

ADVANCED ADVENTURES MODULE #21

The Obsidian Sands of Syncrates

by Joseph Browning

AN ADVENTURE FOR CHARACTER LEVELS 4-7



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OBSIDIAN SANDS OF SYNCRATES

Returning from a successful trading voyage to far-away lands, the party's ship is stranded in the doldrums. After two days without any wind, the sky darkens and small particles of black ash fall like a dark snow. The party's two native guide-translators panic and begin wildly yelling, quickly whipping themselves into a fury of fear. Faster than the group can react, the two guides pull their small knives and stab themselves in the chest repeatedly as they jump over the side of the ship. Their dark-skinned bodies unnaturally sink down into the depths below the glass-like surface of the still sea as, one-by-one, each party member feels an irresistible sleep suddenly come upon him.

When the party awakes, it finds itself in what appears to be a giant coliseum, their seaworthy boat stranded upon the obsidian sands that line the floor of the great arena. On the floor sands stands a gigantic marble statue of a lightly armored warrior apparently caught off-guard as he bends to retrieve his massive shield and spear. The statue surely stands at least 300 feet tall! Perhaps a mile away stands another gigantic marble statue; this one of a lion just released from the chain holding it at bay.

The marble walls surrounding the coliseum floor are easily 1,000 feet tall, and beyond them in the stands are thousands more statues, each as large as that of the warrior. They sit silently watching the tableau, as if at any moment all could come alive in a great roar. The sky above is a deep crystal blue and completely cloudless.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Background: The great coliseum the players find themselves within belongs to Syncrates, the god of entertainment (pronounced Sin-Kra-Tees). This social god has contacts throughout the multiverse, and each sitting statue in the audience is a small part of the god-consciousness of other deities. These deities await Syncrates' summoning of the entertainment. Such is what just happened to the PCs; they have been summoned to entertain or die.

The entertainment takes the form of a giant combat between the warrior statue and the lion statue. In order for this to happen, the PCs must enter the warrior statue via a human-sized entrance upon its right heel. After entering, they must fight their way throughout the statue to eventually sit upon at least 5 of the 7 great ruby thrones within. Each throne controls a part of the warrior statue, allowing the party to animate the statue and begin the god's entertainment. Syncrates has designed this test to ensure that the gods see only combats featuring experienced warriors.

Module Background: This adventure was used as a tournament adventure at GenCon Indy 2011. It is designed for a single four-hour round of play. A list of tournament characters is included in the module along with a guide to scoring if you wish to hold your own tournament.

Notes for the Game Master: The Obsidian Sands of Syncrates is an adventure designed for 6-10 adventurers of 4-7th level. We suggest that play involve the given tournament characters, but any adventuring party of similar ability and resources should find the module a good challenge.

There is no boxed text in this tournament adventure. Some GMs may find this odd, but we believe that the descriptive powers of a good GM are vastly superior in flexibility than set text. The lack of such text allows GMs to alter what is perceived by the PCs depending on the situation in which they approach each encounter. Because of this, it is doubly recommended that you read through the adventure at least once (preferably twice) to fully familiarize yourself with the contents and surrounding themes of the encounters within The Obsidian Sands of Syncrates.

It is assumed the GM has access to all the core books and all the monster books. There are some new monsters in this adventure,

but many of them are previously published. These reference books should be at hand when running the game.

Scoring the Tournament: In the back of this adventure you'll find a scoring information sheet. This tool should provide ample information on scoring the module. There is also additional scoring information provided in some encounter areas.

In addition, a GM is given up to 20 additional scoring points to award at his discretion. Award these in 5 point increments for any idea, action, or role-play that seems exceptional in your eyes. You do not have to award any additional points if you so choose, but do not award more than 20.

Beginning the Adventure: It is recommended that you provide at least 10 minutes for the players to familiarize themselves with their characters, magic items, possessions, and available spells. If more time is needed, feel free to allow such, but remind the players that time to play is limited. When the group is ready, request that all materials except those found in the player's handbook be put away- they'll need to rely upon their memory for the magic items (you may want to let them know this fact before hand). If the players are using the OSRIC book, just ask them to restrain themselves to the appropriate sections.

During tournament play, the below is assumed. If you are playing this adventure outside of a tournament environment, feel free to alter these guidelines as you wish.

1. There are no wondering monsters.
2. Monsters will not pursue out of their area unless explicated stated in the location text.
3. Any areas that are unkeyed should be considered empty and described according to GM fiat.

Player's Introduction: Read or paraphrase the first three paragraphs of this adventure (the section before **STOP! If you plan...**) to the players once you and they are ready to begin.

THE ARENA

The arena has several different things of interest to the party. The sand is a very fine black sand that is like normal sand in all but color. The walls of the area are carved with stark geometric ornamentation and composed of the finest marble the PC's have ever seen. The statues are made of the same material but are warm to the touch, unlike the walls and the great spear, shield and chain that once held back the massive lion. If the PC attempt flight of any sort, magic or mundane, they will find it impossible. The arena is roughly 6 miles wide and 8 miles long.

The clear blue sky never changes until the PCs have entered the warrior statue and made at least one limb move. At that point, the sky becomes slightly cloudier. With each additional movement the sky becomes darker and darker until the moment when the giant warrior statue kills the lion, and the sky pours down rain, forcing the PCs to retreat to The Horizon Seeker or The Star of Dwimmerdweilf (the other ship, see below) or risk drowning. The water eventually fills the area to a depth of 800 ft. For additional information about this event, please see the conclusion of the adventure.

The arena holds one danger beyond starvation and thirst: two **obsidian sandman** (see *new creatures*). These 2 creatures are amalgams of all the spirits who have met their doom starving upon the black sands. They are undetectable until at least one creature is sleeping upon the sands. They then coalesce and attack any still awake. If all living creatures are sleeping, the obsidian sandmen begin feasting.

Any creatures killed are stripped of their belongings, and everything is dragged down into the sands and back to the lair of the obsidian sandmen. Finding the lair is impossible unless magic is used to detect one of the objects within. Syncrates lets the obsidian

sandmen horde a rather massive treasure, but he periodically raids the horde, distributing it throughout the multiverse as suits his whim. Currently the treasure is composed of:

- Coins: 8,975 cp, 59,124 sp, 28,345 gp, 2,456 pp.
- Gems: 34 gems worth 10 gp, 12 gems worth 50 gp, 5 gems worth 250 gp, and 1 gem worth 500 gp.
- Jewelry: 4 pairs of silver earrings worth 15 gp each, 8 silver bracelets worth 25 gp each, 12 gold brooches worth 125 gp each, and 1 bejeweled gold chalice worth 1,500 gp.
- Magic: **potion of healing**, **potion of human control**, **scroll of magic missile**, **scroll of protection from demons**, **wings of flying**, and a **spear +3**.

The Horizon Seeker: The PC's ship is laden with trade goods when it was transported to the area. Since it was also on its return voyage to the players' homelands, it was well-stocked with victuals. The Horizon Seeker was equipped for a long journey so the PCs have access to any equipment and supplies that the GM determines reasonable. In the ship is food and water for a 50 day voyage for 12 people. This may seem like a comfortable period for the PCs to find an exit from the arena, but the party will eventually notice that they become hungry rapidly, requiring 4 times the normal amount of food and water. However, this additional requirement has one benefit: wounds heal at an equally quick pace resulting in 4 hp healed per day of rest instead of the normal 1.

The Other Ship: This odd ship is very different than the vessels of which the PCs are familiar. Rather than solid pieces of wood, the ship seems composed of layer upon layer of veneer, held together by an odd red-tinted glue or lacquer. The ship has sleek, fast lines, and the iridescent sails are so thin as to be almost translucent. Upon its side are strange runes which, if translated, read *The Star of Dwimmerdwell*.



The Star of Dwimmerdwell comes from another planet in the material plane. Those upon the ship failed in their mission to activate the warrior statue and perished, either in combat or from starvation. The ship is equipped with everything that one would expect a sailing vessel to possess, but all the items are unusually made and odd looking, effectively doubling their value. There is no food or water.

In the hold are the skeletons of two of the crew. They are lanky and tall (roughly 7 feet) with a distinctly crocodilian bent and feature only a loincloth as clothing. One of the skeletons is in pieces with gnawing marks upon the broken bones while the other is basically intact. They have no valuable possessions of note.

THE WARRIOR STATUE

As stated above, the statue seems made of the finest marble and is warm to the touch. There is an entrance into the statue on the back of the right heel. The entrance, like all the passages in the statue is a tube, roughly 10 feet in diameter. There are 15 keyed locations within the statue and each location is connected by a tube. Although it appears like the tubes and the keyed locations are within the statue, they are actually small intersecting pocket dimensions, meaning that rooms within the statue can be larger than would actually be possible.

