

Zylarthen Module 1: The Golden Voyage

Introduction

The following module takes place in the Sea of Steam, a warm body of water north-east of the fabled Golden City. The sultan of the Golden City, Al'rasha has recently had his daughter kidnapped and is seeking heroes who may serve him. It is a swashbuckling adventure inspired by whimsical myth where heroes of daring and cunning will find great success.

In a departure from the bulk of the Buddyscott Entertainment Group's products, this product is meant for use with **Seven Voyages of Zylarthen** by **Oakes Spalding**. All monsters used will be given statistics in the key. If further rules are required, complete rules for many of these monsters will be found in **Seven Voyages of Zylarthen Volume 2: Book of Monsters**. They may require adjustment for use in your own campaign milieu.

The hex map of the Sea of Steam utilizes a 5-league scale (15-miles). Interior maps of dungeons use a 5-foot scale while the Castle of Turkoman uses a 10' scale. All maps will be provided in the **Map Booklet**.

New items will be *italicized* and given details in the **Appendix**.



Procedure

As to be described below, the characters will find themselves in possession of a fine galley, the *Eyn Alnamir*, which moves at a base rate of 1 hex per day. This ship is given to them with a compliment of 40 slave-rowers, a slave-master, and 20 stout hands (HD 1 normal men, an HD 2 hoplite, and HD 1 peltasts respectively).

HP (peltasts) (2, 3, 3, 6, 3, 1, 2, 3, 6, 4, 6, 2, 2, 2, 5, 5, 6, 5, 3, 3, 4, 6, 6, 4, 3, 1, 2, 3, 1, 2, 2, 4, 4, 4, 6, 6, 4, 3, 4, 5)

The ship has cargo space capable of holding 80,000 coins of weight, and it must be remembered that 2 weeks worth of food and water for the entire crew weighs 40,000 coins. Every 3 days, 8,000 coins of additional cargo space will be gained as food-stores dwindle. Note that 100 coins is equal to 1 encumbrance point. This food will be supplied by the Sultan.

When travelling by sea, 1 wandering monster check should be made each day; there is a 1-in-8 chance of encounter. Weather should also be checked each day using the following chart:

1	Favourable
2-5	Calm
6	Unfavourable

Favourable winds allow the ship to travel at **double** its normal rate.

Calm winds institute no change.

Unfavourable winds result in the ship being blown in a random direction, determined by a six-sided die. Should the ship move off the map, treat their new heading as 180° from their current heading.

To capture the themes of constant shipwrecks found in stories such as *Sinbad* and *The Odyssey*, the chance of unfavourable winds increases by 1 each day to a maximum of a 3-in-6 chance, with a 1 or 2 or 3 always resulting in favourable or calm winds. This 'storm counter' will only reset when a result of favourable winds is rolled. This is a result of the dark wizard Turkoman cursing the seas and winds.

The *Eyn Alnamir* is super-naturally resilient and will resist most forms of damage. This is done for the sake of book-keeping but if you wish your players to experience being ship-wrecked, consider using the wandering monster chart to determine passers-by (or magically intelligent creatures) that may rescue them...for a price of course!

Inspirational Viewing

The Spiders, 1919-1920

Popeye the Sailor Meets Sinbad the Sailor, 1936

Popeye the Sailor Meets Ali Baba's Forty Thieves, 1937

Popeye's Aladdin and his Wonderful Lamp, 1939

Thief of Baghdad, 1940

Arabian Nights, 1942

The Jungle Book, 1942

Cobra Woman, 1944

Kashchey the Immortal, 1945

Sadko, 1953

The Seventh Voyage of Sinbad, 1958

Mr Magoo's 1001 Arabian Nights, 1959

Jack the Giant Killer, 1962

Jason and the Argonauts, 1963

Star Trek the Original Series Episodes: The Menagerie, This Side of Paradise,

The Apple, Plato's Stepchildren, 1968-1969

The Golden Voyage of Sinbad, 1973

Sinbad and the Eye of the Tiger, 1977

Clash of the Titans, 1981

Conan the Barbarian, 1982

Indiana Jones and the Temple of Doom, 1984

The Thief and the Cobbler, 1993

The Mummy, 1999

Oracular Visions

Receiving a judgment from one of the prophets of the Golden City requires a payment of 1,000sp to account for rare aromatics. Once spoken, a vision is lost, never to be spoken again. Simply re-roll these results or invent your own.

d10	Doom	Locale
1	"The queen's un-born children - they hide a treasure as green as the sea"	D
2	"I see colours! As if the deep cuts of claws run across my eyes! Those orange and black cause me great pain, but those black and white light my way to salvation"	G1
3	"In the depths of that teary-eyed and fire-throated bog, he with the rage of teeth claims his geld"	F
4	"Those tusk'd men of far off shores/ A clock-work father from their forge/ Peace and wisdom personified/ Those who are the third-eyed"	H, 18
5	"Those who were once last now are first, though their wealth can not sate the hunger of he who hungers"	L
6	"Before the tall one came down from the mountains, there was another, bound to a rocky tomb"	N
7	"She, the sun and the moon, rears the child who longs for his home of brass buried in the sand"	P,T5
8	"Pray well at the break of each day or ye shall carry the curse of Mendax and live as the hog you are!"	U,W
9	"A great shell of bone - it slumbers beneath the freshest pool"	T
0	"The Sea of Steam never gives up her dead - but there are those who have not kissed the sickle of fate - they walk still"	Y

Travelling by land would normally take quite some time due to the map's scale but it shall be handled in an un-realistic manner to facilitate an atmosphere of swashbuckling adventure; movement between hexes shall take 1 day and like by sea, will require 1 wandering monster check performed in a similar fashion.

Naval Combat

In antiquity, naval combat was largely a series of boarding actions preceded by missile fire. Mass boarding actions shall be resolved as normal combat using the following adjustments:

Men will fight in at least groups of 5 and thus strike as Man + 5. Their hit-points will be equal to the number of living men. Each point of damage will remove one man. In fighting player characters, their damage rolled will be inflicted as normal hit-points but a hero striking at them removes a man for each point of damage - it is appropriate for a dashing hero to cut a swathe of destruction through violent knaves with ease!

Once a ship-combat has begun, 2 rounds of missile fire may take place and a single siege weapon such as a ballista or catapult may be fired. These weapons are made as a thrown torch and will kill 3-8 men with a successful hit.

Capturing a pirate ship by defeating its crew allows it to be sold in the Golden city for a measely 1,500sp due to not possessing the patents of sale. While transporting the ship to the city, all movement will be **halved** unless a suitable crew can be found to operate it at full capacity.

Sailors are weary of chainmaille and plate armour while at sea so these armours have been replaced with a shirt-of-scales and a muscled cuirass respectively. The costs and statistics are identical to their former counterparts. Leather jerkins are still worn as regular. For those who find themselves overboard, observe the following:

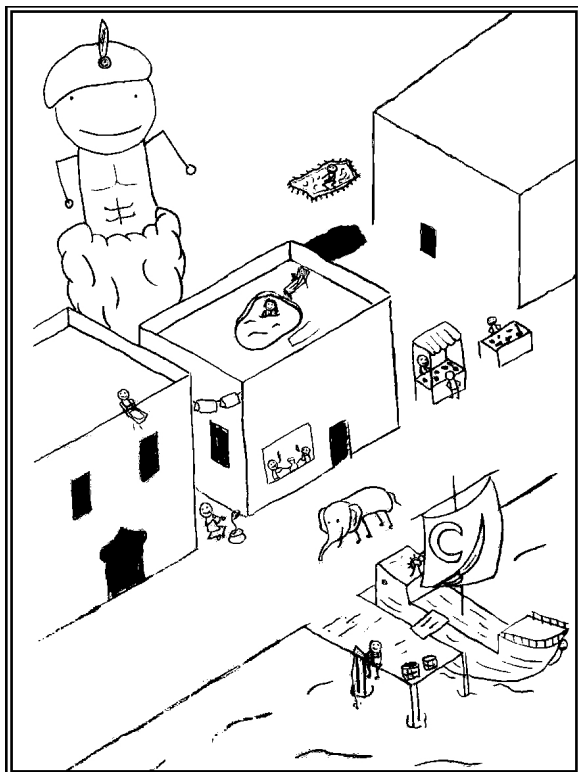
Encumbrance/Armour	Chance of Drowning	Must Remove Armour?
Super-Heavy	90	Yes
Heavy or cuirass	50	Yes
Medium or shirt-of-scales	30	Yes
Light	05	No
Unencumbered	01	No

The Golden City

Where the heroes will begin their quest; a fantastic city of wonder and magic, where they are sure to return many times to sell their treasures.

