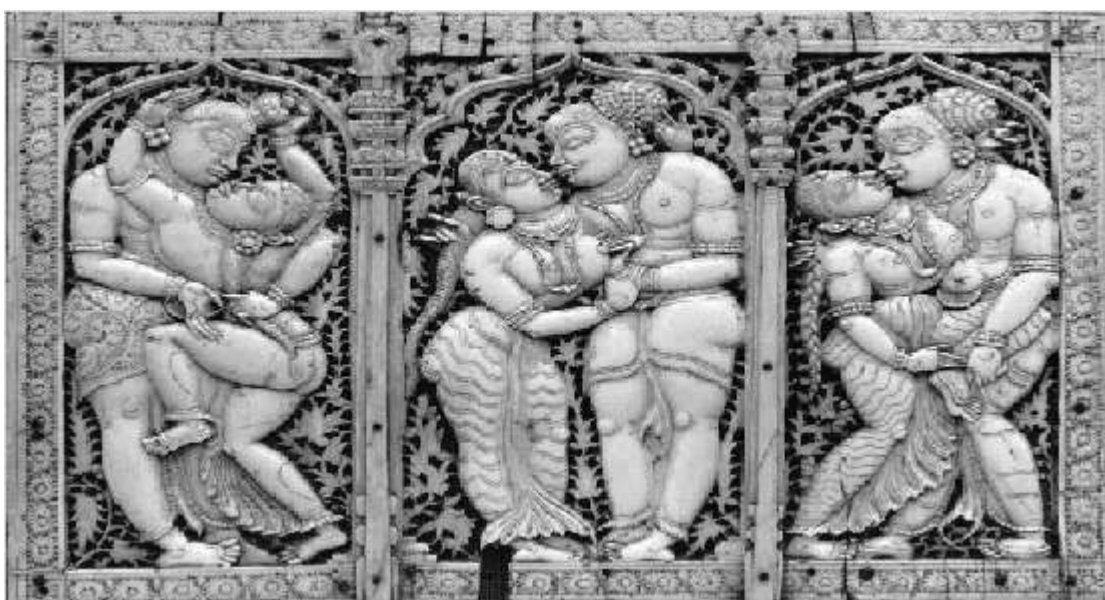
Legends tell of a Holy Shrine atop an alpine peak where, it is said, that the wishes of those willing to pay the price are granted. Your party has come into possession of a map indicating a range of mountains to the west, with a faded trail barely visible leading to a village no one seems to remember. Consulting local sages, you are told that Zann Grilla is a myth, a fairytale, to destroy the map and to forget you ever saw it. But do you heed their advice?

BASIC ADVENTURE MODULE

Shrine of the Sightless Eye

FOR CHARACTERS LEVELS 1 - 4

PART 1 OF THE CLASSIC-ADVENTURE SERIES **"AGAINST THE UNKNOWN"**



by RC Pinnell

This adventure is designed using the principles found in the BECMI edition rules. While it is totally compatible with those found in the 1981 Moldvay/Cook-Marsh manuals (Basic/Expert) any use of previous editions (Original D&D, and/or Holmes versions) or the Advanced Dungeons & Dragons system (1E, 2E, etc.) will require adjusting certain material regarding characters, treasure and monsters from such.

Shrine of the Sightless Eye

FOR CHARACTERS LEVELS 1 - 4

PART 1 OF THE CLASSIC-ADVENTURE SERIES

"AGAINST THE UNKNOWN"

INTRODUCTION

This adventure is the first of a four part series that will allow characters to experience the challenges and rewards of the various levels of difficulty. In this installment the characters begin at first level and if it has been thoroughly explored and concluded it is very possible they will have gained from 1 to 2 levels of experience. In the installments that follow this one characters will begin at whatever levels they have accumulated according to the prior adventure. It is possible to play the same characters throughout the series, but not mandatory.

NOTES FOR THE DM

To assist you in conducting this adventure a table of pre-rolled characters is provided. You may let your players each choose one, or assign one to them, or allow them to create their own characters if such is preferred. The default system used for this series of adventures is BECM1, and employing another may require adjusting certain aspects. The 1981 BX rules are nearly identical to this one, and can be easily substituted; the use of older systems (Holmes, OD&D) or more "Advanced" types is not recommended unless you have a preference to one specifically, and are willing to expend the time necessary to "make it all fit together."

Included within is a map section of an unnamed realm. This shows a large wilderness area with only three communities indicated; two villages and a small seaside town. Bay Town is described regarding the significant merchants, the local leaders (and their abilities,) and the availability of equipment and supplies. The villages are left to you do design. If you need assistance in doing so, there are products available: TSR'S *Rogues Gallery*, Judges Guild's *Inn of the Broken Tree* are great for developing non-player characters to fill the locations; if you do not wish to *flesh out* the realm yourself, village maps from various sources can be utilized. Restenford, from TSR'S L1 **Secret of Bone Hill**, T1'S **Village of Hommlet**, and Judges Guild *Villages* supplement are all obtainable *online* and easy to use; ignore the *background information* pertinent/specific to those items, of course.

This adventure assumes characters can move from the community to the dungeon with no challenge or threat. This is standard plotting within a low-level/Basic module. But you are free to ignore this component and create tables regarding wilderness conditions; such tables might include foul weather, menacing monsters, or whatever you wish to throw at the player-characters as they travel about.

BEGINNING HP

It is critical that beginning (first level) characters have a reasonable chance to survive. Random generation through dice rolling can be cruel in this regard. If poor HP scores result from this method, it is suggested that you overrule such, and allow characters to have *at least* the average of his class/HD at first level.

If you allow character-classes and races from other sources (such as Advanced D&D, etc.), modify any and all class/race abilities that would favor such types over the *classic* characters/races for which this series is intended.

BACKGROUND

The history of Zann-Grilla is lost to antiquity. Its founding reaches back more than a thousand years and any written record of its whereabouts, or who lived within it, no longer exists. It's name is known only to a handful of venerable scholars and sages, whose knowledge regarding the myth is based on distant memories of tales told to them in their formative years of apprenticeship.

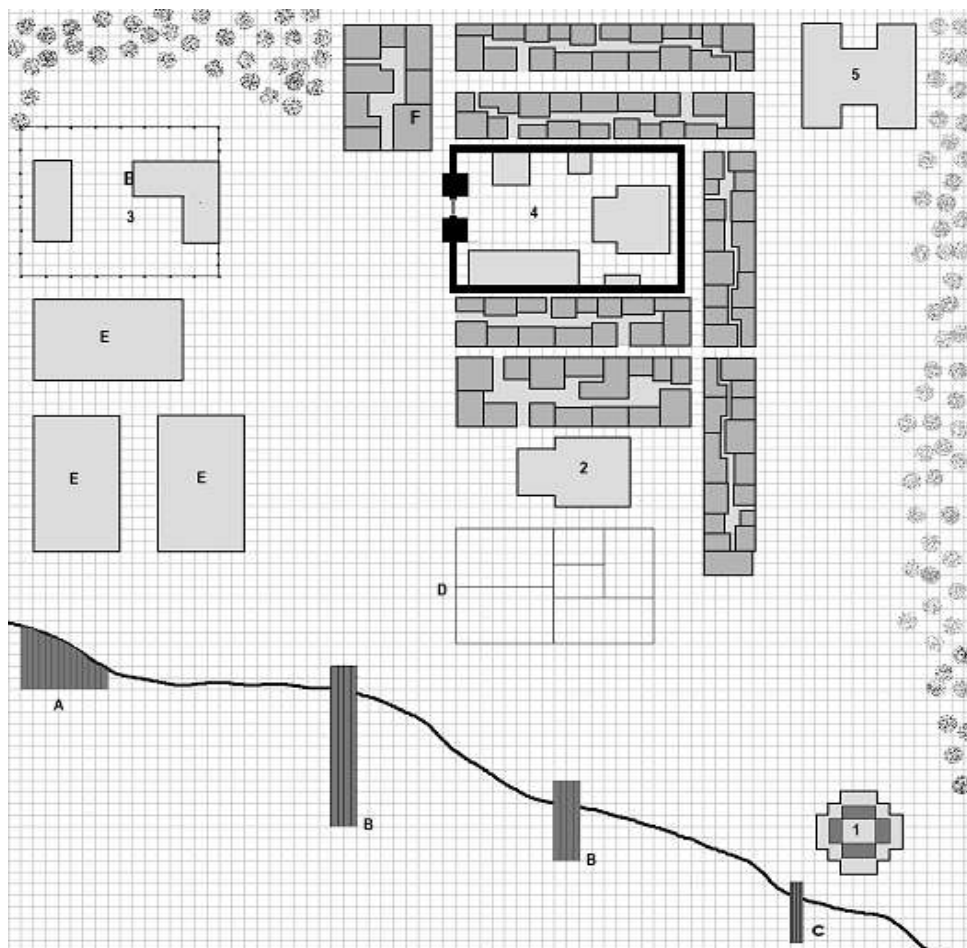
Who built it, when and why is unknown. The legends and myths that survive hint only that the village sat atop a mountain, and that its people settled there in order to be closer to their God. Over the centuries many adventurers have sought its location, but none succeeded in finding it; or, if they have, they never returned to report so.

But in order for characters to learn any of this, they must find and talk to those that have such knowledge.

BAY TOWN

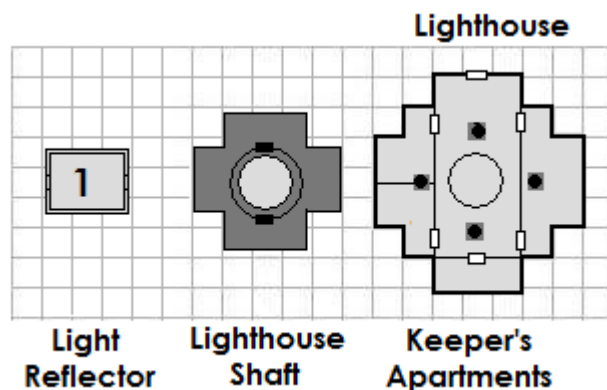
1. Lighthouse
2. Triton's Tavern
3. The Pleasure Inn
4. Compound of the Constable
5. Temple of Wandering Souls

- A-B-C. Docks
D. Stock Yards
E. Warehouses
F. Salomon's Supplies



1. LIGHTHOUSE

At 120' tall the light of the reflected flame atop this structure can be seen by ships as far as ten miles out at sea. The reflector chamber is 10 by 15 square feet (the light gray area under the number 1) and rests atop the lighthouse shaft (the dark shaded area) through which a winding stairwell rises from the apartments of the lighthouse keeper (the light shaded area at the outer ring).



The thankless job of operating this device has been assumed by a local family and, for generations, has been maintained by the household. The current "Keeper" is actually a young girl named Fadra. Though she is still in her mid-teens (only 16!) she has had to assume the lighthouse duties after an accident atop the structure took the life of her father, and left her mother an invalid. Fadra is a strong girl for her small size--though a mere 5'3" tall and around 110 lbs, she possesses a strength of 14! Having but 3 hp, and a natural AC of 9 she is not the type to go on adventures; possessing only common tools (knives, hoes, spades, etc.) she has no combat skill at all (treat as Normal Man). She and her aged/invalid mother reside in the apartments beneath the lighthouse tower, and the girl can be seen each day atop the structure maintaining it. She and her mother are recluses and seldom take meals outside their home. They are well liked by the community, but outside of attending services at the temple once a month, are not socially active (They are Neutral). They have no wealth, and are supported by the charity of the locals; many merchants depend upon the lighthouse to provide safe passage for trade ships to deliver their stock and supplies. It is rumored that the mother knows something about Zann-Grilla, but Fadra refuses to allow anyone to question the woman on the matter. **(In truth, the old woman actually set foot in the village long ago as a child, when her family was passing over the mountains to migrate east, as they intended to settle on the coast. What experiences she may have had while there is left for you to determine, and possibly use to supply the players with information.)**

2. TRITON'S TAVERN

This establishment is owned and managed by an odd pair of partners--a female Berserker named Cora and her diminutive husband, a gnome named Shylock. Cora stands 5'9" tall and weighs 155 lbs, while Shylock is but 3' and 70 lbs. As a functioning Berserker, she has 9 hp, is AC7, Moves 120'(40'), Saves as F1, has a Morale of 12 and is Neutral; her weapon of choice is a hand axe for 1-6 damage, which she swings at +2 To Hit! Despite being the smaller of the two, Shylock is actually more of a threat than his wife. Being the former chieftain of his clan--a title he gave up when he and Cora met and fell in love--he has 18 hp, attacks as a 4HD creature and does +1 on his damage rolls. Otherwise, he is AC5, Moves 60'(20'), Saves as Dwarf 4, has a Morale of 8-10, and is Lawful; his weapon of choice is a short sword, causing 1-6 damage.

