

MAGIC MODULES #1

Basic Game Adventure

VOYAGE TO PLAGUE ISLAND

By Timothy Lowell

A Wilderness Adventure for Character Levels 4-7

This product was released in compliance with the OPEN GAME LICENSE Version 1.0a



MAGIC MODULES #1

VOYAGE TO PLAGUE ISLAND

By Timothy Lowell

Copyright © 2010 by Timothy Lowell, All Rights Reserved.

A Wilderness Adventure for Character Levels 4-7

THE BASIC GAME, either Moldvay or Holmes "Blue Book" Edition

Rules are required to run this module.

Cover and Interior Art by Brian "Glad" Thomas

This product was released in compliance with the OPEN GAME LICENSE Version 1.0a



RUNNING THE ADVENTURE

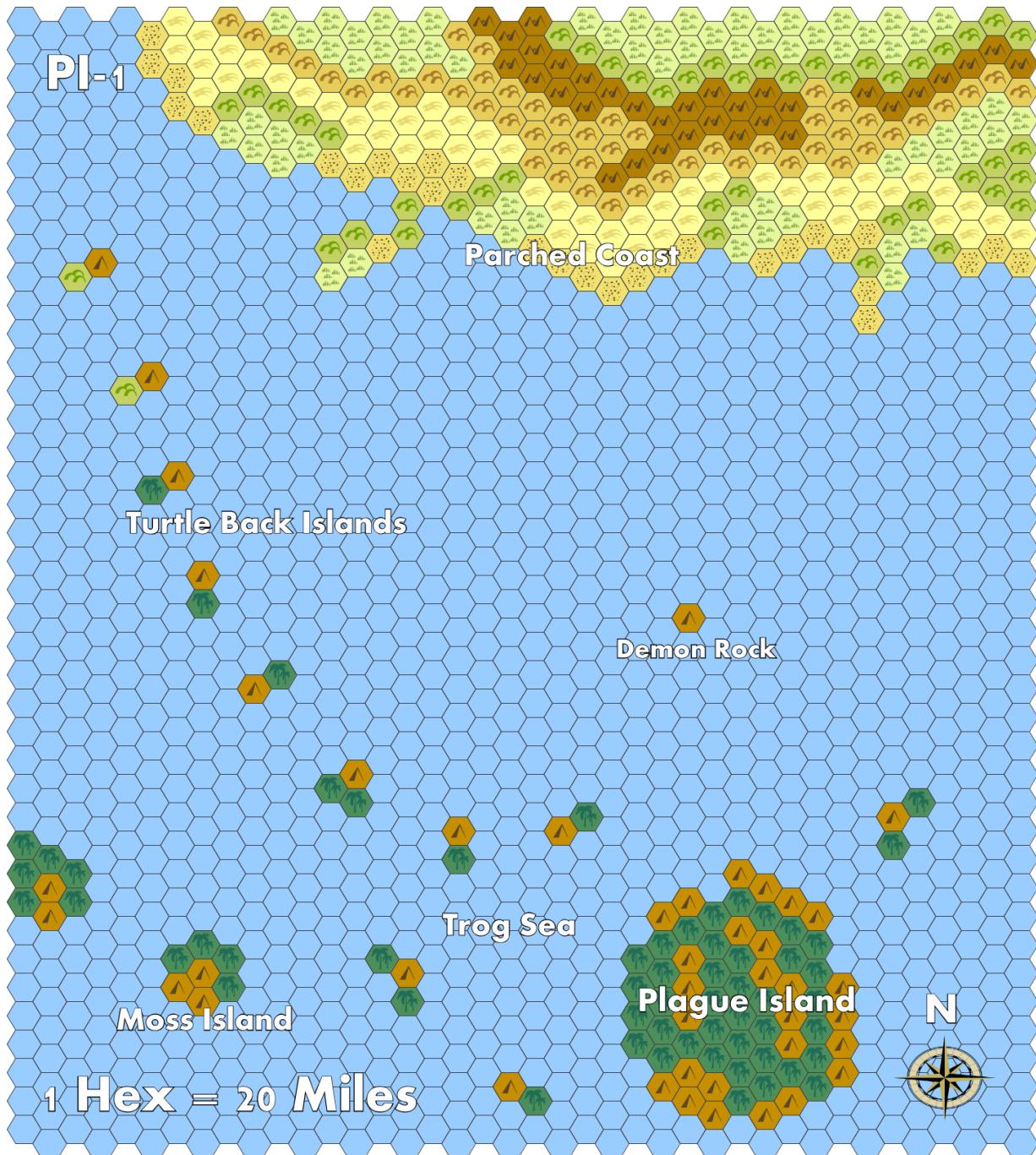
This adventure module is an open-ended outdoor survival and exploration situation. Aside from washing up on the shore of Plague Island, the party is free to explore as it will. Their first priorities will probably locating fresh water, finding food and equipment. Knowing that they were captured by slavers and intended to die in the arena at the Jade Palace, the party may seek revenge on the Jade Council. They may just as easily be captured, or find some means to escape the island relatively quickly. The ideas and actions of players and possible situations are impossible to predict. The only programmed event is an earthquake that takes place 15 days after the party arrives on the island. This event, should you choose to use it, is noted in the Timeline of Events, and in the key descriptions for the Palace in Area 21.

As it is written, even higher level characters without their trusty armor and weapons will have a difficult time, at least until they find some means of re-arming themselves. Encounters should be adjusted as necessary. A single troll, for instance will give an unarmored party a very difficult time considering it has three attacks and regenerates, as well as having its own natural low armor class of 4, which even the most dexterous character could not hope to achieve without any armor or magical aid. One way to

balance encounters might be to limit damage done by monsters to a maximum of d6 points per attack, or give the monster a single attack doing no more than d6 damage.

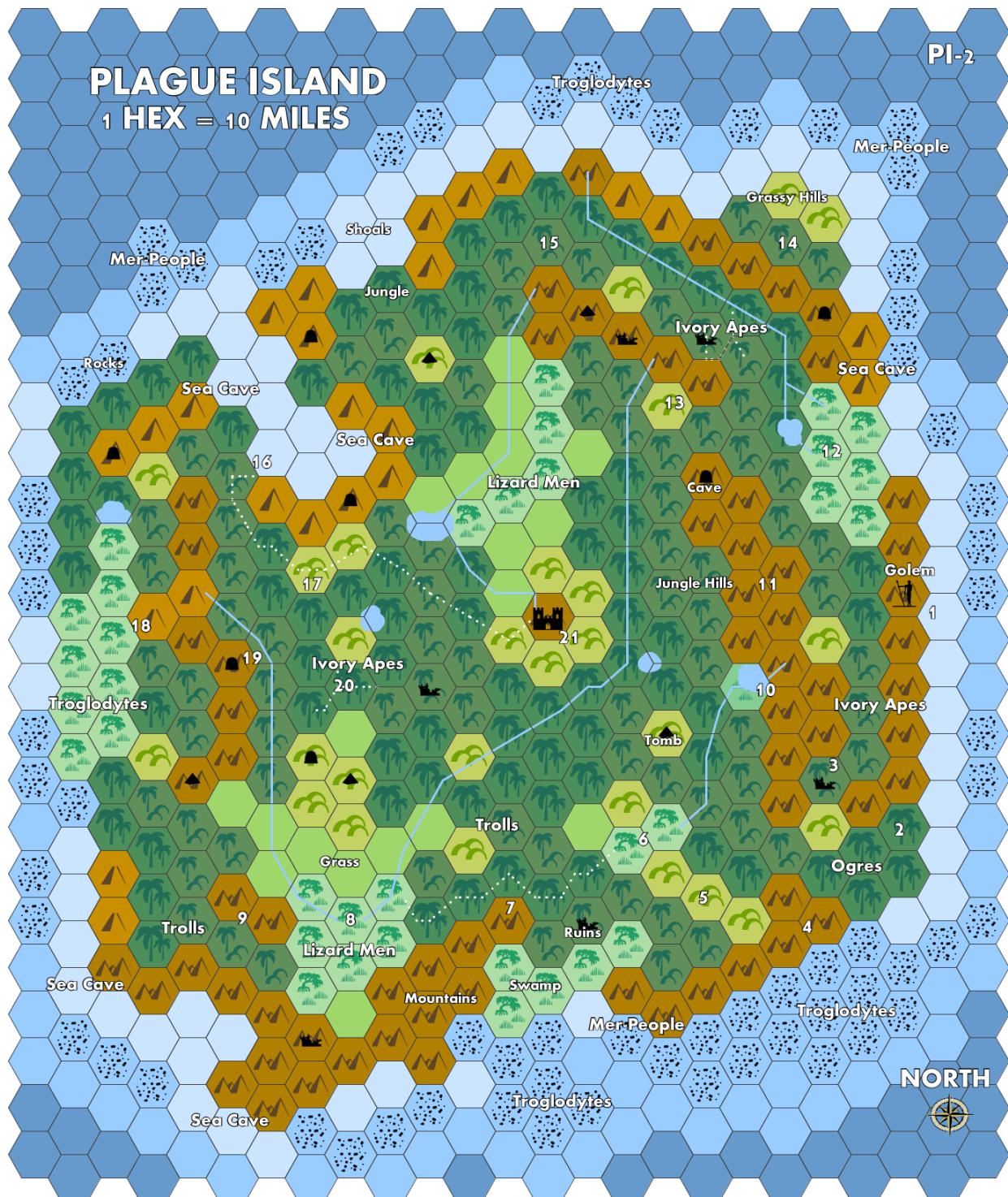
Though the module is designed for mid-level to high level characters, it might just as easily be played with lower level parties by adjusting the encounters. If a lower level party is used, then allow the maximum number of NPC slaves (6) to start with the party on the beach at the start of the adventure.

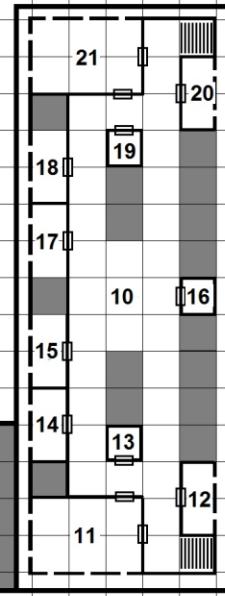
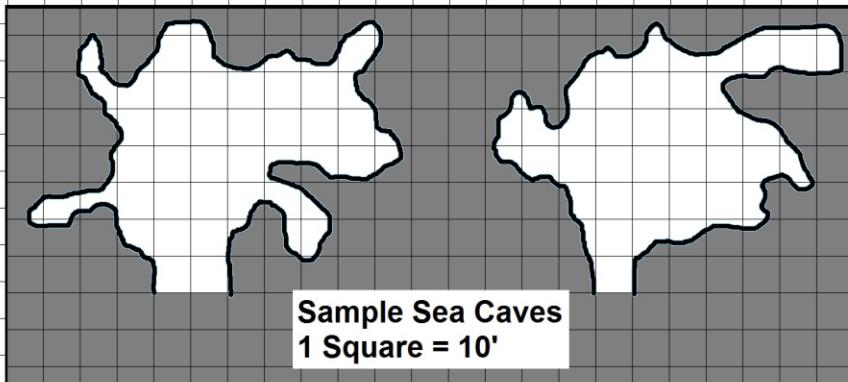
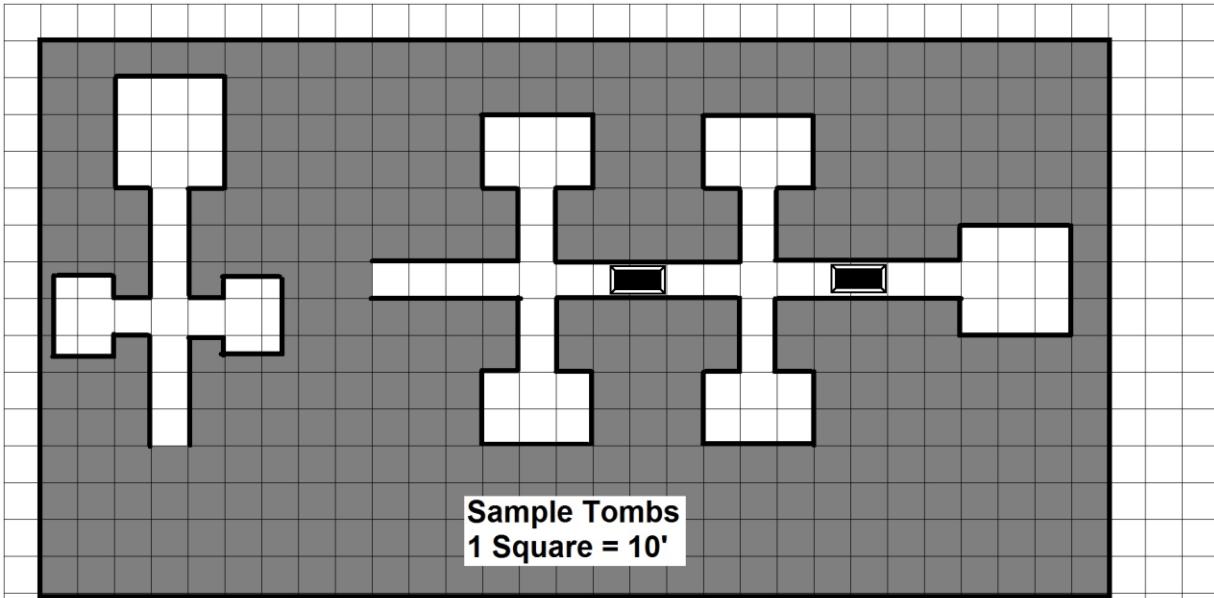
As the group begins with none of their own equipment, including magical items and spell books, which will never be recovered, you may wish to run this adventure with a newly generated party of characters.



