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Fantasy Adventure Module

Oasis of the White Palm
by Philip Meyers and Tracy Hickman

The second module in the DESERT OF DESOLATION Series.



The wind rises, and out of the darkened sky ground shudders and you run for cover. What terrible new power have you unleashed?



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Fantasy Adventure Module

Oasis of the White Palm
by Philip Meyers and Tracy Hickman

The second module in the DESERT OF DESOLATION Series.



The wind rises, and out of the darkened sky comes a bolt of lightning. At its impact the ground shudders and you run for cover. What is that blue flame rising into the sky? What terrible new power have you unleashed?



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CRYPT OF BADR AL-MOSAK MAP

DIAGRAM #3 PITS OF EVERFALL

K1 and K2 (SEE DIAGRAM #2)

PIT DROPS
100 FEET TO WATER

OVERHEAD SHAFT ENTRANCE
(SEE DIAGRAM #2)

SIDE VIEW

TELEPORT

TO ROOM 13

K12

TO ROOM 9

TELEPORT

LOWER LEVEL

K12a

K12a

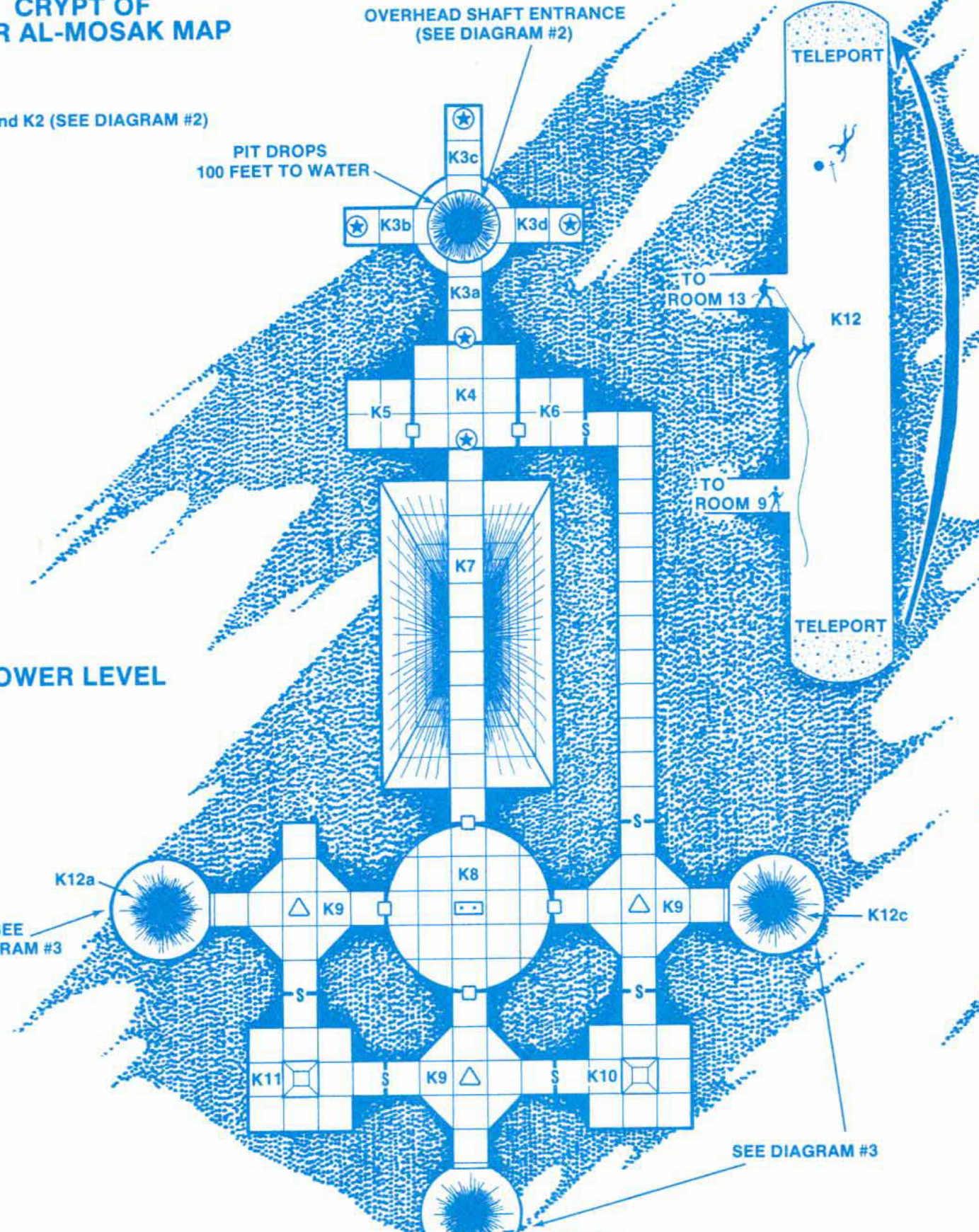
SEE
DIAGRAM #3

SEE
DIAGRAM #3

K12c

SEE DIAGRAM #3

K12b



oasis of the white palm

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This module can be played alone or as the second part of the DESERT OF DESOLATION Series.

AN ADVENTURE FOR CHARACTERS LEVELS 6-8



How friendly the sheik is. How kind of him to hold this feast in your honor. You certainly want him to know how grateful you are. You do not want to offend him in any way. But your friend — what is he saying?

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OASIS OF THE WHITE PALM

INTRODUCTION

The shrieking wind whips over you, driving sand into your eyes and mouth and even under your clothing. For five days the sand storm has pummeled your nerves and will. Your water is rapidly disappearing, and you are afraid to sleep for fear you will be buried beneath the drifts. Then, as you drive yourselves forward, suddenly you stumble across a rock outcropping in which there is a deep cave. Protection at last! Your party of adventurers crawls into the calm, cool air of the cave and collapses wordlessly on its rock floor.