Dungeon-Masters should feel free to supplement details of the city with works such as Baklin: Jewel of the Seas or Al-Qadim, City of Delights.

How your party finds themselves in the Golden City is of no consequence; what matters is that they are treated to a stroll down one of the many avenues, surrounded on all sides by mighty blue-stoned spires topped with pink marble domes. These streets are abound with houris, men smoking hashish out of long hookah pipes, sages offering horoscopes, and the cacophony of one-thousand-and-one snake charmers tootling away on their oboes.



Storm: Instantly move the party 1 hex in a random direction. If they had rolled favourable winds at the start of the day, move them 2 hexes.

Wizard's Curse: Sailors aboard the *Eyn Alnamir* will refuse to set foot on land until a trip to the Golden City has been made.

New Content

Blade of Mystery: A falchion (as sword) +1, +3 vs dragons. It is a neutral blade with an intelligence of 7, an ego of 8, which can communicate empathically, and detects shifting walls and passages. Every time it slays a dragon, its intelligence, alignment, and powers should be re-rolled.

Elephantine Wind-Horn: This bejewelled tusk can be blown once per week to create favourable winds. Each time it is blown, it carries a 1-in-20 chance of summoning a hostile device air elemental and a 2-in-20 chance of creating unfavourable winds. Only one roll is made; that is, both of these events cannot occur with one blowing of the horn.

Empty Lamp: This empty brass oil lamp is covered in a heavy patina. If the Child of the Sun and Moon (P.13) sees the lamp, his memories will be restored and will enter the lamp, now as a genie. He may grant the party a single wish for returning him to his lamp.

Finale Boots: These fine curled boots of sable trimmed in ermine allow the wearer to click his heels once per day and teleport without error to any location in his sight. Each time they are used, there is a 1-in-8 chance that the boots will force the wearer to perform a sword-dance, completing in 5 rounds.

Incense of Healing: Each stick of this floral-smelling incense can be used once. If lit, everyone within 15' heals 1-6 points of damage over the following hour.

Symbol of Shab'az: This silver holy symbol depicts a sun with a seagull's silhouette imposed over top of it. It allows its wielder to turn undead as if they were one level higher.

Turtle Armour: This suit of plate +2 is made of inter-locking discs of turtle-shell. When the subject of a blow to the head, the wearer may make a save vs Dragon Breath to retract their head into the armour, thus avoiding the blow.

Appendix

Wandering Monsters

2-8	Sea	Land
2	1 Sea Monster	1 Bonnacon
3	1 Squid, Giant	2-8 Baboons
4	1 Pirate Ship	1-2 Tigers
5	Storm	3-18 Pirates
6	1 Merchant Ship	2-12 Skeletons
7	Wizard's Curse	1-4 Snake, Giant
8	1 Wyvern	1-8 Harpies

Baboon: HD 4; AC 6; Mv 12; Atk 1 bite (2-12)

Bonnacon: HD 8; AC 2; Mv 12; Atk 1 stomp (1-6) or caustic spray (special)

Those sprayed must save vs Dragon Breath or they will take 3-18 and any leather, cloth, or canvas material on them will be destroyed.

Harpy: HD 3; AC 7; Mv 6/15; Atk 1 claw (1-6), or 1 song (save vs Magic or drawn to harpy), or 1 charm (touch, no save)

Pirate: HD 1; AC 9; Mv 12; Atk 1 sword (1-6) or 1 bow (1-6)

Sea Monster: HD 15; AC 7; Mv 24; Atk 1 bite (4-24), 1 tail (3-18) Any attack roll divisible by 3 swallows a target (3-18 per round)

Skeleton: HD 1/4 d12; AC 7; Mv 6; Atk 1 sword (1-6)

Snake, Giant: HD 5; AC 5; Mv 15; Atk 1 constriction (2-12)

Squid, Giant: HD 6; AC 7/3; Mv 36; Atk 10 tentacles (1-6)

Tiger: HD 6; AC 6; Mv 15; Atk 1 bite (2-12)

Wyvern: HD 7; AC 3; Mv 9/24; Atk 1 sting (1-6, poison) A wyvern's poison deals 36 points of damage 1 round after the attack is made.

Merchant Ship: Crewed by 20 men. They are capable of purchasing any treasures from the party.

Pirate Ship: Crewed by 50 pirates and led by 1 rakehell. There is a 4-in-6 chance of their ship's hold containing a Class 2 treasure horde.

The characters have been called to this city by the sultan and will quickly find their way to his palace where he invites them to a meal of unbelievable quality; the finest of grape-wines, roasted meats, stuffed figs, and an exotic selection of fruit, all fed to the characters by tawny women with svelte forms and ink-black tresses. For a guest of Sultan Al'rasha to have to even lift a finger would be a grave insult indeed!

The dinner is accompanied with a rare treat; a dancing girl summoned from the Plane of Air by the Grand Vizier. As she dances, she seems to become a whirlwind, her undulating limbs and gyrating belly twisting and swirling in a vortex of hot air. As she ebbs and flows between the physical form and that of wind itself, her very essence fills the room, her scent licking the noses of the party.

Sultan Al'rasha explains that the dark wizard Turkoman has kidnapped his favoured daughter, the Astrologer-Princess Marusha in a daring night-time raid aided by his skeletal minions.. He is willing to give a craft, the *Eyn Alnamir*, a small merchant ship, if the party promises to return his daughter safely.

The ship is theirs to keep until their death but they must actively be attempting to rescue Marusha. If they dally too much, they will surely gain the wrath of Al'rasha! Docking fees in the Golden City for the *Eyn Alnamir* are paid for in perpetuity and they should be encouraged to frequently return to sell their booty and question sages as to the mysteries of the various islands. As such, there will be no rumours to learn but rather a selection of oracular clues and prophecies (given in the **Appendix**).

If the group attempts to abscond with the ship with no intention of rescuing Marusha, galleys of war each bearing a hundred javelineers will begin pursuit of the party.

Part 1. Cliffs of the Vultures

A Crab Attack: Ringing a cove suitable for making landfall is a sandy beach beyond which is a dense jungle. After landing, 8 giant crabs will scuttle out of the water in search of a fresh meal.

Giant Crab: HD 3; AC 3; Mv 6; Atk 2 claws (1-6)
HP (12, 10, 13, 9, 7, 14, 11, 14)

B The Mighty Climb: These 100' tall cliff-faces have adequate handholds for climbing and 4 giant vultures can be seen flying overhead. There is a 2-in-6 chance that 1-4 of these beasts will fly down to attack any characters while they make their ascent.

Characters can climb 10' per round. Taking damage while doing so requires a save vs Petrification to prevent falling. If using a rope and pitons, your fall is limited to 10' but you will still take 1-6 points of damage as you slam into the wall. You can attack while climbing with a -2 penalty.

Giant Vulture: HD 4; AC 7; Mv 2/32; Atk 1 beak (1-6)
HP (12, 13, 13, 14)

C The Red Bridge: A massive, toppled redwood 20' wide has formed a bridge over the straights 150' below. A single giant vulture will attack as a group crosses. It will attempt to use the **driving an opponent back** manoeuvre (booklet 1, page 40) to knock an opponent to their watery death.

Giant Vulture: HP (13)

D The Sultan of the Sky: Atop a 300' butte can be seen a massive nest. The butte has a spiralling goat-trail affording an ascent by foot. The Vulture Sultanness, a two-headed giant vulture roosts here and will remain here to defend her eggs. If characters attempt to negotiate with the Vulture Sultanness, she will demand that they recover a massive diamond from the Jade Temple (**part 3**). In return for this service, she will give each party member a loyal giant vulture mount.