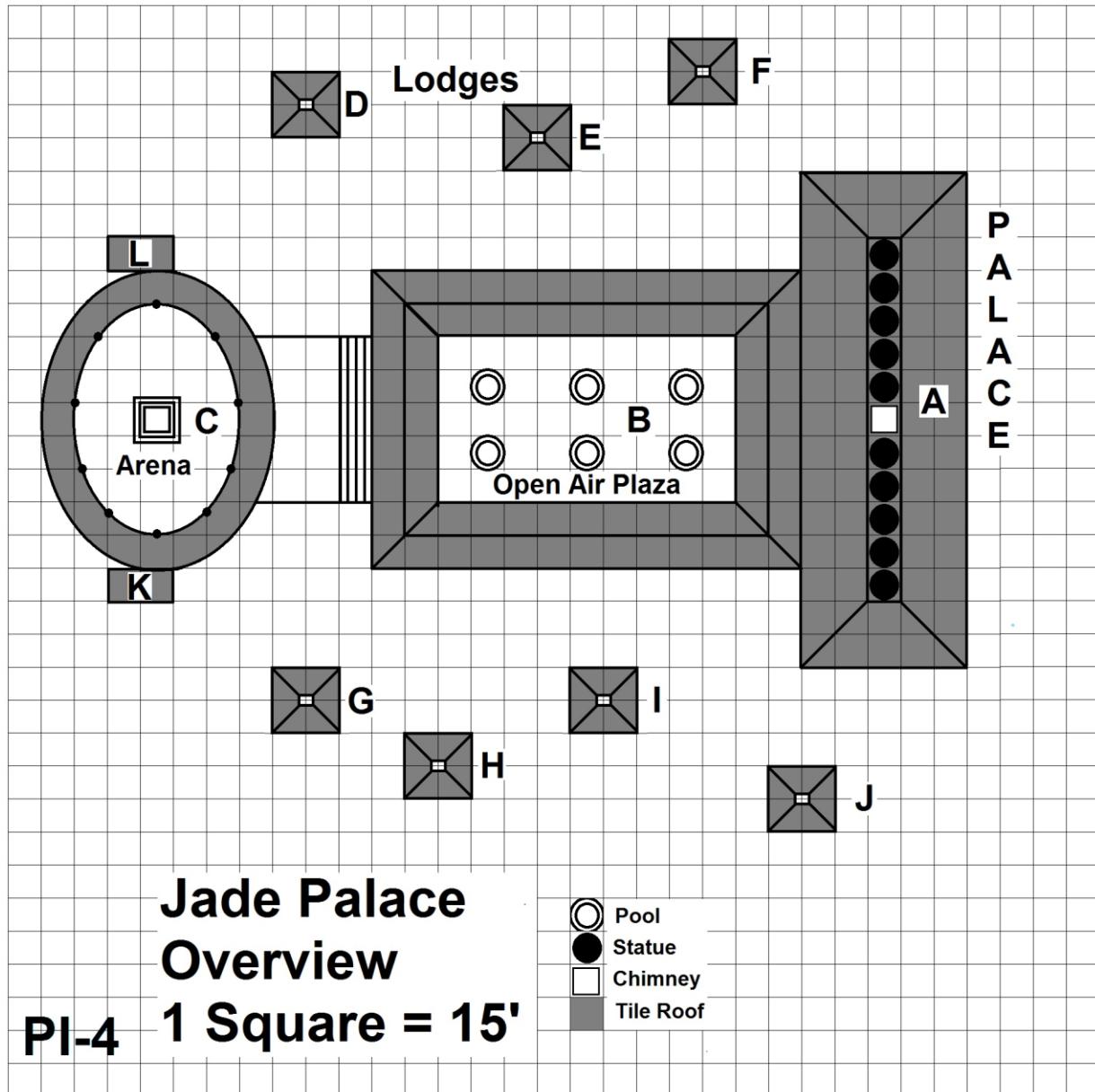
PLAQUE ISLAND

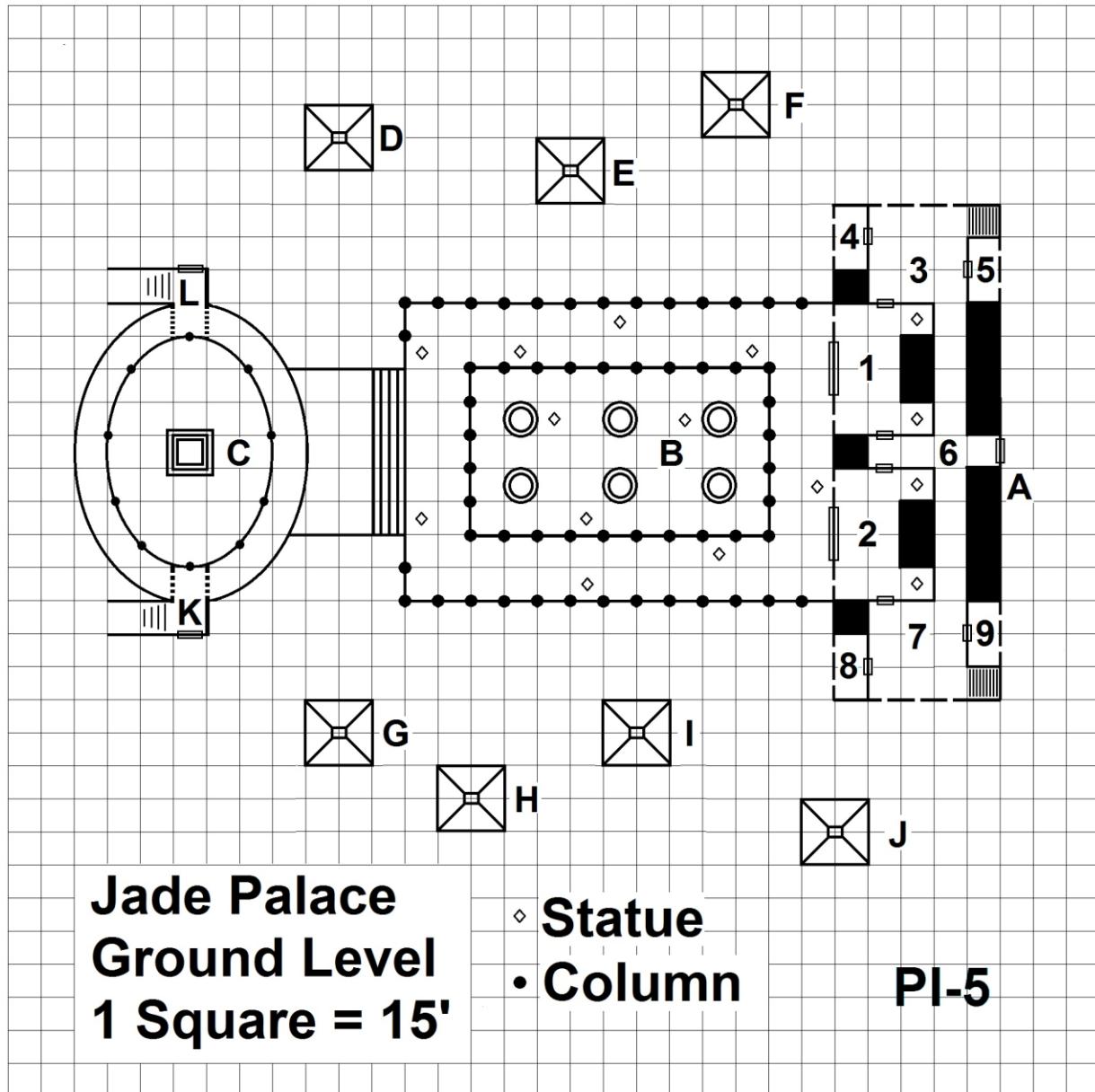
1 HEX = 10 MILES





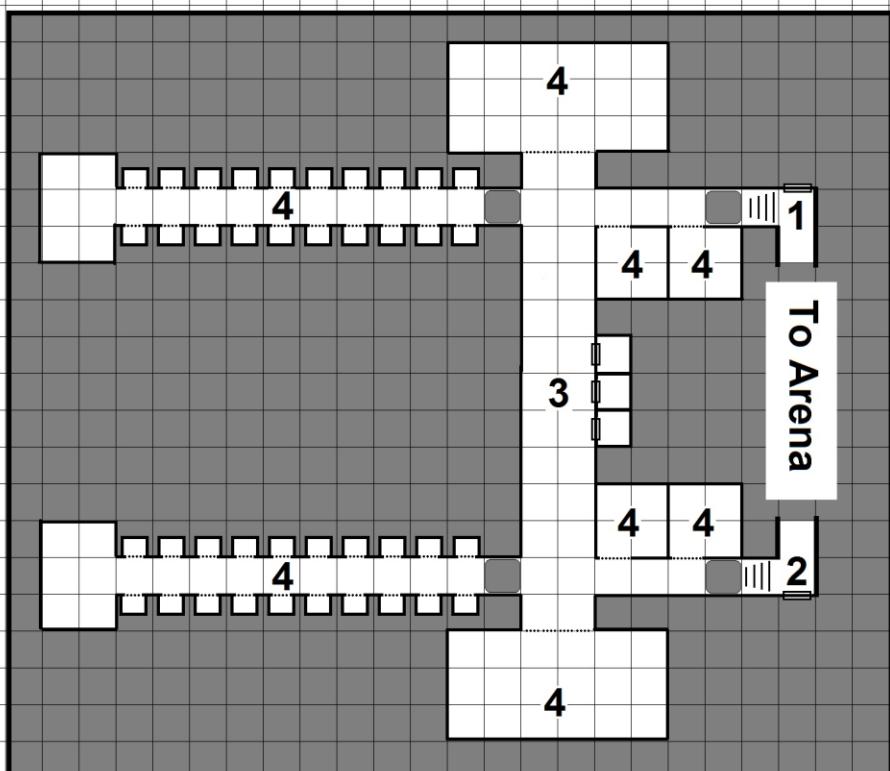
PI-3

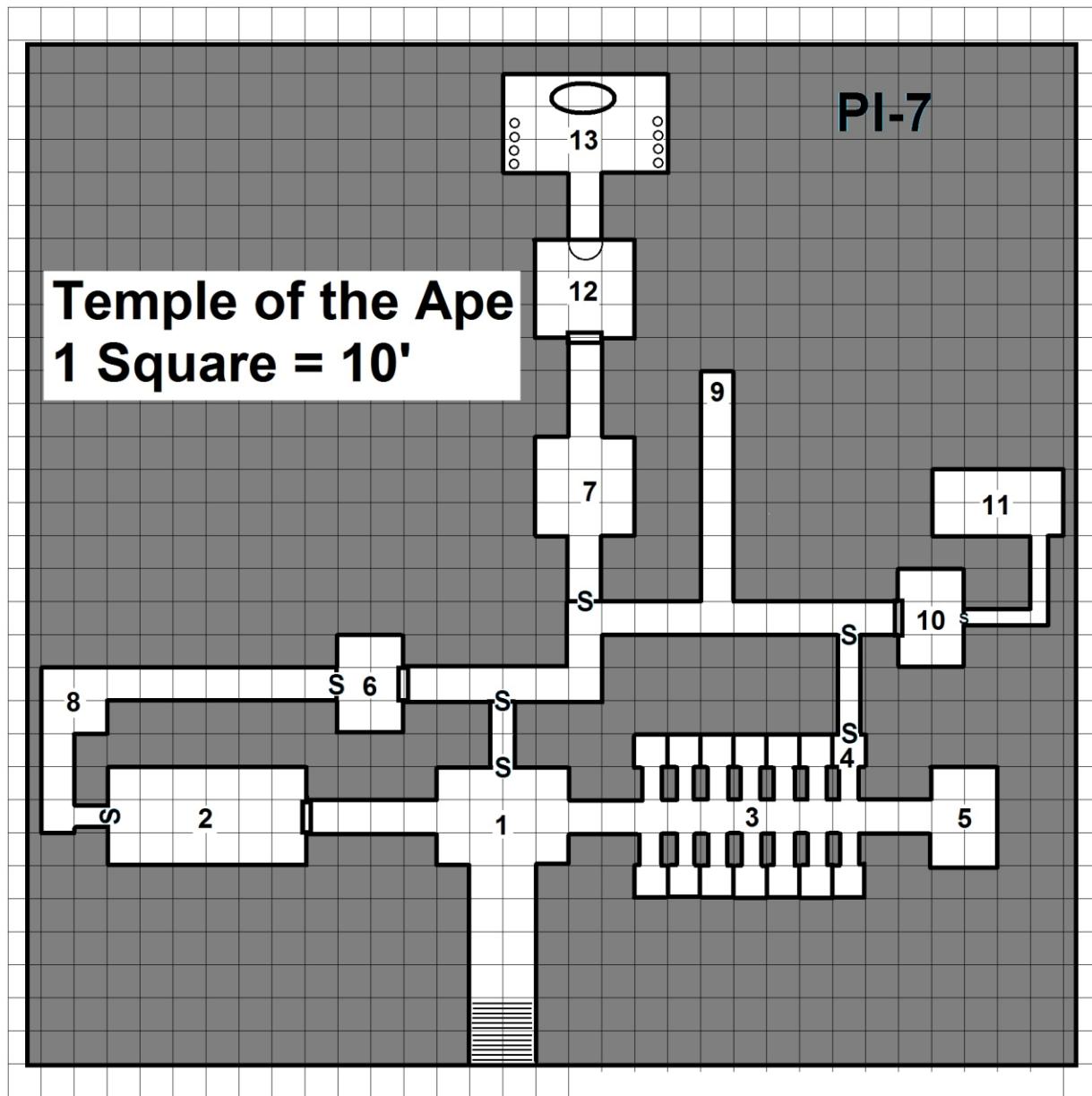




PI-6

**Jade Palace
Dungeon Level
1 Square = 15'**





MAPS

PI-1 - Regional Map

This map depicts The Parched Coast in the north as well as Plague Island which is the only location detailed in this adventure. Also noted are the Turtle Back Islands - a string of small islands in a chain leading from the Trog Sea to the mainland. Also named is Moss Island and Demon Rock. No attempt has been made to detail these areas. These locations have been included only to place Plague Island in a larger context, and it is hoped that instead of using this location, you simply insert plague Island into your existing campaign world. The other islands in the region are similar to Plague Island, only smaller. They are home to as diverse an assortment of creatures as you see fit.

Demon Island, if used, appears to have recently been thrust up from the sea, perhaps by the earthquake, which may have been more severe in this region. It is a forbidding place of grotesque stone sculptures and weird architecture with standing sea water pools filled with octopi and fishes, rune-carved monoliths and other strange monuments. The drying, slime-covered, statues of the island depict strange undersea creatures (some resembling humanoid tentacled things) and eldritch symbols from another time. It is possible that Demon Island will call to the troglodytes of the region for some strange purpose. At the center of this small chunk of rock is a temple of strange green stone which may be home to otherworldly beings. One suggestion is one or more very large and ancient, very evil, troglodytes with around 10 hit dice.

Moss Island is similar to Plague Island, but no attempt has been made to detail it. Perhaps it is highly volcanic or home to dinosaurs or an ancient red dragon.

PI-2 - Plague Island Map

This is the main location for this adventure. The map depicts terrain ranging from rocks and reefs that will most certainly damage ships attempting to move over them, jungle, jungle hills, mountains, dormant volcanoes, grassland, grassy hills, shoals/shallows, marshes, rivers and lakes. Each hexagon on the map is 10 miles across. The tallest hills rise to a height of 100 feet or so above the forest floor while the tallest mountains rise about 800 feet. Most mountains are gradually sloping and only the tallest peaks are all but inaccessible. The party will move only as fast as its slowest member. Hills, jungles and mountains will further slow a party's movement. The white dotted lines are trails and count as roads for movement purposes. There is a long trail leading from the Jade Palace to the Landing Beach, as well as some trails in the territories of the Ivory Apes and between two Lizard Man territories. Though sandy beaches are not depicted, the entire island is circled by about a hundred yards of beach. The terrain beyond the beach is as depicted on the map.

Overland Movement on Map PI-2

<u>Movement Rate per Turn</u>	<u>Miles/Day</u>
30'	6
60'	12
90'	18
120'	24
150'	30

<u>Terrain</u>	<u>Miles/Day Modifier</u>
Open	Normal
Hills	x2/3
Mountain, Jungle, Swamp	x1/2
Trail	x3/2

PI-3 - Sea Caves/Caves and Tombs

These maps are given as sample sea caves, dry caves and tombs. They may be expanded, changed or discarded as you see fit. Note, the upper level of the Jade Palace is included on this map as well, to save space.

PI-4 - The Jade Palace - Overview

Depicts the palace and its surrounding buildings.

PI-5 - The Jade Palace - Ground Level

Depicts the outside and inside of the palace as well as the open-air plaza.

PI-6 - The Jade Palace - Dungeon

Details the dungeon where slaves and monsters are kept for the arena.

PI-7 - Temple of the Ape

This map can be used for the Temple of the Ape at area 19 of the Plague Island Key.

BACKGROUND

Plague Island is a deadly tropical island paradise 500 miles off the Parched Coast. It is one of several in a chain of islands, some of which are very small and barren rocks. The climate is hot and humid with generally daily rain showers, frequent heavy deluges and storms being quite common. Plague Island is aptly named as it is home to many deadly plants, insects and animals, most notably the emerald death spider and the brown vine snake, as well as the White Lotus. Most sailors avoid the island when possible, who believe it filled with disease, and no major power has attempted to conquer it. Many leaders of nearby nations know the island's true rulers, or perhaps they are members in some cases, and prefer to keep this fact a secret. The island is inhabited by a powerful group of chaotic men and women known as the Jade Council. The Council members spend at least part of each year on the Island and reside in a luxurious palace built around an arena near the center of the island. The surrounding jungle is crawling with beasts and monsters, few of them friendly. No native humans remain alive on the island. The Council controls only the palace, and a landing beach. Thus, they pay their guards well. The rest of the island is completely untamed jungle, mountains and swamp.

For one month each year, the council hosts voyagers from all around the world. They come to the island for many reasons. Traveling wizards, alchemists and other esoteric scholars seek arcane information and exotic ingredients from the jungle. Big game hunters search for new and exotic trophies in the jungles and mountains. However, most are thrill-seeking daredevils who come for the sport of the arena, and to claim one of the three purses of 10,000, 5000 and 2500 gold pieces awarded to the victors.

Among the visitors to the island include several professional monster hunters. They bring with them cages large and small, filled with monsters from every corner of the wild and from the deepest blackest labyrinth to the island by any means necessary. They are paid handsomely for the beasts they bring. Some monster hunters spend an entire year searching for, capturing and transporting creatures that will kill or be killed in a few moments of glory on the sands of the arena. Slavers also frequent the island on a regular basis, bringing human, demi-human and humanoid slaves for the whims of the Council.

On the coast and in distant lands, the island is spoken of in hushed tones in the back rooms of bars, in thief and wizards' guilds and among restless and bloodthirsty delvers and adventurers. Most folks would like to believe it is only a legend. Nevertheless, scores of bold fortune seekers and wealthy globe-trotters make the journey to Plague Island when the time for The Games draws near.