Of particular interest is that all keyed areas are all gyroscopically fixed in the statue; regardless how the statue moves, every area remains exactly parallel with the ground. Additionally, each area seems inertially dampened so that those inside the statue can barely detect its movement. However, the tubes connecting the different areas to each other move radically about each area in order to connect the areas, and the tubes are not dampened. The tubes form spiral stairways where appropriate, allowing easy movement between the areas regardless the position of the warrior statue. Being inside a tube while the statue is moving is more than likely a fatal decision. The great length of the connectors and the rapidity of the movement deals 1-6 hp of damage per round within a walking statue, and 2-12 hp of damage if the statue is more vigorously active.

There are two great thrones in 7 of the keyed areas: in each foot, in each hand, in the stomach, in the chest, and in the head of the statue. The larger thrones are made of flawless ruby and are even warmer to the touch than the marble of the statue. The lesser thrones are made of the same marble-stuff as the statue. Sitting in a ruby throne allows a PC to control that appropriate area (sitting in the left hand allows the PC to control that hand and arm; sitting in the left foot allows the PC to control the left foot and leg) and perhaps provide a bonus to the marble warrior's abilities. The lesser thrones allow spell casters to trade in a spell for a special effect of some sort affecting the area the thrones control.

When a PC sits upon a ruby throne, the statue becomes translucent in the direction the throne faces, allowing those within the room to see outside of the statue and determine the effects of their actions. Only one ruby throne operates at a time unless at least 5 thrones are occupied (both feet, both hands, and the head). At that time, the marble lion comes to life, and combat between it and the warrior statue commences.

It should be noted that the bonuses of different PCs sitting on the thrones are unknown until the respective throne in the head is occupied. The occupant of the head ruby throne gains immediate knowledge of the bonuses available in each ruby throne, while the occupant of the head marble throne gains immediate knowledge of the bonuses available via each marble throne.

The statistics of the marble warrior of Synocrates is provided at the end of this adventure, along with a worksheet useful in determining the final abilities and statistics of the statue. It is recommended that GMs photocopy the sheet and distributed to his players, allowing each player to determine his or her preferred PC placement.

KEY TO THE WARRIOR STATUE

1. **RIGHT FOOT:** This area is very polished and features a spiral staircase leading up to area 2. Throughout the area are cannonball-sized chunks of perfectly spherical stone of the same type as the statue. North of the staircase are a ruby throne sized for a creature of about 8 feet and a smaller marble throne appropriate for man-sized creatures. Around the staircase there are 4 more of the crocodilian skeletons such as those found in The Star of Dwimmerdwelf. The 4 skeletons feature multiple fractures and were killed by the thrown rocks of the two guardian giants in the right calf. They are unarmored (wearing loincloths) and bear only fairly primitive spears as weapons.

Scoring: If the PCs realize they need to somehow animate the statue using the thrones during their first exploration of this area award them +10 points.

2. **RIGHT CALF:** The stairway from the right foot ascends to the right calf, roughly a 35 foot ascension. The stairway hugs the wall, leaving the center area empty and open. Two **guardian giants** (see *new monsters*) occupy the right calf, and they have been tasked with keeping out intruders. If the PCs have made no attempts to move quietly during their search of the right foot, the gem-eyed guardian giants are aware of their presence and gather their perfectly spherical stones to throw down upon the PCs as they ascend the stairs. If forced into melee, they fight with their leathery fists.

If a PC is hit by a stone while ascending, he is knocked prone unless he rolls below his Dexterity on a d20. A failure by more than 5 points on this roll means the PC is knocked off the stairs and falls all the way to the floor in the right foot.

Within the room, two large and comfortable beds rest near the eastern wall. Between them is a **magical chamber pot** that empties itself every time the lid is closed. There are two spiral staircases of similar make: one that leads to the right foot while the other leads to the right thigh. A rack carved into marble of the warrior statue lies near the stairway leading to the right foot. The rack holds 16 of the strange throwing stones, and it magically refreshes to that number at the end of every 24 hour period. Along the north wall, a circular dais holds a podium that juts out from the marble of the warrior. The podium has two 20-foot-long golden cords descending from it. The cords are worn at the ends from the giants constantly tying them around their wrists, and there are two shinier-than-normal spots on the marble floor, polished from the backsides of the giants as they



sit, tied to the podium. An observant PC will also note the giants have "rubbed raw" areas on their wrists.

The podium is a **magical entertainment device**. Any intelligent creature tying a golden cord to an appendage seems to be transported to a strange realm where buildings reach to the sky and men travel in boxes made of iron. Not only is the world strange and unusual, the visitors finds himself perfectly disguised and effectively indistinguishable from any of the others within the teaming multitude. While in the iron and stone realm, a user is still aware of what's going on around him in the real world. Syncrates placed this box here to entertain his guards for the decade of service they promised him.

Note: The PCs will need at least one of the jewel-like eyes of the guardian giants to solve the puzzle in area 12.

Guardian Giants (2): (SZ: L; AC 4; MV 120 ft.; HD 6+4; HP 33, 38; #AT 1; Dmg 2-12; SA Thrown rock for 2-16;SD True sight; AL LE)

Scoring: If the PCs activate the magical entertainment device, award them +5 points. If they spend less than 5 minutes of real time "playing" with the entertainment box, award them another +5 points.

3. **RIGHT THIGH:** This room is very cold and completely filled with snow right up to the ceiling. PCs can excavate a 10-foot-long, man-sized passageway through the snow (pushing the excess down the spiral stairwell) every 5 minutes. After 30 minutes, the PCs will need to rest for a turn.

The snow magically returns, seeming to "grow" from the existing snow. This progressively makes any tunnels smaller, eventually sealing a man-sized passageway in 2 hours. A single PC can work to maintain an open man-sized passageway up to 50 ft in length, but again, a PC can only work for 30 minutes before needing a 10 minute break.

Within the snow are a pair of **hammerhead skysharks** (see *new monsters*), pets of Syncrates. These two do not attack until 30 minutes after the PCs enter the room. They fly through the snow, leaving no trace of their passing (for there is no snow to them, see below paragraphs). They attack by performing "flybys" wherein they fly, bite, and then move back into the snow. This makes them rather difficult to fight, increasing their AC by 2 steps.

If a PC is rendered unconscious, a skyshark will attack again, but this time it will also drag the PC away into the snow unless immediately prevented. A dragged PC passes through the snow just as the skyshark that is dragging him - leaving no trail behind.

Once past this room (after stepping upon two stairs leading to the stomach), if the PCs look backward, it will seem as there is no snow in this area anymore. The room appears completely barren unless the PCs have not defeated the skysharks. If that is the case, the skysharks are seen as flying normally through the empty air. However, if the PCs re-approach this area from the right calf, the snow is back as described: the room is snowy when coming from below, and clear when coming from above.

Note: The PCs will need at least one of the skysharks' fins to solve the puzzle in area 12. Additionally, if the PCs solve the puzzle in area 8, this room is no longer cold, nor is there any remaining snow as it has all burned off extinguishing area 5.

Hammerhead Skysharks (2): (SZ: L; AC 5; MV 210 ft. flying; HD 5; HP 20, 24; #AT 1; Dmg 3-12; AL N)

Scoring: If the PCs locate the stairwell up before being attacked by the skysharks, award them +5 points. If the PCs devise some way to greatly reduce the amount of snow in the room quickly, award them +10 points.

4. STOMACH: Unlike the prior rooms, this room seems entirely separate from the interior of the warrior statue. The walls are made of rough blackish stone and the floor is covered with an intricate geometric mosaic of black and white tiles. Within the room are 9 different pools, each being 10 feet in diameter and sloping down to a depth of 5 feet.

But the most interesting part of the room is the large ruby throne and smaller marble throne in the very center. The two thrones are encased in a shimmering blue field, impervious to all attack and cubic in shape. On the floor in front of each side and corner of the cube is a mosaic symbol. The first symbol is a circle, the second is a triangle, the third is a square, the fourth a pentagon, the fifth is a hexagon, the sixth is an heptagon, the seventh is an octagon, the eighth is a nonagon.

The PCs will surely realize the symbols are a puzzle of some sort. This is true. At the bottom of each pool lies a carved marble sign that matches each symbol on the sides and corners of the force cube. Each sign is 4 inches square, weighing about 3 pounds. Additionally, there is a special sign. It is this special sign (a digon, looking like the silhouette of an American-style football) that removes the magic shield covering the thrones, providing the PCs access. When the force field falls, the other exits (leading to the chest and the left thigh) are summoned from beyond, allowing the PCs to continue their journey through the warrior statue.

The pools are arranged as indicated on the map. The pool containing tar directly to the left of the two thrones holds the digon. Beginning with that pool, the first letter of the liquid contained in each pool spells "touchleft" when read clockwise. This acrostic hints that the left pool is the correct choice and the sign located at the bottom of that pool should be touched to the cube. If any other signs are touched to the cube or to any of the mosaic symbols upon the floor, a small fiery explosion occurs, dealing 1-6 hp of damage. This damage is creased to 2-12 hps if the PC hit by the flame is covered in tar, olive oil, or formaldehyde.