Many weeks ago you were visitors in a kingdom to the north. While you were there, a band of ruthless desert raiders pillaged and burned the towns and terrorized the people. The king's troops tracked the raiders to the edge of the Desert of Desolation, but they did not enter the desert because it is cursed and filled with dangers. Your party was captured by the king's guards and, as punishment for crimes you didn't commit, sent into the desert to find the raiders' hidden fortress. In your adventures in the desert, you freed the land from the

ancient curse of the Pharaoh Amun-re. In his tomb you found the **Star of Mo-pelar**, a **gem of true seeing**. It is one of a set of three gems having a legendary destiny. However, you did not find any trace of the raiders or their hideout, and now your only concern is survival.

When you finally awaken, you don't know how long you have slept. It may have been for hours or days. Through the mouth of the cave you can see the day dawn bright and clear. The dunes roll endlessly into the distance. All during the storm you wandered helplessly over the desert, and now you have no idea where you are. The water bags are almost empty. You must find water soon.

As you leave the cave and prepare to start out again, one of your party notices a large column of smoke in the distance to the west. Your hearts beat faster. Fire . . . started by other people, perhaps? Or, if it is a natural fire, there might at least be trees. And where there are trees to burn, surely there is water.

Stop! If you plan to play in this module, do not read any further. The information in the rest of this module is for the Dungeon Master (DM) to use in guiding the adventure.

NOTES TO THE DUNGEON MASTER

This module is the second in the three-part **Desert of Desolation** series. You may play THE OASIS OF THE WHITE PALM either with or without the other modules. Players who enjoy this module might wish to continue their desert adventuring in the other modules, PHARAOH and LOST TOMB OF MARTEK.

This module is designed for a party of six to eight player characters (PCs) of the sixth to eighth levels of experience. A balance of character classes is suggested, because a wide variety of problems will confront the players. Each character class will certainly have its moment to shine.

Player characters should first be directed through the DESERT WILDERNESS to the OASIS OF THE WHITE PALM. Some player characters might wish to follow the tracks west from Desert Wilderness area B, the Battle Plain, to area K, the CRYPT (tomb) OF BADR AL-MOSAK (see the DESERT WILDERNESS MAP). If the PCs insist on this course of action, the DM should not stop them. However, it should be made clear that this would probably reduce their chances of survival.

Reaching the oasis should be their first goal. Once they've made the contacts they need at the oasis, play will continue in the TEMPLE OF SET and the CRYPT OF BADR AL-MOSAK and will be concluded in the CITY OF PHOENIX. *If you plan to play LOST TOMB OF MARTEK, the PCs must obtain the three Star Gems and free the Djinni at the CITY OF PHOENIX. If the PCs need hints on how to accomplish this, the Dungeon Master should provide them.*

On page 27 is a section titled **ENDING THE ADVENTURE** which provides a wrap-up for the adventure.

SECTION DETAILS: This module is divided into four sections of play. Each section begins with a SECTION PROLOGUE. The prologue outlines the section and how the section works. Random Encounter Tables and other information for each section are found in the prologue. Under ENCOUNTERS, each section is divided into individual areas that are numbered and keyed to the maps for easy reference. The details concerning each numbered room or area are then listed under the following subheadings:

Description: This is a general description of the area as the PCs first see it. Any readily noticeable and obvious features are generally described here, and the DM may read the text directly to the PCs. These descriptions have no headings, but they are boxed in and the DM can find them easily. The descriptions were written with the assumption that the player characters are using a torch to see by. A torch normally lights an area with a 30-foot radius.

Play: This outlines the general sequence of events that may take place in the room. For example: "Players entering the room from the door must first encounter the **Trap**, which releases the **Monster**. Only by defeating the **Monster** can the **Treasure** be found." **Play** explains the general order in which the events will occur. Additional information about sizes and dimensions is also included here.

Monster: All important creatures that are encountered in the module, regardless of whether they are people or beasts, good or bad, plant or animal, intelligent or not, are described here. Each person/creature is described by an abbreviated listing of its characteristics as detailed below. For the convenience of the DM, whenever a monster or non-player character (NPC) is described in the text, the game statistics will be listed in parentheses in the following order:

Monster Name (Armor Class; Movement; Hit Dice; hit points; Number of Attacks per round; Damage; Alignment; Special attacks; Special defenses; Magic resistance)

ABBREVIATIONS USED IN MONSTER STATISTICS

AC=Armor Class	C=Cleric	AL=Alignment
MV=Movement	F=Fighter	LG=Lawful Good
HD=Hit Dice	MU=Magic User	NG=Neutral Good
hp=hit points	T=Thief	CG=Chaotic Good
#AT=Attacks/round	S=Strength	CN=Chaotic Neutral
Dmg=Damage	I=Intelligence	LN=Lawful Neutral
SA=Special Attack	W=Wisdom	N=True Neutral
SD=Special Defense	D=Dexterity	CE=Chaotic Evil
MR=Magic Resistance	Con=Constitution	NE=Neutral Evil
A=Assassin	Ch=Charisma	LE=Lawful Evil

Character: This is a description of the creature encountered, how it might react, and what its attitude might be. Information that monsters have that might be of use to the player characters is also listed here. The personalities of the monsters and characters that the PCs meet are left up to the Dungeon Master—so ham it up!

Treasure: All the treasure that can be found in the room or area is detailed here.

Trap/Trick: Traps, such as sliding walls, trunks, spears from the walls, etc., are explained in this section.