If her three eggs are moved (worth 900sp each), a small hole will be found in the bottom of the nest. In it is a purple cloth bag containing 3,000sp worth of small emeralds.

Vulture Sultanness: HD 6; AC 5; Mv 2/32; Atk 2 beaks (2-12)
HP (23)

12 Guard Tower: Each of these towers is 60' high and feature locked doors. Towers **b**, **c**, and **d** each have 2 skeleton archers manning them.

12a: The stairs here lead down to **area 8** of **X Turkoman's Underhalls**.

Skeleton Archers: HD 4; AC 5; Mv 9; Atk 1 bow or 1 spear (1-6)
HP (18, 10, 11, 11, 9, 12)

13 Gatehouse: A short set of stairs leads to a landing where 3 skeletal archers man a catapult and operate the lever for opening the portcullis. The catapult can be fired a total of three times from the time an enemy ship comes within range until it passes the threshold of minimum range. The catapult will always target the steer-man of the ship.

Catapult: HP 40; AC 9; Mv 0; 1 boulder (4-24, save for half) as thrown torch
HP (18, 18, 11)

14 Stable: There is a regular horse, a camel, a zebra, and a magnificent destrier (worth 1,200sp) kept in these stables. If inspected, it will be noted that the zebra only has 3 shoes; if the +1 horseshoe from **area 15** is attached, it will serve as a loyal mount and never spook in the face of danger.

15 Blacksmith: A strong-boned skeleton smith works in this hot pavilion, hammering out spears, of which 16 can be found. He is attended to by 4 undead apprentices. The head of a halberd +1 can be found at the bottom of a quenching barrel and merely needs to be attached to a haft for it to be used.

Apprentice: HD 3; AC 7; Mv 12, Atk 1 hammer (1-6)
HP (7, 15, 11, 12)

Smith of the Damned: HD 6; AC 5; Mv 9; Atk 1 hammer +2 (3-7) or thrown horseshoe +1 (2-7)

Gear: shirt-of-scales, horseshoe +1, enchanted hammer +2. The hammer can be used to forge two weapons +1 but each use of the hammer in this way will reduce its enchantment by 1 until it becomes a mundane weapon
HP (19)

16 Gatehouse: This gatehouse is currently un-manned but the portcullis is down, requiring 40 points of combined strength to lift it open enough for a character to crawl under and activate the winch.

11 Throne Room: Turkoman sits at his dinner table next to a shackled Marusha. Slumped over at the adjoining tables are 4 skeletal courtiers who will be animated by Turkoman at a moment's notice. Tapestries line the walls, one of which hides a secret door.

If overwhelmed, Turkoman will use his spells of pyrotechnics to obscure the area, then invisibility and escape through the secret door to **area 9**, while opening the hallway door along the way. He plans to escape by sea and hopes that pursuers will mistakenly go to his bedroom.

Dread Turkoman the Incantator: HD 5; AC 6; Mv 12; Atk 1 dagger (1-6) as Man + 2.

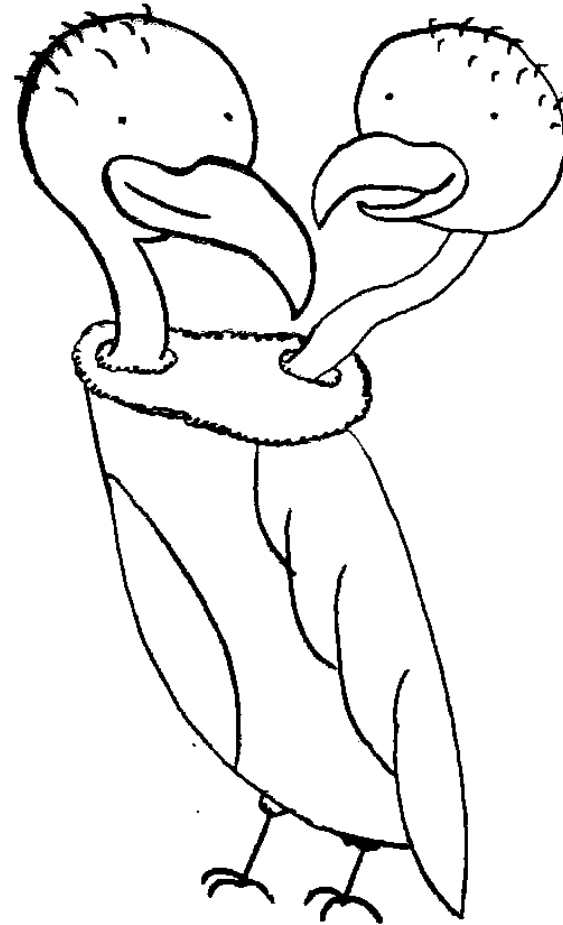
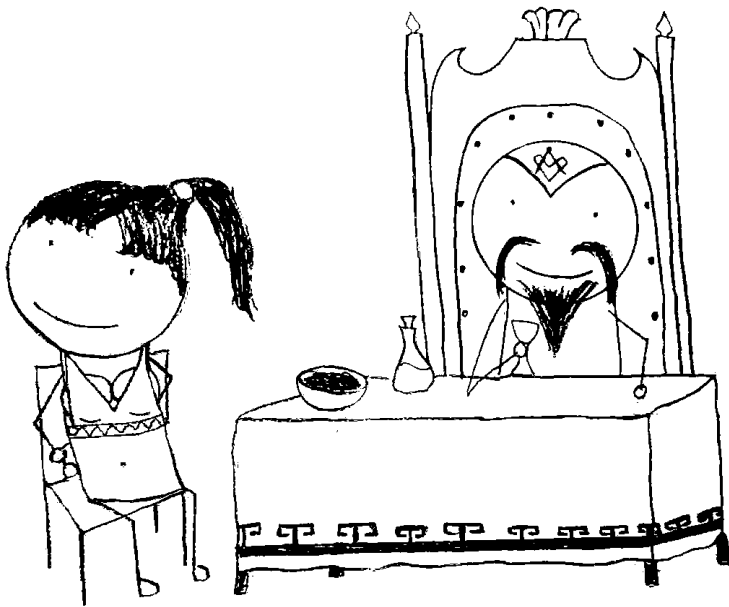
Gear: Ring of Protection +3, Wand of Fear, Silver Dagger, Scroll of Summon Monsters III

Spells: Hold Portal, Charm Person, Pyrotechnics, Magic Missile, Invisibility, Silence 15', Hold Person, Dispel Magic, Distract, Suggestion, Polymorph Self, Polymorph Others, Animate Dead

HP (27)

Skeletal Courtiers: HD 7; AC 9; Mv 12; Atk 1 sword (1-6)

HP (22, 24, 16, 23) These skeletons are turned as vampires.



Part 2. The Isle of Pygmies

While travelling here, all wandering monster rolls will result in 3-12 pygmies.

Pygmy: HD 2; AC 5; Mv 12; Atk 1 spear or blowgun (1-6 or 0-5)
HP (5, 2, 8, 3, 5, 8, 8, 5, 11, 5, 5, 7, 7, 8, 7, 10, 5, 7, 3, 3, 7, 10, 3, 9, 5, 8, 5, 12, 7, 4, 7, 5, 11, 6, 10, 10, 8, 7, 9, 8, 7, 10, 11, 6, 9, 8, 11, 6, 5, 6)

E Tribal Village: The pygmy village contains 8-32 pygmies, half of which will be dancing around a central fire, the other half spread out between the straw huts. They are initially hostile though they may respond favourably to sacrifices or tributes of gold and silver. Once a combat has begun, it will take 2 rounds for the pygmies in the huts to make their way outside and join in the fray.

The largest hut contains a crude stone statue that appears to be a mass of twisting vines growing out of a pool. In reality, it is meant to depict the pygmy's god - the hydra in the chlorine swamps. The statue is worthless.

F Chlorine Swamps: Due to the pockets of chlorine gas in these wooded swamps, all attacks and saves are made with a -2 penalty. At the heart of the swamp, a nine-headed hydra dwells, guarding a hollow tree stump filled with treasure given to him by the pygmies.