Each pool magically refills when there is no one looking. Attempts to empty the pools are futile unless at least one PC is concentrating on watching the pool. The pools refill so quickly that they can refill even during the brief moment of a blink. This means that unless the PCs explicitly state they are minding their blinks, the pools refill. The individual pools are described below:

- T) Tar - The pool is directly to the left of the thrones when viewed by one sitting on a throne. At the bottom of this pool lies the digon sign. It is this sign the PCs need to touch to the cubic force field. The tar is a thick and rather odoriferous and the sign is not visible from the surface. The tar can be used in any reasonable way. If the pool is lit, it will burn for one turn and then self-extinguish.
- O) Olive oil - At the bottom of this pool lies the circle sign. The olive oil is of the highest quality and is so clear that the sign at the bottom of the pool is hazily visible. If the pool is lit, it will burn for one turn and then self-extinguish.
- U) Urine - At the bottom of this pool lies the triangle sign. This pool smells exactly as one would expect, perhaps even worse as it seems as if the urine has "aged" a bit. The sign is not visible from the surface. Any PC immersed in the pool must save vs. magic or be cursed with a growing, going problem. For the first month, the PC will urinate at twice the normal frequency, the second month at three times, the fourth month at four times, etc. Once 20x the normal urination frequency occurs, the PC will be effectively urinating constantly.

- C) Chocolate - At the bottom of this pool lies the square sign. This pool smells heavenly. If consumed with other food (think chocolate fondue), the chocolate magically reduces the hunger of the eater resulting in the PC needing only half of his normal daily calories.
- H) Honey - At the bottom of this pool lies the pentagon sign. The honey is very vicious but very clear. If eaten or applied to a wound, it cures 1-6 hp of damage. This curative effect only works once per day per person.
- L) Lye - At the bottom of this pool lies the hexagon sign. This pool is filled with lye dissolved in water. It has a milky/chalky white color. Touching the pool with bare flesh deals 1 hp of damage for minor exposure (a finger), 1-4 hp of damage for greater exposure (a hand), 1-6 hp of damage for major exposure (a leg) and 1-12 hp of damage for serious exposure (half a PC's body).
- E) Epoxy - At the bottom of this pool lies the heptagon sign. This pool is the most unusual of the bunch. A two-inch-thick wall of force not unlike the cube surrounding the thrones bisects this pool in half. The heptagon sign lies directly below the wall of force and extends one inch to each side. On one side of the wall of force is a thin, transparent liquid having a slight smell of alcohol. On the other side is a greenish, vicious, transparent liquid that smells somewhat like pine resin. These two liquids are an epoxy.

If the liquids mix, they quickly solidify into a tremendously strong and hard surface, but any particular amount of one liquid only interacts with a similar volume of the other. For example, if a PC dips his hand into one liquid and then into the other liquid, the liquid around his hand instantly solidifies into a hard coating, but the entire pool isn't transformed into a single block of solid epoxy. However, if the heptagon sign is removed from the pool, the wall of force holding the liquids separate disappears and they mix, immediately immobilizing anything within.

The epoxy can be broken using hammer and chisel (both available in The Horizon Seeker's hold). Breaking 1 square foot of solid epoxy takes 1 hour.

- F) Formaldehyde - At the bottom of this pool lies the octagon sign. The contents of this pool are obvious to any naturalist or arcane spell caster. The formaldehyde appears normal in all accounts, but it is actually a **formaldehyde jelly** (see *new monsters*). If the PCs spend more than 2 rounds within 5 feet of the pool, the jelly revives from its torpor and attacks.
- T) Tar - At the bottom of this pool lies the nonagon. It is otherwise similar to the other tar pool above.

Formaldehyde Jelly: (SZ: L; AC 8; MV 30 ft.; HD 7; HP 22; #AT 1; Dmg 1-6; SA belch; SD immune to fire; AL N)

Scoring: If the party deciphers the acrostic "touchleft", award them +15 points.

5. LEFT THIGH: This room is very hot and completely filled with flame right up to the ceiling, a flame that is solid to the touch and bounces back to maintain its shape like a pillow. This means that PCs can cut out pieces of this "solid flame" with a sword or other such implement. A severed piece of flame dissipates if it travels more than 60 feet from this room. Any "hole" cut into the main body of flame fills with more flame after 30 seconds.

This room is effectively impassable until the puzzle in area 8 is solved. If the PCs succeed in solving the puzzle, the flame is extinguished by the cold and snow in area 3, forming a

massive super-heated steam cloud. The cloud shoots upward throughout the statue, passing through the stomach, and then into the chest and down the passages to the arms before cooling. As it is highly likely the PCs will be in the chest at this moment, see the description for area 8 for additional details about the effects of the steam cloud.

In addition to forming a scorching hot steam cloud, extinguishing the magical flames in this room with the magical snow from the other room summons **2 steam mephits**. The mephitis are stunned for a few seconds upon summoning, but they fly to the source of any noise after regaining their senses. More than likely, this will be the party in the warrior's chest letting loose howls of pain from the rising steam cloud. The mephitis are thoroughly irritated since they can tell they have been summoned into a pocket dimension and therefore lack their ability to gate in others of their kind.

Note: The PCs will need at least one of the watery hands of the steam mephitis to solve the puzzle in area 12

Steam Mephits (2): (SZ: M; AC 7; MV 120 ft., 240 ft. flying; HD 3+3; HP 15, 21; #AT 2; Dmg 1-4, 1-4; SA breath weapon; rainstorm; AL CE)

6. LEFT CALF: This room is empty of anything of interest.

Scoring: If the party spends less than 5 minutes real time in this area, award them +5 points.

7. LEFT FOOT: This room is barren but for the ruby and marble thrones. It is covered with a thick dust. The dust fills in any area from which it is cleared, filling in footprints or sliding in to recoat an area newly swept. Among this dust is a **dust weird** (see *new monsters*) that rises up three rounds after the dust is initially disturbed.

Dust Weird: (SZ: L; AC 4; MV 120 ft.; HD 4+3; HP 21; #AT 1; Dmg special; SA drowning; SD reduced damage from edged weapons, arrows, and bolts; AL LE)

8. CHEST: This large room is barren but for the two thrones and a large, rectangular block of solid ebony 10 ft. tall. The ebony block is bare of all inscriptions or ornamentations excepting 5 chest-high holes lined with mother of pearl. These holes are 1 foot deep and equally wide and tall and equidistant along the 30 foot length of the ebony block. Above each hole is a mother of pearl inlay of a hand.



If the PCs place a hand within each opening, the cold and snow from the right thigh is transported to the flames of the left thigh. This creates the giant steam cloud discussed in area 5. The steam cloud arrives in the chest a round after all hands are placed in the holes in the ebony block. The damage from the steam depends upon a PCs distance from the down stairwell. If a PC is within 10 feet, he suffers 3-18 hp of damage, if within 10-20 feet 2-12 damage is taken, and if the PC is anywhere in this room, he suffers 1-6 hp of damage. A save vs. breath weapon reduces damage by half.

Assuming the PC are scalded and the **steam mephits** from area 5 hear the PCs cries of pain, the summoned creatures arrive in this room on the third round after the steam cloud hits. The mephitis arrive mightily annoyed and attack, opening combat with their rainstorm ability.

Scoring: If the PCs avoid the trap by using chopped-off hands of the guardian giants and/or the skeletal hands of the crocodilians found in area 1, award them +25 points.

9. HEAD: This area is sealed off by a lightly shimmering field of impenetrable force. The field isolating this room is lowered if the puzzle in room 12 is solved. Through the field, the party sees perfect duplicates of themselves around a great ruby throne and a lesser marble throne - the rest of the room is bare. Although sound does not penetrate the field, the duplicate party appears to be vigorously arguing, gesticulations becoming wilder and wilder until weapons are drawn and melee engaged.

If you are using the pre-generated characters at the back of this module, after a vicious few minutes of combat, Waynoch Wandburner fireballs the entire room with his wand of fire. After the blast, not a living soul remains in the room; all are dead and burned. If you are not using the pre-generated characters, determine some other suitable method in which the party ends up killing each other.

Once the field is removed and two rounds after entering the room, the corpses of the party rise and attack any intruders. The corpses are considered **zombies** but cannot be turned. Most importantly, they cannot be harmed by any PC other than the one which they were duplicating. For example, if the PCs are using the pre-generated characters the zombie Waynoch can only be harmed by the PC Waynoch; damage from other PCs is simply ignored. The zombies will deliberately attack their non-duplicate PCs, avoiding combat with their double.

If sometime between first seeing the duplicate party destroy themselves and entering the room the party has lost a party member, that duplicate cannot be hurt by any party member. The only way to destroy zombies without duplicates is to throw them down the stairwell until dead or to devise some other means of dealing indirect damage.

The zombies seem to possess exactly what the PCs possess, but all arms and armor are poorly-made, weak, and useless. Any magical items are just mundane items with magical aura cast upon them, and all spell books are gibberish.