An adventurer spies an Emerald Death Spider

The Jade Council

The council consists of an unknown number of members, possibly as many as 50, though no more than a dozen are generally present for the entire month of games on the island. Members come from the aristocracy for the most part. Merchants, governors, kings, counts, dukes, guild heads, clergy, thieves and high-ranking soldiers are among the Jade Council's members. The names and attributes of ten Council members are provided at the end of this book.

Leaving the Island and Further Adventures

Eventually the party will need to leave the island. The safest method will be to find a map of the region. There are several maps among the visitors to the island as well as at the Jade Palace. Where the party gets a boat is left to the players and you (the referee) to decide. Perhaps they will defeat the hobgoblins of the Molag Empire or strike a deal with the pirates (random encounters) and take one of their vessels.

The party should also stock their craft with enough food and water. They will have to navigate around the rocks surrounding the island. A party that disembarks from a rocky area stands a 25% chance of holing their craft on the rocks, requiring them to return to the island. The rocks are also home to troglodytes. No party that leaves by boat should remain completely unscathed by these foul smelling creatures. A troglodyte raiding party may be in order either as the party sets sail or begins to row. Troglodytes are fast and powerful swimmers as well, and a party of these scaly humanoids may quietly follow the boat out to open water, quietly slipping on board to attack at a calm moment, most likely at night.

The waters surrounding the island are also home to mer-folk, sea serpents, giant octopi, and various large and small fishes including enormous sharks. The mer-folk may, for a hefty fee in gold, act as an escort to the party as it leaves. They will at least be able to point a leaving party in the direction of the Turtle Back Islands.

As for what becomes of the Jade Council after the palace is abandoned (possibly burned) is left to you to decide. The palace was little more than a favorite hangout to the council, and their lives will continue in their home territories as before. They will probably bring mercenaries to reclaim the palace at some future time.

Captured! (Read to the players)

While sojourning in a small village somewhere on the Parched Coast in a tavern called The Cracked Crab you must have been slipped sleeping powders by someone - probably the serving girl or barkeep. You awoke to find yourself on board an oared galley, stripped of all possessions save what clothing you wear, in chains and forced to row. Your mind numb and unable to recall much, you rowed for what seemed like days, occasionally feeling the sting of a whip on your back which momentarily brought you back to reality, but only for a short time as more drugs were fed to you, undoubtedly in the few meager swallows of water they allowed the rowers. Talk among the other slaves was that the ship was bound for Plague Island. Your cruel human and half orc captors, when not whipping you and your oar mates told you how wealthy you would make them once they sold you, and of how well you would die in the arena at the Jade Palace.

Through a haze of drugs and pain, you were able to recall bits of legend of such a place. On the coast and in distant lands, the island is spoken of in hushed tones in the back rooms of bars, in thieves' and wizards' guilds and among restless and bloodthirsty delvers and adventurers. It is said that a group of very wealthy and powerful people use the island as a sort of playground, where gladiatorial combats are held, where powerful mages meet to trade dark secrets, and where the hunting of human prey is carried out in the jungle.

The rowing went on and on. Then suddenly a storm overtook the small oared galley and the sea tossed the vessel like a cork. The ship broke apart on the rocks surrounding an island and you were plunged into the sea. Somehow, you know not the reason; your chains were cut away from the large wooden screws and rings that secured them and yourself to the hull. Miraculously escaping further harm, you washed up on the beach, having nothing to your name but undergarments and a 3' length of chain, your hands still being manacled.

Your mind still groggy, you see others survived as well. There are also seven drowned bodies, including two of the slavers. They still wear their armor, cloaks and a few other items. Out in the shallows you hear two familiar sounds, the horrendous vocalizations of two strange creatures with bodies as big as large bears and strange owl-like heads with large beaks which you vaguely remember hearing while rowing. They are slowly yet steadily making their way to shore, eyeing your group hungrily.

See PLAGUE ISLAND KEY - NUMBERED MAP LOCATIONS (MAP PI-2) below.

Timeline of Events

1. The party arrives five days prior to the start of The Games at the Jade Palace.
2. On day 10 of the games (15 days hence), an earthquake will occur, toppling the magical barrier columns surrounding the Jade Palace and the arena. The slaves within will revolt and free all of the prisoners and monsters in the dungeon at the palace. They will escape into the jungle and mountains. See the Jade Palace Key, Area C. *Optionally, the earthquake need not occur on this exact day, though there should be small tremors preceding it. The earthquake can be saved until the most opportune time, such as when the party is fighting in the arena.*
3. Random encounters will increase on the island, check 4 times per day.
4. Slaves that are not killed will make their way to the coast and attempt to build or find boats.
5. The Council members will send guards to round up as many slaves as possible. Guards will soon abandon their duties.
6. The Jade Council members will flee the island by whatever means available. The teleportation portal in the upper chamber of the palace will be destroyed. Wizards, who are able, will teleport or otherwise leave the island. Others will make for the Landing Beach, Area 16. A few (4) stubborn members of the Jade Council, some of its founding members, will decide to make their stand at the Palace.

Improvised Weapons and Survival

There are plentiful bambus (bamboo) trees, saplings and palm trees near the beach and scattered throughout the island. Spears will be the simplest weapons to make. Clubs and staves are also easily found. There is an inexhaustible supply of stones that would make good primitive chipped blades, spear and arrow points. Unless a character has an actual skill in weapon construction, any weapon made will be destroyed if a '1' is rolled to hit or if the damage roll is maximum. Treat all ranges as 3/4 normal. Examples include slings made from bits of leather or cloth, woven vines nets, thrown stones, if large enough will deal d4 damage. A stone axe or hammer can be made with a suitable handle and a lashing of some sort, dealing d6 to d8 damage. It is impossible to predict what a clever player and party might invent in the wild. Traps, for instance may be employed to snare, crush or impale prey or predators. In the hot and humid jungle a character will sweat more than usual. Water should not be too difficult to find though. Many vines contain water, and several small streams run from hills into valleys, though water may be fouled and may cause dehydration if not boiled before drinking.

If Disaster Occurs or If the Party is Captured

Characters that are captured by monsters may fare less well. For lizard men, see Area 8. Use your own judgment if captured by pirates. Hobgoblins may take prisoners and they may not. Trolls, troglodytes, ivory apes and the like generally do not take prisoners. If the party gets into a tight spot, a wandering party of explorers or adventurers might happen along in the nick of time or possibly even a rival monster group. A wandering troll will not make any distinction between captors and prisoners.

Optional Island Hazards

1. Water-borne diseases - Unless a Constitution save is made (rolling under on a d20), the character gets terrible cramps and weakness, reducing 1 from all attack rolls. This effect only occurs once.
2. Animal-borne diseases - bites from insects like mosquitoes may cause harmful effects.

TERRITORIES AND LAIRS

Some creatures have a marked or unmarked territory on the island. If an individual creature's territory (as indicated on the map) is entered, there is a 1 in 6 chance per half day of encountering that creature or a group of them.

Ivory Apes: A variety of white ape with a long horn projecting from the forehead which it uses in combat. There are between 10 and 20 combatant apes in a lair territory. If the party approaches, after first encounter, they will attack. One ape will bang on a tree with a stick, which will be followed by additional sounds a distance away. Up to 3d4 other apes will converge on the encounter group. They will sometimes use a natural cave or cavern for a lair. [MV 40, AC 6, HD 4, Hp 20, Dmg d6, d4 (horn), Save F2, Morale 7. If an ape hits an NPC it will hang onto him with his legs and attempt to rip his victim's head off or at least break his neck, 25% chance].

Lizard Men: While not a lair, it is a home away from home for a group of 3d6 lizard man hunters. They carry nets for fishing, many-pronged fish spears and javelins. Each carries treasure equal to one roll on the Primitive Treasure Table. Any captives will be taken to their lair to be the main course in a large feast. See Area 8. Lizard man [MV 20 (40 in water), AC 5, HD 2+1, Dmg d6+1 or weapon +1, Save F2, Morale 12].

Mer-People: Mer-Folk live in these areas, always on watch for troglodytes and other dangers. There is a large underwater city of about 300 off the northeast shore. Mer-folk will likely not attack the party, and may help in some rare instances, but only at sea of course. Attributes as per the rule book.

Ogres: The island is home to native ogres, and slave ogres are sometimes brought to fight in the arena. Each will carry d3 Random Treasures. Ogre: [MV 30, AC 5, HD 4+1, Dmg d10, Save F4, Morale 10].

Troglodytes: Troglodytes of Plague Island differ slightly to those found in most dungeons. They are amphibious, able to breathe and move equally well in and out of water. They lair in underwater caves among the reefs and rocks of the island, in swamps and Area 18. Each lair is home to 6d6 combatant troglodytes with equal numbers of females and young. A leader, with 6 HD rules the entire group. They will eat all captives quickly. The cave contains d10 Random Primitive Treasure rolls. Half carry javelins. [MV 40, AC 5, HD 2, Dmg d4, Clawx2, Bite, or weapon, Save F2, Morale 9. They secrete foul odor. Save vs. Poison or -2 to all to hit rolls].

Trolls: The island is home to several trolls. A territory will contain 1 to 6 of them. Their lair is a cave containing d4 Random Treasures per troll. Ogres may be substituted for weaker parties. Troll: [MV 40, AC 4, HD 6+3, Dmg d6x2, d10, Save F6, Morale 10. Regeneration - 3hp/round after 3 rounds, Must be burned or destroyed with acid to kill].



RUINS

Several small cities once existed in the hills and mountains of the island. Long ago they fell to ruin as their builders died out or were driven out and destroyed. The builders of the cities used a pictographic language and several of the stone blocks that make up the walls of the ruins are engraved with strange symbols, many of which have to do with the ivory apes of the island and a clearly human race apparently existing in harmony with the apes and often shown battling a common foe, an upright lizard-like race. It is difficult to determine if these lizard beings represent lizard men or troglodytes. The ruins are now little more than a few piles of stone here and there. From time to time a flat section of paving will be encountered and possibly a section of wall, but little else. Ivory apes seem particularly drawn to these ruins though any sort of creature can be encountered here. If the referee wishes to expand the ruins, a small stepped pyramid may be appropriate.

Notable Ruins Features

The sorcerers who once inhabited the island practiced dark and powerful magic; magic that could destroy whole tribes of attackers and for the unwary or incautious caster, the sorcerer himself. Some of the incantations and ingredients for casting these ancient sorceries were engraved upon the walls of dark places in the cities, and they still remain on a section of wall here, or a monolith there. There are six such spells. A magic user may be able to decipher the workings of these spells with an Intelligence check, but the cost of working these terrible sorceries is high. A magic user may cast one per day, after reading the magic runes from the engraving. All such spells summon forces from the jungle and elsewhere to create large area effects. A wizard who casts one of these spells, and fails an intelligence check (rolling higher than INT on a d20) will lose one point of constitution permanently, and the spell will fail. Casting a spell requires d6 rounds of "magical concentration", which the magic user will know after reading the engraving. The spells are listed below.

The gist of the spell should be described to the players, but not the specifics. For instance, the Rending Mist is depicted as a group of hunters capturing and killing an ivory ape, burning it, and then pounding the bones into powder. It then shows a shaman scattering the mist before a group of enemies in a line. Then it depicts the mist surrounding its screaming victims as they are torn apart.

1. Armor from The Sea: Requires the burned and powdered shell of a giant crab which must be thrown into a fire. The resulting smoke will affect all who breathe it. The effect lasts for 2d6 hours. All who inhale the smoke from the burning crab shell ash must make a successful constitution check (rolling under CON on a d20) or fall unconscious for 2d6 hours. Those who make the check will grow strange crab-like armor and their claws will become as a giant crab's, gaining two attacks per round and dealing 2d6 damage per hit. The affected character will not be able to use weapons or wear armor (which he will discard as the transformation occurs). Armor class drops to 2 for the duration of the spell.

2. The Rending Mist: Requires the cremated remains of an ivory ape. When the appropriate incantations are muttered correctly and the ash is scattered, a thick fog or mist starts to form. If the ash is scattered in a circle or arc, the mist forms accordingly. The fog will dissipate with a strong wind or after 2d3 turns (20-60 minutes). It will move from its point of creation 20' per round in search of victims. All who enter or are overtaken by the mist will suffer d6 attacks per round as if from a 10 HD creature. Each attack deals 2d6 damage and counts as a magical attack.

3. Fog: Requires ash from a normal fire. The spell is similar to the Rending Mist though no damage is done while inside it. It can be used to evade enemies though.

4. Strength: Requires the powdered body of a giant fire ant, which must be mixed with water from a river and drank. The drinker's strength becomes that of an ogre, 18 for 2d6 hours. The potion may be used once per day. One ant will make one potion which requires an hour to prepare.

5. The Serpent: May be performed by the wizard only. Requires the wizard drink the blood of an island snake. The wizard will then transform into a giant constrictor snake, as per Random Encounters for d6 hours, leaving any carried or worn items behind after transforming.

6. Hurricane: Requires that sea water be spun inside a vessel of some sort over the caster's head. Soon, the sky grows dark as a hurricane slams into the island. The exact effect of this is left to the referee to determine. Flying creatures will certainly be forced to the ground or away from the island, boats will likely be capsized or smashed on the rocks, jungle dwellers will seek shelter, and so forth.

RUNE COVERED BOULDERS: One notable feature among some areas of ruins is a large boulder, carved with strange mystical symbols that vary slightly from the usual human and ape pictograms. The arcane symbols carved into these 8' tall boulders start at the top center and swirl around and down the boulder in one continuous line. There are thousands of symbols carved into the stone. A successful intelligence check will tell the mage that the symbols are runes used in casting a spell. A second successful check will tell the mage that the runes must be read from the top and read down around the side of the stone in a continuous line. A third successful check will tell the mage that upon completing the reading of the runes, a beast or god of some sort is summoned. At this point the magic user who examines the boulder must make a saving throw versus spells or he or she will feel the need to try to decipher the runes. It will become the mage's only desire. However, a few of the carvings have been defaced, and the mage will never complete the spell, but he will try. Even if physically restrained and taken away from the stone, it will be in the mage's mind, causing a -1 to all actions the character performs, and may affect spell memorization. A save versus spells is allowed each day after leaving the stone to rid it from the character's mind.

TOMBS

There are several of these scattered around the island. They are all similar. Two Sample Tomb Maps have been included. First, the top of a small stepped pyramid will be seen, just visible beneath the undergrowth. A search will reveal the rectangular open entrance of weathered stone. **Stripper Vines** grow near the entrance and will attack those who approach. Those in hilly or mountainous regions will include 15' wide bottomless pits that must be jumped across. There will be no working traps within, but they are prone to cave-ins. The average tomb consists of a long hall with two side passages leading to small square rooms which may be inhabited. The hall continues until a 15' wide pit is reached (in larger tombs). The bottom is 100 feet below, filled with water and poisonous snakes and spiders, death to anyone who falls in. Beyond the pit the passage continues, followed by more side passages and a second pit, followed by a square chamber which may be home to a guardian of some sort.

SEA CAVES

The areas on the map, indicated as "Sea Cave" indicate that a partially or wholly submerged network of tunnels is in the area. Two sample maps are included for sea caves. All will be nearly full of water at high tide, with possibly upward sloping floors leading to dry caves at the back. Some will have only a large pool of water in the center at low tide, for things like the giant octopus, etcetera. Randomly determine with a d6 or choose an encounter if a Sea Cave is explored. Some may be empty, of course.

1. Giant Octopus Lair: Parties that enter or explore around this cave have a 50% chance of being attacked by the octopus. At the back of the cave is a shelf of rock that stays dry even at high tide, where the octopus brings gold and other items salvaged from ship wrecks. There is a gold statue of a mermaid here worth 500 gp, weighing 40 pounds, as well as a nearly rotten chest with coins (300 gp) showing through the holes, as well as a golden knob, that looks as if it would fit atop a staff or scepter. It is the top of a wizard's wand, a wand of Illusion, with 3 charges. Each charge allows Phantasmal Force to be cast once. [MV 30, AC 7, HD 8, Dmg d3 x8, d6 beak, Save F4, Morale 7 - Each tentacle that hits reduces the grappled character's to hit roll by 1, and automatically constricts for d3 damage. Tentacle may be severed if chopped for 6 hp, Shoots ink cloud to get away.]

2. Sea Serpent Lair: An old fishing boat, that is still sea-worthy, floats in or near the cave. There is nothing on board. A giant sea serpent (lesser) uses this cave. It will be home 25% of the time and will attack all who enter the cave or disturb the boat. [MV 50, AC 5, HD 6, Dmg 2d6, Save F3, Morale 8].