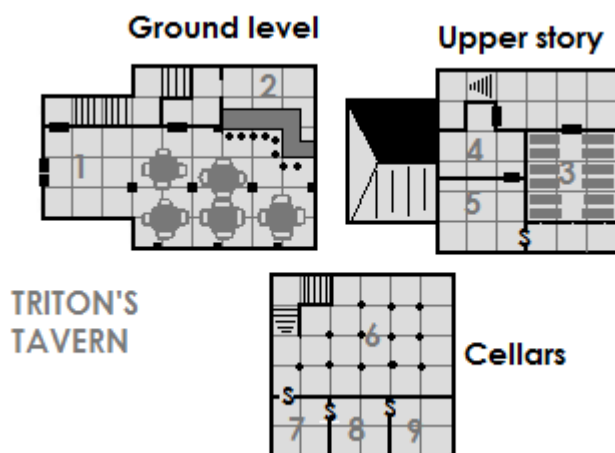
This pair came to Bay Town fifteen years ago, bought the tavern--which was run down and did little business--and settled in; within a year they had refurbished the tavern and renamed it. Since then it has done a thriving business. No one in the community knows their personal history, as they are quiet folk that love the simple things in life(you are free to develop whatever back story you desire regarding these two). It is rumored that they are worth over ten thousand gold pieces, but their frugal lifestyle does not confirm such. Shylock is an old gnome, and is fluent in the myths and legends of Zann-Grilla. But he knows only what is knowable: **that it sets atop a mountain(supposedly to the west); that the residents there came from a distant "world" far across the sea; that they built their community in order to be closer to their deity, and --supposedly-- where they could communicate with her directly; that the people vanished long ago; and that there is some kind of powerful altar remaining at the site, that has the ability to grant wishes to those willing to pay the price**. All these he will gladly share with customers willing to consume the products of the tavern. If they show him the map they possess, he will appear shocked, and warn them to be careful what they wish for.

The tavern offers only drinks (though one item in particular is much sought by those aware of its effects!)These are available in various sizes: shot(smallest), cup, mug, pint(largest); shots are usually reserved for spirits (such as whiskey, vodka, tequila, etc.) while the others are most often filled with ale, beer, mead and even wine. Prices are as follows:

Size:	Ale	Beer	Mead	Wine	Spirits	Vinita*
Cup	5CP	3CP	7CP	4CP	--	--
Mug	7CP	5CP	9CP	6CP	--	--
Pint	9CP	7CP	1SP	8CP	--	--
Shot	--	--	--	--	1SP	5GP

* 90% alcohol

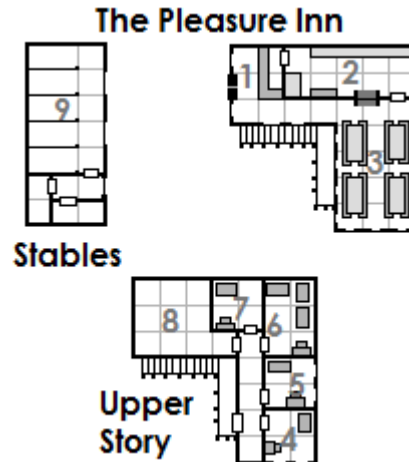
There is a Common Room on the upper floor (3) capable of providing sleep for up to 12 guests. Those wishing to use the facility--and those too drunk to walk out the front door--are charged a modest 1SP per night's stay. The main floor consists of the Public Room (1) and bar area (2); Jack-and-Jill stairs allow access to the upper floor and the cellars beneath the tavern. The main cellar (6) contains the majority of the common stock; the secret chambers are used to store rarer items.



Cora and Shylock's quarters are also on the second story(4 & 5), along with a secret chamber from which they can spy on their slumbering guests.

3. THE PLEASURE INN (& STABLES)

The misleading name of this establishment has been known to draw many a traveler inside its doors. Despite the allure of what the name evokes, the inn is a respectable business that provides hot meals and a clean place to sleep for those missing the comfort of home. Both the inn and stables are ran by a retired sea captain and his three daughters. Captain Colombo Ahabinsky is well into his sixties, but fit enough to maintain the stables and keep them clean. His daughters--Elli(the youngest at 15), Audrey(17) and Molly(the eldest at 20)--manage and run the inn. A widower for the past twelve years, Colombo relies on his daughters to conduct the business end of things, while he likes to spend his time puttering around the stables; some residents say they have seen him talking to the animals, and acting as if they speak back to him--a condition, they suspect, resulting from nearly drowning at sea and never quite recovering. This is not far from the truth, for the captain did nearly drown once at sea years ago, but was rescued by a mermaid; his current condition is simply a case of mild dementia. He and his daughters are all "Normal Human" types, having the following: AC9, HP 5(Colombo), 3-4-5 (Elli, Audrey, Molly) Save As Normal Human, Morale 6, and being Lawful; while considered non-combatants, each can use a dagger in extremis, for 1-4 points of damage.



A lobby (1) at the entrance is where all business is transacted. A kitchen (2) on the ground floor is where the girls spend time preparing meals that are served three times a day in the dining room (3). Breakfast--served at sun rise, costs from 3CP to 1SP, consisting generally of eggs, bacon, biscuits and gravy, ham slices, potatoes, bread, honey, and milk. Supper--served at midday--costs from 2cp to 2SP and usually includes leftovers from breakfast, along with steamed vegetables, fish and mead. Dinner--the last meal, served just at sunset--often includes any-thing left over from the previous meals, along with roasted beef, lamb or fish, steamed mushrooms, jam and bread, sweet fruit pies and goat's milk. Lodgings vary, with single rooms(4-5 & 7) costing 2sp per night, and cots running 5CP to 1sp (6) with the cheaper fee for linens not washed in a week, and the latter for linens washed that day. The captain and his daughters reside in a suite (8) on the second story (the actual rooms are not shown in the diagram, and left to you to design and include if you wish), which is accessible via the stairs along the outside of the structure. The stable (9)can house up to five equine, costing a mere 2CP per day; feed and grain can be provided twice a day for an additional 1CP. Beyond all this, the captain and his daughters know nothing of the myths of Zann-Grilla, though you may alter this to assist the players in their exploration of the community. Utilize the general knowledge of Shylock the tavern keeper, if considering this.

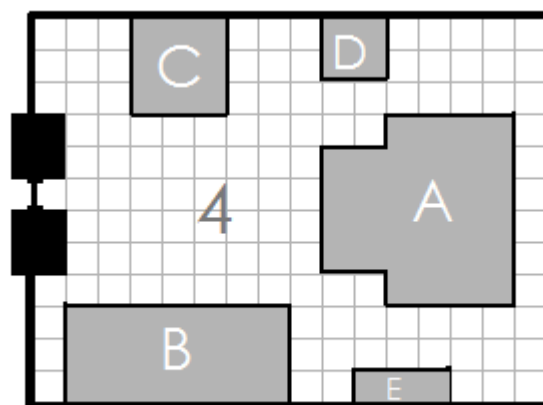
4. CONSTABLE

It is not expected that the players might assault the local authority of Bay Town. The constable and his men are stationed within the community to keep the law of the realm, and to make sure that crews of trading ships do not break any customs while in port. It is also the duty of these enforcers to protect the temple; to this regard and for the general safety of the community, the constable and his soldiers never leave the town unguarded.

The Chief Officer is an NPC Fighting Man, L4 (30 hp). His name is Trenton Tyler, and he stands 6'4" tall and weighs 210 lbs. Possessing unusual strength (S18!) he has a bonus of +3 to his To Hit and Damage rolls, and when forced to attack he uses a long sword that delivers 1-8 hp of damage *plus* his bonus. When on duty he is AC3 (wearing plate mail) and AC1 (adding a shield +1) when dire situations arise. When off-duty, he is AC9. He always moves at 120'(40'), Saves As a F4, has a Morale of 10 (12 with his entire regiment of men), and is Lawful. Assisting him is his Lieutenant, Angus Mac Toole, Fighting Man L2 (14 hp), who is AC4 while on duty (wearing chain mail and a shield), moves 120' (40'), Saves As a F2, has a Morale of 9 (11 with his captain nearby), and is Lawful. Just slightly smaller in size--6' tall and 190 lbs--he is the second largest male in Bay Town. Completing the regiment is a body of 40 soldiers, Normal Human types, having 1HD, being AC6 or 7 (leather armor and shield, or without), wielding short swords and daggers (for 1-6/1-4 damage) or short swords and short bows (for 1-6/1-6 damage), and each having a Morale of 7 (9 with the lieutenant present/10 with the captain/11 with both) and being Lawful.

This regiment resides within the walled compound (see diagram below). Patrols of 7-12 men are always on the move within the community day and night. There is a 20% chance Captain Tyler will be with a patrol during the day, and 5% chance at night. Lieutenant Mac Toole is 40% likely to be with a patrol at night, and 10% likely during the day; if neither is indicated as being so, they will be in their quarters, or the inn taking a meal. Regular soldiers are quartered in the barracks (B) and will be there when not on patrol or at the inn having a meal. If you wish to determine precise locations of the soldiers you will have to divide the regiment into shifts, assigning the units according to your design. A large armory (C) holds spare weaponry, armor, etc. A crew of 3 soldiers is required to operate the ballistae atop the watch tower (D), while bowmen can perch along a balcony (E) and rain down arrows upon attackers south of the compound.

Though the soldiers of the regiment are not wellsprings of information, you may decide that the Captain and/or lieutenant might know some of the legends concerning Zann-Grilla. (Again, use that information which is found in regards to Shylock the tavern keeper)



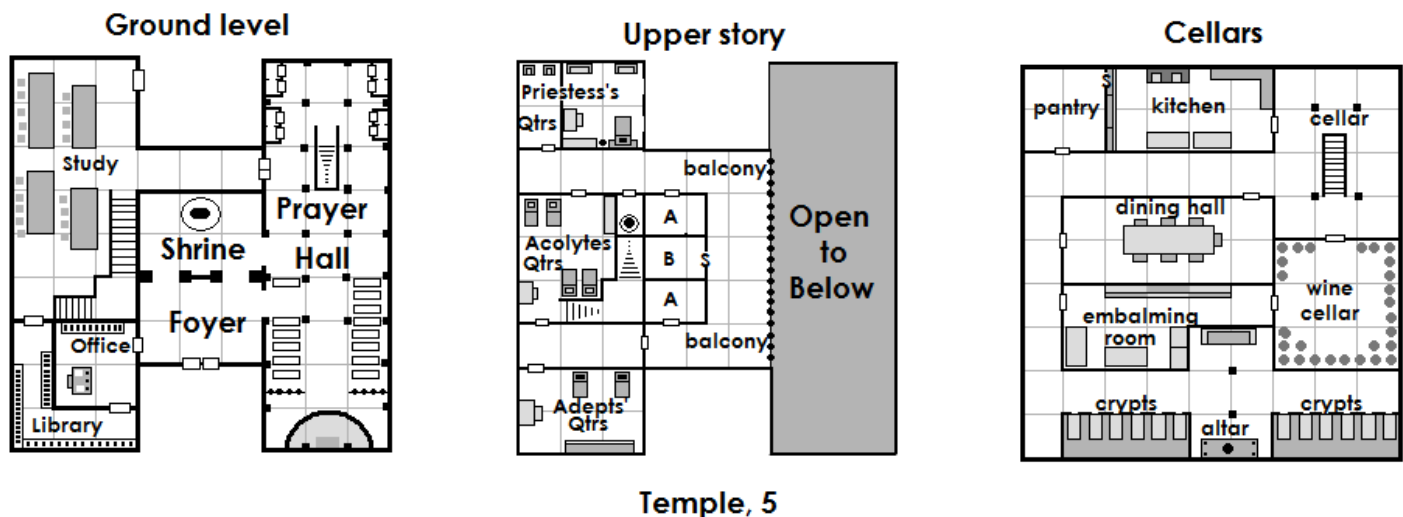
Constable Compound

5. TEMPLE OF WANDERING SOULS

This is the second oldest structure in Bay Town (the lighthouse being the first). While it would seem that a prayer hall near the sea would be the logical place to pay tribute to the marine gods the current temple residents are instructed to allow all forms of prayer and worship, excluding none except those wishing to pay tribute to Chaotic (any evil) deities. The temple is staffed by a Priestess L3 (Sister Natasha), two Adepts L2 (Sister Novene and Sister Celeste), along with four Acolytes L1 (Sisters Prudence, Abbey, Gretel, and Sofia). The sisters are Lawful, and pay tribute to the goddess ASTRA; known as the deity that protects the souls of the righteous as they make their way through time and space to the outer planes. You are free to develop more--or other--background information for each of the sisters, the temple and the goddess, but such is not mandatory; running this adventure requires only the following.