Lore: This catch-all contains points of interest about the area or item, its purpose, its history, etc. These details will help you to make your game more interesting. Characters will have opportunities to read from runes (verses written in an ancient alphabet), scrolls, tablets, etc., that they find while adventuring. The percent chance of their reading the writing correctly is given in **Lore**. If the PCs fail their chance of reading the writing correctly, the DM should tell them, for example, "You cannot read or understand the writing."

FINAL NOTES: Occasionally, the text calls for dexterity or constitution checks. This means that the character must roll his or her dexterity/constitution or less on 1d20. The effects of the roll are explained in each case.

A "cumulative chance" means that each time a roll is made the chance becomes greater. For example, as long as a PC sits under a palm tree, there is a 5% cumulative chance, per turn, that a coconut will fall on his or her head. This means that there is a 5% chance of a coconut falling the first turn, a 10% chance the second turn, a 15% chance the third turn, and so on.

Monsters introduced in this module, are included in the **MONSTERS, CREATURES, AND MEN** section on page 28. This section also gives full information on important non-player characters (NPCs). Any humans encountered will know from one to four general rumors listed in the **GENERAL RUMORS TABLE** at the end of the module. Information about important treasures and other objects included here is listed at the end of the module in **TREASURES AND TOMES** on page 32.

Some areas in the **CRYPT OF BADR AL-MOSAK** are fixed with complicated magical spells and traps. The DM should pay special attention to these areas before playing this module, so the game flows more smoothly.

Certain areas or rooms described in this module are exactly like other areas or rooms in the same general location. For convenience, areas or rooms that are exactly alike have been given the same area number on the map. There is only one text description to use for each of these areas.

Player characters begin their adventure in **SECTION I**, area A on the **DESERT WILDERNESS MAP**.

SECTION I: DESERT WILDERNESS

DESERT PROLOGUE:

Use the **DESERT WILDERNESS MAP**.

Any time the PCs are not at any specifically numbered, set location, they are considered to be in the desert, where the description below may be used. Additional details about the desert should be avoided since they do not directly affect the outcome of this adventure and will tend to slow things down. The DM may say something like: "You have journeyed for two days without incident and see an oasis in the distance," to keep things moving. Random encounters are also explained in **RANDOM ENCOUNTERS** on the following page.

As far as you can see, the grey desert rolls into the distance, baked by the blazing sun. Not a single stone or creature breaks its surface. All about you is burning silence. Nothing steers your way except the sun's path, which seems to come ever closer to your own. The ash-colored sand billows under your feet and chokes your parched throat.

WATER: The player characters will start with enough water for their party, including their pack animals, to travel in the desert for four days. If they ration their water and travel only at night, their water will last for five days. Player characters will lose two strength points for every day they are in the desert without

water. They will regain three strength points every day they drink at least eight pints of water.

MOVEMENT: Because of soft sands and extreme temperatures, it takes a human, moving at a scale speed of 12", two hours to cross any hex on the DESERT WILDERNESS MAP. All other movements should be adjusted to that scale. For example, a dwarf who moves at a rate of 6" would take four hours to cross a hex. A wild horse that moves at a rate of 24" would take only one hour. Ten hours is certainly a full day's trek. Movement is also affected by terrain. Movement through hilly regions is half normal for all characters except dwarves.

The pack animals available are camels and horses (see below). Heavy loads affect movement, so each character must list what his or her pack animal is carrying, including the character's own weight if he is also riding. Should an animal disappear into a sinkhole, the list will also be helpful in determining what has been lost.

Camel: (AC 7; MV 21"; HD 3; #AT 1; Dmg 1-4; AL N; SA Spit). The weight camels carry affects their movement. They move at a maximum of 9" if carrying from 500 to 600 lbs. (5,000-6,000 gp weight), or at 15" if carrying from 400 to 499.9 lbs. (4,000-4,999 gp weight). Camels attack by biting and spitting. There is a 50% chance that they will spit at those trying to ride them. If a camel spits, there is a 25% chance of blinding that rider for one to three rounds. Camels are ill-tempered and will refuse to rise for travel 40% of the time. Check again after 2 turns of coaxing. Once they have risen, however, they will continue on without much further difficulty. If the camels remain in one place without moving for one hour, there is a 20% chance they will lie down.

Draft Horse: (AC 7; MV 18"; HD 2+2; #AT 3; Dmg 1-6/1-6/1-3; AL N). A medium horse can carry up to 650 lbs. (6,500 gp weight), but its movement is slowed to 9" with any weight in excess of 400 lbs. (4,000 gp weight). Horses are panicked by raging fire, sudden movement, loud noises or strange smells 90% of the time.

SIGHTING DISTANCE: Sighting distance is also affected by terrain. While in the dunes area, all above-ground objects that are numbered on the DESERT WILDERNESS MAP can be seen from a distance of 2 hexes (4 miles).

Distances are difficult for any PC to determine in the desert. There is a 90% chance that the distance guessed by just looking will always appear to be ¼ to ½ mile, regardless of the actual distance involved. Pillars of smoke that are many miles away will seem to be right over the next dune.

RANDOM ENCOUNTERS: While in the desert, check for random encounters once every four hours. A roll of 1 on a 1d10 indicates that an encounter takes place. If an encounter is indicated, roll 1d10 to determine which encounter to use from the RANDOM ENCOUNTER TABLE below. See **MONSTERS, CREATURES AND MEN** for monster descriptions. All intelligent creatures will know the location of the CRYPT OF BADR AL-MOSAK.