3. Mermen: A small party of mermen (d4+1) is using the cave as a resting place. They will not attack the party immediately, and may wish to talk. They can tell the party a great deal about the comings and goings of the island, their skirmishes with troglodytes and fishing, though of course they know little of the interior. [MV 40, AC 6, HD 1, Dmg d8, Save F1, Morale 8].

4. Gray Ooze: The cave is home to 1 or more gray oozes. They are likely to lurk near the Treasure. Roll d6 Random Treasures.

5. Lizard Men: While not a lair, it is a home away from home for a group of 3d6 lizard man hunters. They carry nets for fishing, many-pronged fish spears and javelins. Each carries treasure equal to one roll on the Primitive Treasure Table. Any captives will be taken to their lair to be the main course in a large feast. See Area 8. If the encounter took place many miles from Area 8, a nearby village will be similar to that described, but smaller than at Area 8. Lizard man [MV 20 (40 in water), AC 5, HD 2+1, Dmg d6+1 or weapon +1, Save F2, Morale 12].

6. Troglodytes: While not a lair, it is a home away from home for a group of 3d6 troglodyte hunters. They carry javelins. Each carries treasure equal to one roll on the Primitive Treasure Table. Troglodytes take no prisoners. [MV 40, AC 5, HD 2, Dmg d4/d4/d4, Clawx2, Bite, or weapon, Save F2, Morale 9. They secrete foul odor. Save vs. Poison or -2 to all to hit rolls].

CAVES

Caves may contain nothing or may be used as a lair by something or someone. They will probably contain bats if not in use. They may contain deposits of gold. Possible encounters include ogres, trolls and gray oozes. This is entirely up to the referee. He may ignore them if he sees fit.

PLAQUE ISLAND KEY - NUMBERED MAP LOCATIONS (MAP PI-2)

Optional: The extinct human inhabitants of the island carved great statues (about 8' tall) of the Ivory Ape and imbued them with magic to act as guardians of the tribes. They are found only in the deep jungle, possibly near tombs and in caves. They will animate and attack all who disturb the sacred site they protect. [MV 20, AC 4, HD 5, Dmg 2d6/2d6, Save F3, Morale N/A].

Optional: The horn at Area 19 may be found just about anywhere on the island. The statue at Area 20 may be found in any Ivory Ape territory as well.

1. On the Beach (Adventure Start)

The adventure starts here on a sandy beach on the eastern shore of the island. The lower slopes of mountains lie 100 yards to the west, and about 200 feet up the side of the mountain, overlooking the beach is a 50' tall bronze golem wielding a spear. The golem is now a light green in color and not noticeable at first, as the verdigris camouflages it. It once contained molten metal, but this has drained away, leaving only a statue.

The creatures coming ashore are two very hungry 8' tall; 1500 lb. owl bears [MV 40, AC 5, HD 5, HP 30, Dmg d8x3 + "hug" 2d6, Save F3, Morale 9]. They will arrive in around three minutes. The wizards and clerics (as everyone else) are still groggy from their constant drugging (which will clear in an hour). Also washing up with the PC's (at the GM's option) is a handful of (d6) oar mates, (See Random Slaves). Incidentally, the party was saved by a group of mermaids. This event will only be partially remembered, though.

The seven drowned bodies, including two slavers, are also present. They have the following: 2 human-sized suits of waterlogged studded leather armor, 2 cloaks - dark purple, 2 belts, 1 dagger and sheath, 1 empty sheath, one 12' long leather bull whip, a gold piece (made into a necklace with leather strap, actually an **amulet against poison**, adding +4 to all poison saving throws made by the wearer), a pouch containing 25 sp.

If the party keeps its distance, the owl bears will eat the dead first, in about 10 minutes. They should be able to escape them fairly easily. The month of Games at the Jade Palace are set to begin in 5 days. If the party is captured within 15 days they will be brought to fight in the arena. A party that initially flees from the owl bears but waits until they leave (or fights and kills or routes the owl bears), may salvage additional gear from the ship wreck as it washes ashore. For every hour spent searching there is a 1 in 6 chance per character of finding 1) A wooden-hafted spear 2) Water skin 3) 10-50 ft. rope 4) Whisky bottle - half full 5) Shield 6) Long Bow (only one found)

Note: Magic users and elves will not have access to their spell books, though a lenient DM may allow them to attempt to recall a spell from memory, but only lower level spells (1st and possibly 2nd level). This will require 6 to 8 hours of uninterrupted sleep followed by a successful INT check, up to d4 spells daily.

2. White Lotus Flowers

In this hex grow many white lotus plants and their prized flowers, used in making powerful narcotics, and by some wizards in their high sorcery. It is the reason that many make the journey to the island including pirates, explorers, merchants and the like. A clever character could possibly make a poison to knock out or partially incapacitate opponents. The flowers must be mashed into a paste and then wrung in a cloth sack. The resulting liquid can be used to coat weapons or darts. One day's work will make only 5 applications of poison. A magic user could chew the flowers to get an uninterrupted night's rest, however. There may be a group of explorers here harvesting the flowers. See Random NPC's.

3. Ivory Apes

In this hex lives a group of ivory apes - a variety of white ape with a long horn projecting from the forehead which it uses in combat. They are omnivores and see non-white apes as intruders into their territory. At first, 2-4 will be encountered. If the party approaches, after first encounter, they will attack. One ape will bang on a tree with a stick, which will be followed by additional sounds a distance away. Up to 3d4 other apes will converge on the encounter group. [MV 40, AC 6, HD 4, Hp 20, Dmg d6, d4 (horn), Save F2, Morale 7. If an ape hits an NPC it will hang onto him with his legs and attempt to rip his victim's head off or at least break his neck, 25% chance].

4. Sea Cave

Use the Sea Cave Encounter Table or choose what if anything is living in this particular cave.

5. Random Encounter

If a flyer is encountered, it will be scanning the open ground from a very high elevation.

6. Small Lizard Man Hunting Party

A river feeds these swamps. The swampland is surrounded by grassy hills and open grassland to the northwest. A hunting party of 10-40 lizard men is hunting in the swamp. They are from Area 8. Any captured characters will be taken to Area 8. They carry nets for fishing, many-pronged fish spears and javelins. Each carries treasure equal to one roll on the Primitive Treasure Table. Lizard man [AL N, MV 20 (40 in water), AC 5, HD 2+1, Dmg d6+1 or weapon +1, Save F2, Morale 12]. The lizard men hate the Jade Council. If a party can communicate with them, they may ally with the party and attempt to overthrow the council or at least kill parties of Palace Guards. The lizard men may need a display of power from the party or a well thought out plan to be fully convinced. The lizard man tribal chief knows a few words of common. The lizard men hate and fear the black dragon at Area 9. A well-used trail connects this area with Area 8.

7. Random Encounter

8. Lizard Man Villages

A few tribes of lizard people live in this large swamp. There are a few patches of dry ground upon stony slabs of rock where the lizard men build their small round mud houses. A central area at each small village is used for feasts where lizard man tribes will occasionally gather for cooked meat. Any party that is captured will be brought back to a village for a feast. The lizard men hate the Jade Council, as lizard

folk are sometimes caught and taken to the arena to fight. The lizard men also frequently skirmish with the troglodytes of the island. If a party can communicate with them, they may ally with the party and attempt to overthrow the council or at least kill parties of Palace Guards or troglodytes. The lizard men may need a display of power from the party or a well thought out plan to be fully convinced. The lizard men hate and fear the black dragon, Area 9.

A party that enters a lair area will be spotted 1 in 6 per hour by a hunting party. A village is within 10 miles of the encounter site. Villages contain 50-100 combatant lizard men, an equal number of females (will fight when necessary) and young, as well as a tribal chief (6 HD) and retinue of 2d6 guards (4 HD). [AL N, MV 20 (40 in water), AC 5, HD 2+1, Dmg d6+1 or weapon +1, Save F2, Morale 12].

Optional: Lizard Man Shamans and Priestesses: A village may contain a shaman or priestess who uses both cleric and magic user spells. Sample shaman [AL N, MV 20 (40 in water), AC 5, HD 4, Dmg d6+1 or weapon +1, Save C4, Morale 12: Spells, Cleric - two 1st level, one 2nd level. Magic User - two 1st level.]

9. Black Dragon Lair

In a hill cave in the southwestern corner of the island lives an adult black dragon (or 2, depending on the party's strength). It will be asleep 40% of the time. It knows no spells, though it can talk. It cares little for any other creature, and will attack without hesitation. It will flee the island if it is reduced to 1/3 of its HP total. Its cave contains a horde of treasure equivalent to 10 Random Treasure rolls including at least 2 magic items. [AL C, MV 30 (80 flying), AC 2, HD 7, Dmg d4+1x2, 2d10 or breath (acid jet), Save F7, Morale 8].

10. Lake

This is a roughly 4 mile diameter 100 yards deep, lake fed by a mountain spring, and it drains to the southwest as a river. This is a popular spot on the island, full of fresh water and fish. There will be at least one random encounter here. There is a cave, about 25' up the side of the sloping mountain, behind a large waterfall (one of several waterfalls), flowing down from the mountains, use a Sea Cave Map if desired. It was once used by a reclusive wizard who lived on the island, but is now home to an ochre jelly. The jelly spends some of its time 25% out in the lake feeding, floating just below the surface or on the surface to soak up the sun. It will be in the cave otherwise, and will climb to the ceiling to attack the first character to enter the cave. Ochre Jelly [MV 10, AC 8, HD 5, Dmg 2d6, Save F3. Hits or lightning cause it to split into d4+1 smaller creatures]. The cave is fairly small and contains very little. There is a small pile of rubble at the back of the cave, over a hole in the floor, containing things that once belonged to the wizard including three large pearls worth 100 gp each, a potion of healing (marked), gaseous form (marked) and a small spell book wrapped in oiled leather, containing all 1st level spells, 2nd level - Knock, Levitate, Wizard Lock, Web, Mirror Image. 3rd level - Clairvoyance, Fireball, Dispel Magic, Infravision, Water-Breathing.

11. Griffons

In addition to other mountain creatures, this area is home to griffons. Griffons make their nests high in the mountains. There, a mated pair will have its d3 young or eggs. Nearly always hungry, they will attack any likely party they see, 75% of the time. They will likely carry any survivors back to their nest to be fed to their young. Nests contain 2d4 Random Treasures. [MV 40 (120 flying), AC 5, HD 7, Dmg d4x2, 2d8 Bite, Save F4, Morale 8].

12. Random Encounter

13. Hill Giant Stomping Ground

These hills are the home of Carl the hill giant, though he may be encountered anywhere on the island. He lives in a cave on a high hill, with a low entrance which opens up into a large chamber. Carl won his freedom in the arena and became a crowd favorite. He now works for the Jade Council, collecting escaped slaves. They have promised that they will bring the giant a mate, but they have no plans to do so. [MV 40, AC 4, HD 8, Dmg 2d8, Save F8, Morale 8] He carries a huge club (2d8) and a huge sling (d10) that hurls small boulders. He carries a large sack with treasure, 6 Random Treasures. After the earthquake, Carl will be found at the Jade Palace. See the Palace Key.

14. Green Dragon

An adult green dragon lives in a mountain cave. It has been paid handsomely by the Jade Council to not bother visitors to the island, though it may prey on ivory apes, lizard men, troglodytes and so forth. In its cave is a Mountain of treasure. It has grown somewhat lazy, but will guard its hoard until very near death. It will not hesitate though, to leave the cave and cause the carefully placed boulders it has arranged above the entrance to topple, sealing a party inside. It can talk, and knows three 1st and three 2nd level spells. It will be asleep 40% of the time. Its horde of treasure includes 10,000 sp, 5000 gp, five gold statues of dragons (itself in various poses) each worth 1500 gp, 5d4 normal weapons, all very finely made, 5d4 suits of armor, 20 shields from various lands with various symbols as well as d4 random magic items. [AL C, MV 30 (80 flying), AC 1, HD 8, Dmg d6x2, 3d8 or breath (chlorine gas cloud), Save F8, Morale 9].

15. Basilisk

This lair is entered when the party finds a statue of a chain-armored warrior. It is raising its shield in front of its face, which is gaping in terror. Around three of the victim statues, there are many scattered around, are dropped items, nearly buried by the jungle. They are all magical weapons - a thin-shafted all-steel mace +1, a dagger (needs new hilt wrapping) +1, and a Javelin of Lightning (silver). There are several other statues in the area, some more old and worn. The oldest statues are of nearly naked humans with spears - the now extinct natives of the island. At the center of this lair is a low cave in a hillside where the basilisk is certain to be encountered if not already. Surprised characters automatically meet its gaze. [MV 20, AC 4, HD 6+1, Dmg d10 + petrifying gaze (save vs. petrifaction or turned to stone), characters who fight while looking away suffer a -4 to hit penalty, while the basilisk gets +2 to hit, Save F6, Morale 9].

16. Landing Beach

This is where visitors to the island and the Jade Palace bring their cargoes of goods, slaves and captured monsters for the arena. There will be six oared galleys and ten smaller row boats beached here while five larger sail and oar ships are anchored in the harbor. A large cargo barge is moored to large wood pilings in the harbor near the beach, used for unloading large caged monsters from ships. Each large anchored vessel will have a crew of 2d6 Random NPC's. Most of who will be 1st level fighters/sailors as well as 6d6 who have come ashore for drinking, gambling and feasting. One in six of these will be Level 2 or greater. See Random NPC's - Adventurers, Hunters, Sailors, Etc.

There will also be 40 Palace Guards here, led by four 3 HD Sergeants and the Captain of the Guard with 6 HD. There is a 25% chance of a single Jade Council member being here as well. A well-used trail runs between this area to Area 17 and on to Area 21, the Palace. The guards keep 4d6 horses and/or mules here for transporting goods to the palace.

17. Jade Palace Guard Post

Here, off the main path and atop a cleared hill sits a 40' diameter, squat stone structure, used as a stopping place by travelers and guards who patrol the trail and surrounding areas. The building is octagonal in shape, having a gently sloping dome roof. The buildings is constructed from very thick blocks of stone and the doors, north and south, are faced with iron sheeting. Each wall of the place contains a horizontal viewing slit from which arrows can be shot and giving those within a 360' field of vision. A ladder in the floor leads to the chambers below. Beneath the structure is a small guard barracks that is two levels deep (20') containing 5d6 Palace Guards led by a 3 HD sergeant and a Captain with 6 HD. The place is well stocked with food and water. There will be d6 Random Treasures in total here.

18. Troglodyte Caves

Troglodytes live among the reefs and rocks surrounding the island and swamps, as well as in a collection of caves in the western side of the mountain. The mountain is actually a dormant volcano with many natural lava tubes. The area smells terrible, like rotten fish and worse. Those with weapons carry spears and/or javelins. Encounter groups will be between 8-24 members. Each carries treasure equal to one roll on the Primitive Treasure Table. Troglodytes take no prisoners. [MV 40, AC 5, HD 2, Dmg d4/d4/d4 or weapon, Save F2, Morale 9. They secrete foul odor. Save vs. Poison or -2 to all to hit rolls].

19. Temple of the Ape

See Key - Temple of the Ape and Map PI-7.

20. Ivory Ape Territory

Here live a group of ivory apes, between 20-40. If encountered, 2d4 will be seen first. If the party approaches, after first encounter, they will attack. One ape will bang on a tree with a stick, which will be followed by additional sounds a distance away. Up to 3d4 other apes will converge on the encounter group. [MV 40, AC 6, HD 4, Hp 20, Dmg d6, d4 (horn), Save F2, Morale 7. If an ape hits an NPC it will hang onto him with his legs and attempt to rip his victim's head off or at least break his neck, 25% chance].

At the center of their territory is a 20' tall statue which the apes worship. If the horn from Area 19 - The Temple of the Ape, is brought near the statue (or if the apes see a party carries the horn, they will go strangely silent and back away. A party with the horn will not be attacked but will be followed and watched. If the horn is placed in the empty socket in the statue's forehead, the statue activates slowly, becoming fully alive in five minutes. It will then make its way to the Jade Palace. The ground will tremble slightly as it moves as it snaps trees out of its way like match sticks. It is up to the referee what happens next, but the ape will likely attempt to demolish the palace structures. This will be easily accomplished after the quake. The animated statue of the Ivory Ape God [MV 60, AC 3, HD 20, HP 160, Dmg 3d10x2, Save F10, Morale n/a. The horn provides the ape with 75% magic resistance].