The stump contains 5,000sp, 600gp, a 10gp turquoise, a 1,000sp set of golden earrings, and a magical shield of gold-studded sandalwood.

Hydra: HD 9; AC 5; Mv 12; Atk 9 bites (1-6)

HP (54) For every 6 points of damage suffered, 1 head will be severed.

G Temple of the Awakened: A moss and vine-covered fortress of solid stone is surrounded by jungle on all sides. Two great stone doors (stuck) are carved with images of a noble-turned-beggar praising the sky.

1 Hall of Statues: The ceiling in this cob-web covered atrium rises to some 50'. The room is deathly silent and five 10' tall, brightly-painted statues of bronze watch the entryway in an eternal vigil. These statues can be carried by 4 men moving at super-heavy speed and are worth 6,000sp each.

N Statue: A leopard-headed man dressed as a sailor.

NW Statue: A cheetah-headed man dressed as a priest.

6 Library: Turkoman's library, filled with books on astrology, theology, and travelogues, is guarded by a great hairy beast wearing a vest and spectacles.

Tucked away in the stacks is what appears to be a spellbook though it is cursed; any who read it will be teleported to one of the prison cells in **area 11 of X Turkoman's Underhalls.**

Warden: HD 5; AC 6; Mv 12; Atk 1 claw (2-12), paralysis. The paralysis attack functions as a yeti's.

HP (16)

7 Storage: The crates in this storage room mostly contain carpentry supplies; nails, straight edges, saws, off-cuts of lumber, chisels, and the like.

8 Guest Bedroom: The door to this room is locked from the outside. A diplomat (Courser) from far-off Vostroy came here to meet with Turkoman but has been kept under arrest for a crime of etiquette. He will gladly have a sum of 2,000sp sent to the party in a fortnight if he is brought to the nearest port.

Boyar Yaroslavl: HD 4+1; AC 6; Mv 13; Atk 1 sabre (1-6) as Man + 2

Gear: Leather +1, Sabre, 10 diamond-in-amber pieces, hourglass (9 minutes)

HP (20)

9 Sailor's Entrance: Many steering wheels from ships decorate this chamber, each with a nameplate attached. A blank spot is ready for a wheel to be mounted and it bears the nameplate *Eyn Alnamir*. One of these wheels, from *The Defiant*, is magical and can be attached to a ship, *doubling* it's speed.

A well-hidden wall panel (only 1-in-6 chance of discovery) serves as a secret door leading to **areas 10 and 11.**

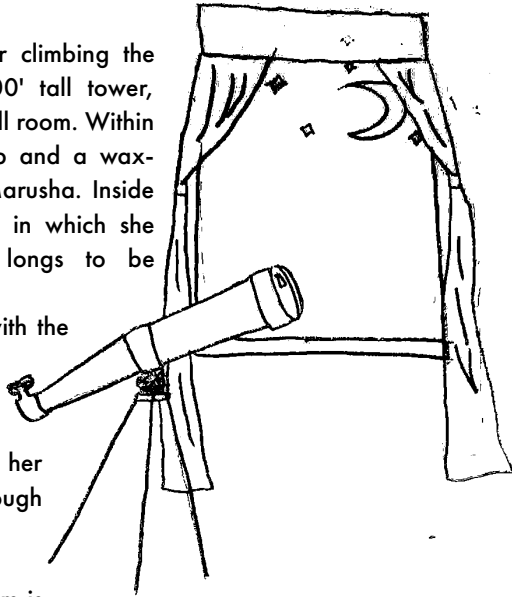
10 Bedroom: Turkoman keeps many of his treasures in his bedroom, including a golden birdcage filled with silk pillows (since stained with tears) where he forces Marusha to sleep. Piled underneath this cage is 12,000cp, 10,000sp, 500gp, a potion of heroism, a buckler +1, and a trident of commanding water creatures. The cage is worth 1,000sp.

On his nightstand is a spellbook secured with an arcane lock spell. Within it are all of Turkoman's spells as well as Speak with Animals, Snake Charm, Light, ESP, Find Traps, Mirror Image, Rope Trick, and Clairvoyance.

1 Entry Hall: A magic mouth spell has been cast over this room to herald any entrants with trumpeting fanfare that will alert Turkoman, causing him to cast animate dead on the skeletons in **area 10**.

2 Astrologer's Tower: After climbing the narrow staircase up this 100' tall tower, characters will come to a small room. Within is a spyglass worth 2,000sp and a wax-sealed scroll tube labelled Marusha. Inside this tube is Marusha's diary in which she laments her capture and longs to be rescued.

Returning it to her with the seal un-broken rewards that character with a kiss, while returning to to her broken yields a flustered thanks, her blushing showing even through her dusky cheeks.



3 Map Room: Filling this room is a large oak table carved to resemble the islands of the Steaming Sea. Model ships can be seen moving in real time and if one blows on the map, a storm will appear. If removed from this room (a rather difficult task) the magic will be lost.

4 Kitchen: A skeleton wearing a flopping hat furiously slices at a large vertical rotisserie of spiced beef while another is checking on a pot of sweet garlic sauce that is simmering over a stove. The chefs are incensed at the disruption and will attack.

Eating any of the meat will heal 1-6 damage but this may only be done once in a 24-hour period.

Skeletal Chefs: HD 5; AC 7; Mv 6; Atk 1 cleaver (1-6 (class 2))
HP (23, 26)

5 Pantry: This pantry is filled with jars of spices worth a total of 1,500sp, racks of lamb, and a potion of ESP labelled as "alegar eisel."

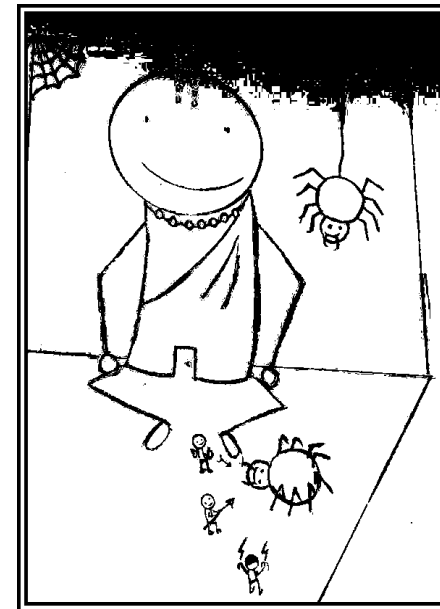
NE Statue: A tiger-headed man, dressed as a prince. It sits on a spring and the base is hinged; any attempted manipulation of the statue causes it to topple over on those in-front of it, dealing 4-24 points of damage, though a Save vs Dragon Breath reduces this by one-half.

SW Statue: A zebra-headed man dressed as a soldier. Twisting his right hand clock-wise will open the statue's mouth to reveal a sapphire worth 3,000sp.

SE Statue: A giraffe-headed man (this statue is 13' tall) dressed as a merchant.

2 Hall of the Awakened One: The ceiling here reaches a dizzying 100', plunging the roof into darkness. A single mass of 75' tall solid granite has been carved to resemble a man in prayer, a stuck door situated in the position of his root chakra. A brood of 6 giant spiders lurk in the darkness above. They will attack after the first failed attempt to open the stuck door into **area 3** or if the party opens the door on their first try, they will ambush the party as they leave the statue.

Giant Spider: HD 4; AC 6; Mv 3/12, Atk 1 sting (1-6 + poison)
HP (12, 10, 17, 16, 16, 18) The poison of these spiders kills in 1-4 hours.



3 Temple: A blood-stained altar in the shape of a lotus flower features a tray of deep sand in which the burnt stubs of dozens of incense sticks are plunged. A single un-used *incense of healing* remains.

Reaching into the sand will result in being bit by a sand-beetle for a single point of damage as well as a 4-in-6 chance of finding a lump of glassy black stone worth 300sp or 3,000sp to a wielder of unholy magic. The stone has a chaotic intelligence as a sword would (ego 10). A teak case containing 15 candles (sheds 10' of light) and an ornate brass chamberstick worth 700sp can be found nearby.