DESERT OF DESOLATION RANDOM ENCOUNTER TABLE

1. **5 Dustdiggers** (AC 4; MV 3"; HD 4; hp 14, 12, 12, 12, 10; #AT 1; Dmg 1-8 + AC of victim; AL N; SA Enfolded victims cannot attack, illusion; SD Burrows in sand as camouflage).
2. **1 Sandman** (AC 3; MV 9"; HD 4; hp 13; #AT nil; Dmg nil; AL NE; SA sleep; SD Protection from normal missiles; MR 20%). Roll 1d6. If the result is a 1, then roll again using this table for an additional encounter after the sandman attacks, ignoring any other sandman results.

3. **1 Dustdigger** (AC 4; MV 3"; HD 4; hp 11; #AT 1; Dmg 1-8 + AC of victim; AL N; SA Enveloped victim cannot attack, illusion; SD Can burrow under sand for camouflage).
4. **6 Sandmen** (AC 3; MV 9"; HD 4; hp 10, 13, 21, 11, 7, 15; #AT nil; Dmg nil; AL NE; SA Sleep; SD Protection from normal missiles; MR 20%). Roll for additional encounter.
5. **Dust Storm.** A dust storm rises on the wind. There is an 80% chance the party will be lost unless they halt all movement. Parties that are lost change the direction of their travel randomly and then move in that direction for the distance their movement rate indicates. Movement during a dust storm is at one-half the normal rate.
6. **Acid Rain.** Black clouds start to build on the horizon. Within 1d10+20 rounds, the clouds will close overhead and an acid rain will fall, doing 1-4 points of damage per round to any exposed living flesh. Cloth and other coverings seem to shed the rain without damage. Animals must be sheltered from the rain either by cloth or overhanging cover. The storm will last for 1-10 rounds.
7. **3 Dustdiggers** (AC 4; MV 3"; HD 4; hp 12, 14, 8; #AT 1; Dmg 1-8 + AC of victim; AL N; SA Enveloped victims cannot attack, illusion; SD Can burrow under sand for camouflage).
8. **5 Giant Tarantulas** (AC 6; MV 18"; HD 2+2; hp 10, 8, 8, 6, 13; #AT 1; Dmg 1-4 + paralysis poison; AL N). Victims must save vs. Poison or be paralyzed for 1-6 turns.
- 9-10. **Special Event** Roll 1d6 on the subtable below.

SPECIAL EVENT SUBTABLE

1. **Pillar of Smoke.** In the distance the smoke appears on the horizon and continues for four days. This pillar of smoke comes from location H on the DESERT WILDERNESS MAP.
2. **Pillar of Smoke.** The smoke will continue for four days and originates from location K on the DESERT WILDERNESS MAP.
3. **10 Members of Dervish Hunting Party** (AC 6; MV 12"; F 4; #AT 1; Dmg 1-8+2; AL LN; strength bonus +1 to hit, +2 damage). These Thune Dervishes are looking for a caravan reported wandering through this area, which was to provide much-needed food and supplies for their encampment. They will not give up their search but will, if their reaction is friendly, point the way to the oasis at desert location H. Each knows from 1-4 rumors (see GENERAL RUMORS TABLE page 32).
4. **10 Symbayan Airlancers** (AC 6; MV 12"; F 4; #AT 1; Dmg 1-8+2; AL LG; strength bonus +1 to hit, +2 damage) flying on Pegasi (AC 6; MV 24"/48"; HD 4; #AT 3; Dmg 1-8/1-8/1-3; AL LN). The riders are carrying lances and flying in a pattern. They may land to investigate the party but will not trust them. If the party members have the warrior's medallion and show it to the Airlancers, then the Lancers will aid the party by offering to carry them to any location within a day's flight. The Lancers are currently looking for a lost caravan and cannot be delayed more than one day. If the PCs do not have the medallion, then the Airlancers will consider them to be Thune spies and take them immediately to the OASIS OF THE WHITE PALM and bring them before the sheik for judgment. The Pegasi will serve no one but their original masters. Each knows from 1-4 rumors (see GENERAL RUMORS TABLE page 32).

5. **1 Purple Worm.** The ground beneath the party begins to shake when suddenly, from beneath the sand, the worm (AC 6; MV 9"; HD 15; hp 54; #AT 2; Dmg 2-24/1-4 + poison; AL N; SA Swallows victim) emerges.
6. **Mirage.** An oasis is seen in a random direction 2 hexes in the distance. This mirage will disappear whenever the party gets within 100 yards of its apparent location. Characters may attempt to save vs. Spell at -2 per day without water to disbelieve the illusion.

DESERT ENCOUNTERS

A. Start of the Adventure

Play: Read the **INTRODUCTION**, found at the beginning of the module, to the players. The player characters will have the items listed in **Treasure**. Give each character a rumor detailed in the TABLE OF RANDOM RUMORS below.

Treasure: The player characters have the following items:

GENERAL PROPERTY:

Enough water to travel in the desert for four days or, if they travel at night, for five days.

Three large tents with poles, 10 feet x 20 feet in size, weighing 4,000 gp each. They require four turns (40 minutes) to set up or take down.

One Writ of Authority granting permission to be in the Desert of Desolation. It weighs 1 gp.

Three bundles of firewood weighing 20 lbs. (200 gp weight) each. One bundle provides fire for one night.

The **Star of Mo-pelar**. This very valuable, opal-like star is a gem of **true seeing**. Superstition follows the star since it is believed cursed, and no one in the desert would ever buy it.

EACH PLAYER CHARACTER IS GRANTED:

Cash for expenses—2,000 sp.

One bag containing two weeks' iron rations weighing 15 lbs. (150 gp weight).

The PC's choice of either a camel or a draft horse. (See **DESERT PROLOGUE** under MOVEMENT for a description of these animals.)

TABLE OF RANDOM RUMORS

These are rumors that the party may have overheard prior to their arrest and banishment into the desert. The true (T) and false (F) notes are for the DM only.