Sister Natasha, Priestess L3 (11 hp) AC7 (for DEX 14, and +1 ring of protection), Move 120'(40'), Attacks 1 (with a mace), D 1-6, Saves as C3, Morale 9, Lawful. She knows the following spells: **Detect Evil**, **Protection from Evil**. If she is asked she will alter her spells to include *Cure Light Wounds* and/or *Remove Fear*, free of charge to those that are Lawful beings, but requiring Neutral types to donate to the temple 5SP per spell; changing her spells will require the petitioner/s to return the following day. She will not assist Chaotic types! Being the cleric elder of the temple, she is responsible for seeing that the community's spiritual needs are met. With the assistance of Sisters Novene and Celeste, the temple provides many programs and services to achieve this goal. She is also the only one that might have some knowledge about the ruins of Zann-Grilla; **such is up to you to decide, and should this be the case, consult the information regarding myths found under Shylock the tavern keeper.**

Sisters Novene, Celeste Adepts L2 (9, 7 hp) AC8 (with wooden shields), Move 120'(40'), Attacks 1 (with mace), D 1-6, Save as C2, Morale 8, Lawful. These sisters know only one spell each, and it will be either a *Cure Light Wounds* or *Purify Food & Water* spell. Besides their temple duties, these sisters intermingle with the local residents daily, assisting where needed and implementing the temple's programs.



Sisters Prudence, Abbey, Gretel, and Sofia. Acolytes L1 (5, 4, 3 hp) AC9, Move 120'(40'), Attacks 1 (with mace), D 1-6, Save as C1, Morale 8, Lawful. These sisters have no spells, and are receiving instruction from Sisters Natasha and Novene and Celeste. They perform the majority of the physical tasks and duties required in maintaining the temple. When not in study, attending service or performing temple duties, they assist local residents.

The chambers of the temple are identified as to their function (see previous diagram) with the exception of two: A-B. Situated on the second floor, these three chambers are reserved for the following: guests/visitors in need of lodging(A), and temple relics(B). Only the priestess knows where the artifacts are kept, and when the specific service/ritual requires it, she brings out the relic pertinent to the ceremony. The relics currently kept here relate to Birth, Death, Marriage, Obedience, and Salvation; you are free to develop these items, assigning them whatever magical powers you deem necessary--if at all. Note that these would be low-power items--at most.

OTHER TOWN INFORMATION

DOCKS (A-B-C) These are as one would expect; wooden structures that extend out into the sea that allow small vessels and boats to moor up. At any time of day there will be some residents fishing off the piers. (For some reason, no one yet has noticed that a corked bottle has floated to shore and is stuck in the sand beneath dock A. This item was tossed off a ship far out at sea and has taken three months to reach this spot. Inside the bottle is a magic elixir! When a third is consumed the drinker will feel stronger than usual--effectively raising his or her Strength by 1 point. For each third drank, 1 point will be gained. With doing so, the drinker will receive all the benefits associated with his or her enhanced strength until the effect expires; each one-third consumed lasting for 3 turns. Optionally, you may assign this elixir to be any magical potion consistent with the rules of the game system you employ.

STOCKYARD/PENS (D) This fenced area is where livestock is temporarily held until slaughtered and/or distributed to the locals. The two larger pens are also used to allow horses currently stabled to walk about and exercise. At the moment, there is a flock of twelve sheep in one pen, and two large hogs in another.

WAREHOUSES (E) Three huge buildings stand where indicated. These are used mostly to hold the cargo of ships anchored in the bay, when inclement weather indicates leaving the goods aboard ship might be too risky. They are also used to store goods brought from inland villages intended for shipping to distant ports. All are in poor condition, and might be infested with vermin of various types; it is possible to design short and simple encounters/adventures within and/or beneath these.

SALOMON'S SUPPLIES (F) This resident-merchant stocks and sells most of the equipment the characters will need. He is a Normal Human, AC9, 2hp, Move 120'(40'), Attacks 1, D1-6, Saves as Normal Man, Morale 6, Lawful. It is possible he knows one of the myths regarding Zann-Grilla. It is up to you to develop this NPC. His stock includes:

ARMOR	COST	EQUIPMENT	COST	WEAPONS	COST
Leather(7*)	20GP/*	Backpack	5GP	Battle Axe(3*)	7GP/*
Shield(9*)	10GP	Flask of Oil	2GP	Hand Axe	4GP
		Lantern	25GP	Short Bow(4*)	40GP/*
		Pole(10' wooden)	1GP	Dagger	3GP
		Rope(50' long)	1GP	Silver Dagger(3*)	30GP/*
		Sack--small	1GP	Short Sword	7GP
		Sack--large	2GP	Long Sword(4*)	10GP/*
		Spikes--iron(30 *)	5CP/*	Mace	5GP
		Torches(20 *)	1GP/*	Sling(W/30 stones)	2GP
		Water/wine skin	1GP	War Hammer(3*)	5GP/*

(*Total)/* Each

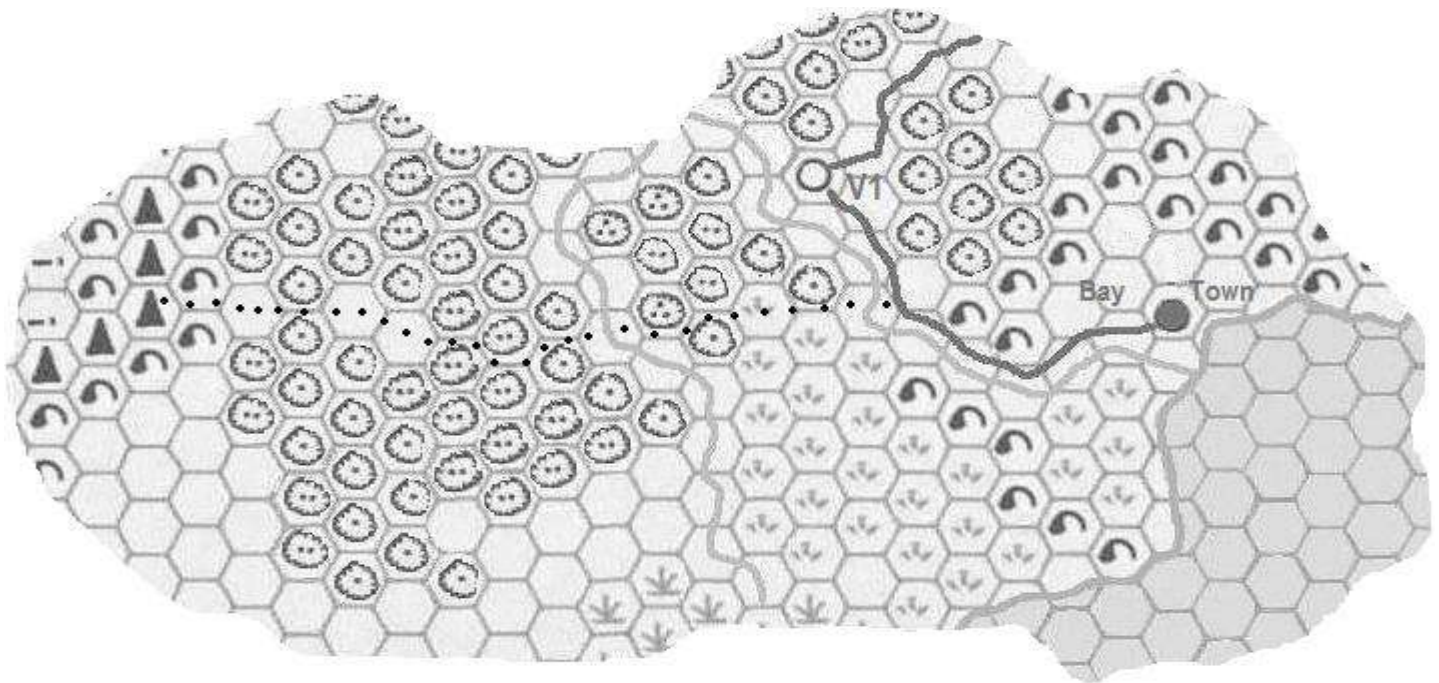
Supplies such as *Rations* can be obtained at the Pleasure Inn for standard prices.

GETTING STARTED

The characters begin this adventure in the seaside community of Bay Town. They have in their possession a small portion of a map; perhaps one of them found it in a locked and forgotten chest within the family cellar, or attached to the back of a family portrait hanging on a wall, or was given it by an old and expiring relative who claimed to have been to--or seen at the least--the ruin village atop a mountain. Any of these possibilities, or even one of your own design, has led this group of companions to the sea port.

Having now arrived, it is up to them what interaction they wish to instigate between themselves and the town folk, and what inquiries they wish to make regarding information, supplies, lodgings, etc. Allow the players as much time as they need to establish themselves in the community before you whisk them away, delivering them to the remote location they seek. If you prefer that the characters physically journey to the village ruins, you may or may not include wilderness encounters for them along the way; at beginning levels such events can often be catastrophic, and should be kept intentionally simple and non-life-threatening, or the group may never make it there.

Besides the small players' map, the larger wilderness/realm map(mentioned at the beginning of *NOTES FOR THE DM*) appears following the text for you to consult when necessary. If you intend to continue conducting the remaining adventures in this series you will need to retain this for future reference. (Note: make a photocopy of the map below for your players to use.)



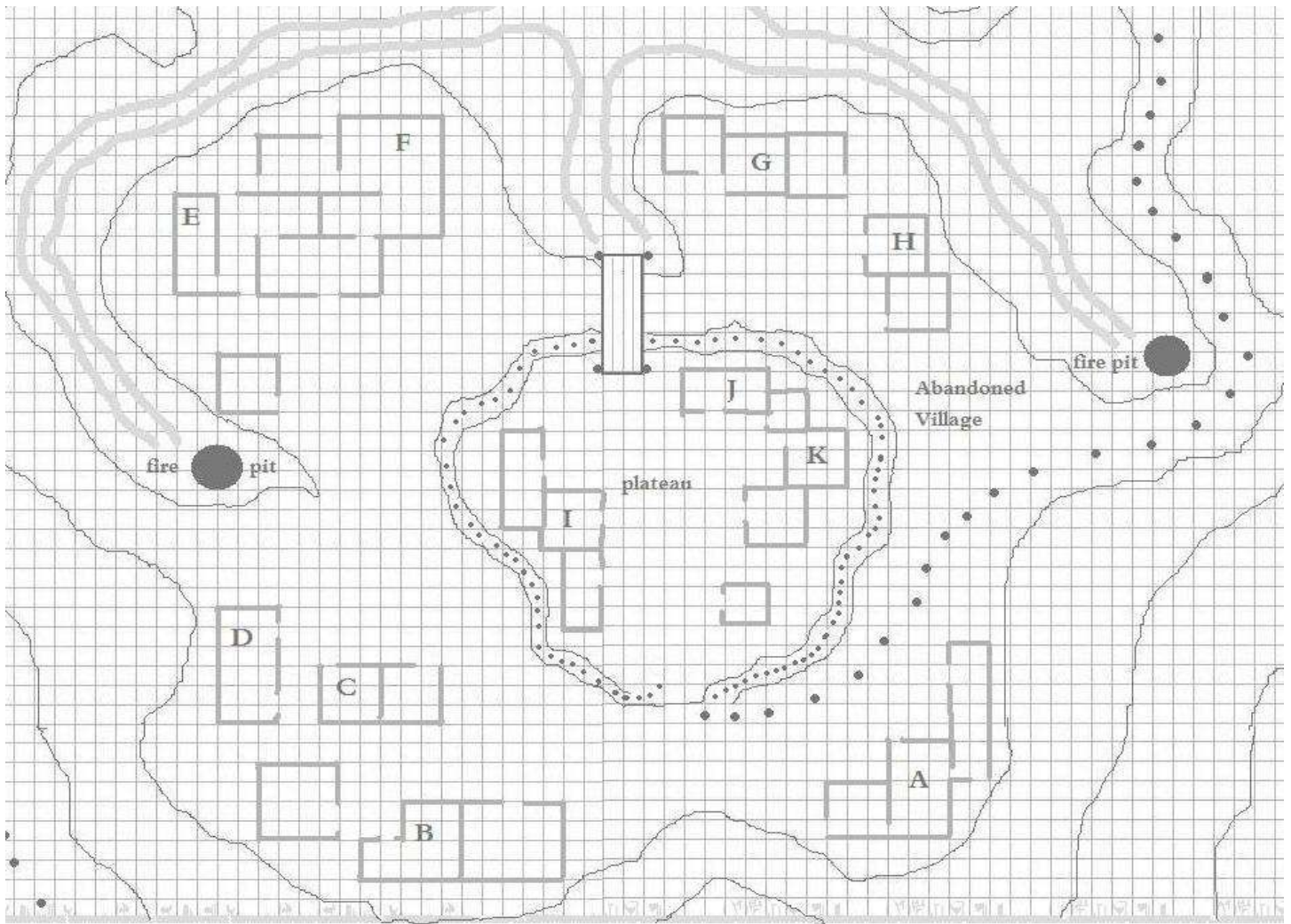
Approximately fifteen hexes lie between Bay Town and the village atop the mountains. At 12 miles to the hex, it is certain that if the characters fall victim to life-threatening inflictions (poison or disease, for example), they will not likely make it back to civilization in time to save those suffering. You should not allow technicalities to ruin the game for your players and yourself, but holding true to certain realisms is necessary at times. How you and the players deal with such is under your jurisdiction; having a helpful wandering Non-player Character happen to be nearby at such events is certainly allowed--and reasonable--within the game, and you should consider it one of the tools available to you.