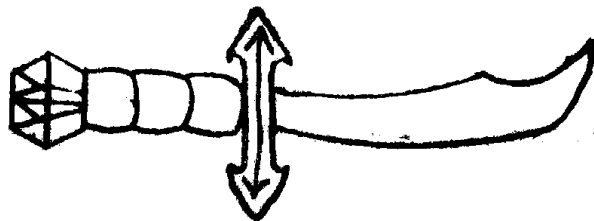
4 Caretaker's Last Post: A desiccated corpse stands perfectly still against the north wall. Any attempt to open the locked western door, from either side, will cause this former caretaker of the temple to re-animate and attack.

Mummy: HD 4+1 (d12); AC 9*; Mv 6; Atk 1 slam (1-6 + disease)
HP (36) This mummy is turned as if he were a wraith.

5 False Treasure Horde: Barrels over-flowing with 10,000cp fill this room. The copper pieces have been painted to resemble gold.

6 Temple Vault: Behind a locked door is vast wealth of treasure. There is a labelled flask containing a single dose of spider-poison antidote, a wickedly curved dagger missing a pommel-stone, that if set with the sapphire from **area 1** will become a dagger +1 that instills water-breathing on the wielder, a piece of amber worth 10sp, a tiger's eye worth 100sp, a potion of gaseous form, a potion of speed, 8,000sp, a cursed scroll that appears to be a scroll of charm person but will actually cause the caster to save vs Spells or have their soul trapped within the nearest gemstone, and a crystal decanter worth 100sp containing an ever-swirling bright blue liquid. Opening the decanter causes the liquid to instantly vapourize into a wraith.

Wraith: HD 2 (d12); AC 3*; Mv 12/24; Atk 1 touch (1,000-6,000xp)
HP (14)



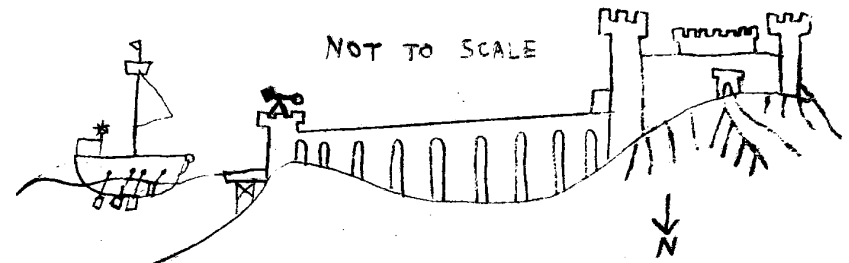
affected by the teleport traps will be placed into cells here as well), with **11a** containing a lawful dodger and **11b** containing an interfecter who will betray the party at the earliest convenience.

The trap to the north of this area is a 10' deep pit lined with razor blades angled down; being lifted out of the pit requires a save vs Dragon Breath with failure indicating 3-18 damage, success indicating half that.

Dodger: HD 4; AC 9; Mv 13; Atk as Man (+9)
HP (14)

Interfecter: HD 8+2; AC 9; Mv 13; Atk as Man+5
HP (38)

12 Secret Vault: One of Turkoman's treasure hordes is contained here. Stored in small chests are 18,000cp, 3,000gp, a 10gp quartz, a 100gp cat's eye, an oil of slipperiness, a potion of longevity, a spear +1, 11 arrows +1, a scroll of protection vs undead, and a scroll of cause disease.



Y The Fortress of Turkoman: Surrounded on nearly all sides by steep hills, there are several ways by which Turkoman's castle can be reached. Travelling through the secret passage under his fields leads to **area 12a**. Travelling from the fields by foot leads up a long ascending stone rode to **area 16** which will result in attack from the guards in **areas 12b, 12d, and 16**. Approaching by sea leads to a small dock guarded by a catapult. Following the catapult's tower is 200' long, 20' wide bridge that leads to the gatehouse at **area 13**. Traversing this bridge will result in attack from the guards at **areas 12c, 12d, and 13**.

Part 3. The Jade Temple

5 Bath-house: The water in this bath-house is magically kept at a comfortably warm temperature. Leaping koi fish (actually a piranha swarm) gently nibble at bather's toes (before beginning a feeding-frenzy!).

Piranha Swarm: HD 3; AC 8; Mv 4; Atk 1 bite (2-12) Anyone taking at least 6 points of damage from a piranha swarm must save vs Paralysis or have their foots flesh ripped and torn away, rendering the limb useless.
HP (11)

6 Trapped Junction: Of the six doors in this chamber, the north-east and north-west doors are trapped. The north-east door causes anyone who opens it to be pricked with a poison dart while the north-west door causes anyone who tries to open it to be teleported into one of the prison cells in **area 11**.

7 Roastery: This coffee roastery contains several young plants as well as a large cauldron to fire the beans. A glass globe filled with fire hangs from the ceiling, providing heat and light. It is actually a bound fire elemental who will (truthfully) promise to enchant one of the character's weapons if they free him. In return for his freedom, he will grant a single weapon the ability to deal 1-6 fire damage for 24 hours. The coffee plants are worth 3,000sp.

Fire Elemental: HD 8; AC 2; Mv 12; Atk 1 touch (2-12)

8 Stairwell: These stairs lead up to **area 12a** of **Y Fortress of Turkoman**.

9 Trophy Room: Shelves with polished skulls line this room. Each is accompanied by a small placard with a name and a title that translates roughly to 'wife.'

10 Hookah Parlour: Silk pillows strewn across the floor make this hookah lounge quite comfortable. A skeleton sits in the room's centre puffing away on a pipe. Once the party enters the room proper he will take a mighty hit and exhale all over the party; this acts as yellow mould.

11 Panopticon: This large prison is composed of 5' cells shut off from the main hall by featureless iron doors. The central room is as stepping into a crystal ball, where one can remotely view all of the different cells as well as lower the iron doors. Currently, only (at least) 2 cells are occupied (any characters

H Oliphant-Man Village: The village of the Oliphant-Men consists of several large straw huts, each of which house one Oliphant-Man family (40 Oliphant-Men total). The village is lead by a Mastodon-Man, covered in shaggy grey hair. He tells the party that his village has been cursed by a ghostly spirit and a ritual cleansing must be performed. His people are forbidden from entering the Jade Temple where this ritual is to take place and asks the party to anoint the jade altar in perfume which he provides. In return, he offers to give up the *elephantine wind-horn*.

The anthropomorphic elephants each bear a third eye in the centre of their head of red translucent bone. They may open the lid to reveal this eye, causing any within its gaze to save vs Spells or become confused for 2-7 rounds as they are overwhelmed with psychic energy.

Oliphant-Man: HD 7; AC 4; Mv 12; Atk 1 gore or confusion (2-12)

I The Jade Temple: This temple carved of solid jade is built in a Indonesian style. The tympana depict a hooded figure leading bound prisoners into caves.

1 Hall of Prisoners: The four alcoves in this room are decorated with crude but detailed art painted perhaps with ochre-pigments and depict scenes of breaking sieges, escaping from bondage, and frolicking in abundant orchards. Investigating any of these walls, as if for secret doors, causes a set of iron bars to descend from the ceiling, trapping anyone within the areas marked on the map. Each set of bars contains a locked door, the key to which can be found in **area 4**, or can be escaped by means of bending bars.

2 False Room: Two rounds after having entered this sparsely-decorated bedchamber, a block of granite begins to descend over the entrance. Those in the room may roll under their dexterity on 3 dice to escape. Those who roll *exactly* their dexterity scores find themselves under the block and must roll again to get out from underneath without being crushed to death.

3 Jade Tomb: An un-marked sarcophagus with a jade lid sits atop a dais in the south half of this room. If a character prominently displaying a holy symbol opens the sarcophagus, they will find a skeleton clutching a large key which opens the doors to **area 6**. If opened by any other character, a ghost will manifest and attack the party.

Ghost: HD 10; AC 9*; Mv 9; Atk 1 aging touch (10-40 years)
HP (35)

4 Warden's Office: An old skeleton sits slumped over in a chair, his bony hand wrapped around an empty tankard. A key-ring (containing keys to the cages in **area 1**) can be found on his belt.