Duplicate Zombies (number varies): (SZ: M; AC 7; MV 60 ft.; HD 2; HP 9 each; #AT 1; Dmg 1-8; AL N)

10. RIGHT UPPER ARM: In the center of this bare room lies an intricately carved hourglass made of brass and human thigh bones standing 1 foot tall. The sand within the hourglass is obsidian, of course. When the PCs enter this area, the hourglass flips itself over and the sand begins slowly dripping, counting off an hour's time. At the end of that hour, the hourglass flips again, continually counting off the hours. The hourglass cannot be damaged, moved, or prevented from flipping. After three

hours, the hourglass summons undead at the beginning of the hour indicated on the reference below.

- 4th Hour - **10 skeletons** (SZ: M; AC 7; MV 120 ft.; HD 1; HP 4 each; #AT 1; Dmg 1-6; AL N)
- 8th Hour - **8 zombies** (SZ: M; AC 7; MV 60 ft.; HD 2; HP 9 each; #AT 1; Dmg 1-8; AL N)
- 12th Hour - **6 ghouls** (SZ: M; AC 6; MV 90 ft.; HD 2; HP 9 each; #AT 3; Dmg 1-3, 1-3, 1-6; SA paralyzation; AL CE)
- 16th Hour - **4 shadows** (SZ: M; AC 7; MV 120 ft.; HD 3+3; HP 16 each; #AT 1; Dmg 2-5; SA strength drain; SD only hit my magic; AL CE)
- 20th Hour - **2 wights** (SZ: M; AC 5; MV 120 ft.; HD 4+3; HP 21 each; #AT 1; Dmg 1-4; SA energy drain; SD only hit my silver or magic; AL LE)

Every additional day adds another 1 creature to the summoned group. For example, on the second 4th hour flip, 11 skeletons are summoned while on the third 4th hour flip 12 skeletons are summoned. Unintelligent undead summoned by the hourglass will wander off throughout the warrior statue, but intelligent undead should behave according to GM discretion.

Note: The hourglass can be "turned off" if the PCs solve the puzzle in area 11 by killing an obsidian sandman and placing its once-living sand over or around the hourglass or by using some of the black sand created through the ritual in area 12.

11. RIGHT LOWER ARM: This room is bare but for an illusionary version of the many ruby thrones throughout the warrior statue. The throne looks exactly like all the other thrones, but this one has a pentagram of gold inscribed about it. If the PCs indicate they have concerns that what they are viewing is not real, secretly roll a save vs. magic to see if they have seen through the illusion. Hiding behind the illusion and trapped within the pentagram is a **vrock**. If the PCs disturb the pentagram in any way, the vrock is freed from its confinement and goes about feasting on man-flesh.

Inscribed in silver upon the marble floor around the pentagram is the message written in an ancient form of common, "Only dead sand once alive can hold back the sands of doom." This provides a hint to the PCs about how to "turn off" the undead-summoning hourglass in area 10.

Vrock (SZ: L; AC 0; MV 120 ft., 180 ft. flying; HD 8; HP 35; #AT 5; Dmg 1-4, 1-4, 1-8, 1-8, 1-6; SA spell-like abilities; SD demon resistances; MR 50%; AL CE). The vrock cannot gate in assistance, as the obsidian sands of Synbrates are set apart from other planes.

Scoring: Accidentally not releasing the vrock earns +5 points for the PCs. Deliberately not releasing the vrock (ie. the PCs saw through the illusion) earns the PCs +10 points.

12. RIGHT HAND: Descending into this room, the first thing that becomes apparent is a large circle of silver inlaid in the marble floor just north of the spiral stairwell. Beyond that lies the familiar two thrones: one of ruby, one of marble. Additionally, just west of the silver circle is a full-sized gong with beating stick leaning against the teak frame holding up the large brass disk. In the center of the silver circle is a large candle the size of a man's waist and two feet tall. The candle is always lit and cannot be extinguished in any manner, nor can the candle be moved or damaged in any way.

Also inlaid into the marble in silver and written around the outside of the silver circle is the following riddle:

*How to ascend, from this riddle wring:
Some say that the eyes are jewels of the soul,
That they are the guardians for the spirit ship,*

*Others say it is the watery hands that keep whole
This fleshy harbor when the terrible fins nearby slip.
But these wise know it is all these things in separation that surround
The eternal light and the triple ring of the gonging sound.
The crown of the warrior requires all these things...*

To solve this riddle, the PCs need to place at least 1 eye from a guardian giant, 1 hand from a steam mephit, and 1 fin from a skyshark along the silver circle and bang the gong three times. This ends the magical field keeping the PCs out of area 9. If the ritual is successfully completed, the items surrounding the candle (the eyes, hands, and fins) are consumed in a bright fiery flash, leaving behind small piles of obsidian sand.

Note: This sand is important—at least a single grain of it needs to be transported outside of the warrior statue for the party to gain access to the left hand. See area 15 for more information.

Scoring: If the players solve the riddle in less than 5 minutes of game time, award them +5 points.

13. LEFT UPPER ARM: Right outside this area, in the hallway leading from the warrior statue's chest (area 8) is an inscription inlaid in silver. The inscription reads, "The wise know when to surrender, the foolish when to resist." There is nothing inside this large circular room, only a passageway leading to the left lower arm (area 14).

A round after the PCs enter this bare room, they all must save vs. magic unless they wisely choose to not resist. If any PCs decide to not resist, they are healed of 4-24 hit points of damage. Those who attempt to resist and fail are healed 1-6 hit points of damage and those who succeed in their save suffer 1-4 hit points of damage. This effect occurs only once per PC.

14. LEFT LOWER ARM: This room is empty of anything of interest.

Scoring: If the party spends less than 5 minutes real time in this area, award them +5 points.

15. LEFT HAND: Halfway up the stairway leading to this area a shimmering, multi-colored force shield blacks the way. Near the shield, inscribed into the walls in silver is the riddle, "Those seeking audience need to honor the remains of the guardians of the spirit ship. Once they are joined with their innumerable brothers, the way shall open." This force shield falls only when at least a grain of the new obsidian sand created through the ritual described in area 12 is taken outside the statue and interred into the rest of the obsidian sand of the arena.

This area is empty and barren excepting the two thrones and an aberrant crypt thing that sits upon the ruby throne. When the PCs enter, the crypt thing will greet them coolly, demanding to know why they have entered his domain. The crypt thing will demand the PCs leave him in peace regardless what they say. If the PCs do not comply, or if they return, the crypt thing attacks, opening combat with his paralyze and invisible attack against the whole party - successful against any PC that fails a save vs. magic.

Crypt Thing (aberrant version): (SZ: M; AC 3; MV 120 ft.; HD 6; HP 25; #AT 1; Dmg 1-8; SA paralyze and invisible attack; SD only hit by magic weapons; AL N)

CONCLUSION

If the PCs manage to occupy the ruby thrones in the head, feet, and hands of the warrior statue, the great lion statue awakens and attacks. If the lion statue defeats the warrior statue, the PCs are killed as the warrior statue crumbles, crushing all within.

If the PCs manage to destroy the great lion, it crumbles into great pieces, falling to the floor of the obsidian sands in massive chunks. The darkened sky pours down rain in such great volumes that it is obvious to the PCs that the entire area will eventually flood. The PCs should wisely retreat to either *The Horizon Seeker* or *The Star of Dwimmerdweif*. Once the victors reach the safety of a ship, the water comes down in truly massive quantities, raising the ships a foot every minute. Eventually the water grows so deep that even the crown of the warrior is covered, and it is then that the PCs feel the not-unfamiliar irresistible sleep come upon them.

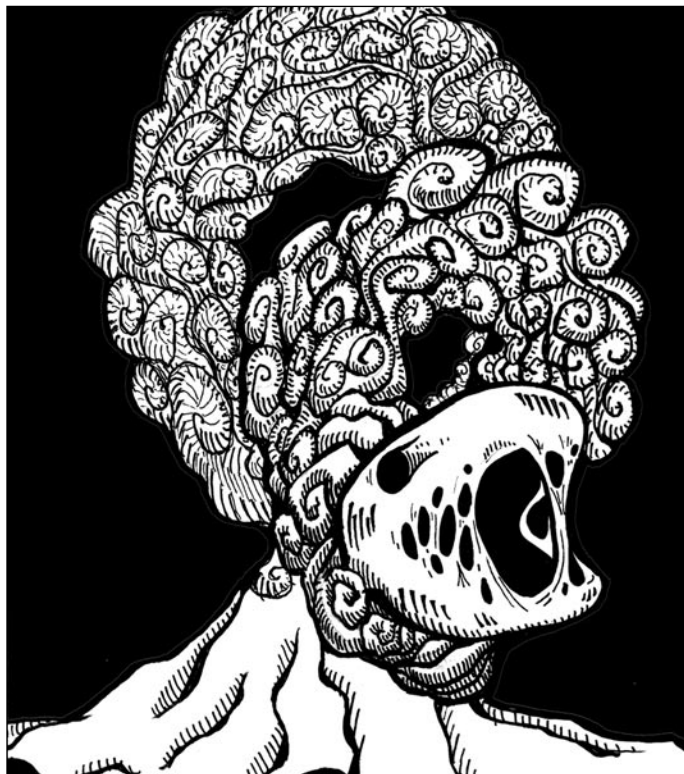
The PCs awake back in their world. Upon the deck of their ship lie several gold rings bejeweled by a single large ruby; one ring for each PC. When placed upon a finger, the ring speaks, "You have done well, champions, and for that we salute you! Know that this ring protects your life, for the next time death calls upon you, my blood will fill yours and you will return to full life, hearty and hale." These wonderful rings are **ruby rings of Synbrates** (see new magic items).