Roll 1d10 for each player character. Using the table below, give the corresponding rumor to that player character secretly. The PC may keep the rumor secret or tell the rest of the party.

1. (F) The greatest Pharaoh of ancient days was entombed in a great city. The city was buried under the sands, and the wealth of the Pharaoh was buried with him. His wealth remains there still with a curse on it.

2. (F) A palace of gold and gems once glittered on the southern horizon. Many people saw its spires of gold, but no one has ventured in that direction.
3. (T) There are obelisks (tall monuments) in the desert with writings on them that tell of great people and deeds, but they are evil places where death awaits. No one who has gone to study those ancient stones has ever returned. (This rumor refers to the third module in the **Desert of Desolation** series and does not affect play in this module.)
4. (T) Part of an epic poem reads:

when the evil walks our land again,
will nomadic princes come to set
his power into the first bride's hand,
that good and evil then are met.

then will needs be
the star gems three
to my tomb be borne hither
and hope shall not wither.
open the gates to my sphere of power
and put off evil in its appointed hour.

(This rumor also refers to the third module in the **Desert of Desolation** series.)

5. (T) Beyond the hills the world ends. There the sky is bottomless. Ships sail the clouds and their crews attempt to bring the souls they capture to an ancient City of Damnation. (This rumor refers to the third module in the **Desert of Desolation** series and does not affect play in this module.)
6. (T) One of the greatest Pharaohs of the ancient days cursed his own land and set out to ruin it. Yet even after his death, his people worshipped him, for his power reached from beyond the grave. (This rumor refers to the first module in the **Desert of Desolation** series and does not affect play in this module.)
7. (T) Some of the most fabulous treasures lost in the desert were the Star Gems. Of great power and tremendous value, they were mentioned in a prophecy concerning the release of evil into the desert and the healing of the land. (This rumor also refers to the first module in the **Desert of Desolation** series.)
8. (T) A mighty pyramid lies to the east, that is believed to be theft-proof. (This rumor refers to the first module in the **Desert of Desolation** series and does not affect play in this module.)
9. (T) Tales of the Pharaohs' evil are surpassed only by the tales of their wealth. Many wondrous items were buried in their tombs and untold wealth must surely still be found there. (This rumor refers to the first module in the **Desert of Desolation** series and does not affect play in this module.)
10. *For this rumor, the DM should tell the most outrageous lie about fabulous desert wealth he or she can think of.*

B. Battle Plain

The dunes are stained with the blood of the battle that raged here but a few hours ago. An army lies upon the churned-up ground, the sun baking their lifeless bodies and the remains of their camels, horses, and Pegasi. All is still save the soft rustle of the wind across the sand as it drifts over the dead. Only a single human figure crawls slowly and painfully among the fallen bodies, a sad but valiant warrior.

Play: The figure is the **Monster** and can easily be overtaken. The soldiers' bodies have been stripped of all coins, weapons, armor, or valuable items. The confused track of hooves and footprints is cut by a clear track of three ski runners that lead southeast. Another trail of burned stone and gnawed bones runs toward the stone hills westward to location K.

Monster: The Surviving Warrior, (AC 10; MV 4"; F3; hp 2; #AT 1; Dmg Unarmed; AL LN) is found crawling across the sands toward the south. It is obvious that he is dying.

Character: If treated kindly, the warrior will give the following account of what happened in the battle:

"Two days ago we and the Airlancers found the Oasis of Akhir burned to rubble. We followed the trail of the attackers here, determined to have vengeance.

"No sooner had we arrived than over the western hills were seen clouds of dust and smoke. Suddenly a tower of fire soared into the sky, taking the shape of a huge man. His voice shook the ground. 'Look upon the death of the world, ye mortals,' he roared from the clouds, 'for I have been released from bondage and have come for my revenge.' He raised his hand and the ground opened. Out poured his army of undead, and we were slain."

The warrior removes a medallion he is wearing and presses it into your hand. Then he gasps with his last breath:

"I beg of you, take this medallion of honor and show it to my Sheik Kassim. He is lord over the Oasis of the White Palm that lies to the southeast. Alas, the place is set! Tell him what happened to us and he will reward you. Only he can stop this evil now."

With this, he dies.

Lore: The soldiers' bodies have been stripped by the slavers who also dabble in theft. The three ski runner tracks are from their sleds.

C. Sinkholes

Play: These areas will seem different than normal desert only 10% of the time. Sinkholes are places where the sand is especially fine and shifts easily under weight. *Each character moving over such an area must make a dexterity check or start to sink.* Camels will sink on a roll of 1 thrown on 1d10, with all other animals sinking on a roll of 1 thrown on 1d6. Wagons sink on a roll of 1-2 on 1d6. This check is made once per hour if the party is traveling or once per turn if they are not. Every round a character is sinking, he must make a dexterity check at -5 to pull himself out. Complete submersion takes one to six minutes (rounds), thereafter doing 1-4 points of damage per round with the character dying of suffocation in eight rounds. Every round a PC is completely submerged, he must make a dexterity check at -10 to pull himself out.

Saving anything before it disappears beneath the sands forever requires finding a way to stop further sinking, like

throwing a rope to a person or tying it around a camel. Then, 20 strength points are needed to pull out small creatures (halflings, dwarves, small animals), 30 strength points for medium (human-sized) creatures, and 80 strength points for large creatures. The strength of a player character (but not pack animal) who is sinking may be applied to the total strength used to get him or her out. It will take 11-20 (1d10+10) minutes to extract anything or anyone. Note that those assisting in saving something will have to stop every turn to see if they sink as well. Objects will sink to a depth of 11-20 (1d10+10) feet below the surface, with sand filling up the hole. Digging to any depth in such sand is impossible, as the sides of the hole simply collapse and fill it in.