5 Sacristy: On a small wooden stand of ash is gently placed a *symbol of shab'az* and a scroll-case of hawthorn. The case contains two scrolls, one a scroll of protection from magic, the other containing the spells cure disease, lightning bolt, and remove curse.

6 Ritual Altar: Both of the doors to this chamber are locked (the key can be found in **area 3**). A simple tabernacle serves as the focal point of this room. If anointed in holy perfume, the curse affecting the Oliphant-Men will be lifted. A diamond worth 3,000sp is placed upon the altar.

7 Trapped Floor: The ceiling of this room is a mosaic, largely depicting geometric patterns. A pit-trap makes up the centre of this room, consisting of two hinged panels running length-wise, that will activate once 3 medium-weighted characters step on it, with light or unencumbered counting as one-half of medium weight, and heavy or super-heavy counting as twice that of medium weight. The pit is 20' deep.

8 The Clock-Room: The walls of this massive chamber have been carved to resemble dials and gears. An elephant made of bronze, powered by clock-work, will attack 1-4 rounds after a group enters the room. The doors into this room are attached by means of self-closing hinges and lack handles on the inside of the door, requiring a crowbar or other similar implement to be used to pry the doors open.

Bronze Elephant: HD 10; AC 3; Mv 9; Atk 1 gore (4-14)
HP (50)

Part 8. The Black Shores of Turkoman

All hexes touching island are under the effect of unfavourable winds; they will only dissipate with Turkoman's death.

X The Fields of Turkoman & Underhalls: A fine orchard filled with exotic fruits is maintained by skeletal servitors. They do not respond to any visitors, believing them to be servants of Turkoman. A storehouse filled with oranges, bananas, mangoes, and pomegranates contains 10,000sp worth of produce but it must be sold within 14 days before it goes bad. A trapdoor can be found within, labelled "wine cellar" that leads to **area 1 of Turkoman's Underhalls**.

1 Vestibule: Tirelessly guarding a locked door on the eastern wall are 3 wights. The door is of black iron and engraved with images of snakes.

Wight: HD 2 d12; AC 5; MV 9; Atk 1 claw (level drain)
HP (14, 10, 22)

2 Chapel: This chapel to Set is kept by a spectre that takes the shape of a sha. The chapel is under the effects of a curse, causing all characters to fight at a -3 penalty unless they save vs Spells at which point they will fight at a -1 penalty.

One of the pews has a hinged, lead-lined seat containing a Manual of Puissant Skill at Arms.

Spectre: HD 7 d12; AC 9*; Mv 15/30; Atk 1 touch (double level drain)
HP (65)

3 Hallway & Storage: A storage room contains several boxes of bath salts worth a total of 500sp for the bath-house to the south. The trap to the north is a poison-spiked pit.

4 Crypt: This crypt contains a lone sarcophagus of dull, unadorned stone. Within is a mummy who will throw back the lid when characters come within 15' of his resting place and attack.

The sarcophagus can be pushed aside with 30 points of combined strength to reveal a passage leading to **area 12**.

Mummy: HD 4+1 d12; AC 9*; Mv 6; Atk 1 slam (1-6 + disease)
HP (41)

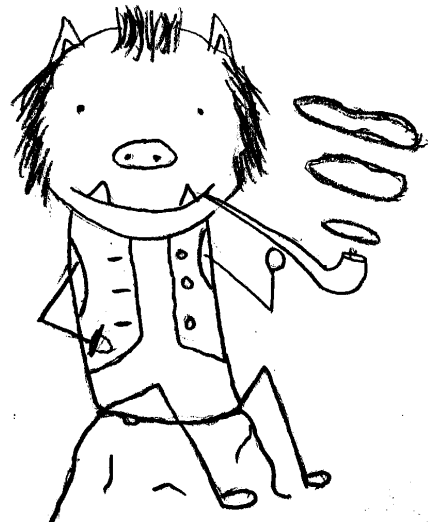
W Pirate Lotus Kitchen: A tribe of sea-reaver wereboars have used the haunted reputation of these islands to scare interlopers away from their small laboratory in which they manufacture small resinous coins made of dried lotus which can be broken apart and smoked.

The one-story shack is surrounded on all sides by a breed of lotus plant which forces those coming into contact with it to save vs Spells or fall into a deep sleep. The lab is run by 4 wereboars, with one always keeping a lookout through a curtained window. He will warn others of intruders and they will transform and attack with axes once any characters have fallen asleep. If none are affected by the lotus, the lookout will exit the building and try to convince the party that he is diseased and must live out his life in isolation.

If adventurers are suspicious but do not show any hostility, check the wereboar's reaction; if at least positive, the wereboar will offer to sell them a lotus shard for 100sp, phrasing it as a "currency exchange."

Smoking a shard of the lotus-coins causes time to slow for 3-12 hours, prolonging any active poisons in the bloodstream until the effects wear off as well as the giving the imbiber the benefits of a full day's rest. Each coin can be broken into 5 shards. The 10 coins present in the shack are worth 5,000sp but selling them will be difficult due to their illegality.

Wereboar: HD 4 d10; AC 6*; Mv 12; Atk 1 axe (1-6)
HP (28, 17, 23, 18)



J Jungle of the Man-Eaters: This lush jungle is the home of an un-intelligent predator, the Whip-Witchet. It can hunt silently in this area and only fears groups carrying open flame or which contain at least 2 amazon warrioresses.

Once it attacks, the noise will attract 5 giant dragonflies, who will arrive in 2-5 rounds. The Whip-Witchet must roll a save vs Paralysis each turn with failure indicating that it attacks a dragonfly instead of a party member.

A defeated Whip-Witchet yields 6 doses of sap-oil worth 2,500sp and one of the dragonflies has gotten itself stuck in a golden armband worth 1,200sp.

Whip-Witchet: HD 6; AC 4; Mv 7; Atk 2 vines (immobilize) 1 bite (4-16); HP (28) The Whip-Witchet's vine attacks act as a roper's.

Dragonfly: HD 1; AC 7; Mv 1/30; Atk 1 bite (1-6)
HP (5, 3, 1, 1, 5)



Part 4. The Isle of the Gold Eaters

K The Village of the Wall: While lacking in the traditional amenities of civilized land, this village containing some 60 grass-clad citizens makes every attempt to ensure that visitors are put at ease. Fresh fruit is always within arm's reach, sitting for but a moment attracts 1-4 masseuses, and wine flows like the rain. Everyone is infectiously positive which may give concern but any questioning is met with non-answers and assertions that there are no problems. This complacency is a result of the Salamander (**area N**) exerting his corrupting influence through the gold found in the river here. He hopes to one day psychically urge the villagers to free him from his prison.

The treasures of the village are of religious value and will fetch no price for sale. A recurring theme amongst these items is the charge to bear many children so that they may form an army of "the Master."

The village is surrounded by a 70' wall of massive timbers. The villagers fear what lies beyond the wall but has no knowledge of what that may be. They beg the party to remain and state that if they leave the safety of the wall, they will never be permitted back in.

Once every day at twilight, a basket of fruits is lowered to the other side of the wall. If questioned regarding this practice, citizens simply state that it is for "the Master." In the dark of the night, various animals will eat this offering.

L River of Gold: A river leads out of the village towards the mountains. If following the river, groups of 1-6 islanders will be encountered every hour. They are a sad lot who lament their banishing from the Village of the Wall. They explain that they are forbidden from enjoying the fruits of the island and are forced to eat gold-dust from the river for sustenance. They will also explain that a powerful giant comes down from the mountains in the night to eat them. For every hour spent (check for wandering monsters), 10-100sp worth of gold dust can be harvested.

Part 7. The Haunted Atoll

U Abandoned Village: This coastal town seems abandoned. Several houses have collapsed and weeds cover the streets. In what seems to have once been a community hall can be heard the sound of digging. Entering the building will cause the two boars here to attack.

The boars were digging in the corner of the building; if an additional turn is spent excavating the same area, a small pouch with a 3,000sp azurite gem will be unveiled.

If the village is searched for tracks, a strange footprint will be found that matches a boar's but elongated and showing depressions in the soil as if from a heel and metacarpal pad.