THE MOUNTAIN TOP & ZANN-GRILLA

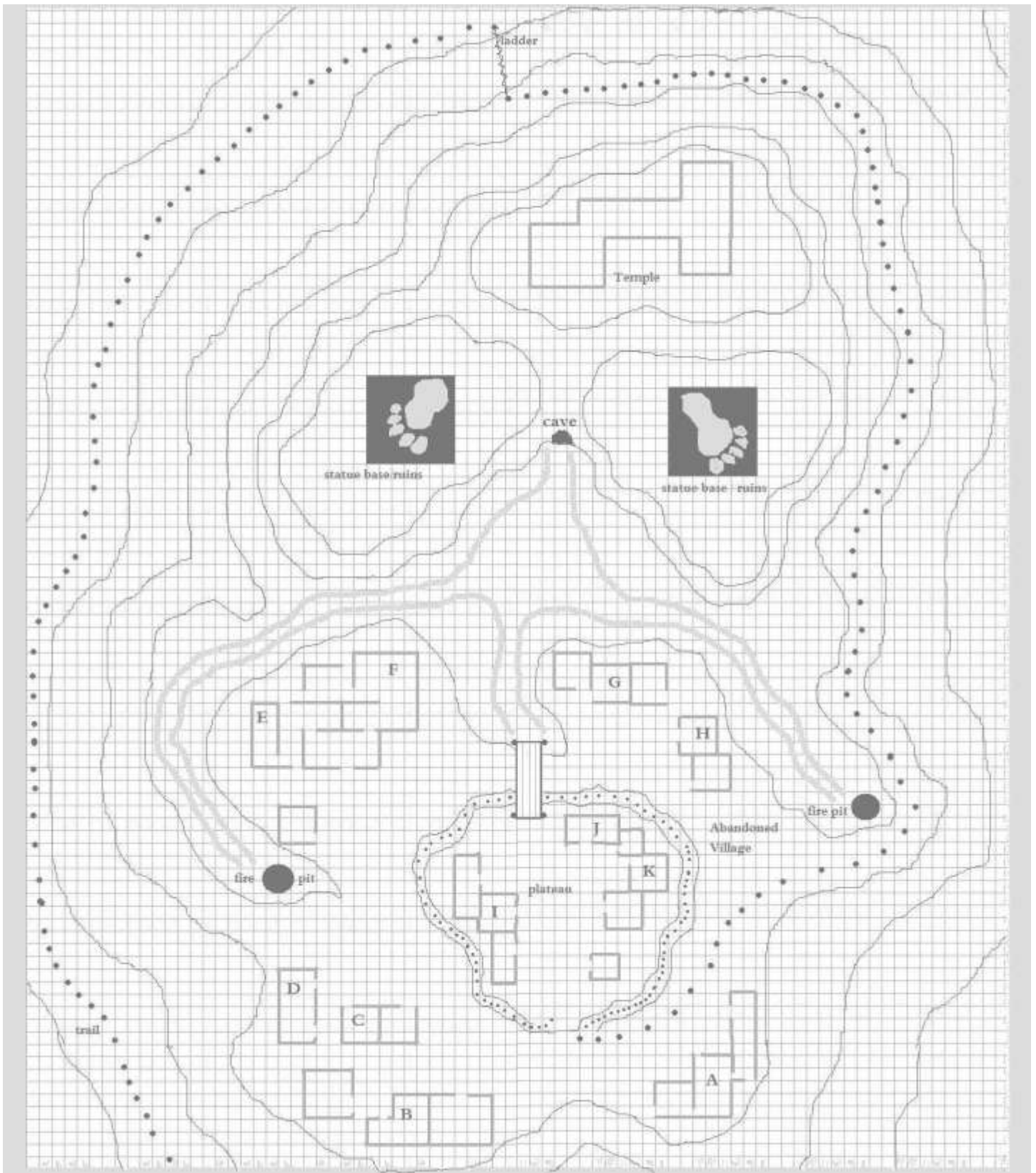
Following the map in their possession, the characters eventually begin a long and tedious ascent up the mountain trail(see large mountaintop map). After surviving avalanches, attacking flocks of hawks and severe weariness caused by the thin mountain air, they reached an abrupt break in the trail(see "ladder"). Having used the many switchbacks that allowed them to gradually ascend the mountain's slopes, the trail ended here, where they were faced with a treacherous climb up a rickety rope ladder precariously attached to the side of the mountain; in order to go further they *had* to climb this device!

Whomever built the ladder and left it is just one of the mysteries the characters will encounter. And it, along with the ones previously mentioned, are events that *can* occur if you wish to have the players/characters experience them en route to the village ruins. (But they are not mandatory)

After negotiating the rope ladder they pick up the trail again, and find themselves within sight of the peaks that had loomed so far above them for days. After rounding a curve the trail ends, delivering them to a wide and open expanse (almost circular), hollowed out of the mountain itself. There before them, to each side stand buildings and huts, made of stone, dilapidated, and clearly--abandoned. More buildings built along the perimeter of the area can be seen, while another trail, winding up the side of a plateau of rock rising up 60' in the middle of the village beckons them.



LARGE MOUNTAINTOP MAP



ZANN-GRILLA (At a glance)

A-K Abandoned buildings(described in Key to follow.)

CAVE (Accessible via the bridge from the plateau to the mountain slope. Described in Key to follow.)

FIREPIT, EAST/WEST (Filled with charred bones and clumpy materials. See Key to follow.)

PLATEAU (See Key to follow.)

STATUE BASE (A Giant stone foot stands at each location; broken off at the ankle, and about 25' tall.)

TEMPLE(Accessible via the cave/tunnels. Described in Key to follow.)

THE VILLAGE TODAY

The information provided in the **Background** at the beginning of the module is all that you really need in order to know and understand the history of this abandoned village. What is not said is left to you to develop on your own. Who were the Zann-Grilla people? Where did they come from? What did they do atop the mountain for generations, and yet remained virtually unknown to outside civilization? Why did they disappear?

Perhaps the answers to those--and other questions--can be found in the legend itself. Was someone's *Wish* responsible for the village being abandoned? Was the power of such a gift maliciously used to exterminate the people? Why and to what end? What or who was the statue of? Is or was it somehow involved in the granting of such power?

As the player-characters explore the village ruins they will have to defeat(or drive away)a multitude of beasts and creatures that have taken up residence in recent decades. As a basic "*dungeon crawl*" this should not be difficult for you to referee/moderate. Be prepared to adjudicate the player-characters' actions when they do not fall within the parameter of a specific game mechanic. In addition to monsters, a sprinkling of elements is included for you to help pace the flow of activity; riddles/puzzles, traps. These appear in the Key where they are to be found within the village, caves and temple.

The mountaintop shown in the maps indicates elevation lines, but where the village actually stands, as well as the other features indicated, these lines represent terraces, artificial plateaus created long ago by the people to accommodate the construction of their home. Using the aforementioned height of the plateau as 60' above the village terrace, one can extrapolate that the fire pits rest on a terrace also 60' above the village. That the entrance to the cave/tunnels is on the same terrace as the fire pits. Continuing upward, it is now obvious that the stone feet of the statue and the temple are on terraces 120' above the village. Where the slope of the mountain might be forty to fifty-five degree intervals between elevation lines, this is not the case regarding the top three elevations/terraces; angles of eighty to ninety degrees are normal concerning these. Keep this in mind when conducting the actions of the residents of the village, caves and temple, and when considering actions proposed by the players.

The buildings still standing(shown in previous diagrams)are single-story structures, made with stone and mortar. Almost all of them suffer from gaping cracks and holes, eroded by time and the elements. Wooden plank doors still in place are frayed and splintered, hanging uneven or often stuck fast. Roofs are generally flat, with what appear to be small trees or limbs from 9 to 12 inches in diameter, in lengths cut to fit the dimensions of the outer walls. Some have collapsed, while some merely have gaping holes. Plants and weeds have grown up from the mountain earth, covering large sections of the walls and often extending up onto the roofs. What little furnishings have survived within any of the buildings is broken, rotted, and of no practical use. (Exceptions are noted in the Key.)

In addition to set encounters, a table for determining random events precedes the Key.

RANDOM ENCOUNTERS, VILLAGE (Roll d6 1 x per day, with a result of 1 indicating an event.)

Roll d8	Encounter Description
1-2	1 Insect Swarm, 2HD, M30'(10')/60'(20')flying ATK1 D 2 or 4, Save as NM, MO 11, Neutral , X-52
3	1-4 Ferret, Giant, 1+1HD, M150'(50'), ATK Bite, D 1-8, Save as F1, MO 8, Neutral, B-30
4-6	3-18 Rat, Giant, HD1/2, M60'(20'), ATK Bite, D1-3 + Disease, Save as NM, MO 8, Neutral, B-36
7	1-2 Snake, Racer, HD2, M120'(40'), ATK Bite, D1-6, Save as F1, MO 7, Neutral, B-37
8	1 Scorpion, Giant, HD4, M150'(50'), ATK Claws/sting, D1-10/1-4, Save as F2, MO 11, Neutral, X-55

More detailed information regarding each creature type listed above is provided on the page shown above in the appropriate edition manual. B refers to Basic, and X to Expert. None of the creatures shown will possess any treasure. All are merely out hunting for their daily meal.

KEY TO ZANN-GRILLA (A-K)

A. Within this ruin a **large colony of rats** has established a lair. A total of 100 currently occupy a nest roughly circular and 20 feet in diameter that fills most of the south end of the main room. Built from debris gathered from throughout the ruins, the nest stands 4 feet high in the center, and is comprised of several large chambers connected with short tunnels; entrances appear in the north and west faces of the nest. Consult the Basic Manual, p.36 regarding specific actions/techniques the rats will employ when encountered. Otherwise, they will simply defend their nest if attacked. AC9 HD(1 hp ea.) M60'(20')/30'(10')swimming ATK 1 bite per pack D 1-3 per bite + disease Save as NM, MO 5, Neutral. Hidden within/and throughout the nest is a treasure of 25 gems; each worth 50GP. Since the tunnels are too small for even a Halfling to negotiate, finding these requires the complete destruction of the nest--necessary to knock the gems free from their hiding places.

B. A group of **4 Giant Snakes(Racer)** nest in the northern part of this building. AC5 HD2 (7, 9, 11, 13 hp) M 120' (40') ATK 1 bite D 1-6 Save as F1 MO 7 Neutral. Though they are not poisonous, their bite is potentially severe enough to cause death.

C. Seeking shelter while passing over the mountaintop a lone **Dire-wolf** currently occupies this building. AC6 HD 4+1(18 hp) M150'(50') ATK1 bite D 2-8 Save as F2, MO 8, Neutral. Surviving mostly on a diet of giant rats, it will gladly make a meal out of a human, dwarf, elf or halfling if the opportunity arises.

D. The ceiling throughout this building is covered with webs, and where it is indicated (D) a group of **4 Mouse Spiders** will be found. Called such because their bite is not poisonous, but capable of inflicting *disease* just as a rat/giant rat. AC9 HD 1/2 (1, 1, 2, 4 hp) ATK 1 bite D 1-3 Save as NM MO 6 Neutral. Unique to these creatures alone is the strands by which they spin and attach themselves to their webs. From these the creatures will hang and land on to attack their prey--they never drop to the floor. So strong are these strands that they require a total of 5hp each to sever one; while they can automatically be struck when on the ground or without a host attached to it, they are difficult to see while the spiders employ them; thus having an AC9 to hit as well. Lengths of these strands can be tied/wrapped together to make ropes, and when so used a 50 foot section will easily hold the weight of ten humans, though they will have no encumbrance penalty at all to anyone carrying one. Each spider can create a strand up to ten feet long within seconds, but only these--not the strands of a web--can be utilized as just described. In extremis, the spider can detach itself from a strand and create another.

E. **2 skeletons** stand motionless at his location. AC7 HD1(4, 6 hp) M60'(20') ATK1 D1-4 Save As F1 MO 12 Chaotic. They will attack anything that comes within thirty feet of them.