21. THE JADE PALACE (MAPS PI-4 TO PI-7)

Overview

Circling the entire complex is a series of columns. There are six in total - making a rectangle around the palace and its grounds. They are of a strange black stone, which vibrate with magical energy. They deter animals and monsters from entering the palace grounds. A column could be toppled or cracked though with enough force. Each column has 150 hit points. Nonmagical weapons used in attacking the columns will work once and then shatter while magical weapons will break (1 in 6) each time used. The two dragons that live on the island could break a column fairly easily, though they are paid handsomely to stay away.

After the earthquake, two of the magic columns will crumble, allowing anything to get into the palace grounds, which they will. See Area C (The Arena) below.

The grounds surrounding the palace contain closely cut lawns and beautiful plantings with white marble statues and water features. Though the area has been cleared of most vegetation for miles around, there is still the occasional small grouping of trees that were left in place for aesthetic reasons. A party approaching either before or after the earthquake will have to be cautious to avoid attracting the attention of any guards, council members, blood-thirsty visitors or (after the quake) nearby monsters.

This hex is home to the Jade Council members currently on the island, their guards, slaves, slavers, contenders and visitors to the arena games. The place is very busy day and night. Travelers to and from the palace arrive and leave via the trail leading to the landing beach at Area 16 on horseback or on foot while more powerful visitors arrive on the backs of griffons, magic carpets or other strange monsters such as giant flies or wasps (often a magical figurine steed). Arena battles are held every two hours or so, with periods of feasting, drinking and fighting in between. Several fire pits dot the surrounding area near the lodges where wild boar and other foods are cooked.

With the slavers come their caged wagons, which are generally clustered around the arena and unloaded through area K or L. These cages are used to carry vicious monsters such as owl bears, great cats, bears, cockatrices, manticores, and very powerful humanoids. The more discrete slavers often hire wizards to polymorph or shrink their slaves and captured monsters to a more manageable level, and make extensive use of bags of holding. Most slavers, however, rely on the whip, chains and torture.

Given that the Jade Palace will be destroyed by an earthquake 15 days after the party arrives on the island (with the referee having the final decision on that), encounters there will be drastically different before and after the quake. If the party is captured by Palace Guards or they arrive before the earthquake, they will have a very powerful group to deal with. In addition to the lower level guards there are ten Council members present. Each is 9th level. Six human warriors, one thief, two wizards and one cleric, a priestess of chaos. See the list at the end of the module. The wizards and cleric will use any magic necessary to capture or kill the party. All survivors will be sent to fight in the arena.

In addition to the Palace regulars are 120 or so gladiatorial contenders, big game hunters, slavers, explorers and adventurers housed in or on the grounds. They range from level 1 to 8 (d8). No attempt is made to detail them here. See Random NPC's - Adventurers, Hunters, Sailors, Etc. Most will probably attempt to leave the island, but a few may remain simply for the sport of survival and to kill as many monsters and slaves as possible.

If the Party is Captured Near the Palace

If the party encounters and is defeated by a group of Jade Palace Guards, possibly a group containing a Jade Council member, captured by hunters or Carl the hill giant or if they wander too close to the palace, they will be taken to the dungeon at the palace and will be forced to fight in the arena. Spell casters will be gagged and their hands will be tied behind them at all times. They will be awoken several times during the night and not allowed to memorize or pray for any spells.

In the Dungeon, the party will be placed into holding cells, alone, and forced to fight one battle a day until the time of the earthquake. The party will be chosen to fight as a group on the morning of the earthquake, against a suitably matched foe or foes. Possible combats include a group of ogres, a manticore or a hydra for instance. Magic use will be impossible in the arena while the magical columns that prevent such things are in place with the exception of one spell per magic user (chosen by the Council, i.e. you). Clerical magic will not be permitted. After the quake, the party should be able to flee into the jungle, though they may have to fight their way past guards. The Jade Council members will scramble to escape the island. All magic users will leave via magic (teleportation most likely) or flying means - magic carpets, rings of flying, figurines of power, etc. See Area C below.

KEY TO JADE PALACE

PI-4 Jade Palace - Overview Map

Palace Guards and Slaves

Guard [MV 40, AC 7, HD 1, Dmg d6, Save F1, Morale 9, Studded leather, short saber, short bow/w 12 arrows, 4d6 gp].

Sergeant [MV 40, AC 5, HD 3, Dmg d6, Save F3, Morale 9, 6d6 gp].

Average Slave [MV 40, AC 8, HD 1, Hp 4, Dmg d4 or d6, Save 0-level, Morale 6].

Average Spectator/Visitor/Arena Contender [MV 30, AC 4, HD d3, Dmg d6 or d8, Save F1-3, Morale 8].

A. Jade Palace - Main Living and Administration Area

Atop the roof of this two storey marble building topped with a sloping green tile roof is a row of ten stone statues and a central chimney. The statues depict warriors in cloaks, holding two handed swords, blades pointed downward, before them. Each statue is 10' tall though not as wide as what is shown on the map. They face the arena, area C.

After the earthquake, the black dragon from Area 9 will be perched atop the roof, having broken the statues. The building itself withstood the quake relatively well with only a few green clay roof tiles fallen. The joinery of the wooden sections of the building was expertly done and held the place together. There is some cracking to the marble sections, but nothing more. Possibly the green dragon, from Area 14, may be here as well. See Area C below for a more thorough description.

B. Open Plaza and Pools

This large open air plaza is surrounded by a green tile roofed breezeway. Six large pools are here as well as several potted plants. Facing outward around the perimeter of the open breezeway stand 20 white marble statues of warriors wielding large swords and axes. They are stone guardians, magical constructions similar to golems. They are instructed to attack all intruders.

After the quake, the statues will have activated and slain escaping slaves and one scorpion-tailed manticore. The bodies of 18 slaves and the manticore lie strewn about. Only 11 statues remain. The others have been smashed to bits. Their locations are indicated by small diamond shapes on the Jade

Palace - Main Level map. They will move and attack any party member who enters Area B. They will not leave area B.

Stone Guardian: [MV 40, AC 3, HD 4, HP 20, Dmg d8, Save F4, Morale N/A. They cannot be charmed or affected by fear, sleep or other psychology spells. Hold person, likewise is ineffective against them. Fire deals only half damage to them. Blunt weapons striking them deal normal damage. Arrows and other pointed missiles deal 1 hp per hit. Edged weapons will break if the attacker rolls a 1.]

C. Arena

The arena pit is 10' deep with vertical stone walls enclosing it. Steps and an open walkway lead from the Plaza to the arena. The seats surrounding the amphitheater-like structure are covered with a green-tiled roof, but open at the sides. Ten marble columns imbued with magic to keep combatants inside the arena at all times line the fighting area which is covered with a thin layer of white sand. A central platform sits at the center of the fighting area, with two rows of steps surrounding it. To the north and south of the arena are two attached roofed 20x40" entrance chambers with doors at the north and south ends respectively which lead to the dungeon below as well as into the arena itself, though a portcullis. The columns surrounding the arena can also be made to prevent certain spells from taking effect during combat at the whim of the Jade Council. During battles about half of the Council members will be present. The audience will consist of 20 + 3d10 spectators (Random NPC's), most of whom are contenders for the one of the three grand prizes and 5d6 slave attendants. Council members will be generally indistinguishable from other spectators, though observant characters will be able to pick them out as they have a certain aura of power and arrogance about them.

After the earthquake, three of the columns surrounding the arena will crumble, allowing all combatants to escape. Soon, 4d10 slaves (now armed with a hand weapon and possibly a shield) escape from the dungeon. With them come a scorpion tailed manticore, as in Area 19, who flies to the open plaza (Area B) and fights the guardian statues with some slaves, a 10-headed hydra, 5 ivory apes and 3 lizard men (who all make for the jungle or fight spectators).

The black dragon from Area 9 and the green dragon from area 14 will arrive fairly quickly. The flapping of their mighty wings will be heard as will their screeching calls. This will send most of the crowd fleeing for the trail to the west. A few will remain, and be snatched by a swooping dragon and then dropped to the arena floor. Horses at the stable will likely bolt away from the palace in every direction.

Later, within a few hours, Carl the hill giant (Area 13), will arrive. Within half a day, 5d10 lizard men and 4d6 troglodytes as well as 4 ogres (see Area J will arrive). They will not stay long though. Some will enter the palace, but most will track escaping visitors or slaves through the jungle. Carl, the black dragon and green dragon, though not friends, will not attack each other nor will one aid the other if attacked by the party. They may in fact speak with the party. They will have their hatred of slavers and so forth in common. The dragons care little about humans though and will likely attack if the party remains in sight. Carl will tear the arena apart before returning to his cave.

A party may be able to rally a small army of 4d6 slaves to fight with them.

D, F, H. Visitor's Lodges

Each of these 40' square structures is two stories tall with a peaked roof. The center of the room contains an open square fire pit, with chimney in the roof above. Sleeping accommodations are hammocks strung from support poles all around the place, accessed by ladders for the upper storey. Each of these buildings will contain d6 random NPC's if entered before the earthquake.

After the earthquake there will be d4 random treasures here, left behind by fleeing visitors.

I. Stables

Several horses (3d10) are kept here and used to move more quickly between the Landing Beach and the palace. The building is guarded by d6 guards and tended to by the animal handlers. There is a large supply of oats here as well as the palace smithy where new horseshoes are made.

After the quake, all of the horses will have been ridden to the Landing Beach or fled into the jungle.

E&G. Guard Lodges

Similar to buildings D, F, H & I. By day there are three Jade Palace Guards (detailed elsewhere) here and 2d6 at night.

After the quake there will be no one here, unless the referee wishes a monster encounter to occur. There will be a handful of weapons and one Random Treasure roll as well.

J. Store House

This building contains extra goods for the palace including barrels of dry and pickled foods, linens, wine and other items, guarded by two Palace Guards at the entrance.

After the quake, there will be four ogres here gorging on the food and wine. Each carries two Random Treasures.

K&L. Dungeon and Arena (Shared Entrance)

Note: Each of these areas also corresponds to Areas 1 and 2 of the Dungeon Key and Map. Each of these areas has an outer door that is made of thick planks of wood reinforced with steel and magic. A tunnel leads under the arena seating into the arena, with a portcullis that can be raised and lowered. Steps lead down to the Dungeon Level. There will likely be one or more Palace Guards or Combatants nearby.

After the quake, there may be a random encounter here.

PL-5 Jade Palace - Ground Level Map

Several of the rooms in the palace contain open windows, without glass, but with slatted shutters. Several oil lamps also rest in wall sconces. Each lamp has enough oil to burn (low flame) for 12 hours. The floors of the palace are marble with the walls made up of wood as well as marble in places. Doors are well made, wooden, and can be locked.

Key to Ground Level

1. North Entrance Hall

Glassless windows (as in many areas of the palace) set at a height of 3' flank the large wooden double doors. In alcoves in the wall opposite the entrance are two stone guardians. They will attack all party members who enter though they will not pursue those who leave the room. STONE GUARDIAN: [MV 40, AC 3, HD 4, HP 20, Dmg d8, Save F4, Morale N/A. They cannot be charmed or affected by fear, sleep or other psychology spells. Hold person, likewise is ineffective against them. Fire deals only half damage to them. Blunt weapons striking them deal normal damage. Arrows and other pointed missiles deal 1 hp per hit. Edged weapons will break if the attacker rolls a 1.]

The room is furnished with couches in the corners next to the front double doors. Bambus wood chairs and small tables lie at various tastefully placed points of the room. Rich silk tapestries decorate the walls. There are three in total, each worth 1000 gp, weighing 15 pounds each. One depicts ivory apes, the second a green dragon, and the last is of an erupting volcano.

After the quake, the room is exactly as it was.

2. South Entrance Hall

This room is identical to area 1 except there is only one silk tapestry depicting two armadas of oared galleys at war, worth 3000 gp, weighing 40 pounds.

3. Empty Hall

The marble floor glistens with a high sheen. Stairs lead up to the second storey. Doors lead off this chamber. There are likely to be d6 Palace Guards here. After the quake, the hall is empty.

4. Library

The room contains chairs, oil lamps, candles and various stone sculptures and pots as well as beautifully crafted wooden shelves filled with scrolls and books, all magically preserved against humidity. The total value of the library, if transported could bring $d6 \times 5000$ gp, but it would be an enormous undertaking. A search for one turn, on a roll of 1 in 6, 3 in 6 for a magic user will reveal a spell scroll containing 4d6 spells from level 1 to 3. A large silk map of the region hangs on one wall (Map PI-1). There is a 25% of d3 Council Members being here.

After the quake, there is a 25% chance that a Jade Council Member, a warrior named Zog, the Mayor of Tarlos, will be here setting fire to the library. Zog has always been an unbalanced bloodthirsty maniac who lives for the arena. He thinks monsters will soon overthrow the palace, but he will deny them their prize. He will use his lion ring to escape into the jungle and live off the land, preying on jungle creatures. A fire will engulf the palace within 2 turns. Most, if not all of the treasure it contains would be lost. If the black dragon perched on the roof has not left, it will flee back to its lair if the palace burns and the three Council members upstairs in Area 21 will exit via a window, possibly flying away on Landovar's flying carpet. Zog will flee from a large or strong-appearing party, or he may attack. He will not hesitate to transform to lion form if necessary to escape into the jungle. **Zog:** [F9, MV 40, AC 3, HD 9, HP 72, Strength 17 (+2 to hit), Dmg d8+4 (Long sword +2, chaotic - will cause damage to lawful or neutral characters who attempt to use it), Morale 10 - Chain armor, Ring of The Lion - can transform into a lion once per day for up to 1 hour, as well as items carried. Half of all total damage healed at transformation to lion form, pouch of 50 gp and 4d6 small gems worth 10 gp each]

5. Warrior Residence

If at night, there is a 25% chance of the fighter, Hammer and a slave girl being here. See the end of this book for a description. The room is simply furnished with a bed, chair, small desk and chest, and home to a warrior Council member. The fighting men of the Jade Council tend to travel light and any valuables they own are generally kept with them most of the time. There is a 1 in 6 chance of a Random Treasure being found in the locked chest. After the quake, there will be nothing of value and no one here.

After the quake, an ivory ape will have entered by a window and ransacked the place. It will flee a party 50% or attack 50%.

6. Long Hall

This long wide hall is patrolled by 4 Palace Guards. There is a 1 in 6 chance of a Council member being encountered here as well.

After the quake, the hall is empty.

7. Empty Hall

See Area 3.

8. Warrior Residence

If at night, there is a 25% chance of the fighter, Burkith and a slave girl being here. See the end of this book for a description. The room is simply furnished with a bed, chair, small desk and chest, and home to a warrior Council member. The fighting men of the Jade Council tend to travel light and any valuables they own are generally kept with them most of the time. There is a 1 in 6 chance of a Random Treasure being found in the locked chest. After the quake, there will be nothing of value and no one here.

9. Warrior Residence

If at night, there is a 25% chance of the fighter, Javmos and a slave girl being here. See the end of this book for a description. The room is simply furnished with a bed, chair, small desk and chest, and home to a warrior Council member. The fighting men of the Jade Council tend to travel light and any valuables they own are generally kept with them most of the time. There is a 1 in 6 chance of a Random Treasure being found in the locked chest. After the quake, there will be nothing of value and no one here.

Key to Upper Level

(Note, this map is combined on Sea Cave and Tomb Map Page)

10. Feast Hall

Filled with many tables and chairs and a large native island stone central fireplace with chimney exiting through the roof where meats are seared for the council and guests. The roof contains several closeable skylight doors as well. There is a 3 in 6 chance of a Council member being encountered here as well as d6 guards here at all times.

After the quake there is a 1 in 6 chance of a council member being here.

11. Priest Residence

After the quake, this room will be empty of all valuables. The demon statue will be here, however.

This large room is used by Council members of the priestly class. Currently home to Virda, Priestess of Munghitan and the fighter Rock Blackwood. See the end of this book for a description. This dark beauty rose to the rank of matriarch quickly thanks to her cruelty, ruthlessness and cunning. Virda and/or Rock will be present 25% of the time. The room contains a 6' tall statue of a goat-headed demon. The statue is bound with a demon and will attack any party member who enters the room. It recognizes only Council members. It will chase fleeing party members. Demon [MV 40, AC 0, HD 8, HP 60, Dmg 2d4x2, Save F8, 50% magic resistant. It may be turned as a vampire.]