D. Hills

Craggy, low hills of broken and baked stone jut upwards at weird angles and cast tortured shadows.

Play: Movement rate is half normal in such areas for all persons except dwarves. There is a 60% chance per hour spent searching of finding a cave shelter large enough for the party.

E. Bleached Bones

The trail suddenly broadens amid the dunes. The clean, white bones of camels stand in a roughly 100-foot circle.

Play: There is a 30% chance that a party member will discover that the bones have only recently been picked clean. All worthwhile objects have been taken from the area. A set of three sled tracks leads east to location F.

F. Oasis of Akhir

The oasis is burned black, its palms broken and charred. At one side tent poles, from which hang small scraps of singed cloth, jut from the sand. This area is nearly 400 feet across. Nothing lives here now.

Play: There are no valuable items to be found, although there is evidence that the area has been disturbed since the burning. Several sets of parallel runner tracks travel south toward location H.

G. The White Palm Airlancers

High overhead, you see a formation of robed humans mounted on Pegasi and carrying lances. As they see you, they tilt their lances downward and dive in your direction.

Play: As soon as the PCs are within 3 hexes of area H on the DESERT WILDERNESS MAP, they will encounter the **Monsters**. The **Monsters** will sound a horn and then land around the party. They will question them and then escort them under guard to the sheik at the oasis. If the party resists, the lancers will attack.

Monster: These are the White Palm Airlancers (AC 6; MV 12"; F 4; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage) mounted on their Pegasi (AC 6; MV 24"/48"; HD 4; #AT 3; Dmg 1-8/1-8/1-3; AL CG). There will typically be 1d6+5 of these units on patrol at any time. One person in each group carries a pennant on a pole and a large horn. This horn will be sounded whenever the player characters are first seen.

Character: These Airlancers guard the borders of the oasis for a distance of 3 hexes on the map. They are on the lookout not only for Dervish spies but for servants of the Evil Efreeti. In as much as spies and evildoers may come in any number of guises, any strangers will be treated suspiciously until they prove themselves friends. Each Airlancer knows from one to four rumors (see GENERAL RUMOR TABLE at the end of the module).



H. Oasis of the White Palm

Play: See SECTION II: OASIS OF THE WHITE PALM.

I. Temple of Set (beneath the desert surface)

Play: See SECTION III: TEMPLE OF SET.

J. Path of the Malatath

Throughout this area, burned bits of rubble and charred rock testify to some terrible destruction. Gnawed bones litter the area, and footprints of forked and clawed design mark the sands into the distance.

Play: The footprints may be followed to location K.

K. Crypt of Badr Al-Mosak

Play: See SECTION IV: CRYPT OF BADR AL-MOSAK for description.

section II: the oasis of the white palm

OASIS OF THE WHITE PALM PROLOGUE:

Use the OASIS OF THE WHITE PALM MAP.

BACKGROUND: The Oasis of the White Palm is the only remaining stronghold against the Efreeti. Yet within the oasis itself the people are split into three separate factions. Each faction has its own purposes and goals—not all of them contrary to the Efreeti's purposes. Everyone at the oasis knows the location of the CRYPT OF BADR AL-MOSAK and that legends say it is the home of evil beings.

THE THUNE CULTISTS: A few decades ago, most of the Symbayans converted from their Thune-like ways and began worshipping their one god, Anu. This started the long war between the true Thunes and the Symbayans. Although the Thunes and Symbayans are now separate tribes, there are people among the Symbayans who have never given up their old ways. These people have formed a secret religious organization known as the Thune Cult. The cult secretly plots to overthrow the sheik and return the Symbayans to the old

L1—L4. Ruins

Jutting jaggedly from the midst of the desert are ancient broken pieces of hand-hewn stone.

M. City of Phoenix

This city is in ruins. Broken stones and bits of rubble lie throughout the area. In the center is a large statue of Set.

Play: There is a 60% chance of finding an object with runes, as given in **Lore**. If the word "Atmopryeetno" is spoken here (see **Palm Sign and Amulet**, page 32, and read **ENDING THE ADVENTURE**, page 27). At this point, the player characters will have achieved their goal. The game may end here or continue on if they wish to explore the oasis further. The Djinni who is freed (see **Monster** below) is discussed in more detail in **ENDING THE ADVENTURE**. The bottle he gives the player characters is the **Treasure**.

Monster: Aeraldoth, Djinni Vizier to the Caliph (AC -4; MV 24"/24"; HD 88 hp; #AT 2; Dmg 2-24/2-24, AL NG) will appear. See **MONSTERS, CREATURES AND MEN** for details.

Treasure: A small blue glass bottle is given. When the stopper is pulled a Djinni Servant (AC 4; MV 9"/24"; HD 7+3; hp 35; #AT 1; Dmg 2-16; AL CG) will emerge. This Djinni is not a noble and cannot give a **wish**; otherwise his powers are the same as those of any other Djinni. This servant is given with the understanding that the party must not use him to perform any evil act. If the Djinni is asked to perform an act that is evil or that the PCs know will lead to an evil goal, the Djinni will be freed. The definition of an evil act must be very broad because the Djinni will want to be free of his service as soon as possible. The DM should allow the PCs to use the Djinni so long as the use is not abusive to the game or does not contribute to evil. After a few occasions of use, the DM should probably start looking for ways to release the Djinni.

Lore: There is a base 30% chance of interpreting the runes which read:

HERE STANDS THE CITY OF PHOENIX WHERE THE ENTRUSTED WORDS CALL FORTH THE MIRACLE AND DELIVERANCE.

idol worship. They would like to assassinate the sheik's first-born son, Hassan Arslan, and place his second son, Korus Eikoth, on the throne. Korus Eikoth is secretly one of the cultists, a fact that has been well hidden from the sheik. However, the cultists have no one clever enough to avoid the sheik's guards and kill him.