Hog, Giant: HD 6; AC 6; Mv 12; Atk 1 tusk (2-12)
HP (14, 32)

V Haunted Ship: A ship is nestled amongst the trees as if it sailed onto the land. If the ship is scaled and the party finds themselves on the deck, the 15 remaining corpses of the former rowers will climb out of the oar-ports and the cargo hatch to attack.

Behind a locked door to the captain's quarters are 2 wraiths guarding a jewelled crown worth 2,500sp and a silver dagger +1.

Pirate's Skeleton: HD 1/4 (d12); AC 7; Mv 6; Atk 1 rusty blade (1-6)
HP (1, 2, 1, 1, 2, 1, 4, 3, 2, 3, 3, 4, 3, 3, 1) These skeletons were raised by the King of the Deep and are protected against turning. Each skeleton wears a gold coin around his neck. If any of these coins are taken, the character participating in the looting shall suffer a -3 on all Zero Hit Point rolls.

Wraith: HD 2 d12; AC 3; Mv 12/24; Atk 1 touch (level drain)
HP (9, 13) Like the skeletons, the wraiths are protected against turning.

1 False Room: The locked door to this room is trapped with a spray that will cause the target to age 1-100 years. The room beyond contains a sick joke - a cane and a set of reading spectacles, worth 50sp for the pair.

2 Tick Infestation: This sticky-floored room is humid. A large block of limestone sits in the centre of the room and is engraved with images of an entire civilization being built on the back of a massive turtle. If the limestone block is pushed aside, requiring 30 total strength, a suit of *turtle armour* will be found.

Shortly after entering the room, 12 ticks will drop down from the ceiling preferring to target those in leather or no armour.

Giant Tick: HD 3; AC 3; Mv ; Atk 1 bite (1-6) or blood drain (4 + disease)
HP (5, 12, 11, 15, 13, 11, 9, 11, 6, 13, 5, 14)

3 Leaking Duct: Several vein-like tubes of a thick fibrous material run along the ceiling of this chamber. One of them is leaking a salty-smelling fluid, currently being collected in a simple clay ewer. Next to the ewer is a small packet of bundled herb that can be added to the liquid , yielding 4 doses of a healing potion. Analyzing the contents of the packet prove difficult.

4 Campsite: A group of 4 small, hooded humanoids - false gnomes - sit around a fire. Their hoods obscure their faces and they claim they are of a religious order who must remain hidden. They are here studying the internal workings of the turtle. If the party seems particularly powerful, they will take their leave and hope to escape. If the party contains many thieves and wizards or if they neglected to bring sailors with them, they will throw off their hoods to confuse their prey before attacking.

False Gnome: HD 6; AC 2; Mv 6/3; Atk 1 mandible bite (2-12), Confusion
HP (23, 23, 26, 22)

5 Turtle Pond: As if a mirror of outside, a large pool of water with an island dominates this room. Upon contacting the water, a dragon turtle will leap out of the water, thrashing and in search of his next meal.

Buried under the tree is a chest containing 1,000gp, 3,000sp, and the *Empty Lamp*.

Dragon Turtle: HD 9; AC 2; Mv 3/9; Atk 1 bite (3-18), breath
HP (32)

M The Giant's Villa: This complex features a single-storied building surrounded by 25' tall walls of sun-baked clay.

1 Courtyard: The sand of this courtyard is stained rust-red from executions held here. To a thick iron post is chained a griffin. It can move anywhere within the courtyard and will attack any who enter. It is enraged by its wings having been clipped though restorative magic may turn it to the caster's cause.

Griffin: HD 7+2; AC 4; Mv 12; Atk 1 beak (1-6)
HP (29)

2 Servant's Quarters: One of the chef's quarters, this room contains only a spare chef's uniform and some minor personal effects.

3 Servant's Quarters: The other chef's quarters, this room is similarly stocked as above, though in the pocket of his spare chef's uniform is a vial of fine cardamom worth 900sp.

4 Servant's Quarters: These quarters are currently empty, though those opening the closet here will be met with a surprise - a skeleton lurks within and will attack any who don't knock first.

Skeleton: HD 1/4 d12; AC 7; Mv 6; Atk 1 sword (1-6)
HP (2)

5 Servant's Quarters: Occupied by the butler, this room is immaculately kept but devoid of any valuables.

6 Kitchen: The giant's two homunculi chefs can be found her toiling away above a cook-pot. They have access to 10 throwing daggers in the form of chef's knives but they will also attempt to bite intruders to inflict paralysis.

Homunculi Chefs: HD 2; AC 7; Mv 6/18; Atk 1 bite (1-3 + paralysis)
HP (4, 11)

7 Pantry: This pantry is well stocked with various wines including 6 bottles of brandy worth 1,000sp each, a potion of undead control, a potion of heroism, and an oil of slipperiness. A jar of peppers is sealed with wax; if opened, it will fill the entire room with flames dealing 4-24 points of damage.

Part 6. The Hidden Island

8 Throne Room: The giant keeps his court here where he makes insane decrees to his butler (normal man, 1hp). He keeps a jaguar as a pet and seeks governmental advice from an equally deranged ogre magi. He will demand tribute from the party in the form of 10,000sp or 3 lives. The giant wears fine robes worth 3,000sp and he carries a key to **area 9**.

A secret door can be found by sliding the throne aside.

Giant: HD 8; AC 4; Mv 12; Atk 1 club (2-12)
HP (35)

Ogre Vizier: HD 5+2; AC 4; Mv 9/15; Atk 1 sword (3-8).

HP (28) The vizier can cast charm, sleep, and cone of cold each once per day and can cast fly at will.

Jaguar: HD 4+2; AC 6; Mv 12; Atk 1 bite (2-12)
HP (20)



9 Giant's Bedroom: The door to these quarters is locked and trapped with a deadly poison needle. Within is his "wife," a minotaur heifer who begs to be set free. If released, she will reveal the secret door to the giant's treasure .

The bedding is of fine silk and worth 500sp and a jewellery box contains golden earrings, necklaces, and bracelets worth a total of 700sp.

Minotaur: HD 6; AC 6; Mv12; 1 gore (1-6)
HP (15 out of 26)

10 Vault: The giant keeps his treasures piled in a massive heap here. His hoard contains 9,000sp, 2,000gp, a potion of flying, the *Blade of Mystery*, and a cursed scroll that forces the reader to save vs Spells or be whisked away to Turkoman's side where he becomes a loyal servant of the dark wizard.

Q Island Village: The inhabitants of this small village seem incapable of action without first consulting the oracle who lives to their north-east. They are capable of providing a roof to sleep under and the barest of meals, but any other attempt to meaningful communicate results in theological debate before concluding that the oracle must be consulted.

R Lair of the Crocotta: This swampy jungle is home to the Crocotta, a bizarre cat-like dog who doesn't fully live on this world. It is an apex predator who will use its teleportation abilities to perform hit-and-run tactics against those entering its hunting grounds.

Crocotta: HD 6; AC 4; Mv 15; Atk 1 bite (2-12) The Crocotta resists magic 90% of the time and those striking it suffer a -2 penalty due to its partial existence in this world. Each round it may both teleport and attack.
HP (27)

S The Seer's Lair: A venerable oracle, her head permanently covered in a haze of smoke, lives in this cave. She is capable of providing an oracular vision as the sages in the Golden City do, but she also will reveal that a great treasure is hidden in the south. She will state that finding this treasure will be made easier if she has possession of the blood of the Crocotta, living to the north-west but it is not required. In either case, the seer will follow the party to the lake to perform what she calls the "ritual of raising."

If asked about the Crocotta, the seer will explain that it is a hybrid cat-dog creature that is an accomplished hunter and resistant to magic.

T Turtle Island: A large freshwater lake nestled in the mountains contains a small island at it's centre. If the ritual of raising is performed, the island will rumble before revealing that it is a massive and ancient turtle who will invite onlookers to enter his shell through his left shoulder.

If the ritual of raising is performed without the blood of the Crocotta, it will take 1 hour whereas if performed with the blood of Crocotta, it will take ten minutes. In either case, a wandering monster **will** appear every 10 minutes.

between each other, six characters can fit on the ladder by the time the trap is activated. The hot sand deals 2-12 points of damage (no save). Protections against fire will prevent this damage.