The room contains a large bed with mosquito net, chairs, clothing cabinets and a dresser. The doors of the dresser are locked. At the back of one drawer is a small box of black stone that radiates magic. A lawful cleric will not willingly touch the box. All who touch the box with bare hands must save versus spells or become possessed with a demon from Munghitan's dimension (a very bad place). The possessed character may be turned by a cleric (as a wraith) to drive the demon out. This may be attempted once per day. Otherwise, the character will attack his companions to the best of his ability, using anything at his disposal (including magic). A splash of holy water will stun the possessed character for one round. A Dispel Evil spell will also drive the demon out. If a weapon is used to smash the box, the demon will enter the weapon, and it will become cursed. This will only become apparent in combat when the wielder will mistakenly hit a comrade 1 in 6 chance, when it is used. A remove curse will cancel the curse. The

box contains a small chunk of amber containing what appears to be a very small green female pixie. Its eyes are open and it seems to be staring, as if in a trance. The pixie will communicate with a party member telepathically. It is a pixie princess, it says, and was imprisoned many years ago by a priest of Munghitan. A splash of water blessed by a lawful cleric will dissolve its prison. It will grant the party who frees it one wish (within reason) such as escape from the island back to the party's homeland (the princess sees no value in material goods and if escape is wished for the party arrives with whatever they were wearing, their weapons but only a quarter of any coinage they may have been carrying, as it is more taxing even for a pixie princess to transport such weight so great a distance) or the resurrection of a party member (as if by a 16th level cleric). After the wish, the pixie princess will vanish. Party members who meet her gain 500 xp. Stashed away in the room are valuables - 5 Random Treasures.

12. Wizard's Residence

After the quake this room will be empty of personal belongings, but the empty demon chest will remain.

Used by Brong the Wicked, this room contains a bed, desk and table full of beakers and bottles of spell components. Brong will be here 25% of the time. See the end of this book for a description. A small winged gremlin-like familiar, a homunculus, stays near the window, allowing Brong to see through its eyes. He will be aware of intruders to his room. The noncombatant homunculus has no other abilities and is mute. A 3'x3'x4' chest sits under the table. It is actually a guardian demon. It will sprout legs and the lid will act as a mouth full of sharp teeth and attack intruders of the room. Demon [MV 10, HD 6, HP 40, Dmg d10 (bite), Save F6. Immune to magic of level 2 or lower, may be turned as a Wight]. It will follow characters out of the room. The chest contains 50 gems worth 10 gp each, which may be retrieved only after the chest is destroyed. On the table are a crystal ball and a sack of 500 gp. The components would be worth $d6 \times 100$ gp to an alchemist or wizard.

13. Teleportation Portal

This room contains a portal on one wall, circled with strange dully-glowing stone. It is a teleportation portal or gateway used by the Council to travel to and from the island. As the portal is viewed, many different lands come into view, each one a council member's homeland. If the portal is stepped through at the appropriate time, the person will enter the area in view.

After the quake, the glowing stones crack and the portal is unusable.

14. Wizard's Residence

After the quake this room will be empty of personal belongings, but the empty demon chest will remain. Smorg the Scorcher will be here 25% of the time. This room is identical to Room 12 with the following exceptions. The chest is empty. There are no spell components. Under the mattress are 10 jade tablets (jewelry/currency) worth 100 gp each.

15. Rogue's Room

After the quake, the room and chest will be empty, though the trap will remain. Home away from home for Tong, Rogue Extraordinaire, who will be here 25% of the time with a slave girl 1 in 3 on a d6. This is a sparsely furnished room with a bed and a chest set with a large oval precious stone - a fire opal in the lid. The chest is locked with a corrosive gas trap set to expel a 10'x10' cloud from the false keyhole if not disarmed. The real key hole is in the top of the lid, hidden under the opal which can be pried out. Those in the cloud must save versus poison or suffer 6d6 damage from breathing the gas. The chest contains 3 Random Treasures, including one Magic Item.

16. Household Goods and Food Storage

Door is locked. A council member's spider signet ring (see the end of this book) placed in the keyhole will open it, or it can be picked or magically opened. Contains usable goods needed by palace members

and guests. There is plenty of food, wine and other essentials.

17. Warrior Residence

If at night, there is a 25% chance of the fighter Landovar and a slave girl being here. See the end of this book for a description. Simply furnished with a bed, chair, small desk and chest. Home to a warrior Council member. The fighting men of the Jade Council tend to travel light and any valuables they own are generally kept with them. There is a 1 in 6 chance of a Random Treasure being found in the locked chest. After the quake, there will be nothing of value and no one here.

18. Warrior Residence

If at night, there is a 25% chance of the fighter Zog and two slave girls being here. See the end of this book for a description. Simply furnished with a bed, chair, small desk and chest. Home to a warrior Council member. The fighting men of the Jade Council tend to travel light and any valuables they own are generally kept with them most of the time. There is a 1 in 6 chance of a Random Treasure being found in the locked chest. After the quake, there will be nothing of value and no one here.

19. Household Goods and Food Storage

Door is locked. A council member's spider signet ring (see the end of this book) placed in the keyhole will open it, or it can be picked or magically opened. Contains usable goods needed by palace members and guests. There is plenty of food, wine and other essentials.

20. Empty Guest Room

Other than a bed, desk, chair and empty chest, this room is empty.

21. Jade Councilmen's Lounge

This room contains tables and chairs, chess-like board games (d6 finely made sets worth 100 gp each), and a bar stocked with the finest spirits. A large silk map of the region hangs on one wall (Map PI-1). There is a 25% of d3 Council Members being here.

After the quake, There are also three Council members here, assessing options.

Burkith, Duke of Carmith: [F9, MV 30, AC 0, HD 9, HP 60, Strength 16, Dmg d10+2 (two-handed sword), Morale 10, Plate +1, Potions giant strength, speed, extra healing, gold ring set with royal seal of Carmith worth 500 gp, 250 gp].

Javmos, Earl of Mullbury: [F9, MV 40, AC 3, HD 9, HP 70, Strength 15, Dmg d8+3 (Mace +2), Morale 10, Plate, Ring of Fire Resistance, 400 gp].

Landovar of Norin: [F9, MV 40, AC 1, HD 9, HP 68, Strength 16, Dexterity 18, Dmg d6+2 (Long Bow +1, 10 Arrows +1, Hand axe +1, Chain +1, Flying Carpet, 80 gp].

Jade Palace - Dungeon (Map PI-6)

1 & 2. Dungeon/Arena Entrance

There is a palace guard at the top of the steps. At the bottom of the stairs is a large stone block that can be raised or lowered by pressing an easily noticeable stone in the north wall. After the stone block, on the "dungeon side", is another hidden pressure stone which raises the door.

After the quake, both blocks will be lowered, as will the two blocks that seal off the two long tunnels containing Cells. There is no means of opening the second set of blocks (b) from the other side. They may only be opened from area 3.

3. Main Dungeon Hall

There are generally several, 3d6 guards and handlers here. Weapons and armor of all sorts are stored in the three rooms adjoining the hall.

After the quake, slaves and other captured combatants bound for the arena will overpower the guards with the help of two ivory apes who escape from one of the larger holding cells. They will have freed all the prisoners and killed or routed all the guards from the dungeon.

4. Holding Cells

There are many holding cells of various sizes including two very large common rooms north and south. Creatures held here prior to the quake include 50 slaves, 2 scorpion-tailed manticores, a many-headed hydra, 10 white apes, 5 lizard men and 1 saber-tooth tiger.

After the quake, all of the doors have been unlocked with the guards' keys or broken down by the creatures within. Keep in mind it will take a little time for all the prisoners to leave the dungeon if the party is fighting in the arena.

AREA 19 - TEMPLE OF THE APE - MAP PI-7

The Temple of the Ape was built by humans about 100 years ago by the native inhabitants of the island before they were destroyed by the Troglodytes. They were called the Kirkona People, but this has no bearing on this adventure. The Kirkona held the Ivory Apes sacred and believed them to be possessed by powerful gods and demons. The temple houses the remains of a revered ape. The ivory apes of the island, if they knew of the existence of the temple would likely shun and fear it.

The Temple's Construction

The temple was carved out of the rock of the hill and finished with slabs and blocks of rough-faced brown stone. Water condenses in this relatively cool environment and drips from the ceilings, with the walls often damp to the touch. Many spiders and snakes inhabit the temple, including the deadly Emerald Death spider and Brown Vine snake. Some of the rooms in the temple have stone doors that raise and lower when a pressure stone next to the doorway is pressed. The stone doors raise and lower in 10 seconds. Each is about four feet thick, and very heavy.

Random Temple Encounters: Check every hour, 1 in 6 means an encounter.

1. Emerald Death Spider (1). See Random Encounters and Events.
2. Brown Vine Snake (1). See Random Encounters and Events.
3. Giant Rats 3d6.
4. Giant Constrictor Snake (1). See Random Encounters and Events.
5. Lizard Men 3d6 (only if manticore is killed).
6. Trolls (1-2) (only if manticore is killed).

Entrance

The temple entrance is set into the east side of a hill, obscured by vegetation and vines. The entrance to the temple is 20' wide and 10' high with steps for 20', rising 10 feet. A terrible smell emanates from entrance, from the manticore inside, who is home 50% of the time. If not present, he will return within the hour.

1. Manticore Lair

This 40x30 foot room has a strong animal odor. A pile of dung and debris sits in the southwest corner and many bones can be seen there as well. The pile of debris contains 8 suitable random treasures including a bejeweled horn about the size of an elephant tusk, but appears to be from a very large ivory ape. It is worth a fortune, about 8000 gp to the right buyer. Its true value, though, is that it will activate the giant marble statue of an ivory ape at Area 20 on Map PI-2 (Main Plague Island Map). The treasure pile also contains rot worms. Anyone handling the treasure with bare skin will be attacked by d6 rot worms. Once attached, they must be burned off, either by a hot iron or torch, which will damage the host as well, d2 for a hot iron and d6 for a torch application. If not burned off in two minutes, a rot worm will have reached its victim's heart, killing the character. A cure disease spell will also kill all rot worms on a character. The secret door can be found if searched for. A small stone causes it to rise. Manticore: This old manticore is very evil and cunning. It is a variety with a scorpion tail as opposed to tail spikes. Nonetheless, it uses this weapon to great effect. [AL C, MV 40 (60 flying), AC 4, HD 6+1, HP 44, Dmg d4x2, 2d4 + Tail d6 (save vs. poison or death), Save F6, Morale 9].

2. Relic Room

The outer entrance to this room is blocked by a standard block door. A stone in the wall to the right of the block, if pressed, will cause the stone to rise and then grind to a halt just three feet up. If the stone is pressed again, the block lowers and a crashing sound is heard. It will not raise again. If left alone the first time, the block remains wedged up. This 60 x 30 foot room appears to have once held relics. Several niches line the north and south walls, but they appear to be empty. There is one relic left in a niche near the secret door. An ape skull sits there. The skull is attached to a mechanism and if pulled, will open the secret door, causing it to rise. Those touching the skull with bare hands must make a save versus death or they are bitten by the giant centipede that lives in the skull. Unless a save versus poison is made, the person suffers paralysis for d6 hours that reduces the character's strength and dexterity by 2 points. However, anyone bitten by the centipede receives perfect night vision for d6 hours as well. The priests used to use these centipedes in their rituals.

3. Cells and Storage

Twelve 10x10 foot cells adjoin this long hallway. Each cell contains various debris. A turn-long search will reveal d6 gold beads, each worth 5 gold. However, all searchers must make a saving throw versus death or be bitten by a poisonous centipede. See Room 2 above for effect.

4. Secret Door Cell

A stone coffer, approximately three feet long, two feet high and two feet wide lies on the right-hand wall of the room. A small crack in the bottom allows insects to move in and out. Anyone moving the lid is attacked by a giant centipede and must make a save versus death or be bitten. See Room 2. The coffer is empty otherwise. The secret door can be found if searched for. A small stone causes it to rise as a normal door.

5. Water Basin and Fountain

An oval water basin sits on the west wall of the room and water trickles into it from a small stone tube in the wall. The water is clean. There are no monsters.

6. Giant Spiders

The ceiling of this room is very high, 30 feet, and a ledge runs along the perimeter of the room (where artifacts - heads and so forth, used to be displayed) Many bones and some coins (10d6 Silver and 20d6 Copper) lie scattered about as well as dry and fresh spider dung. Lurking on the ledge are giant spiders. The spiders spring from above, and any character that fails a saving throw versus death is pounced on by a 3 foot long crab spider, and surprised. There are two more spiders than party members. If severely

wounded the spiders will jump for the ledge and exit through a small hole in the wall. The hole leads to a narrow tunnel that exits outside the temple. Crab Spiders [MV 40, AC 7, HD 2, Dmg d8 + poison (save at +2 bonus or death), Save F1, Morale 7].

7. Guardian

In a corner of the room sits a pile of gold, apparently pieces of armor including a breastplate, greaves and a strange wide brimmed helmet. A large golden orb, a mace head, lies there as well. If the pile of gold objects is disturbed, the armor and weapons fly together in a flash as the guardian awakens. The guardian is invisible but it is wearing the armor and wielding the mace, the head of which bobs in front of it. Non-magical missiles do no damage to the guardian. In addition to damage suffered from the mace head, that character is knocked unconscious for the remainder of the battle. If all characters are knocked out or killed, or if the room is exited, the armor falls to the floor after ten minutes. The guardian will not leave the room. The armor is worth a great deal, between 1000 to 3000 gold if the right buyer is found. The mace head, if attached to an appropriate shaft is magical, +3, weighs 4x normal, but it will not have the same knock-out effect. Guardian [MV 50, AC 0, HD 10, HP 80, Dmg d8 + knockout, Save F10, Morale n/a. Immune to non-magical weapons and magic under 3rd level].

8. Coffin

The passage opens into a 20x20 foot room. On one wall of the room is an eight feet long by three feet wide stone coffin. The stone lid is carved to represent the reposing body of an ivory ape, adorned with feather head dress and armed with a giant club. The coffin contains the remains of a mighty ape chieftain. The lid is slightly ajar, having been pushed to one side. There is no treasure.

9. Gold Wall

In the middle of the passage is a pressure stone in the floor. When stepped on, hundreds of small darts launch from the left and right sides of the tunnel. They hit any exposed skin, causing 1 hp of damage. All characters present will be hit by 3d6 darts. The poison has faded.

This passage's ceiling gradually climbs to a height of 15 feet at the end, and the tunnel ends in a solid wall of gold. The gold is carved; starting at the top left and seems to depict the culture of the native Kirkona People, including their alliances with the apes of the island. Hundreds, if not thousands of small uncut gems serve as mosaics in the gold carvings. If anything is pried free, the wall falls, crushing anyone prying or standing nearby. Anyone prying a gem or scraping gold from the wall must pass a saving throw versus petrifaction or be crushed to death, (it is a heavy wall). Anyone loitering nearby while someone else pries out a gem must pass a similar save but with a +3 bonus or suffer the same fate. The wall rises again quickly, within one round of falling.

10. Storage Room

The door to this room is open about 18 inches. Pressing the button will not raise or lower it further. The room was once used for storage and is littered with debris, all unusable. It is currently home to a horde of 20 giant rats. They have squirmed in through a small hole in the ceiling. The rats are crazy and will attack anyone entering the room, possibly lunging in and biting as someone crawls under the door. On the wall opposite the entrance, if examined, are several holes about 2 feet apart going up the wall. Each hole is about the diameter of a spear shaft. It appears to be climbable by using the holes as hand holds or by making appropriate pegs for use in the socket holes. The holes stop at about 25 feet up the wall. At the top is a secret door, 3 feet square. There is no discernable means of opening it. It will open if a small stone to the right of the door is pressed. If traps are not searched for and disarmed the climber will fail to find the scything blade that whips out horizontally from one side to the other. If the trap is missed, the character is decapitated. Optionally, 5d6 damage could be suffered.

11. Treasure Hoard with Demon Guardian

This low ceiled room holds a hoard of treasure, stashed by the priests. There are four stone coffers topped with stone lids. Set into the lid of the fifth coffer is a black gem that glows with a dim deep purple light. The four normal coffers contain hundreds of gold bars, $d6+1 \times 100$. Each bar is worth 100 gold and weighs 100. The one with the black stone contains the spirit of the guardian. If the stone is tampered with or the lid moved, the stone lid cracks and an inky darkness, like smoke, starts to billow from the coffer. It slowly takes on the form of a black-furred ivory ape. If the room is not exited immediately, the guardian fully forms within 20, 40 or 60 seconds and attacks. Those who do not flee immediately when the inky blackness starts to form, must make a save versus death to get away before being attacked by the guardian. The black stone, if taken after a battle, becomes attached to the first person who picks it up (embeds itself into the palm), allowing him or her to call on the guardian once per month and it will fight for that character for one battle. Guardian [MV 40', AC 3, HD 12, HP 96, Dmg 3d10, Save F12, Morale 12, Magic Resistance 50%. Immune to non-magical weapons and magic under 3rd level. May be turned by a cleric, as a Vampire].