F. This ruin is currently occupied by **2 Giant Lizards**--Gecko. AC5 HD 3+1 (9, 15 hp) M120'(40') ATK 1 bite D 1-8 Save as F2 MO 7 Neutral. At 5' long these creatures are quite agile and quick, despite their weight(around 150 lbs). Scattered amongst the debris filling this building is the following treasure: 100 CP, 50 SP, 1 GP, 2 gems (worth 25/50GP), and a **+1 shield** laying on the floor, covered with dirt. Finding all of these will take 1d6+2 turns.

G. At night a dim reddish glow will appear within this hut. Whether entered by day or night the occupants will respond to intruders accordingly. At present **3 Giant, Fire Beetles** reside here. AC4 MD1+2 (4, 6, 8 hp) M120'(40') ATK 1 bite D 2-8 Save as F1 MO 7 Neutral. The glow generated by the glands of these creatures will continue to do so for 1-6 days after being removed.

H. Separated from its pack four days ago, a **Wild Boar** is hiding within this ruin--and half-starved. AC7 HD3 (12 hp) M90'(30') ATK 1 tusk D 2-8 Save as F2 MO 9 Neutral.

EMPTY BUILDINGS

Those structures shown but not assigned a creature encounter need not stand empty or non-threatening to the party. If you wish to stock one or all of them with creatures, simply do so; keeping in mind the level of the characters and their abilities.

Since most of these are in poor condition, it is also possible that *Events* might occur while the characters are exploring them. Such "events" may or may not be life threatening, but they should certainly be included, if doing so keeps the game from becoming boring. The table below offers suggestions that you may randomly apply, or select specifically, when the characters are in and about the structures.

EVENTS

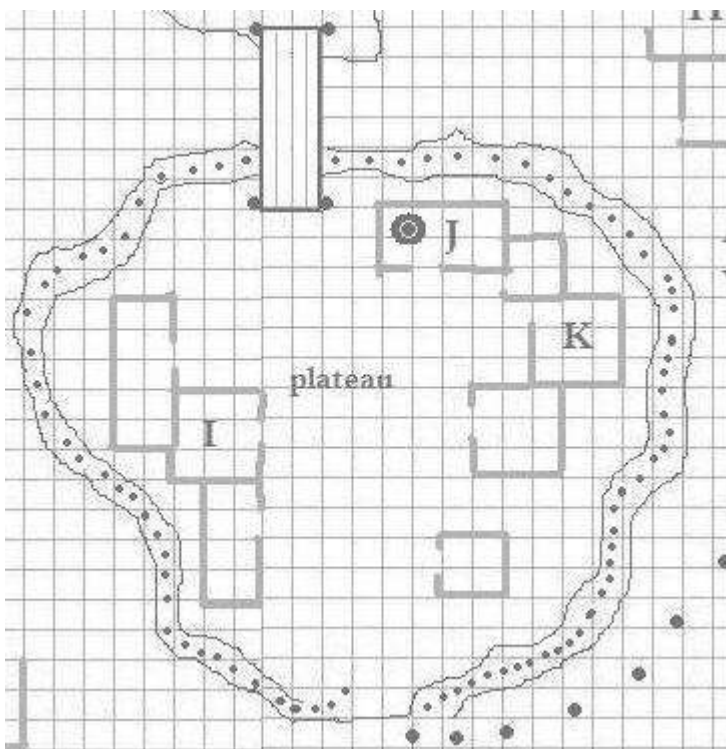
<u>ROLL 2d6</u>	<u>EVENT OCCURRING</u>
2-3	Portion of roof collapses. Those caught under it take 1d6 damage.
4-6	Nearby wall caves in. Those near roll Save vs. Wand to avoid, or take 1d6 damage.
7	Character trips, falls on face, gets bloody nose, takes 1 hp damage.
8-10	Noxious smell arises from the floor. No harming effect.
11	Muffled dragging sound is heard for 1 round.
12	Cold/Warm spot suddenly engulfs party, lasts 1 round.

It is up to you the number of Events that may occur as the village/building is explored. (Feel free to expand upon this table)

THE PLATEAU

Less than a dozen buildings stand atop the plateau in the midst of the village. A narrow winding trail makes a gradual climb counter clockwise from its base to the flat top. The structures found and explored here appear to be, somehow, in better condition than those below. Though gutted or filled with debris, the walls and roofs do not show serious cracking or holes. These may have been occupied ages ago by the prosperous members of the community; perhaps including its leaders.

Oddly, a well kept wooden bridge spans the distance between the plateau (on the north side) to another terrace, cut at the same height above the village floor.

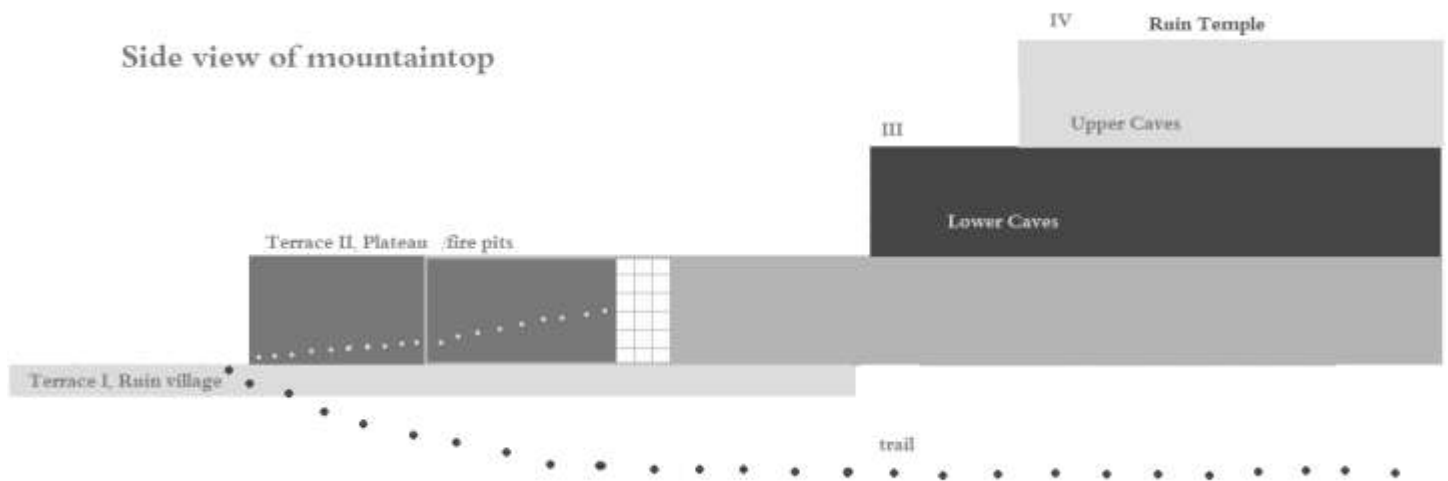


I. Six mindless human husks stand in the southwest corner of this ruin. Their programming has faded with time to a mere "attack/defend" function, and they will lumber slowly towards anyone or thing that enters. **6 Zombies**, AC8 HD2 (5, 6, 6, 9, 12, 14 hp) M90'(30') ATK 1 claw D 1-8 Save as F1 MO 12 Chaotic. They are immune to Charm and Sleep spells, and always attack last in each round.

J. Standing in the northwest corner of this ruin is a large mound of packed earth. Shaped like a volcano, the mound stands 6 feet in height and is 8 feet in diameter. A colony of insects residing deep within the plateau has pushed up into this building, creating the mound from which they will issue forth in their search for food, and to defend their colony. The nest holds a total of 100 creatures, but only the soldiers are aggressive and will attack anything that approaches. At 3' long and possessing strong mandibles, the soldiers not only bite, but are capable of injecting a burning acid into their victims, causing an additional amount of damage; there is a Save against the acid. If the mound is molested, **2 to 7 Driver Ant** soldiers will rush out and attack each round, until all the soldiers (21 total) are dead, or their enemy has left. AC8 HD 1/2 (3 hp ea.) M60' (20') ATK 1 bite + acid D 1-6 + 1-6 Save as F1 MO 11 Neutral. (The ant tunnels are large enough that a halfling could crawl about in them. You will have to prepare maps of the colony if you wish further exploration of it.)

K. Other than normal debris scattered throughout, an unusual looking pile of wood will be found in the south-east corner of the ruin. If approached or prodded, this pile will rise up in the shape of a 3' tall bipedal form and attack. It is a **Wood Golem**, can only be damaged by magic or magical weapons. Is immune to *sleep*, *charm* and *hold* spells. AC7 HD2+2 (14 hp) M120'(40') ATK 1 fist, D1-8 Save as F1 MO 12, Neutral. Moving very stiffly, it suffers a -1 penalty to its initiative rolls. It burns easily, also, suffering a -2 penalty to all Saving Throws vs. Fire, with all such attacks gaining +1 per die of damage. However, it is immune to cold attacks, and all missile fire--including magic missiles. This creature is found in the Expert manual, p.50.

THE CAVE & FIRE PIT



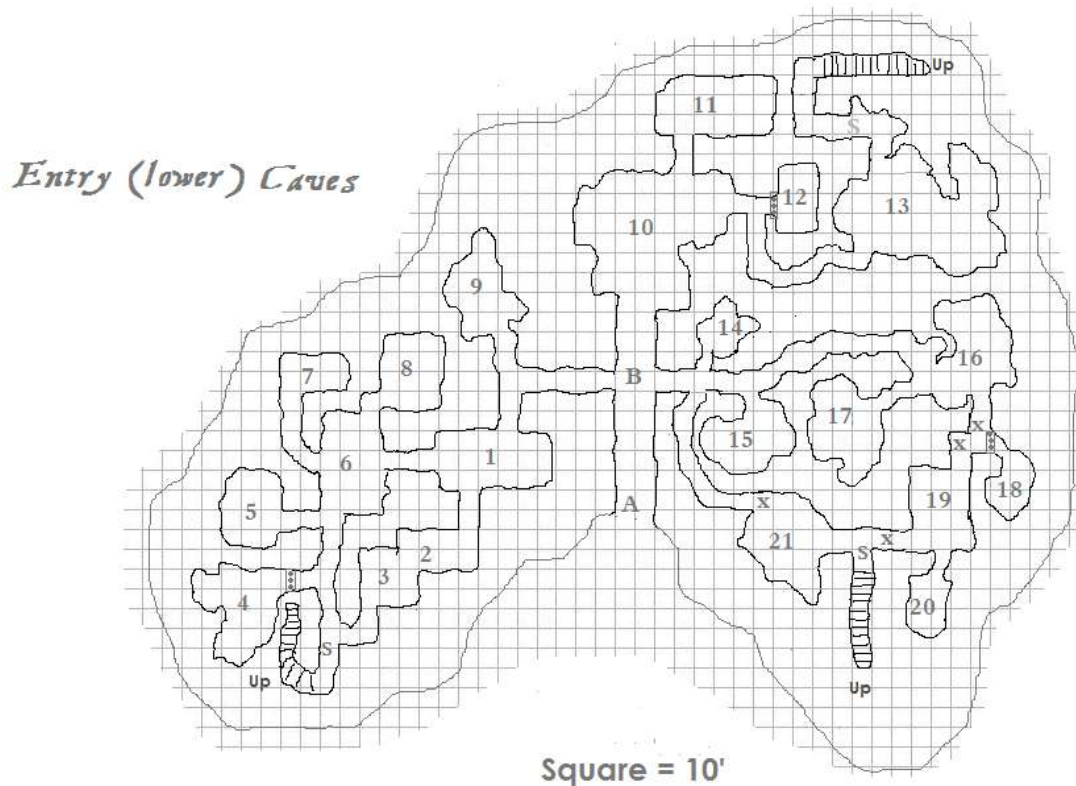
Located atop the second terrace (see diagram above), the cave entrance and fire pits will likely be the first things explored after the characters cross the bridge that separates the plateau from the rest of the terrace. The **fire pits** are made of stone, circular and about 3 feet deep uniformly across. They have been filled with a variety of debris over the centuries (leaves, animals that crawled in and died, plants and molds, etc.), as well as containing to this day bits and pieces of sacrifices made back when the pits were used. Exploring them for any length is potentially hazardous, as a multitude of germs and bacteria dwell within. Each turn spent digging in and about in a pit requires the explorer to make a Save vs. Poison, with a fail indicating that some kind of diseases has been contracted in the process. A Cure Disease spell will eradicate any infection, but lacking such means, a victim will become sick in 1-3 days, in pain and suffering for 1-2 days after that, and incapacitated in 1 day thereafter. You should decide what the affects of such sickness/suffering are, and if there are ways other than described that will alleviate the symptoms and/or cause. Hidden beneath the debris in the western pit is a *ring* made of the ivory of a unicorn. This **magical item** will teleport the wearer up to 360 feet once per day, if he or she is Lawful. It has no benefit for someone Neutral, and any Chaotic wearing it will suffer an AC of 1 worse than their protection normally affords. There is a 5% cumulative chance per turn exploring the pit of finding it.

