

# Dungeon Module Z1

## The Golden Voyage

By Jeff Simpson

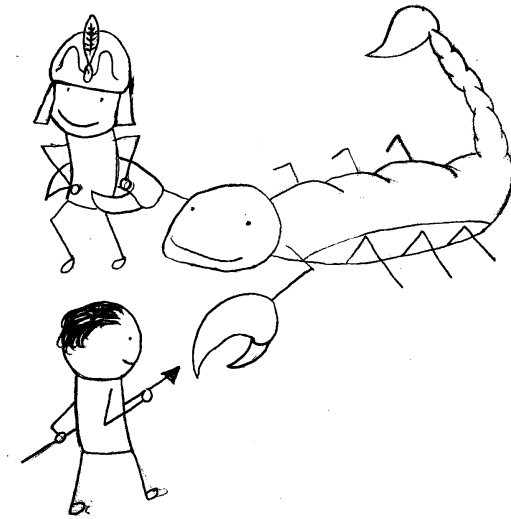
A SEVEN VOYAGES OF ZYLARTHEN ADVENTURE  
FOR CHARACTERS LEVELS 4-6

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The Steaming Sea, full of exotic adventure beckons! Ancient temples overflow with treasure, curses surface from the depths of time. Serve the most wealthy of all Sultans and win his favour by journeying on a **Golden Voyage!**

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Proudly made without the use of intelligence; artificial or otherwise.

Thank you to Gabor Lux, Giant Goose, and to Buaccio the Ox, Dead-Eye Azim, Mustafa the Mendicant, Sure-Footed Nazrin, Moustafa, Indi, Sami, Ozo, Abdul, Arashk, Strizius, Zulfiqar, and Sir Isiratuu

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*There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.*

*-Ernest Gary Gygax, Rest in Peace*