THE SHEIK LOYALISTS: These people are loyal to the sheik and his sons and will follow their orders. The sheik is aware that the Thune cultists exist but has not discovered their secret meeting place. It would, in any event, be difficult for him to use force against members of the cult unless he had proof of their threat to him or the tribe.

THE SLAVE TRADERS: The respected Sandvoyagers' Guild within the oasis compound was, several months ago, secretly taken over by slave traders. These ruthless individuals have continued to maintain the Guild as a front for their operations. They have been under constant threat of discovery by the sheik and have tried to ally themselves with the cultists. They

have learned that Corga Kazan, a water bearer, is the cult's high priest. The slavers have approached Corga, promising to aid the cult if, when the cult comes into power, it does not hinder their slave operations.

Until now these factions have watched one another carefully, waiting for someone to make a false move. Now a new force has upset the careful balance. The Efreeti materialized within the inner sanctum of the cult's temple while their priest, Corga, was there. Corga, realizing how powerful the Efreeti was, pretended to worship him. The Efreeti told Corga that it was searching for a certain woman of the desert with a design on the palm of her hand.

Corga knew that the woman with the design was the bride of the sheik's first-born son, Hassan. However, he did not admit this to the Efreeti. He thought he would capture the girl on his own and then trade her for the Efreeti's help in seizing control of the oasis, making himself its leader and placing the Thune Cult in power. So Corga lied to the Efreeti and said that he didn't know the girl but would try to find her for him.

Corga's plan included the slavers. Corga and his people were not skilled kidnapers, but the slavers were. If the slavers wanted to befriend the cult, that was fine with Corga. If the slavers would agree to kidnap the girl for him, he could bargain with the Efreeti to destroy the sheik and BOTH sons. That would leave only Corga to rule the oasis with his followers.

So, Corga and the slavers made an agreement. However, on the night of the planned kidnapping, Princess Shadalah disappeared. Unknown to the others, the Efreeti had found the princess unaided and taken her.

Now the oasis is nearly explosive with tension. The Symbayans want desperately to find the bride, but small search parties have met with no success. However, if all the guards are sent on the search, it will expose the sheik to assassination. The Thune cultists believe that the slavers have the bride and are holding out for a bigger share of the spoils. The slavers, who find themselves under increasing suspicion from the Symbayans, believe the cultists have taken the princess without their aid and wonder why the arrangement was changed. All the factions want the bride's return. None of them know where she is. It is into this tense situation that the party of adventurers arrives.

In the midst of the desert's wandering dunes, an island of lush, green life beckons you.



NOTE: Anywhere within the area of the oasis, 1d8+4 Symbayan home guard (AC 4; MV 12"; F 6; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage) can be called for and will arrive within 2-16 (2d8) rounds. The guard will attempt to halt hostilities and bring all involved parties before the sheik for judgment. The guards do not believe they have the wisdom to deal out justice themselves and will insist on going to the sheik.

RANDOM ENCOUNTERS: Check for random encounters once every three turns. A roll of 6 on 1d6 indicates that an encounter takes place. If an encounter is indicated, roll 1d6 and use the corresponding encounter number from the RANDOM ENCOUNTER TABLES below. If it's night for the PCs use the night encounter table; if it's daytime, use the day encounter table. Everyone encountered within the oasis will know one to four rumors from the GENERAL RUMOR TABLE at the end of the module.

OASIS OF THE WHITE PALM RANDOM ENCOUNTER TABLES

DAY ENCOUNTERS (Dawn to Dusk)

1. **6-12 (2d4+4) Women** carrying water (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL LN).
 2. **3-6 (1d4+2) Women** carrying clothing (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL LN).
 3. **1 Trader** with beads (AC 8; MV 12"; F 1; #AT 1; Dmg 1-4; AL LN).
 4. **1-4 Traders** carrying palm dates (AC 10; MV 12"; F 2; #AT 1; Dmg 1-4; AL LN).
 5. **1-4 Traders** with camels (AC 7; MV 12"; F 3; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage).
 6. **5-12 (1d8+4) Home Guard.** (See above.)
- 7-8. See the SPECIAL ENCOUNTER TABLE FOR THE OASIS.

NIGHT ENCOUNTERS (Dusk to Dawn)

1. **1 Drunken Symbayan** (AC 4; MV 12"; F 4; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage).
 2. **1-8 Slaver Guards** (AC 4; MV 12"; F 2; #AT 1; Dmg 1-8; AL NE).
 3. **1-4 Symbayans** (AC 6; MV 12"; F 4; #AT 1; Dmg 1d8+2; AL LN; strength bonus +1 to hit, +2 damage).
 4. **1-4 Male Drow** (AC 1; MV 12"; F 3; #AT 1; Dmg 1-6; AL CN; SA dancing lights, faerie fire, darkness; SD +2 to all saving throws; MR 56%).
 5. **1-2 Symbayan Nobles** (AC 4; MV 12"; F 5; #AT 1; Dmg 1d8+2; AL LN).
 6. **1 Symbayan Slave** on errand (AC 10; MV 12"; F 1; #AT 1; Dmg. Unarmed; AL NG).
- 7-8. See the SPECIAL ENCOUNTER TABLE FOR THE OASIS.

SPECIAL ENCOUNTER TABLE FOR THE OASIS

The first time a special encounter is indicated, use encounter "A." From noon to midnight, use 1d8 for encounters; otherwise use 1d6. See **MONSTERS, CREATURES AND MEN** for characters and rumors.