The cave entrance (See "A" on following diagram) indicates tunnels and perhaps chambers further in (to the north), beneath the next terrace.

LEGACY OF THE CAVES

Long ago an advanced race of beings migrated to the location of this mountaintop and built a temple to their god. But upon arriving they discovered a primitive race of creatures dwelling in a few caves directly beneath where their shrine was to be erected. Being Lawful and good of heart, the advanced people could not drive the primitives away, or senselessly slaughter them. Instead, the primitives were allowed to stay, acting as guards within the tunnels and caves and as servants to the superior arrivals.

When the advanced village people suddenly vanished, the primitive servants remaining behind were left to fend for themselves. But their location was very alluring to other mountaintop creatures, and eventually a band of goblins attacked the primitives, and imprisoned those they did not execute. This goblin band, led by a fierce king and his guards, reside in the lower caves to this day.



THE LOWER/GOBLIN CAVES

General characteristics of the inhabitants of this terrace are as follows. AC6 HD 1-1 M90'(30') ATK 1 weapon D by weapon type(see specific key description) Save As Normal Man MO 7 (9 with King present) Chaotic. These creatures have Infravision with a 90 foot range, but when in *full* daylight they fight with a penalty of -1 to their To Hit rolls. There is a 20% chance that the creatures keep dire wolves as pets. Roll the per cent dice and if the result indicates such is the case, these beasts will be found in the appropriate chambers found in the KEY to follow; if not, consider only the information regarding the chambers themselves, disregarding mention of the wolves. While female and young goblins might be present, they are non-combatants, and can be killed with one hit, striking at AC9.

Passages of stairs leading up to the next terrace above are accessible only after discovering the secret doors that block entry(See diagram above). The goblins have never discovered these, and thus the doors have remained stuck and unused for decades--if not centuries; finding them is half the battle--forcing them open is the other. (You may decide that only a *Knock* spell will free the doors, or allow the normal Open Doors check to prevail. Such is up to you.)

Neanderthal prisoners are located in specific chambers (see KEY to follow), that have barred and locked doors preventing their escape. They will be near starvation, and cooperative with anyone appearing that might offer help. Their knowledge is limited, being the descendants of those that served the village race long ago. Now, kept alive and bred only to be slaves for the goblins, the Neanderthal clan is nearly extinct.

KEY TO THE GOBLIN LAIR

A. ENTRANCE **Two goblin guards**, 2HD(10, 12 hp) will be stationed 5 feet back from the opening at night. If they are openly attacked one will attempt to flee north, alerting the colony. If successful, **4 goblins** (3, 4, 4, 6 hp) and **2 more guards**--2HD (9, 10 hp) will arrive at the entrance in 1-3 rounds, and 6 more goblins (2, 2, 3, 5, 7 hp) and 2 guards--2HD (8, 11 hp) will follow in 1-3 rounds. If a prolonged combat results at the entrance, identical waves will appear each 4 rounds until the threat is eliminated, or they are. These forces are normally encountered in areas 1, 9, 10 and 17, but will be moving from these to the entrance should an alert be sounded. During the day the two guards will be further north, inside the tunnel.

B. INTERSECTION During the day the guards previously mentioned will be stationed here. They will not suffer a daylight fighting penalty, since this location is a good 60 feet from the entrance, and full daylight never makes it this far; the air is cooler and dimmer from this point on. If *surprised* they can be dispatched without the rest of the colony being aware of intruders. Should this not be the case, the previous defense strategies mentioned in the paragraph above, will fall into place.

1. OUTER HALL This chamber is where visitors are ushered and met with by the King. The King's throne sits on a raised platform (beneath the number "1") while crudely constructed tables and chairs line the walls in the eastern half of the chamber. During the day **2 guards**--2HD (11, 13, hp) are stationed on each side of the tunnel leading north out of the hall. (At night, only 1 will be present.)

2. STORAGE-PANTRY The majority of the lair's food-stock is stored in this chamber. At any given time from **1 to 4 female goblins** (1-4 hp ea., AC9) are likely to be encountered going about their usual kitchen duties within this room. They will immediately be shocked and scared at the sight of any non-goblin, and attempt to flee while seeking the nearest males or guards to inform them of seeing such. The goblin pantry contains barrels, clay pots and reed baskets containing a variety of consumables that will not be appealing to characters. The various vessels within the chamber are filled with salted and/or pickled meats, eggs, mushrooms and roots.

3. KITCHEN Crude wooden tables stand against the west and north walls of this chamber, while a large fire pit takes up most of the space in the southeast corner. The pit is about 5' across and 1' deep, with wood rods on each side driven into the earth; these stand 4' and are forked at the top, allowing a metal bar to extend across the pit, from which crude iron pots hang suspended from chains. The chamber is filled with the aroma of meats and vegetables being cooked or simmering, as anywhere from **2 to 6 female goblins** (1-4 hp ea., AC9) will be present preparing the food for consumption. They will react to intruders as those previously described.

4. SLAVE PEN **9 Neanderthal females** (AC8, 2-7 hp ea., 2HD, Lawful) are quartered here. They are taken out of their cell periodically to perform manual tasks, always under the supervision of a guard, and always hobbled. They have never seen a non-goblin being before, having been born in captivity, and how they react to the characters is for you to determine.

5. TROPHY HALL This is where the goblin King's trophies are displayed. A dozen common animal hides hang upon the walls about the chamber (elk, bear, wild boar, etc.), each worth 10 SP in value. In addition, three rare skins hang on the north wall(lizard man, Manticore, owl bear), each worth 2d6x10 GP. There are also six pairs of antlers and/or horns mounted on wooden displays (worth 1-10 SP ea.). The king's prize possession is the head of a small black dragon mounted on the south wall. While it has a sale value of 10d6x10 GP as is, it can be crafted by a capable smith into a stout helm, allowing the wearer a bonus of +3 to Saves vs. black dragon breath. The wearer's head will be hidden within the skull of the creature, and visibility hindered slightly*.

* This effect is left for you to determine. It could include a penalty to attack rolls, or to one's defense (AC), or both, or something else of your own design. Or you may ignore this suggestion altogether, in favor of not penalizing characters with cursed items.

6. GREAT HALL This is the main feasting chamber for the goblin tribe. While the activity of feeding is informal, with most sitting about in small circles and groups sharing a large vessel of foods, the king and his entourage (his favored females at the moment), dine at a crude stone table in the southeast corner of the room. Meals are normally consumed at dawn (their dinner time), midnight (their lunch/supper) and at sunset (their sunrise/breakfast). During the day they retire to their chambers and caves to rest. During meal times it is 70% likely that the king and 2 to 5 of his females will be present; if they are not, he will likely be in his private chamber taking his meal alone, or with his lieutenants as they strategize their goals for the colony. Otherwise, from **10 to 40 males** will be feeding at these times, along with **2 to 12** of the *favored females*; the rest of the clan will be on duty or in their own locations. This chamber smells badly from the foul aromas of the foods prepared. All of the cutlery and dining ware is crude, made of wood or stone, and of no value to characters.

7. NURSERY This chamber is used to house the **infant and young goblins** of the tribe. Those not ambulatory (2-5 not yet walking) will be found in crude cribs of wood, while toddlers and other young (4-7) may be sitting about on animal skins and pelts or playing games. All are non-combatant, have 1 hp ea., and are considered auto hits (no AC necessary) for striking determination. They seldom leave the nursery; though at meal times, some of the more mobile ones might wander out into the feast hall.

8. FEMALES' QUARTERS For every infant and young goblin mentioned above there will be one **female goblin mother** (6-12 likely), along with **3-18 "favored females"** that reside within this cave. Those "favored" are in some stage of their pregnancy. During meal periods the mothers will be in the nursery with their young, and the favored will be dining in the Great Hall. The chamber is filled with mundane furnishings, sleeping pelts, and a lot of accessories of female preference (crude jewelry, hair pins and combs made of bone, shells, beads, etc., all of little to no value.) All are considered non-combatants, AC9, having but 1-2 hp ea.

9. ELDER FEMALES' BARRACKS The majority of the female goblin population resides in this chamber. It is where the elder females are quartered--those past child-bearing years or widows, etc. They are the ones that perform the bulk of the menial duties required for maintaining the caves (cleaning, cooking, etc.) There is one **mature female goblin** for every 3 males in the total male population of the colony. Though generally non-combatant, these feisty old gals will gang up on individual intruders, attacking as a group (in units of 4). While they actually inflict no damage upon their victim, they will bite, spit at and generally harass/impede him/it, as they call for help, alerting the guards, males and king. Considered *auto-hit* creatures, each can only take 1-3 hp. Being females, and "non-favored", they possess nothing of value as a whole, and their furnishings are hand-me-downs and cast-offs from the preferred females.

10. COLOSSAL CAVERN This gigantic chamber serves mostly as a collecting-area. During the day, anywhere from **13 to 24 male goblins** will be found within, making or repairing the colony's weapons and armor. AC6 HD 1-1 M90'(30') ATK 1 weapon D by weapon type (or 1-6) Save As Normal Man MO 7(9 with king present), Chaotic. HP as follows: 7, 7, 7, 7, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 3, 3, 2, 2, 2, 2, 1, 1, 1. At night, when most of the males are out hunting or patrolling, the latter 8 will be present, acting as reinforcements to the guards that remain in the caves with the king. These will normally have no treasure on them when encountered.

11. **ARMORY** This chamber contains the goblins' arsenal of weapons and armor. Approximately 30 crude wood shields will be found stacked in piles of 10 here and there; with another dozen of better quality hanging on pegs on the north wall. Spears of 5' to 6' length stand in rows against the west wall, totaling 45, while racks containing 20 stone axes stand against the south wall. A total of 30 small-sized suits of leather armor lay atop a large table in the center of the chamber. During the day all totals of items is increased by 50%, as they are not being used by anyone except the guards. At night, when the colony is active, decrease the totals by 50%.

12. **SLAVE PEN** **4 Neanderthal males** (AC8, 2-7 hp ea., 2HD, Lawful) are imprisoned here. They are rarely taken out of their cell and are in poor health. They have never seen a non-goblin being before, having been born in captivity, and are so disoriented, their knowledge of the caves and their captors is limited and confusing.

13. **RETREAT CAVERN** This large chamber serves as the fall-back quarters of the colony should it be forced to retreat within the caverns. It is filled with barrels of salted/pickled meats, roots, and other food stock that stand along the walls. A connected chamber in the northeast corner holds the king's *secondary essentials*, including a bed, and other furnishings. This cave has not been entered in over a year, and the colony is unaware of the creature that has found its way into the crack-filled ceiling and made a nest. A giant **Black Widow Spider** has claimed a section of the ceiling (just north of the chamber number; see map) and is awaiting its next meal. AC6 HD3 (13 hp) M60'9(20')/120'(40')in webs, ATK 1 bite, D 2-12 + poison, Save As F2, MO 8, Neutral.

14. **WASTE PIT** The gagging stench issuing from this chamber will be obvious when within 20 feet of the entrance to the cave. To the goblins this is only a minor annoyance as it is their own waste that is deposited here. But to humans, elves, halflings and dwarves, the smell is nearly intolerable. Simply passing through the hall that leads to this area will require characters to make a Save vs. Dragon Breath, or they will become so nauseous from the stench--their eyes, mouth and nose burning--that all those that fail will be penalized at -1 on their Hit rolls for the next 1-3 turns, thieves suffering a -10% to their class skills, and with spell casters being unable to complete reciting even one spell. Obviously, there is nothing of value within this chamber for the characters.

15. **MALES QUARTERS** AC6 HD 1-1 M90'(30') ATK 1 weapon D by weapon (or 1-6) Save As Normal Man MO 7 (9 with King present) Chaotic. **9 goblin males** will be here during the day (HP: 6, 6, 6, 5, 5, 5, 4, 4, 4,) At night only the latter third will be present.

16. **MALES QUARTERS** **9 goblin males** can be found here during the day (HP: 5, 5, 5, 4, 4, 4, 3, 3, 3), with the latter third present at night.

17. **MALES QUARTERS** **12 goblin males** can be found here during the day (HP: 6, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 3), with the latter quarter present at night.