12. Three Ape Faces

Both doors of this room are functional, at first. The north wall contains three carved ape faces in a row, each about three feet in diameter as well as a translucent red gemstone, polished and nearly flat, set in the stone above the middle face. The left face is an angry ape, the right face depicts a sad ape and the center is a happy grinning face. Each face has a hinged lower jaw that is up (closed). Extending from the wall is a semi-circular platform in the floor that will be easily noticeable if the area is inspected at all. If the sad-faced jaw is lowered, any doors to the room close immediately and a gas is expelled from the mouth covering the room, causing all gold in the area to be turned to lead. If the mad-faced mouth is opened, a gas is expelled and all in the room must make charisma check or attack a nearby person. The effect lasts for $d6$ rounds. The referee can decide if it is possible to restrain the affected characters. If everyone fails their check, they will happily slaughter each other. If the happy face is lowered, the floor starts to pivot. Anyone can jump off if they wish, but after about ten seconds, the wall and floor swings 180 degrees to what lies beyond and all traces of the trap vanish, but return in one hour (both sides). The trap wall may be spiked open and pried wider if caught in time. Once the wall has pivoted, the doors to the room will open normally. The red stone contains trapped creatures. If the stone is observed, from time to time it appears to go cloudy and then a distorted face appears, looks around and then is gone and soon after another face appears. Anyone touching the stone with a bare hand will be sucked into the stone. They are unharmed, and wander in a maze of red crystal, possibly for years. There are several other creatures in the stone as well, 3d6 lizard men and two adventurers.

If the stone is smashed, everyone will be freed from it, and will fly into the room. The lizard men may attack the party or attempt to flee. The adventurers are Fhriva and Hurkuri, human female fighters - barbarians from an unknown continent, The Orkvild. They do not speak the same language as the party (most likely). They will fight with the party against the lizard men and may adventure with them afterwards. Anyone freed from the gem receives $d6 \times 50$ xp.

Fhriva [F3, AL N, MV 30, AC 4, HD 3, HP 24, Dmg d8 (Sword), Kris Knife - No magic of 3rd level or lower can be cast within 5' of a Kris, Chain, Shield, Pack, 2 days food, crowbar, 3d6 gold beads].

Hurkuri [F3, AL N, MV 30, AC 4, HD 3, HP 26, Dmg d8 (Sword), Long Bow, 12 Arrows, Chain, Shield, Pack, 5 days food].

13. Giant Statue

If the pivoting wall from Room 12 was not spiked or held open, the three ape heads will have vanished, leaving only a blank wall. The three heads will return in one hour. This large (30' vaulted ceiling) room contains a large statue, 20' tall, of a squatting ivory ape with a half grin, picking its teeth with a wooden toothpick (a staff). The ape's other hand is outstretched near the floor, palm upward. The toothpick is

The Simian Staff. Standing in rows on the left and right-hand sides of the room are eight ivory ape statues, four statues on either side, masterfully carved and look very lifelike. At the base of the large statue is a stone wall of eight niches, carved into the platform the ape sits upon. Each niche contains an ape skull that has been covered in gold, worth about 5 gp each.

The Simian Staff allows its controller and anyone in a ten foot radius to move freely among and protects against all forms of ape. The staff will allow its holder to control apes as well (if this is attempted by its holder, as per the spell Charm Person, or in this case Charm Ape), as long as the character continues to hold the staff. Nothing happens if someone stands in the ape's hand. It was the site where the high priest of the Native People used to stand in worship ceremonies. If a skull is inspected, touched in any way, one of the ape statues nearest to the character starts to animate and in about five seconds charges the character that tampered with the skull. It will attempt to slam the character into the remaining skulls, unless a dexterity check is made to dodge out of the way. If any other skulls are disturbed, other apes animate. [MV 20, AC 4, HD 5, Dmg 2d6/2d6, Save F3, Morale N/A].

RANDOM ENCOUNTERS AND EVENTS

Encounters on Plague Island will be largely randomly determined. Thus, the fairly extensive table has been provided. Descriptions for most of the encounter results are provided below the tables. These encounters can also be used by the referee for places like tombs and caves.

The areas marked with specific names on the map are more likely to contain the named creature. See Island Key. Keep in mind the rules for Evading Encounters.

Check once each day and once each night, per hex, for encounters (four times per day after the earthquake on day 15), which occur on a 1 in 6. For open hills and grasslands use whichever table corresponds to the hexes bordering the open land. The island teems with life that is non-harmful as well, including many species of small monkey, large insects, spiders, snakes (i.e. black snake).

Events

Not all random occurrences need be with hostile creatures. Various events are provided in the table below for things like weather, vegetation and so forth. An event occurs 1 in 6, once or twice a day, as the referee sees fit.

1. Light Rain d6x10 minutes
2. Rain Shower d6 hours
3. Rain Storm d6 hours (may cause mudslide)
4. Wild Berries: There is a species of berry indigenous to the island, similar to a blueberry, which will appear safe to eat and very flavorful. However, the berry is highly addictive and produces a narcotic effect in the eater. All who eat a berry will want another. A character must make an ability check - must roll under this number on a d20 (the average of charisma, intelligence and wisdom) to stop eating the berries. For each failed ability check, the character suffers a -1 to all actions including combat and -10% to all other skill rolls. However, the character will be able to see 120' in very low light for 24 hours. A character that later finds more berries must make a second ability check or start eating them again. A character may have to be restrained and removed from the location of the berries by others.
5. White Lotus: On the island grows the valuable and much sought after White Lotus, used in making powerful narcotics. It is the reason that many make the journey to the island including pirates, explorers, merchants and the like. A clever character could possibly make a poison to knock out or partially incapacitate opponents. The flowers must be mashed into a paste and then wrung in a cloth sack. The resulting liquid can be used to coat weapons or darts. One day's work will make only 5 applications of

poison. A magic user could chew the flowers to get an uninterrupted night's rest, however.

6. Poco People: The island is home to a short-statured, furry, ape-like species called the Poco People, not unlike Chaka from *The Land of the Lost* who are either ignored or hunted for sport. Poco People [AL L, MV 40, AC 9, HD 1/2, Dmg 0-1, Save 0-level, Morale 4].

7. Ship Spotted: If the party is on the beach, a merchant ship passes fairly close to the island. Signaling it or reaching the ship will be another matter.

8. Volcano erupts. Somewhere on the island a volcano erupts, possibly a precursor to the earthquake set to hit, or an after-event.

RANDOM ENCOUNTERS / NO. APPEARING

01-04	Adventurers (See Random NPC's below) / d6+2
05-07	Ants, Giant Fire / 5d10
08	Basilisk / 1
09-12	Beetle, Giant Glow, Flying / 2d6
13-14	Beetle, Giant Oil / d6
15-17	Boar, Giant / d2
18-21	Boar, Wild / 2d6
22	Carriorn Worm / d2
23	Crab, Giant / d10
24	Crocodiles / 2d6
25	Dragon, Black / 1*
26	Dragon, Green / 1*
27-30	Explorers / 1 group
31	Ghouls / 2d4
32	Gnolls / 3d8*
33	Griffons / d2
34	Hill Giant / 1*
35	Hobgoblins (Molag Empire) / 2d10+10
36-39	Hunters (See Random NPC's below/ d6+2
40	Hydra 10-headed (after day 15 only) / 1*
41-44	Insect Swarm / 1
46-48	Ivory Apes / 2d3
49-52	Jade Palace Guard Patrol / 3d6
53-54	Lizard Men (Hunters) / 2d4
55	Mountain Lion / d3
56	Ogres / d4
57-58	Pygmy Trolls / 2d6
59-62	Poisonous Spider (Emerald Death) / d2
63-66	Venomous Snake (Brown Vine) / 1
67-68	Rat swarm / 1
69-72	Rats, Giant / 6d6
73-76	Raptors / 3d6
77-80	Skeletons / 2d6
81-84	Slaves, Prey and Hunters / d4 and d4+2
85-88	Slaves, Escaped (after day 15 only) / d4
89-90	Snake, Giant Constrictor / 1
91-93	Spider, Giant Crab / 2d4
94-95	Spider, Giant Trapdoor / 1
96-97	Stripper Vines / 2d3
98	Troglodytes / 2d4
99	Vikings / 2d6+6*

00 Djinni Bottle / 1*

*There is only one of this sort of creature on the island. The referee may substitute a large dinosaur instead of one of these creatures, though the named creature still exists on the island.

RANDOM ENCOUNTER TABLE DESCRIPTIONS

If a random party of adventurers, hunters, sailors, Jade Palace visitors, and so forth need to be created, they may be generated randomly below.

Random NPC's

Alignment: 1-4) Chaotic, 5) Neutral, 6) Lawful.

Race: 1-4) Human, 5) Dwarf, 6) Half Orc.

Class: 1-3) Fighter, 4) Cleric, 5) Thief, 6) Magic User.

Level: 1-8 (d8 or choose).

Treasure: 250 gp per level plus 15% chance per character level of one Magic Item.

Equipment: Armed with plenty of missile and melee weapons and possibly nets, and the best armor (chain or plate). Hirelings may carry packs and food, rope, water, etc.

Adventurers: A group has gone hunting for sport in the jungle to get away from the palace for a day, or they are a party of characters, come to the island for their own reasons, possibly to slay one of the island's dragons or to spy on the Jade Council. See Random NPC's above.

Ant, Giant Fire: Two foot long red ants that travel in columns and attack in swarms. The ant hill will be within 5 miles of the encounter. There are hundreds of ants in a hill. [MV 20, AC 4, HD 1/2, Dmg d2 + burning (save vs. poison or suffer -1 to all action rolls and saving throws, cumulative, for d10 hours, Save 0-level, Morale 7].

Boar, Giant: The party will discover its trail first. It roams a total of 10 miles of trail. The trail leads in a wide circle with crisscrossing side trails. If the party follows the trail they will encounter the boar 1 in 6, check once per hour. [MV 50, AC 7, HD 5, Dmg 2d6, Save F3, Morale 10].

Carriion Worm: This is a green 9' long segmented worm-like creature with many small legs, that feeds on meat. It is an expert climber and hunter. Eight 2' long tentacles extend from the creature's face. The creature uses the tentacles to paralyze victims in combat, giving it eight attacks all against one victim. A successful save versus paralysis is required or the victim is paralyzed for 20-80 minutes. If no foes are present, the creature will devour its victims. Paralysis can be cured with a cure light (or serious) wounds spell or greater magic. [MV 40, AC 7, HD 3+1, Dmg N/A, Save F2, Morale 9].

Djinni Bottle: This small opaque green glass bottle set with rare gemstones contains a lesser djinni. It will perform one service for the person who uncorks the empty bottle. It will tell the character the services it can perform, including: Fighting as a whirlwind or with fists for one hour with the party, create food and drink (as 7th level cleric), create metallic objects - steel lasts one round, gold one day, maximum 1000 coins weight, create soft goods and wooden objects (permanent) 1000 coins weight. After one wish is fulfilled, the bottle cracks and the djinni laughs and vanishes, though the bottle is still worth 300 gp. A character may also save his wish and call forth the djinni when needed.

Explorers: A group of explorers wrecked on the rocks surrounding the island, though they were able to escape in a small boat. Each member of the group wears either a fez or a knit wool cap. Their gear is carried by two fez-wearing porters including two back packs, 4 weeks dry food, 10 water skins, flint & steel, 10 torches, 150' of rope, grappling hook, 2 lanterns, 12 oil flasks, small mirror, whistles, spyglass, extra clothes, whetstones, tinder boxes, log book, pencils, map of limited area of island, 4 potions of extra healing.

Rankin: [AL L, F5, S 16, I 14, W 13, D 14, C 17, Ch 13, AC 4, HP 40, Hand axe, Dagger, Chainmail].
Bass: [AL N, T5, S 13, I 12, W 10, D 18, C 15, Ch 12, AC 5, HP 20, Long sword, Dagger, Short Bow /w 24 arrows, Leather armor, Thief tools].

2+ Hirelings: [AC 7, HD 1, HP 5, Dmg d6, Save 0-Level, Morale 8, Studded Leather, Spear, Dagger].

Giant, Hill. See Area 13.

Gnolls. This group captured a small oared galley and are on an island-hopping rampage. They are feasting on a giant boar a short distance off the beach. Their ship is on the beach nearby. Their leader has 4 HD. The ship contains no food or water, but contains d6 Random Treasure rolls. [MV 30, AC 5, HD 2, Dmg d8+1 (long sword, axe or spear), Save F2, Morale 8, Wear large suits of reinforced leather armor]. They also carry several bladed throwing discs made of stone which will deal d6 damage per hit.

Hobgoblins. These 2d10+10 soldiers are scouts from the Goblin Empire of Molag. Their homeland is over 800 miles to the west, across the ocean. Their landing boat is moored on a beach. They are unaware of the goings on of the island. They may be part of a larger fleet of oared galleys (biremes or triremes). These hobgoblins are similar in style to Ancient Romans. Each has chain armor, helmet, large shield, heavy throwing javelin (pilum - d8), broad short sword (d8) and dagger. Two carry short bows with 24 arrows total. They wear sandals and cloaks, and tunics of grey linen. Each carries a day's hard bread, a full or half full wine skin and flint and steel. Distributed among them is a 50' rope, 30 climbing spikes, 5 oil flasks, large canvas tent, 4 multi-piece tent poles (10' poles), stakes, hammer and unit standard - a pole topped with a silver boar emblem worth 50 gp. Their leader carries a +1 sword, the pommel set with a large round black gemstone gripped between a silver boar's jaws.

Trooper [MV 20, AC 4, HD 1+1, Dmg d8, Save F1, Morale 10. In combat they will throw their pila first.]

Leader [MV 20, AC 4, HD 3, Dmg d8, Save F3, Morale 10.]

Hydra. This creature will escape from the arena dungeon after the quake and then wander the island. [MV 40, AC 5, HD 10, HP 80(55), Dmg d10 per head (only 7 heads living), loses a head per 8 hp damage, Save F7, Morale 9].

Insect Swarm. A swarm of 6" long mosquitoes or killer bees. [MV 10 (20 flying), AC 7, HD 2-4, Dmg special, Save 0-level, Morale 11]. Characters inside a swarm take 2 hp damage per round. If actively fighting them off, 1 hp is taken until the swarm is killed (dispersed) or the character flees. Sleep spell will affect the whole swarm. Fire will damage them. If damaged, they will pursue the damaging character as best they can.

Ivory Apes. A variety of white ape with a long horn projecting from the forehead which it uses in combat. They are omnivores and see any PC's as intruders into their territory. If the party approaches, they will attack. One ape will bang on a tree with a stick, which will be followed by additional sounds a distance away. Other apes will converge on the encounter group. [MV 40, AC 6, HD 4, Hp 20, Dmg d6, d4 (horn), Save F2, Morale 7. If an ape hits an NPC it will hang onto him with his legs and attempt to rip his victim's head off or at least break his neck, 25% chance].

Jade Palace Guard Patrol. Guards of the Jade Council's palace make short journeys into the jungle from time to time, and patrol the trail from Area 16 to 21. There will be a leader among them. The group also carries a large net 12'x12' to catch animals or escaping slaves. A successful hit entangles a victim for d3 rounds unless a successful save versus paralysis is made. Check once each round. Guards will attempt to capture, but will kill without hesitation. Each carries a set of manacles and chains. They will bring captives to the Jade Council. Each guard also carries a small vial of anti-venom. It will stop the lethal effects of a venomous bite. One bottle is one dose, good for one character. Guard [MV 40, AC 7, HD 1, Dmg d6, Save F1, Morale 9, Studded leather, short saber, short bow/w 12 arrows, 4d6 gp]. Sergeant [MV 40, AC 5, HD 3, Dmg d6, Save F3, Morale 9, 6d6 gp]. At the Referee's discretion, this group may contain one or more Jade Council members.

Lizard Men. They carry nets for fishing, many-pronged fish spears and javelins. Each carries treasure equal to one roll on the Primitive Treasure Table. Any captives will be taken to their lair to be the main course in a large feast. See Area 8. [MV 20 (40 in water), AC 5, HD 2+1, Dmg d6+1 or weapon +1, Save F2, Morale 12].