HERE ENDS THE JOURNEY TO THE OBSIDIAN SANDS OF SYNCRATES

APPENDIX A: NEW MONSTERS

DUST WEIRD

SIZE: Large (12 ft. + long)
 MOVE: 120 ft.
 ARMOR CLASS: 4
 HIT DICE: 4+3
 ATTACKS: 1
 DAMAGE: None
 SPECIAL ATTACKS: Drowning
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1-2
 LAIR PROBABILITY: 75%
 TREASURE: 1-4k cp (25%), 1-3k sp (20%), 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%)
 INTELLIGENCE: Very
 ALIGNMENT: Lawful evil
 LEVEL/X.P.: 4 / 235 + 4/hp



General information: The dust weird are a life form originating in the elemental plane of dust. They attack living things, feeding upon their essences. Dust weirds form in 3 rounds from large piles of dust, appearing as a giant serpent. The serpent head lashes out as a 7 HD monster. Any creature hit by the dust weird must save versus paralyzation or the dust weird wraps around the victim much like a constrictor snake. During the next round, the dust weird forces its way into the victim's lungs. Three rounds later the victim dies unless the weird is slain. Victims with Constitution scores of 15 or greater gain one additional round before succumbing to the dust weird,

Edged weapons, arrows, or bolts deal only 1 hit point of damage per attack plus any additional magical damage (ie. a +3 sword deals 4 hit points of damage) while blunt weapons do full damage.

Physical description: Dust weirds look like snakes made from dust. They have indistinct features.

FORMALDEHYDE JELLY

SIZE: Large
 MOVE: 30 ft.
 ARMOR CLASS: 8
 HIT DICE: 7
 ATTACKS: 1
 DAMAGE: 1-6
 SPECIAL ATTACKS: Belch
 SPECIAL DEFENSES: Immune to fire
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 1-3
 LAIR PROBABILITY: 0%
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Neutral
 LEVEL/X.P.: 5 / 465 + 8/hp

General information: Most commonly found in the runoff of mortuaries, formaldehyde jellies are a rare form of giant amoeba, composed mostly of that odoriferous liquid. Avoiding direct sunlight, formaldehyde jellies creep through dim and dark areas looking for food, their unique structure allowing them to pass through small spaces. They can adhere to almost any surface, even ceilings pose no difficulties. They excrete an acidic fluid that dissolves flesh, dealing 1-6 hp of damage per round exposed.

A formaldehyde jelly has a 25% chance of belching a large bubble of formaldehyde gas every round of combat. The gas surrounds the jelly to a range of 20 feet and is quite nauseating. Those caught within the area must save vs poison or be helpless due to nausea for 2-5 rounds.

Formaldehyde jellies are highly flammable, catching fire with the barest provocation. They are immune to the flames, but any creature hit by a flaming formaldehyde jelly suffers an additional 1-4 hp of fire damage. Additionally, if a flaming formaldehyde jelly belches, the gas deals 2-12 hp of damage to all within 10 ft. (save vs. breath weapon for half damage). A formaldehyde jelly flames for two minutes before self-extinguishing.

Formaldehyde jellies enter a deep torpor if they cannot find a food source. This torpor can last for decades without any ill effects upon the great amoeba.

Physical description: Formaldehyde jellies look almost exactly like formaldehyde, but have a center nucleus-like structure that is barely visible.

GUARDIAN GIANTS

SIZE: Large (10½ ft. tall)
 MOVE: 120 ft.
 ARMOR CLASS: 4
 HIT DICE: 6+4

ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Hurling rocks for 2-16
SPECIAL DEFENSES: True sight
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 100%
TREASURE: 1-8k cp (10%), 1-6k sp (30%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), any 2 magic items + 1 potion (15%)
INTELLIGENCE: Very
ALIGNMENT: Lawful evil
LEVEL/X.P.: 6 / 665 + 8/hp

General information: Altered through the use of strange and foul magics of evil magic users, guardian giants were once hill giants. During a lengthy ritual in which they are forever weakened, their eyes are replaced with giant faceted red quartz gems, providing them continual true sight (as the spell). This same ritual increases their intelligence and alters even the very nature of their beings to become more lawful and accepting of orders.

Guardian giants are not nearly as foul-tempered and belligerent as normal hill giants. They consider themselves purified through fire and disdain what they once were. They make excellent guards and usually have affection for their maker that belies their evil nature.

Languages: Guardian giants speak hill giant and common.

Physical description: Guardian giants are magically-modified hill giants. They are similar in appearance in all ways but their eyes. They have only glowing red gems affixed into their sockets.

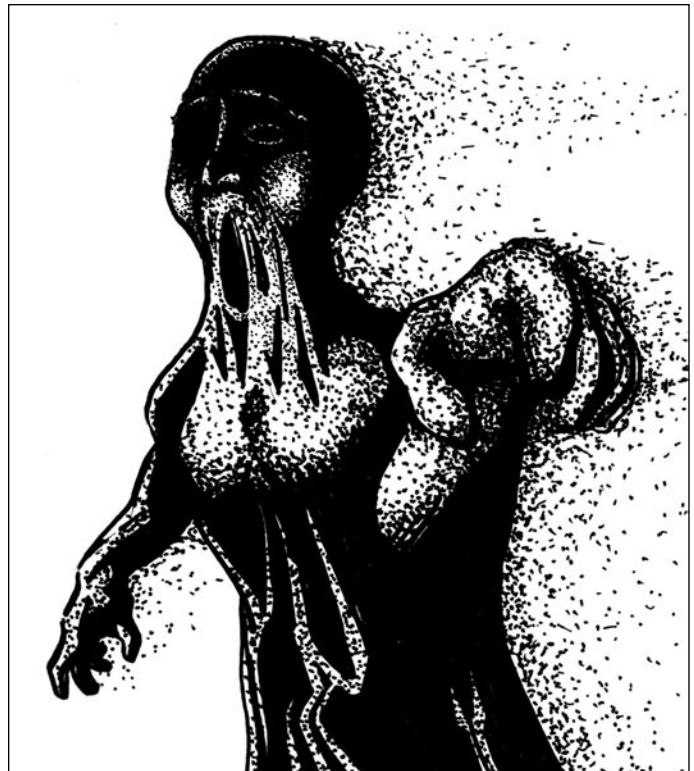
THE MARBLE LION OF SYNCRATES

SIZE: Large (800 ft. long)
MOVE: 480 ft.
ARMOR CLASS: -2
HIT DICE: 400 hp
ATTACKS: 3
DAMAGE: 5-20, 5-20, 4-40
SPECIAL ATTACKS: Rear claws for 3-30, 3-30
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Unique
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 10 / 10,000

This giant lion statue was created by Synocrates to fight his great warrior statue. If the marble lion hits with both paws during melee, it gets the advantage of raking with its two rear claws dealing 3-30 damage each. In all matters, the giant marble lion behaves as a normal lion, but it has no fear.

OBSIDIAN SANDMAN

SIZE: Medium
MOVE: 120 ft., soil burrowing 60 ft.
ARMOR CLASS: 4
HIT DICE: 4+1
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Sleep, blood drain
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 80%



TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 350 + 4/hp

General information: These dark figures present an immediate danger to any creature that comes within 20 feet because anyone within that radius must save vs. magic or fall into a sleep, regardless of experience level. Those above 5HD, however, roll at +2. Those hit by the obsidian sandman's fists must also make a similar save. This sleep lasts at least 3 turns, and a sleeping creature cannot be woken during this period by anything other than a dispel magic or similar spell. After three turns, a victim is allowed another save every turn to awake. Violently shaking a sleeping creature will awaken it during this period.

Obsidian sandmen are immune to normal missiles and take half damage from edged or piercing weapons. They can disincorporate, resulting in all their sand-stuff immediately falling to the ground, and travel through sand at the indicated burrowing speed. While moving in this manner they cannot be harmed except by attacks that reach into the ethereal nor can they attack in any manner.

An obsidian sandman will attack until all members of a party are asleep and then alight upon a single creature, draining it of 1 hp per turn. Hit points lost in this manner require a full month's rest (or magical healing) to return. An obsidian sandman can drain up to 100 hp before satiation, after which it cannot feed again for a week's time.