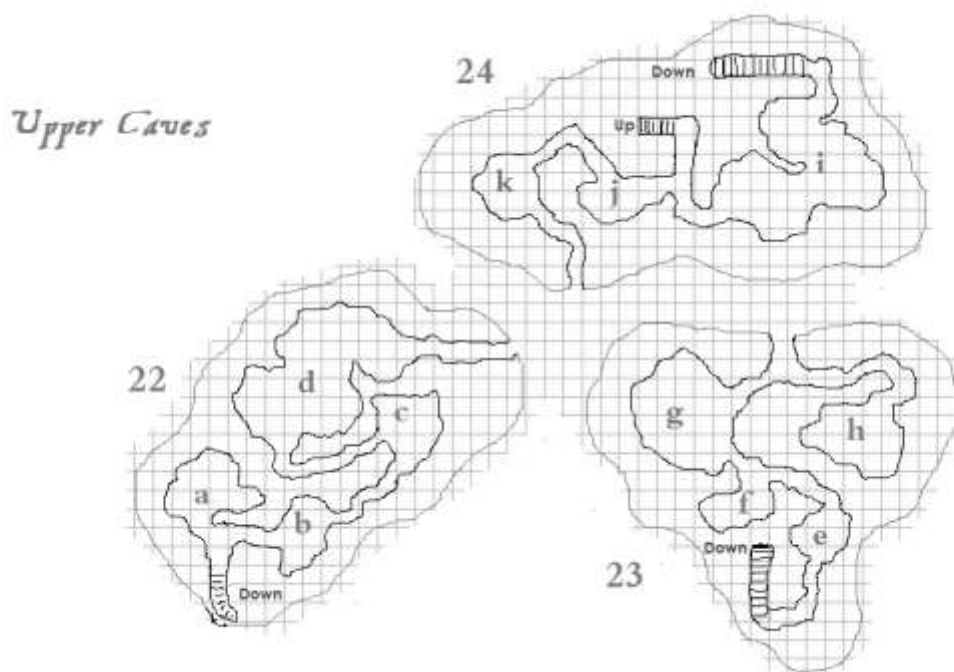
18. **SLAVE PEN** A **Neanderthal Leader** is imprisoned here. AC8, HD6 (24 hp) M120'(40'), ATK1, D 0 (at present, or by weapon +1 when armed), Save As F6, MO 7, Lawful. A 10' tall female, this creature is the current/last leader type to have been bred. Though kept here when not wanted by the king, she has been fed and treated well, far better than her kin, and has developed a relationship with her captor; a kind of Stockholm-syndrome has resulted. It will take much to convince her that the goblin king is a "bad guy" and that she should *turn* on him. If the characters spend at least 1 turn questioning her about the origins of the village, there is a 10% cumulative chance per turn thereafter, that a collective memory deep within her DNA will rise to the surface, allowing her to impart to them that a temple somewhere on the mountain holds strange powers for those that dare enter and seek its effects. She does not remember her ancestors, or those that built the temple, or the statue. Her name is Jana, and a possible henchman if treated right.

19. KING'S HALL This is where the king spends most of his time during the day. It is equipped with furnishings that are best described as--harem oriented. For it is here that most of the favored females(3-12) spend much of their time, fawning over the king and submitting to his wants. KING VREP is AC6/4 with his +1 leather, +1 shield, 3HD (for 15 hp) and ATK purposes, D 1-6 +1, Save As F1, MO 7, Chaotic. There are always **4 guards** on duty (noted as **X** on the previous map) with 7-12 hp ea. and fighting as 2 HD monsters. The king's arms and armor are kept in his private chamber(20)and will require 4 to 5 rounds for him to retrieve while his guards keep intruders at bay.

20. KING'S CHAMBER This is the King's personal quarters. In addition to the treasures in the *Trophy Hall* (see listing #5), the colony's coin wealth is located here: 200CP, 300SP, 250EP, 250GP. This is found in 4 small wooden chests with crude locks; the key that fits all of them is always worn around the king's neck.

21. GUARDS' QUARTERS **12 goblin guards** are quartered here. If % rolls indicate such, an additional 1 dire wolf per 4 goblins will be in a pen here as well. Besides those already noted, an additional **4 guards** will be present in this chamber when entered by the characters (11, 10, 9, 9 hp). If a general alarm has occurred, you will have to adjudicate if they remain here, or move to other locations. If wolves are indicated, 8 to 11 of the creatures will be held in a large pen that occupies the south half of the cavern. At night 75% of them will be out with the goblins on patrol, used as mounts, leaving but 2 to 3 of them behind. They are treated as AC6, HD4+1, M150' (50'), Save as F2, MO 8, Neutral. (HP: 19, 17, 2x15, 14, 12, 10, 9, 8, 6, 5)

UPPER CAVES/TERRACE III



Divided into three separate, leveled plateaus, the upper caves have remained unexplored by humanoid for centuries; even the goblins have not entered them, for the entrance to each is more or less hidden from view from below. Each plateau has 3 or 4 connected caves, and has been occupied by various creatures laying claim to them. The current residents(if any)are described in the key to follow. None of the occupants know of or are capable of operating the secret doors at the bottom of the stairwells. However, creatures from plateau 24 have access to the stairs leading to the temple above, and, on occasion, ascend them.

PLATEAU 22

A clan of Rock Baboons inhabits this plateau. They are AC6, HD2, M120'(40'), ATK 1 bite, D 1-3, Save as F2, MO8, Neutral. The **Leader**/Alpha Male (16 hp), will be found in location (A) along with **6 females** (HP 6, 5, 5, 4, 4, 3); a small leather bag in his possession contains 10 CP, 10 SP and 5 GP. **4** more **females** (HP 5, 4, 3, 2) with young are at location (B). **5** of the stronger **males** (HP 14, 13, 12, 12, 11) stand guard at location (C), while the remaining **14 males** (HP 10, 10, 9, 9, 9, 8, 8, 7, 7, 7, 7, 5, 4, 3) occupy area (D). This group, or parts of it, can be drawn upon as random encounters if you wish to use them in the abandoned village. Otherwise, they do most of their hunting on the slopes of the mountain, where the food supply is more likely to be found.

PLATEAU 23

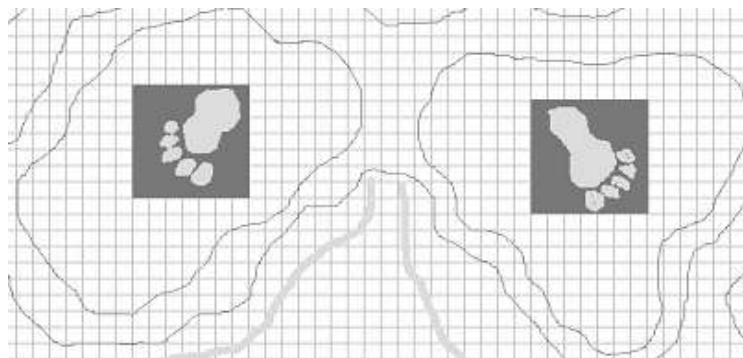
6 Tiger Beetles inhabit the main cave(g) in this plateau. AC4 2HD (HP 15, 13, 11, 9, 7, 5) M120'(40') ATK 1 bite D 1-12 Save As F1 MO 8, Neutral. A group of **12** smaller, **Fire Beetles** is divided equally and found within areas (e-f) AC4 1+2HD (HP 10, 9, 8, 7, 6, 5/9, 8, 7, 6, 5, 4) M120'(40') ATK 1 bite D 2-8, Save as F1, MO 7, Neutral. Dwelling within area (h) is a **Mountain Lioness**, AC6 3+3HD (17 hp) M150'(50') ATK 2 claws & bite D 1-3/1-3/1-6, Save as F2 MO 8, Neutral; she tends to ignore the beetles, as they do not suit her taste.

PLATEAU 24

Dwelling within the larger cave of this plateau(i) is a pack of **10 Vampire Bats!** AC6 2HD(HP 16, 14, 13, 12, 11, 10, 9, 8, 7, 6) M30'(10')/180'(60')flying, ATK 1 bite, D 1-4 + paralysis, Save as F1, MO 8, Neutral. Victims of attacks that fail their Save throw will fall unconscious for 1-10 rounds while the bat automatically drains it of 1-4 hp damage from blood loss per round. Any victim that dies from such a drain must make another Save vs. Spells, or become some form of undead creature 24 hours after death. (Either a zombie, or vampire. Consult the Expert rules in this regard) At night this pack usually exits through the main tunnel into this plateau, but sometimes takes the stairs up to the temple above. The rotted remains of a recently dropped bat victim brought back to the caves, in area (j) is currently infested with **2 Giant Centipedes**. AC9, 1/2HD (HP 3, 1) M60'(20') ATK 1 bite, D poison, Save as NM, MO 7, Neutral. The entry cave to this plateau (k) has been temporarily claimed by a pack of **6 Giant Ferrets!** AC5, 1+1HD (HP 8, 7, 7, 6, 5, 4) M150'(50') ATK 1 bite, D 1-8, Save as F1, MO 8, Neutral.

While plateau 24 has a stairwell allowing access to the terrace above, there is only one way to reach the feet of the statue that stand atop plateaus 22 and 23--by climbing! Fortunately, while the base of these are artificial, the hill inclines are natural. Though steep (being 60 to 70 degrees), the characters should be able to ascend to the top of these and investigate the strange ruins remaining there.

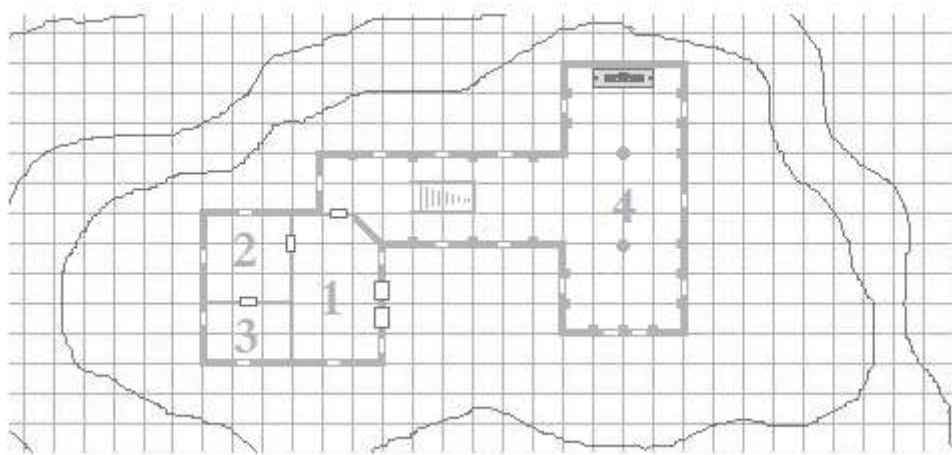
STATUE BASE



Atop plateau 22 and 23 a gigantic marble-stone foot rises, each in a sandal. Resting on roughly square bases of worked granite, these objects measure about 20 feet across at their widest, and approach 45 feet in length. But that is all that is left of them, for they are broken at the ankles, about 25 feet into the air. Doing the math, one can extrapolate that the statue that once stood here must have been around 200 feet tall. Whom it depicted and why it was constructed must have something to do with the temple. Over the decades and centuries erosion has erased the finer detail of the stone, and while hieroglyphs can be faintly seen etched into the sandals, it is difficult to identify for certain what they represent.

Allow the characters to explore these objects as much as they wish. Part of any adventure should include a thing or two that is not life threatening, or something that puzzles them and cannot be resolved. That being said, the feet of this statue might very well come into play later in ways the players do not expect. It is possible that a riddle awaits them -- for you to devise -- that requires the characters to reconstruct a smaller model of this statue; and perhaps that somehow brings it to life, drawing them into yet more adventure.

THE TEMPLE & SHRINE OF THE SIGHTLESS EYE



Atop plateau 24 (containing both the lower and upper caves) stands the shrine/temple. As explained previously in the *Background and Legacy*, it has stood for centuries, unattended, and not entered by creatures or beings, save the rats and bats that dare/d. But it is not dilapidated nor in ruin as one would think; not like the village. Its walls are still solid and sound, bearing few minor cracks and no holes at all. The roof--comprised of shaped clay tiles, has withstood the weather and elements well. Though currently stuck until they are moved, the doors hang upon their hinges, un-warped and still balanced. Rectangular air vents appear in the walls near the floor and ceiling; the large types being three foot wide by a foot in height, allow the warm air to exit, while the smaller ones, one foot wide by a half foot in height at the bottom allow fresh, cool air from outside to enter. In the smaller rooms (2 & 3) there are two (an upper and lower) per exterior wall, while more in the larger ones (see diagram above). Unfortunately, whatever prevented unwanted things from entering these portals before (lattice or bars), is no longer present. Because of this many of the slithering, crawling or flying creatures that are currently residing in the structure, or the upper cave directly beneath, use/d these openings to get in and out. The floors of the structure are of smoothed and worked stone. Flat and level, they are now covered with a thick layer of dust, grime and filth deposited from intruding creatures. Every other step is likely to crush something--a twig, bone, etc.--hidden among the feathers, shed skin and other remains nearly covering the floor surface.

WORD OF CAUTION

The encounters within this structure are potentially party-lethal! They are drawn from the Expert rules manual and represent the *finale* of this adventure. Hopefully, by the time the characters reach the shrine, they will be of 2nd and/or 3rd levels of experience; and if they have worked well as a group up to this point, they should be able to overcome the challenges presented.