Manticore. See Area 19. This is a similar creature, but may have different hit points. Its cave may be nearby, and will contain d6 Random Treasures.

Ogres. The island is home to native ogres and slave ogres are sometimes brought to fight in the arena. Attributes as per the rule book. Each will carry d3 Random Treasures.

Pirates: They may attack, talk or flee. The pirates have had recent run-ins with the hobgoblins of the Molag Empire, who have been beating the pirates to the larger merchant ships. Their rowboat will be nearby if encountered on the coast. Their ship, a small oared galley with a ram - The Sea Nymph, is anchored off the island and contains a crew of 50 (minus those encountered) pirates, including a 4 HD 1st mate and 5 HD captain (Captain Rogers). [MV 40, AC 7, HD 1, Save F1, Morale 6 - Leather armor /w greave-type pieces, sword, dagger and buckler. 35% carry crossbows. One suitable Random Treasure each].

Pygmy Trolls. Distant relatives of normal trolls, having large long ears and noses, green to brown hides, and wearing furs mostly, they stand around 1 foot tall. Their blowguns shoot darts coated with a paralyzing toxin, and they wield stone blades if in combat. They surprise 2 in 6. They will rob any group they paralyze, and possibly tie them (having to call more trolls) and haul them to their camp for a feast. [MV 20, AC 6, HD 1/2, Dmg 1hp + paralysis (2d4 turns), Save F1, Morale 7].

Poisonous Spider (Emerald Death). Green leaf spider that jumps on its victim to attack. It will surprise 60% of the time. Attacks as Normal Man. Has less than 1 Hp, AC 7, but its bite is fatal unless a save vs. poison is made, within d6 rounds. If the bite is cut and the poison sucked out, an additional saving throw at +4 may be made, but the victim will lose d6 Strength, Constitution and Dexterity for 24 hours.

Raptors. Small bipedal reptiles about 3' tall that move very fast and attack in packs of 2d6. They surprise on a 1 in 3. [MV 50, AC 6, HD 1, Dmg d4, Save F1, Morale 7].

Rat Swarm. A huge scurrying mob of rats that bites ankles and anything they can reach. Similar to an Insect Swarm [MV 10, AC 7, HD 2-4, Dmg special, Save 0-level, Morale 11]. Characters inside a swarm take 2 hp damage per round. If actively fighting them off, 1 hp is taken until the swarm is killed (dispersed) or the character flees. Sleep spell will affect the whole swarm. Fire will damage them. If damaged, they will pursue the damaging character as best they can.

Skeletons. The Jade Council recycles the dead from the arena by turning them into animated skeletons. They are commanded to attack all humanoids they find in the jungle, in specific areas. They wield rusty swords. They can have anywhere from 1 to 4 HD. From 2-12 will be encountered. [MV 40, AC 6, HD 1-4, Dmg d6, Save F1-4, Morale n/a.]

Slaves. Slaves being hunted will have no weapons or armor. Their MV will be based on race, average 40' per round, AC will be 9, Hit points about 5 or 6. Escaped slaves (after the quake) will likely be carrying a weapon that deals d6 damage and may carry a shield or second weapon. 10% of slaves will have a class, 10% will be of level 2-5 with the rest being level 1 or 0-level. RANDOM SLAVE RACES 1-2) Dwarf 3) Elf 4) Gnome 5-7) Goblin 8) Half-Orc 9-18) Human 19) Kobold 20) Orc

Snake, Giant Constrictor (Rock Python). A 30' long snake that lurks in the trees. It may surprise the party (1 in 3). It is non-venomous. Snake [MV 30, AC 6, HD 5, Dmg bite/constrict (d6/2d4 per round), Save F3, Morale 8. It will bite first, and then automatically constrict.]

Snake, Venomous (Brown Vine). Small and concealed. It will surprise 50% of the time. Attacks as F1. AC 8. Has only 1 Hp, but its bite delivers d10 damage unless a save vs. poison is made.

Spider, Giant Trapdoor. Lurks in a small 10x10' pit. Spider is 5' long. Grapples and bites one prey and tries to haul it into its pit. Surprises 60% of the time. [MV 30, AC 7, HD 3, Dmg d6 + paralysis, Save F1, Morale 6. Bite causes paralysis in 1 round for 2d10 rounds unless save vs. poison is made.]

Stripper Vines. Bright green vines grapple a victim as it passes, and corrosive acids dissolve non-living organic materials like cloth, plant fiber or leather, each such item the character carries has a 50% chance of dissolving in d6 rounds. Thin wood items only a 25% chance. A strength check on d20 is required to break free, each round, and a separate item save must be made for any items that might be affected. They do no other damage, and will be torn apart as victims break free.

Troglodytes. Half carry 2 javelins each. Each carries treasure equal to one roll on the Primitive Treasure Table. Troglodytes take no prisoners. [MV 40, AC 5, HD 2, Dmg d4/d4/d4, Clawx2, Bite, or weapon, Save F2, Morale 9. They secrete foul odor. Save vs. Poison or -2 to all to hit rolls].

Vikings. Came to the island as explorers. They have a long boat lined with shields nearby. They are led by their chieftain 6 HD. They wield axes, shields, leather armor. 1 in 4 carries a long bow. Their boat is well stocked, but they are in need of water. [MV 40, AC 7, HD 1+1, Dmg d8 (+2 to hit), Save F1, Morale 10]



RANDOM TREASURES

PRIMITIVE TREASURES

Use this table to determine treasure carried by creatures like lizard men and troglodytes. Ivory apes may have some as well but it will only be found in a cave they use as a lair or shrine. Alternately, the Non-Primitive Treasures Table can be used as well.

1	Gold Ingots - Found unworked gold - 3d6 each worth 10 gp.
2-5	Uncut Gems - 2d6, each worth 2d6 gp.
6	Polished/Glazed Gems - 3d6, each worth 3d10 gp.

NON-PRIMITIVE TREASURES

Use the following tables to determine what is carried by “civilized” humans and humanoid beings like NPC’s, Pirates, Hobgoblins, Gnolls, Adventurers, Explorers, Humanoids, Hunters, Etc. Use your own judgment.

TYPE OF TREASURE

- 1 Random Item**
- 2 Random Arms/Armor**
- 3 Food**
- 4-5 Monetary, Gems or Jewelry**
- 6 Magic Item (roll again, if a second 6 is thrown, then a magic item is found).**

RANDOM ITEMS

- 1 Back Pack
- 2 Crowbar
- 3 Flask of Oil
- 4 Grappling Hook
- 5 Hammer
- 6 Holy Symbol
- 7 Iron Spikes d6
- 8 Lantern
- 9 Mirror, small steel
- 10 Rations d6 days (iron)
- 11 Rations d6 days (standard)
- 12 Rope 10-50'
- 13 Sack, Small
- 14 Sack, Large
- 15 Stakes d6
- 16 Thieves Tools
- 17 Tinder Box, Flint & Steel
- 18 Torches d6
- 19 Water Skin
- 20 Roll three times

RANDOM AMRS/ARMOR

- 1 Dagger
- 2 Short Sword
- 3 Sword
- 4 Two-Handed Sword
- 5 Hand Axe
- 6 Battle Axe
- 7 Mace
- 8 Hammer
- 9 Long Bow
- 10 Short Bow
- 11 Crossbow
- 12 Sling
- 13 Arrows d6

- 14 Bolts d6
- 15-16 Shield
- 17 Leather
- 18 Chain
- 19 Plate
- 20 Roll three times

FOOD

- 1 Hard Bread d3 days
- 2 Cheese (Huge Wheel)
- 3 Dried Fruits (d6 days worth)
- 4 Sacks of grain or oats (5d10 pounds)
- 5 Honey (d3 pounds)
- 6 Iron Rations (d6 days)
- 7 Lard (5d10 pound bucket)
- 8 Dried Meats (d6 days – Unknown source)
- 9 Nuts (2d10 pounds)
- 10 Salt (5d10 pounds)
- 11 Seeds (d6 pounds – Edible)
- 12 Spirits (2d10 gallons – Very strong – Flammable)
- 13 Sugar/molasses/syrup (5d10 pounds)
- 14-18 Corn meal (d10 pounds)
- 19 Vinegar (d10 gallons)
- 20 Wine (d10)

MONETARY

- 1 Copper
- 2-3 Silver
- 4-5 Gold
- 6 Gem (d6) or jewelry (1). Value of total gems or single jewelry as coin table (in gold). 50% of gems will be $\frac{1}{2}$ value generated.

AMOUNT OF COINS

- 1 4d6
- 2-3 4d6 x 10
- 4-5 4d6 x 25
- 6 4d6 x 50

MAGIC ITEMS

- 1-2 Potion
- 3 Bone or silver scroll case/w Scroll
- 4 Ring
- 5 Wand/Staff
- 6 Weapon
- 7 Armor
- 8 Miscellaneous

POTION

- 1-2 Healing
- 3 Giant Strength
- 4 Heroism
- 5 Speed
- 6 Polymorph Self

SCROLL

- 1-2 d3 Random MU spell, 2nd level
- 3-4 d6 Random MU spells, 2nd level
- 5-6 d6 Random MU spells, 2nd or 3rd level

RING

- 1 Invisibility, silver
- 2 Ring of the Bat, Onyx - can transform into a bat once per day, including all belongings. Retains mental capacity, but may not cast spells or talk.
- 3 Ring of the Panther, Onyx - can transform into a panther (As per Rule Book - Great Cat - referee's choice) once per day, including all belongings. Half of all lost HP are returned upon transformation into cat, but not into original form.
- 4 Protection +1
- 5 Protection +2
- 6 Water Elemental Summoning, Coral - summons as device, MU only, once per day for 2d6 turns. Must have adequate water source. As per spell - must concentrate on elemental.

WAND/STAFF

- 1-3 Unicorn Horn Wand with gem-encrusted handle worth 1500 gp – +2/+2 weapon deals d6 (+2). Able to heal 3d6 Hp once per day, usable by anyone. If unicorns are ever encountered while holding the wand, the wand will leave the grasp of the wielder and rise into the sky, out of sight forever.
- 4 Staff of Quaking, 6' staff with heavy stone orbs at either end, +1 weapon – When struck against the ground, causes the earth to rumble and all in a 100' radius to the staff holder, except the staff's holder, may perform no action for 1 round, as they attempt to maintain their balance. Does not affect flyers. 4d6 charges.
- 5 Wand of Magic Missiles, thin silver – 5 Charges left.
- 6 Wand of Fear, heavy wooden club with ivory ape skull and horn attached.

WEAPONS AND ARMOR

Bonus 1-3) +1 4-5) +2 6)+3

Weapon

- 1 Arrows d6
- 2 Hand axe
- 3 Sword
- 4 Spear
- 5 Mace
- 6 Dagger

Armor

1-3	Shield
4	Leather
5	Chain
6	Plate

MISCELLANEOUS

1	Winged Shoes - Require a Dexterity save to use properly, otherwise may fly upside down and possibly damage self. Add 1 to Save per character level. If used three separate times, no fourth Save required.
2	Figurine of Wondrous Power - Jade Fly.
3	Elven Cloak.
4	Gold Spider Amulet - Protects wearer against all poison effects.
5	Cube of Luck, +2 to all saving throws. Appears as an ordinary bone dice, found with other dice.
6	Clay Honey Jars - Corked (d3) – Each with 2 doses of Healing Potion (d6 hp).

ADDITIONAL INFORMATION

OPTIONAL ADVENTURE START

1. The party has come to Plague Island in search of exotic plants and animals (spell components) and the white lotus flower. Their boat breaks up on the rocks and they wash ashore with most of their equipment.
2. Someone dear to the party (an entire family or family member) has been captured by slavers and the party travels to the island to free her/them. Their boat breaks up and they wash ashore.
3. The party wishes to participate in the games and fight in the arena.
4. Perhaps they are sent by the lord of their homeland to spy on the Jade Council and gather information about the island.

They must book passage on a ship or otherwise find some means of reaching the island. They may or may not be aware of the Landing Beach, and must navigate through the dangerous rocks surrounding the island.

For parties wishing to participate in the games, there are three winners each year, who are given a purse of 10,000 gp, 5000 gp or 2500 gp. Fights are generally to the death or until someone yields. Though given the number of chaotic people and monsters who enter the arena, yielding is not always possible. The gamblers care little about whether the fight is to the death as the money-holders make odds on either outcome. Warriors, rogues, priests and wizards may participate, though wizards are always matched against other wizards for the always crowd-pleasing mage duels. This adventure option is left to the referee to develop if he wishes.

THE JADE COUNCIL

The following council members are present on the island at the start of the adventure. Four are provided also in the Palace Key. In addition to the listed items, each will carry 1250 gp (in gems and jewels) and one random Magic Item. Each also wears a jade ring with a signet for sealing documents in the shape of a spider, worth around 50 gp, or possibly more to a collector. All are between the age of 30 and 60, though the wizards' ages are difficult to determine. All are in top physical condition, practice good grooming, except Hammer, and wear fine clothes. If a member is captured, he may possibly be held for ransom and exchanged for a hefty fee to his homeland/family. Transporting the prisoner may be difficult though.

Burkith, Duke of Carmith: [AL C, F9, MV 30, AC 0, HD 9, HP 60, Strength 16, Dmg d10+2 (two-handed sword), Morale 10, Plate +1, Potions giant strength, speed, extra healing, gold ring set with royal seal of Carmith worth 500 gp, 250 gp].

Javmos, Earl of Mullbury: [AL C, F9, MV 40, AC 3, HD 9, HP 70, Strength 15, Dmg d8+3 (Mace +2), Morale 10, Plate, Ring of Fire Resistance, 400 gp].

Landovar of Norin: [AL C, F9, MV 40, AC 1, HD 9, HP 68, Strength 16, Dexterity 18, Dmg d6+2 (Long Bow +1, 10 Arrows +1, Hand axe +1, Chain +1, Flying Carpet, 80 gp].

Zog: [AL C, F9, MV 40, AC 3, HD 9, HP 72, Strength 17 (+2 to hit), Dmg d8+4 (Long sword +2, chaotic - will cause damage to lawful or neutral characters who attempt to use it), Morale 10 - Chain armor, Ring of The Lion - can transform into a lion once per day for up to 1 hour, as well as items carried. Half of all total damage healed at transformation to lion form].

Rock Blackwood: [AL C, F9, MV 30, AC 1, HD 9, HP 60, Strength 17, Dmg d8+4 (Long sword +2), Crossbow +1, Plate, shield +1.]

Hammer: [AL C, F9, MV 40, AC 3, HD 9, HP 70, Strength 18 (+3), Dmg d10+5 (Two-handed war hammer +2), Chain +2.]

Virda, Priestess of Munghitan: [AL C, C9, MV 40, AC 2, HD 9, HP 40, Strength 15, Dmg d6+3 (Mace +2), 2d6 (Staff of Striking - 20 charges), Plate +1, Ebony Fly Figurine. Spells: 1st level - Cure light wounds, Purify food & water, Cause Fear. 2nd level - Hold Person, Speak with animal, Snake Charm. 3rd level - Cure disease x2, Locate object. 4th level - Cure Serious Wounds, Speak with Plants. 5th level - Insect Plague, Finger of Death (Raise Dead reversed)].

Tong, Rogue Extraordinaire: [AL C, T9, MV 40, AC 0, HD 9, HP 30, Dexterity 18 (+3), Dmg d8 or d4, Leather +2, Ring of protection +2, Shoes of Stalking (+10% MS and HiS), Long sword, throwing knives x10, Whip 12' long, Ebony Fly figurine. Move silently 85, Hide 75].

Brong the Wicked: [AL C, MU9, MV 40, AC 5, HD 9, HP 30, Dexterity 16 (+2), Dmg d4+2 (Dagger +2), Rings of Protection +2 and Invisibility, Staff of Wizardry - 18 charges. Spells 1st level - Magic Missile, Sleep, Hold Portal. 2nd level - Mirror Image, Web x2. 3rd level - Clairvoyance, Fly, Fireball. 4th level - Massmorph, Polymorph Others. 5th level - Teleport].

Smorg the Scorch: [AL C, MU9, MV 40, AC 3, HD 9, HP 34, Dexterity 15 (+1), Dmg d4. Bracelets of Armor AC 4, Wand of Fireballs - 12 charges, Potions of Extra Healing x2. Spells 1st level - Magic Missile x3. 2nd level - Web x3. 3rd level - Fireball x3, 4th level - Wall of Fire x2. 5th level - Teleport.]

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a

challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