Physical description: An obsidian sandman is a man-like biped completely made of dark sand and held together via the obstinate will of many souls who have perished upon the black sand the sandman calls its home. An obsidian sandman seems to always be in a slight wind, and particulate matter blows off it in all directions.

SKYSHARK

SIZE: Large (10 ft. long)
MOVE: Swimming 240 ft., flying 210 ft. (AA: level III)
ARMOR CLASS: 6
HIT DICE: 5
ATTACKS: 1

DAMAGE: 3-12
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: None
 RARITY: Very rare
 NO. ENCOUNTERED: 2-8
 LAIR PROBABILITY: 0%
 TREASURE: None
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 LEVEL/X.P.: 3 / 110 + 4/hp

Physical description: Skysharks are similar in appearance to normal sharks, with the addition of large, bat-like wings granting them the ability to fly. They come in many varieties, but the most common is the hammerhead.

General information: It is believed that skysharks were originally created as guardians by some mad wizard who thought flying sharks were a grand idea. However, their tendency to roam over vast areas in search of food makes them haphazard ones at best. From their bat progenitors, skysharks have the ability to breathe air, although the shark's gills are still in place allowing the skyshark to exist both in and out of water. Skysharks flatten their wings along their bodies when swimming. Like their aquatic progenitors, skysharks are in constant motion. They are aggressive and fearless predators when hungry.

APPENDIX B: NEW MAGIC ITEMS

Ruby Ring of Syncrates: These powerful rings are bestowed only upon those who have faced the dangers of Syncrates arena and triumphed. They are obviously magic to those who have survived the coliseum but appear normal (and in fact have no magic at all) to any who have not won the great battle upon the obsidian sands. These rings protect the life of their wearer. The next time a PC wearing a ruby ring is reduced to 0 hit points, he is healed to maximum hit points as the ruby ring dissolves into his flesh. This leaves behind a non-magical ring of gold, worth 250 gp. A ruby ring does not count towards the maximum number of magical rings a PC may wear. **Experience Point Value:** 4,000 **G.P. Value:** None (it can only be used by those gifted)

The Riddle of the Right Hand

HOW TO ASCEND, FROM THIS RIDDLE WRING:
 SOME SAY THAT THE EYES ARE JEWELS OF THE SOUL,
 THAT THEY ARE THE GUARDIANS FOR THE SPIRIT SHIP,
 OTHERS SAY IT IS THE WATERY HANDS THAT KEEP WHOLE
 THIS FLESHY HARBOR WHEN THE TERRIBLE FINS NEARBY SLIP.
 BUT THE WISE KNOW IT IS ALL THESE THINGS IN SEPARATION THAT SURROUND
 THE ETERNAL LIGHT AND THE TRIPLE RING OF THE GONGING SOUND.
 THE CROWN OF THE WARRIOR REQUIRES ALL THESE THINGS...

SCORING INFORMATION

Exploratory Scoring: The party scores the indicated amount for every area explored and how many characters remain alive as indicated in the exploratory scoring matrix.

Area Scoring: Some areas provide bonuses to the party. See each individual area for information.

Discretionary Scoring: A GM is given up to 20 additional scoring points to award in 5 point increments for any idea, action, or role-play that seems exceptional. You do not have to award any additional points if you so choose, but do not award more than 20.

Large Party Modification: For every party member over 8, subtract 10 points from the total score. For example, if there are 10 players, subtract 20 points from the final score. This modification, in some ways, alleviates the advantages of larger parties.

Exploratory Scoring Matrix

Number of Characters Surviving	Number of Areas Explored														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	0	0	0	0	0	0	0	0	0	0	10	20	30	40	50
2	0	0	0	0	0	0	0	0	0	10	20	30	40	50	60
3	0	0	0	0	0	0	0	0	10	20	30	40	50	60	70
4	0	0	0	0	0	0	0	10	20	30	40	50	60	70	80
5	0	0	0	0	0	0	10	20	30	40	50	60	70	80	100
6	0	0	0	0	0	10	20	30	40	50	60	70	80	100	110
7	0	0	0	0	10	20	30	40	50	60	70	80	100	110	120
8	0	0	0	10	20	30	40	50	60	70	80	100	110	120	130
9	0	0	10	20	30	40	50	60	70	80	100	110	120	130	150
10	0	10	20	30	40	50	60	70	80	100	110	120	130	150	160

THE MARBLE WARRIOR OF SYNCRATES

SIZE: Large (330 ft. tall)
 MOVE: 480 ft.
 ARMOR CLASS: 7 (base, varies)
 HIT DICE: 350 hp
 ATTACKS: Varies (see below)
 DAMAGE: Varies (see below)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: None
 RARITY: Unique
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 100%
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Neutral
 LEVEL/X.P.: 10 / 10,000

The marble warrior has different abilities based upon who is occupying the ruby thrones. In each area, Fighter types are Fighters/Paladins/Rangers, Rogues are Thieves/Assassins, Monks are Monks, Divine Casters are Clerics/Druids, and Arcane Casters are Magic users/Illusionists. If a PC is multi-classed (or a bard), the PC should state which class he wishes to use when in the throne. If a type is not listed for an area, that type provides no bonuses. All listed bonuses stack, so having a fighter in the right hand and another fighter in the left hand means the warrior has +2 to AC (reducing AC by two steps), and 2 attacks dealing 4-40 damage each.

Ruby Thrones: The warrior can fight without all ruby thrones occupied. If an area has an Empty type it can be left empty at the listed penalty. The marble warrior attacks as a HD monster equal to the greatest HD of any of the PCs occupying a ruby throne. For example, if a 7th level PC is sitting on a ruby throne, and there are no higher-level classes sitting on any of the other ruby thrones, the marble warrior attacks as a 7HD monster.

Right & Left Foot
 Fighters: +1 AC
 Rogues: +3 AC
 Monks: +1 AC, 1 attack at 2-20 damage

Right & Left Hand
 Fighters: +1 AC, 1 attack at 4-40 damage
 Rogues: 1 attack at 4-40 damage
 Monks: +1 AC, 1 attack at 2-20 damage

Stomach
 Fighters: +2 AC
 Rogues: + 2 AC
 Monks: +1 AC
 Dwarfs: +50 hp
 Elves & Halflings: +2 AC
 Empty: - 50 hp

Chest
 Fighters: +2 AC
 Rogues: + 2 AC
 Monks: +1 AC
 Dwarfs: +50 hp
 Elves & Halflings: +2 AC
 Empty: -50 hp

Head
 Fighters: +2 AC
 Rogues: + 2 AC
 Monks: +1 AC
 Dwarfs: +50 hp

Marble Thrones: Unlike the ruby thrones, the marble warrior is fully operable even if there are no PCs sitting in any of the marble thrones. The marble thrones bonuses vary based upon the type of the PC sitting in the throne, and the power of the bonus varies based upon what level of spell is "cast" while occupying the throne. These spells are not actually cast but are burned as fuel to provide the listed magical effect.

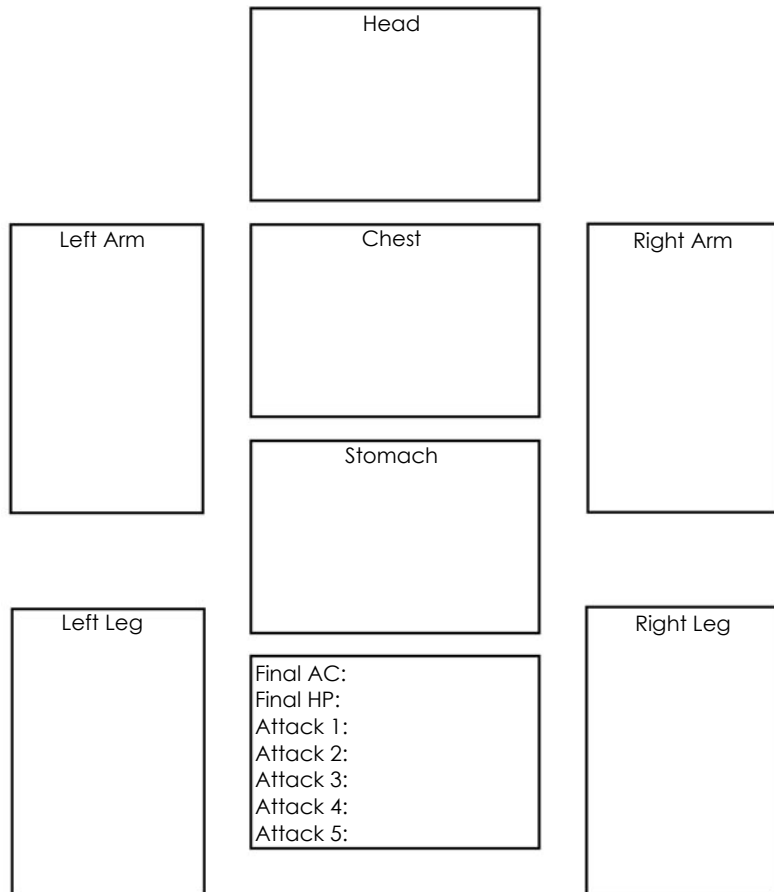
Right & Left Foot
 Divine Casters: +1 AC plus heals statue 1-8 hp per spell level
 Arcane Casters: Mystic shield, + 1 AC per spell level (AC effect lasts only for that round)