The creatures and their actions/abilities are described in the following key. You may alter this information as you deem necessary, for whatever reasons you decide. Do not, however, use the two NPC that appear to callously wipe out the party. Though they are fully capable of doing so, it is not their purpose for appearing. This is explained further in the key.

1. FOYER A large, brownish-yellow lion sits against the west wall facing the doors into this chamber. This is an **Amber Golem!** AC6, 10HD (13 hp) M180'(60') ATK claws & bite, D 2-12/2-12/2-20, Save as F5 MO 12, Neutral. It was created as part of a pair of guards and put here long ago by the makers of the shrine.(The other has left, tracking an intruder of the past) Over the centuries it has been attacked and taken massive damage(thus its current hp), but it is still capable of dealing great harm to intruders. The creature can only be harmed by magic and/or magical weapons; it is immune to poison gas, *sleep*, *charm* and *hold* spells. Its instructions forbid it from leaving the temple, since only one of the pair were allowed to do so; and its partner opted to do this long ago.

2. HALL Bookcases stand against the north and west wall, but are empty now. Several stone figures appear within the chamber--one erect, and two prone upon the floor; all appear very life-like, and in mid-action, causing one to wonder what their creator's purpose was. Close inspection suggests that they are garbed and equipped in a fashion very similar--if not identical--to some of the characters themselves! The erect figure is standing in the center of the chamber facing the door in the south wall--its hands held up as if to block its face from something.

3. CHAMBER This might have been someone's private quarters or office, long ago. It is difficult to tell from the bits and pieces of furnishings that remain. More perplexing is the amount of pieces of stone laying about; many appearing to be parts of larger sculpting in the forms of hands, feet, arms, partial torsos and heads! (These are former comrades to the NPC encountered in the main hall--4). The cause of this is the current occupant that managed to squeeze in through one of the air vents. A large rooster with the tail of a snake will immediately appear from behind the stone rubble in the southeast corner, attacking any and all intruders. This is a **Cockatrice!** AC6, 5HD(20 hp) M90'(30')/180'(60')flying, ATK beak, D 1-6 + petrification, Save as F5, MO 7, Neutral. Any creature/being bitten or touched by the cockatrice must make a Save Throw or be turned to stone! Oddly, amongst all the stone debris in the room, there is a small leather bag hidden in the rubble. Once found, characters will revel in seeing that it contains: 100 EP, 100 GP, a gem x400 GP value, and a Ring and Potion. The former is a *Ring of Animal Control*, and the *Potion* is of *Invisibility*.

4. PRAYER HALL/SHRINE This chamber runs north to south, with a stairwell in the east-west connecting hall. If/when the characters reach the top of these stairs, it is 40% likely that they will hear voices coming from the main hall (4) area--roll once for the entire group. If they move eastward, for each 10 the chance increases by 10%. If they have the element of *surprise*, upon reaching the north-south chamber they will see a armed and armored figure standing against the north pillar, with its back to them. If they do not, this NPC will be pressed against the corner of the west wall, ready to attack them when they appear. In the north section of this hall is the warrior's companion, a robed woman standing at the altar. Hers is one of the voices the characters will hear, as she responds to a sweet, divine voice emanating from the shrine itself.

Here is the Shrine of the Sightless Eye! It is actually quite mundane appearing, with a simple altar against the wall, and a relief-sculpting in the wall above it. The sculpting depicts the face of a woman, with flowing hair extending outward in every direction, but with only 1 eye above its nose; not the 2 normally found on each side.

The warrior NPC is MILUS. He is a F5(36 hp), AC3, M120'(40'), ATK sword, D1-8+2, Save as F5, MO 10, Neutral. He wields a +1 magic sword, +1 shield, and wears chain mail armor. He is the henchman of the robed woman, and the last of her entourage; the rest having fallen victim to the cockatrice! He will hold off any attempts from attackers to get to the woman, forfeiting his own life if necessary.

The robed woman NPC is KORANA. She is a MU9(18 hp), AC8, M120'(40'), ATK dagger or spell, D 1-4, Save as MU9, MO 8, Chaotic. She has already cast several of her spells in the exploration of this shrine, and all that she has access to are the following: *Teleport, Polymorph Others, Dispel Magic, Detect Invisible, Web, Magic Missile*. She is more concerned about obtaining a Wish from the shrine, but so far the power or being behind such a granting is not complying with her requests. When/if the party overhears the voices before entering, they will have heard her uttering such things as, "I implore you! oh great one" and "Let me serve you, mistress of the light!" While the angelic/divine voice responds with things as, "You harbor great secrets, and stand in shadow. You are not pure!" and "Do you seek this for yourself, or the good of all?"

And in her hand is a statue, a golden figurine, like an angel, that is missing its feet!

Should the characters become engaged in combat with Milus, she will turn, hissing and spitting venomous epithets at them. She will then ignore them as long as she can, continuing to implore the shrine, but should she come under attack herself, she will respond using her Web, then Magic Missile, then Polymorph Others before using her Teleport. If her protector appears to be faltering, she will cast her Teleport and vanish; there is a 75% chance she will drop the figurine if she has to flee.

Korana has come to the shrine in order to learn the location of the base to the figurine she possesses. She has determined through sages and scholars, that the figurine, when reconnected to its base, bestows summoning powers she seeks. But she does not know all that such imbues, or expects in return.

She will not submit to being captured, and you should "assist" her in her efforts to assure this. But the decision to spare her is up to you.

CONCLUDING THE ADVENTURE

Should the characters defeat the NPC or not, it is still possible for them to appeal to the shrine. They have come, after all, because of the knowledge they themselves gained from consulting the sages, and following the mysterious map in their possession. Be prepared to respond to whatever they request, but know that the Shrine will do only the following, if asked.

1. To those true of heart(Lawful)it will inform them the location of the base of the figurine; deep in a dark wood realm far to the west, the base is guarded by forest folk.
2. It will restore any character that was Turned to Stone if they will become Lawful.
3. It will restore life to any dead character that swears to become a Paladin or Knight, Magist, Priest-traveler, or Guild Master once they have achieved that stage in their careers. If they agree to do so, from this moment on and until they assume those positions they will gain 10% to all experienced earned in the process.
4. It will reveal the location of a dragon's treasure. (You must devise all aspects of this)

It will not reveal information regarding its own identity, or that of those that erected the village/shrine, nor where they went.

PREROLLED CHARACTERS

TABLE I.

#	Class	Race	STR	INT	WIS	DEX	CON	CHA	Languages
1	Cleric	Human	10	8	16	11	13	17	Common, Alignment*
2	Fighter	Human	15	9	7	5	12	10	Common, Alignment
3	Magic User	Human	9	18	5	10	12	12	Common, Alignment +3
4	Thief	Human	13	12	9	18	6	14	Common, Alignment
5	Dwarf	Dwarf	18	9	7	14	15	9	A.
6	Elf	Elf	15	18	11	12	12	13	B.
7	Halfling	Halfling	9	8	6	15	14	14	Common, Alignment*

* Can write simple, common words

A. *Speaks* Dwarf, common, alignment, gnome, goblin, kobold

B. *Speaks* Elf, common, alignment, gnoll, hobgoblin, orc

+3 The player may choose(or you may assign)an additional 3 languages the character can know

TABLE II.

#	HP	ARMOR	ADJ*	AC	MV-NORM	MV-HVY	SPELLS
1	7	chain mail, shield	none	4	12	9	none
2	8	plate mail, shield	+2	4	12	9	none
3	4	none	none	9	12	9	1, first level
4	4	leather	-3	4	12	9	none
5	9	plate mail, shield	-1	1	12	9	none
6	6	chain mail, shield	none	4	12	9	1, first level
7	7	chain mail, shield	-1	3	12	9	none

* Shows a bonus or penalty to the armor rating worn, resulting in the AC shown.

1st Level MU/Elf spells:

Charm Person, Detect Magic, Floating Disc, Hold Portal, Light, Magic Missile, Protection from Evil
Read Languages, Read Magic, Shield, Sleep, Ventriloquism

[You should determine what spells the characters might have according to your own technique/style.]

START MONEY

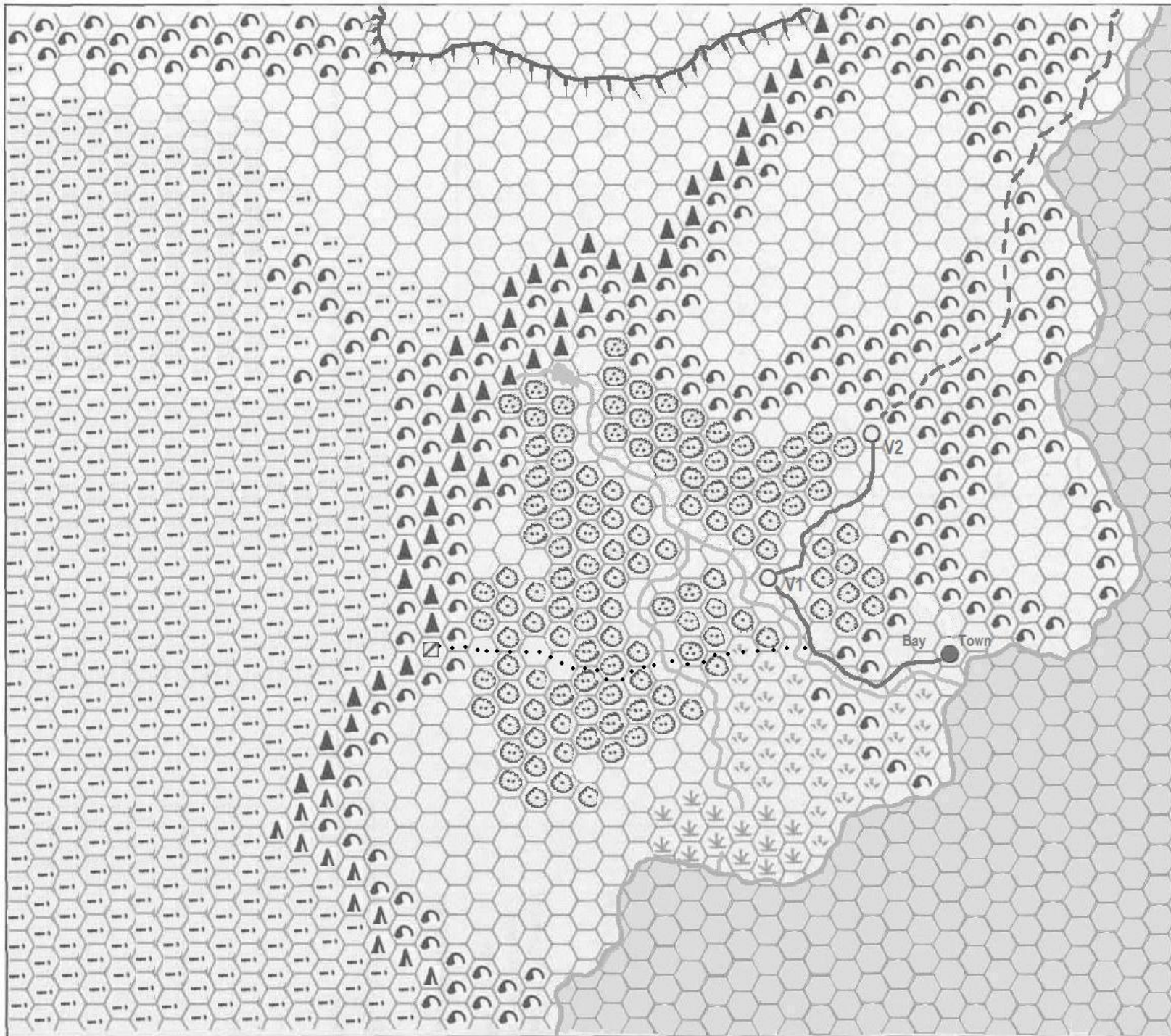
Multiply each character's HP x10 to determine this amount. Do not deduct from this from the cost of the armor shown above; this is assumed to have been bought already, and the start money to be used for purchasing weapons and other equipment.

MORE PREROLLED CHARACTERS

These can be found in the Basic (Mentzer) Manual, on page 34 under **Sample Characters**. Feel free to use them as substitutes to those appearing here, or as additions to the above tables.

This concludes the adventure, **Shrine of the Sightless Eye**. I hope you enjoyed it. Look for the next part in this series, **The Forbidden Forest** to appear later in the year.

WILDERNESS MAP HEX = 12 MILES



Map Symbology

River	Mountains, Low	Village	Swamp
Lake	Mountains, Medium	Town	Desert
Waterfall	Mountains, High	City	Barren
Foothills	Forest, light	Castle	Tundra
Rolling Hills	Forest, medium	Ruin/Site of Interest	Moor
	Forest, heavy	Road (Maintained)	Trail
		Secret Path	