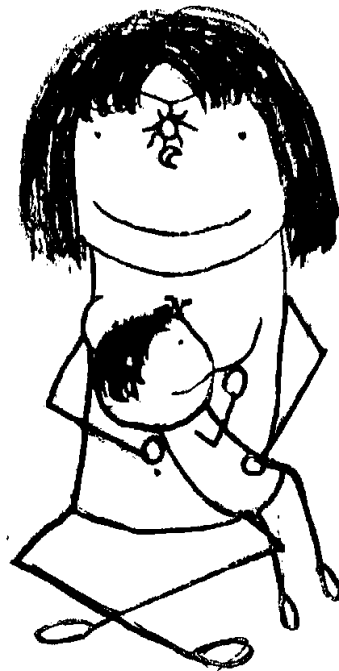
10 Crypt: A ghul, a malevolent undead spirit lies upon a bed of rough marble. The ghul will use its fearful gaze to force any creatures of HD 5 or less to flee in fear before paralyzing any spellcasters. It is turned as a lich and carries a magnificent ruby worth 5,000sp (see **area 11**).

Ghul: HD 6 (d12); AC 3; Mv 6; Atk 1 claw (1-6+paralysis), instill fear HP (42)

11 Ghul's Soul Trap: Any who enter this room must roll a save vs Spells; those who fail are transported into the ruby carried by the ghul in **area 10**. If the ghul yet lives, characters can be released upon his death by shattering the gem, but if he has already been defeated then once 4 souls have entered the gem, the ghul will be reborn at the gem's position at full health. This process permanently destroys any souls within the gem.

12 Chamber of Tribute: Once brought here in tribute, the treasures of the cliff-dwellers sit here unused and include 40,000cp, 4,000gp, a cursed scroll of fireball (targets caster when used), a lawful sword +1 (empathy, detect magic, ego 9, intelligence 7), and a crystal ball.

13 Nursery of the Sun and Moon: The door to this room is locked. Within is a mute woman, naked except for a moon-and-sun pendant around her forehead, with one breast of gold and one of silver. She is nursing a memory-less child who begs the players to return him to his home. He will recognize the *empty lamp* at a mere gaze.



N The Salamander's Prison: A salamander, Darshir the Red, guilty of great blasphemies was imprisoned here 777 years ago. The harpies who now live here are unaware of its presence. The majority of these harpies, if not all, will be in **area 1**; 2-12 harpies will be there with any remaining in **area 2**.

1 Lobby: After travelling through a cave path for 50', a manufactured set of stairs leads into this room. See above for the number of harpies present here.

2 Roost: A crowded nest fills the entirety of this room. There is a 5-in-6 chance that any harpies here (see above) will hear the sounds of combat from **area 1**. Digging through their nest will uncover a secret passage leading to **area 5**.

3 Hall of Shame: Each of these 4 iron doors are locked and etched with a litany of crimes committed by Darshir the Red written in an ancient tongue. Those who can translate these antediluvian runes will learn that Darshir was known for seducing men to evil by offering them great riches.

4 Hall of Comeuppance: All passing through this dark passage must make a save vs Spells; those who fail will be treated as a normal man in combat for the following 24 hours or until a remove curse spell is cast.

5 Chamber of Contemplation: Darshir the Red, a venerable salamander is bound here by deep magicks, unable to leave **area 5** unless a sacrifice of 7 expectant mothers is made within the vault (**area 6**).

Salamander: HD 7+3; AC 2/4; Mv 9; Atk 1 sword (1-6) or constrict (1-6) HP (28) Striking Darshir in melee requires a save vs Paralysis lest the attacker turn their blade at the last moment.

6 Vault The treasure here includes 2,000gp, a potion of longevity, a potion of fire resistance, a ring of invisibility, and a scroll of repulsion.

Part 5. The Great Valley

O The Valley of Scorpions: It takes nearly an entire day to walk from one end of this canyon to the other. It's cliffs are of a dull tan stone and generally rise to heights of 250'.

After about 4 hours of travel, the terrain will change from hard-packed rocky dirt to sand. A further mile ahead, 6 giant scorpions will emerge from hidden sand-pits and attack. They bear no treasure.

Once the party reaches the end of the canyon, they will see a series of caves carved into the cliff-face. Overhead, 7 hippogriffs lazily circle; roll a reaction roll to determine their actions - they may well be content to ignore the party and hunt a mountain goat instead!

Giant Scorpion: HD 4+4; AC 3; Mv 15; Atk 2 pincers (1-6, 1-6), 1 stinger (1-6 + poison) The poison of these scorpions kills in 2-20 turns.

HP (14, 17, 18, 21, 18, 24)

Hippogriff: HD 3+1; AC 5; Mv 18/36; Atk 1 beak (1-6), 1 claw (1-6)

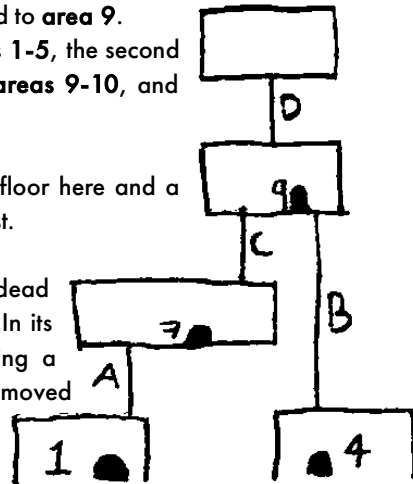
HP (11, 11, 17, 15, 12, 14, 11)

P Lost Domain of the Cliff-Dwellers: There are four entrances to these dungeons, two of which will lead to **areas 1** and **4** of the first level, one of which, about 40' up the wall will lead to **area 7** of the second floor, and one of which, about 60' up the wall will lead to **area 9**.

The ground floor caves consist of **areas 1-5**, the second floor of **areas 6-8**, the third floor of **areas 9-10**, and the fourth floor of **areas 11-13**.

1 Cave: Bits of bone scraps litter the floor here and a sour stench can be smelled from the east.

2 Final Resting Place: A long-dead skeleton lies half-buried under rubble. In its hand is an un-broken bottle containing a potion of growth. If the rubble is removed from his body for a thorough search, a pair of *finale boots* can be found.



3 Troglodyte Lair: If a group does not take any steps to remain quite, the 7 troglodytes here will be camouflaged and waiting in ambush.

Troglodyte: HD 2; AC 5; Mv 12; Atk 1 spear (1-6), stench
HP (6, 10, 7, 6, 8, 10, 11)

4 Trapped Door: This room is fairly empty though those inspecting the ground will find humanoid footprints leading to the door on the north wall. This door is trapped; any touching the doorknob must save vs Paralysis or find themselves frozen in place for 10 minutes. At the same time, the door springs open inwards, pulling the would-be entrant within to block the hallway.

5 Former Residence: A giant lizard lives in this abnormally warm room. It will leap to attack any paralyzed intruders.

Giant Lizard: HD 5; AC 5; Mv 15; Atk 1 bite (1-6)
HP (21)

6 Kitchen: There are 4 troglodytes rummaging through what seems to be a kitchen featuring a large brick stove with a bed on top in the Russian style. Each round the troglodytes will test morale with failure indicating in one of them shouting for assistance from the troll in **area 7**.

If the oven is searched, large salt-rock worth 1,500sp will be found amongst the burnt out embers. If not sold, this salt can be used to preserve one month's worth of rations.

HP (6, 9, 6, 7)

7 Storeroom: A lazy troll chews on the bones of some herd animal. It may be called to assist its troglodyte servitors (**area 6**). The material once kept here has long since degraded beyond repair and worth.

Troll: HD 6+3; AC 4; Mv 12; Atk 1 claw (1-6)
HP (22)

8 The walls of this chamber are covered in primitive drawings of a moon and sun goddess becoming one and bathing worshippers in rays of light.

9 Trapped Ladder: The ladder used to enter this chamber is trapped; three-quarters of the way up, grabbing the rung will cause a cauldron of magically-heated sand to dump down the corridor. If The party is leaving little space