Right & Left Hand
 Divine Casters: 1 attack at 2-20 damage plus heals statue 1-4 per spell level
 Arcane Casters: Massive missile that always hits dealing 1-10 damage per spell level

Stomach
 Divine Casters: +20 hp plus heals statue 1-10 hp per spell level
 Arcane Casters: Hunger wave that slows opponent for 1-4 rounds if save vs spells fails

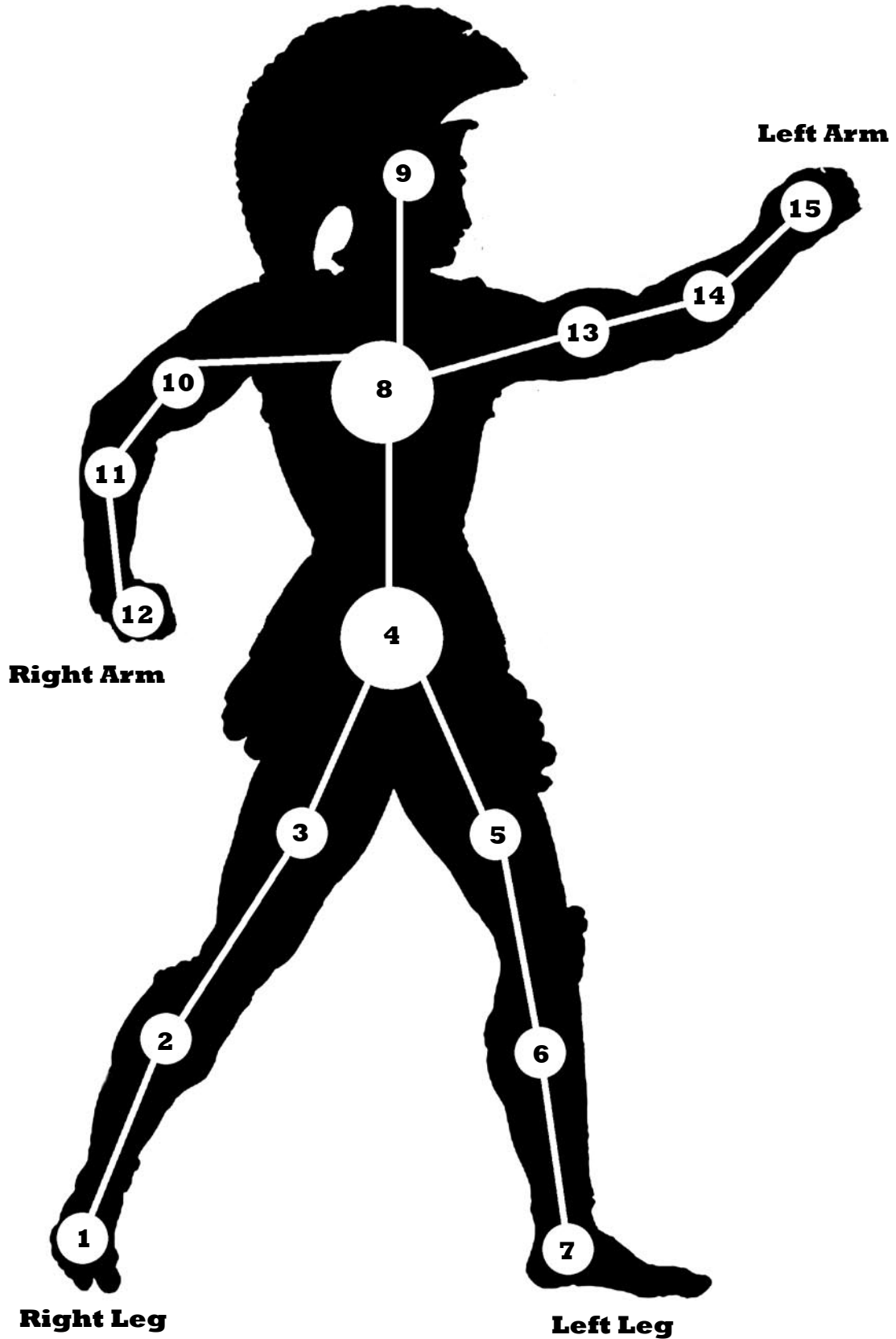
Chest
 Divine Casters: +20 hp plus heals statue 1-10 hp per spell level
 Arcane Casters: - 1-10 damage per melee hit plus fiery breath dealing 2-20 per spell level (save halves)

Head
 Divine Casters: Heals statue 1-12 hp per spell level
 Arcane Casters: Transference shield, +1 AC per spell level and 10% of all damage taken by statue is transferred to attacker



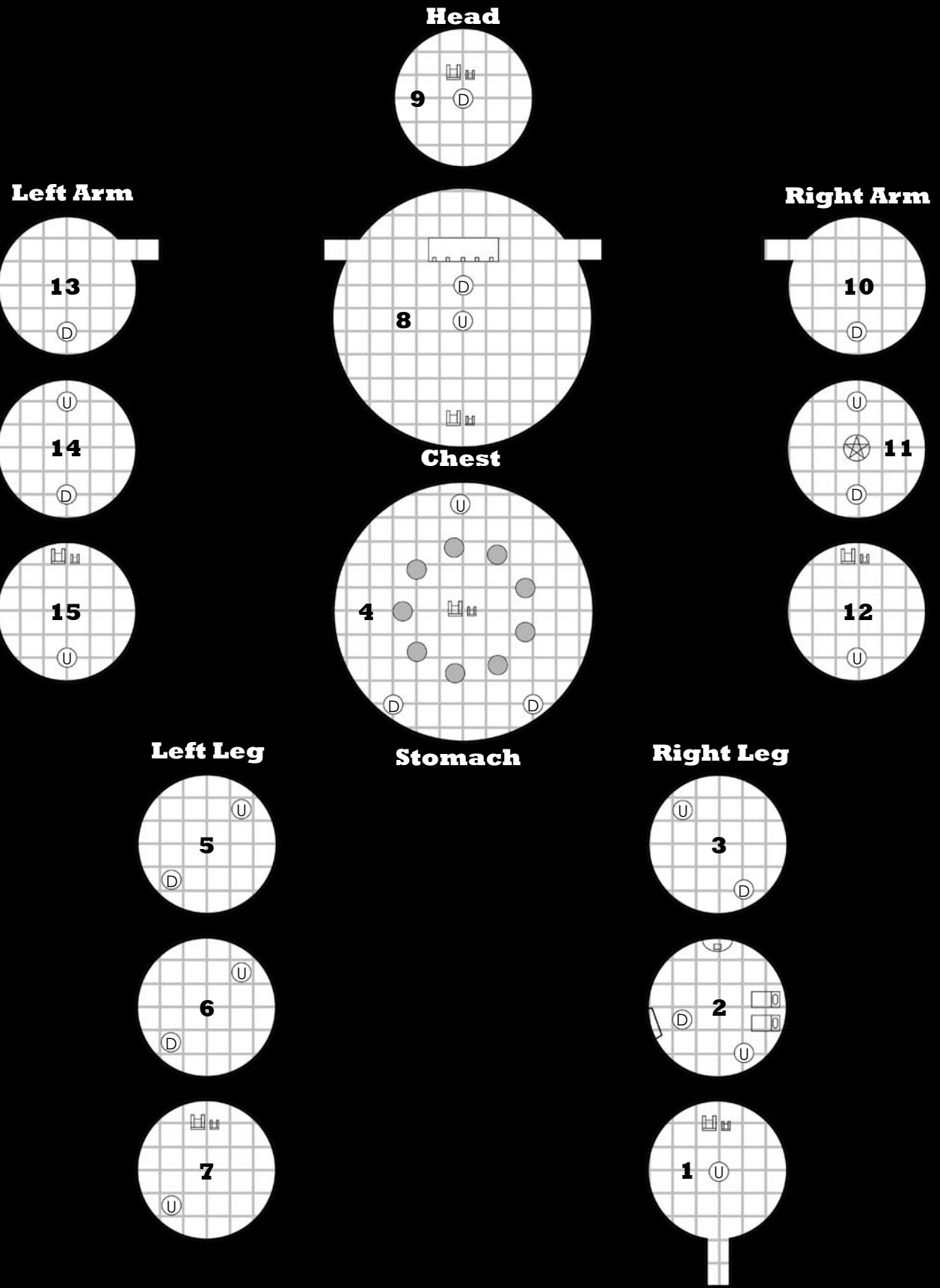
THE WARRIOR STATUE LOCATION OVERVIEW MAP

330 FEET TALL - ROUGHLY 35 FEET BETWEEN AREA 1 AND AREA 2



THE WARRIOR STATUE AREA MAPS

EACH SQUARE EQUALS 10 FEET
SPIRAL STAIRCASES GO UP (U) OR DOWN (D)



TOURNAMENT CHARACTERS

Name	Roald Ollath	Markum Schryn	Thig Pategluf	Wanyoch Wandburner	Master Ohloja	Dunrok Ironbelly	Ahlissa Treebright	Himpin Thrawsgottle	Kaim Strussel	Gwaylar Gemgit
Number	1	2	3	4	5	6	7	8	9	10
Sex	M	M	M	M	M	M	F	M	M	M
Race	Human	Human	Human	Elf	Human	Dwarf	½ Elf	Halfling	Human	Gnome
Lvl-Class	6 th /Clr	6 th /Ftr	7 th /Thf	7 th /M-U	6 th /Mnk	5 th /Ftr 6 th /Thf	4 th /Clr 4 th /Ftr 4 th /M-U	7 th /Thf	7 th /M-U	5 th /Ill 6 th /Thf
Height	5' 2"	5' 10"	5' 4"	4' 10"	6' 1"	4' 2"	5' 2"	2' 11"	5' 11"	3' 4"
Weight	164 lbs.	211 lbs.	160 lbs.	140 lbs.	175 lbs.	165 lbs.	105 lbs.	58 lbs.	177 lbs.	81 lbs.
Alignment	CG	NG	CN	LN	LN	LN	NG	CN	NG	LN
AC	1	4	5	4	5	3	-1	6	3	4
HP	31	66	47	20	31	30	24	28	18	20
MV	60 ft.	120 ft.	120 ft.	120 ft.	200 ft.	90ft.	120 ft.	90 ft.	120 ft.	90 ft.
Str	10	18.79	9	10	15	18.87	15	10	12	9
Int	13	11	11	16	9	12	13	11	17	18
Wis	17	10	9	16	15	9	14	15	16	13
Dex	11	12	17	13	15	16	16	16	12	18
Con	12	18	16	9	17	15	16	15	12	16
Chr	9	13	11	9	14	13	9	16	15	6
Saves										
PPD	9	11	12	13	12	11	9	12	13	12
PP	12	12	11	11	11	11	12	11	11	11
RSW	13	13	12	9	12	12	11	12	9	11
BW	15	13	15	13	15	13	15	15	13	15
Spells	14	14	13	10	13	13	12	13	10	12
Armor	Plate & Shield	Chain	Leather	None	None	Leather	Plate & Shield	Leather	None	Leather
Attack Adj		+2				+2				
Dmg Adj		+4				+4				
Missile Adj			+2			+1	+1	+1		+3
Open Doors	1-2	1-4	1-2	1-2	1-2	1-4	1-2	1-2	1-2	1-2
Bend Bars	2%	30%	1%	2%	7%	30%	7%	2%	4%	1%
Thieving Abilities	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages		
Thig	65%	62%	50%	60%	48%	25%	94%	35%		
Ohloja	-	42%	40%	40%	31%	20%	90%	-		
Dunrok	55%	62%	60%	47%	37%	20%	82%	25%		
Himpin	65%	62%	55%	65%	58%	30%	79%	30%		
Gwaylar	65%	67%	60%	62%	52%	30%	77%	30%		

TOURNAMENT CHARACTERS

Name	Weapons	Magic Items	Other Items	Spells
Roadl Ollath (Common, CG, Elvish, Dwarven, Gnome)	Footmans' s mace +1, light crossbow	Footman's mace +1, shield +1, scroll of create food & water, cure serious wounds, protection from evil	Backpack, 2 large sacks, lantern, 6 oil flasks, tinderbox, 12 iron spikes, waterskin, 1 week iron rations, holy symbol, 2 vials of holy water, 20 light quarrels, 100 gp	1st - Bless command cure light wounds (x3) 2nd - Find traps hold person (x2), silence 15 ft. radius spiritual hammer 3rd - Dispel magic prayer remove curse
Markum Schryn (Common, NG, Bugbear, Orcish)	Halberd +2, light crossbow, 2 daggers	Halberd +2, Chainmail +1	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, 20 light quarrels, 100 gp	
Thig Pategluf (Common, CN, Dwarven, Goblin)	Shortsword +1, 6 darts	Shortsword +1, periapt of health, oil of slippetiness	Backpack, large sack, large belt pouch, lantern, 6 oil flasks, tinderbox, waterskin, 1 week iron rations, thieves' tools, 100 gp	
Wanyoch Wandburner (Common, LN, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnom, Ogrish, Lizard Man, Centaur)	Dagger, staff, sling	Bracers of defense (AC 4), wand of fire (8 charges), potion of extra healing	Backpack, 2 large sacks, 6 torches, tinderbox, waterskin, 1 week iron rations, material spell components, robe, spellbook, 20 sling bullets, 100 gp	Memorized: 1st - Magic missile push spider climb unseen servant 2nd - ESP stinking cloud web 3rd - Protection from normal missiles slow 4th - Confusion. Spells Known: Charm person hold portal light read magic detect invisibility scare hold person fear
Master Ohloja (Common, LN, Elvish)	Dagger, light crossbow	Ring of protection +1, ring of regeneration	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, 20 light quarrels, thieves' tools, 100 gp	
Dunrok Ironbelly (Common, LN, Dwarven, Gnome, Goblin, Kobold, Orcish, Hill Giant)	Longsword +2, sling	Longsword +2, cloak of protection +3, potion of extra healing	Backpack, large sack, large belt pouch, lantern, 6 oil flasks, tinderbox, waterskin, 1 week iron rations, thieves' tools, 20 sling bullets, 100 gp	
Ahlissa Treebright (Common, NG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnom)	Longsword +2, giant slayer, light crossbow	Longsword +2, giant slayer, plate mail +1, scroll of cure disease, cure light wounds	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, holy symbol, vial of holy water, 20 light quarrels, material spell components, spellbook, 100 gp	Cleric: 1st - Command cure light wounds (x2) protection from evil remove fear 2nd - Hold person silence 15 ft. radius Magic User Memorized: 1st - Burning hands magic missile sleep 2nd - Ray of entfeeblement strength. Spells Known: Affect normal fires comprehend languages shield read magic detect evil forget wizard lock
Himpin Thrawsgotfle (Common, CN, Dwarven, Elvish, Gnome, Goblin, Halfling, Orcish)	Dagger +2, +3 vs. creatures larger than man-sized, sling	Dagger +2, +3 vs. creatures larger than man-sized, ring of invisibility, potion of healing	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, thieves' tools, 20 sling bullets, 100 gp	
Kaim Strussel (Common, NG, Elvish, Dwarven, Gnome, Halfling, Ogrish, Cloud Giant)	Dagger, staff, sling	Bracers of defense (AC 7), cloak of displacement, rope of climbing	Backpack, 2 large sacks, 6 torches, tinderbox, waterskin, 1 week iron rations, material spell components, robe, spellbook, 20 sling bullets, 100 gp	Memorized: 1st - Burning hands magic missile (x3) 2nd - Shatter stinking cloud web 3rd - Hold person lightning bolt 4th - Ice storm. Spells Known: Charm person erase friends sleep read magic locate object mirror image fireball minor globe of invulnerability
Gwaylar Gemgit (Common, LN, Gnome, Dwarven, Halfling, Goblin, Kobold, Bugbear, Elvish)	Shortsword +1, sling	Shortsword +1, potion of extra healing, scroll of detect magic, paralyzation, phantasmal killer	Backpack, large sack, large belt pouch, 6 torches, tinderbox, waterskin, 1 week iron rations, thieves' tools, material spell components, spellbook, 20 sling bullets, 100 gp	Memorized: 1st - Color spray dancing lights phantasmal force (x2) 2nd - Blur improved phantasmal force 3rd - spectral force, Spells Known: Audible glamer change self detect illusion fog cloud hallucinatory terrain

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The Obsidian Sands of Syncrates

Returning from a successful trading voyage to far-away lands, the party's ship is stranded in the doldrums. After two days without any wind, the sky darkens and small particles of black ash fall like a dark snow. The party's two native guide-translators panic and begin wildly yelling, quickly whipping themselves into a fury of fear. Faster than the group can react, the two guides pull their small knives and stab themselves in the chest repeatedly as they jump over the side of the ship. Their dark-skinned bodies unnaturally sink down into the depths below the glass-like surface of the still sea as, one-by-one, each party member feels an irresistible sleep suddenly come upon him.

When the party awakes, it finds itself in what appears to be a giant coliseum, their seaworthy boat stranded upon the obsidian sands that line the floor of the great arena. What foul sorcery has sent you here and how will you return to your world?

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