A. The sheik's second son, Korus Eikothe, (AC 1; MV 12"; F 7; hp 45; #AT 3/2; Dmg 1d8+4; AL LE; strength bonus +2 to hit, +4 damage) comes to the party with a proposition. He asks the party to find Princess Shadallah, saying he believes that certain people in the Sandvoyagers' Guild are holding the girl in their warehouse. He warns them to bring the girl straight to him and not let anyone else see her. He will wait for them after dark by the monolith in the oasis.

Korus offers to pay the party handsomely in addition to what the sheik has promised them. He will also give them three **maces +1**. However, once he has the princess in his grasp, he secretly plans to kill the party. If the party accepts Korus' offer, then Korus will be found by the monolith every night about one hour after sunset and will remain until midnight. At midnight, he will go through the secret door in the monolith and enter the ancient underground temple for worship service. He will provide any information about the bride, Shadallah, that will help the party recognize her but will be very vague and secretive beyond that. If the party has met Korus Eikothe before, he will restate his offer or, if the bargain has been made, will ask how things are going.

1. Hogan Underwood, halfling (AC 1; MV 9"; T 14; hp 56; #AT 1; Dmg 1-4+1; AL N). He carries a **dagger +1**.
2. Zorath Blackblade (AC 5; MV 12"; A 5; hp 19; #AT 1; Dmg 1d6+1; AL NE; strength bonus +1 damage).
3. Rose Underwood, halfling (AC 7; MV 9"; F 1; hp 5; #AT 1; Dmg 1-4; AL NG).
4. Thurnas Netmaster (AC -1; MV 12"; F 7; hp 59; #AT 3/2; Dmg 1d8+3; AL NE; strength bonus +1 to hit, +3 damage).
5. Hassan Arslan (AC 0; MV 12"; F 7; hp 53; #AT 3/2; Dmg 1d8+3; AL LN; strength bonus +2 to hit; +3 damage).
6. Rolando the Minstrel (AC 6; MV 12"; F 1; hp 8; #AT 1; Dmg 1-8; AL NG).
- 7-8. Corga Kazan (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 2-7; AL LE). He is armed with a **mace +1**. See **MONSTERS, CREATURES, AND MEN** for spells.

OASIS OF THE WHITE PALM ENCOUNTERS

H1. The Nomad Camp

On one side of the oasis, lying at its green border, sprawls the great nomad camp. A one-foot wide band of green cloth encircles the camp some 50 feet from the outermost tents, stopping at the main entrance. The cloth is kept free of blowing dust by the guards and gives off an unpleasant smell. A similar band of red cloth encircles the camp at a distance of 30 feet from the outermost tents.

Play: The camp measures 1000 feet across. The green and red cloth bands are described in **Trap/Trick**. **Monster #1** will be encountered on a roll of 1-2 on 1d6 during the day and on a roll of 1-4 during the night. **Monster #2** guards the main entrance. Unless otherwise noted below, each tent in the encampment will contain **Monster #3** and **Treasure**. There are approximately 100 tents in the camp.

Monster #1: Two Symbayan Guards (AC 4; MV 12"; F 4; hp 24, 18; #AT 1; Dmg 1d8+2; AL LN) will be patrolling this area on their horses (AC 7; MV 24"; HD 2; hp 12 each; #AT 2; Dmg 1-4/1-4; AL N). They will attack immediately if the encampment is attacked.

Monster #2: Four Symbayan Guards (AC 4; MV 12"; F 4; hp 12, 16, 20, 25 #AT 1; Dmg 1d8+2; AL LN) and two War Dogs (AC 6; MV 12"; HD 2+2; hp 7, 5; #AT 1; Dmg 2-8; AL N) guard the main entrance to the camp.

Monster #3: Each tent has 1-2 male Symbayans (AC 9; MV 12"; F 3; #AT 1; Dmg 1-8; AL LN); 2-4 women (AC 10; MV 12"; F 2; #AT 1; Dmg Unarmed; AL LN); and 0-2 slaves (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL N; 75% chance slaves are female).

Treasure: In each tent there are 4-48 cp, 3-18 sp and a 25% chance of 2-12 gp. Ninety percent of the women wear various forms of jewelry, although only 5% of the women will be found wearing 1-3 pieces of valuable jewelry worth 5-50 gp each.

Trap/Trick: The green band acts as an insect and spider repellent and is harmless. The red band has no special effect, but when set afire it will burn fiercely. The camp will be encircled by a non-magical flame that will flare for three turns, doing 2-12 points of damage to all creatures passing through.

H2. The Sheik's Tent

Use the SHEIK'S TENT MAP.

You see before you the largest tent in the camp, its multi-colored cloth fluttering in the desert breeze. Two large human figures stand with arms folded by the tent's flap opening.

Monster: The guards of the sheik (AC 4; MV 12"; F 4; hp 25, 30; #AT 1; Dmg 1d8+2; AL LN) watch the entrance. They will not allow anyone to pass unless the sheik himself permits it. One of them will take gifts to the sheik from the PCs if asked. Those not bringing expensive gifts of 1,000+ gp value or a magical weapon will not be admitted unless they have a medallion or some other sign from a person the sheik knows and trusts. Each guard wears chain mail, carries a shield, and fights with either a scimitar or composite bow. Each has one **arrow +1**.

H2a. Sheik's Main Audience Room

Rich silk pillows and mats have been cast upon the beautiful rugs in the main chamber. Two slave girls stand near the entrance while opposite them a man richly garbed in fine silk robe and jewel-laced turban sits atop a pile of pillows. Two large and fierce-looking men stand on either side of him, their arms folded. A young man wearing long robes sits on the floor just before the silk-robed man.

Play: The man sitting on the floor is **Monster #1** and will address the party first. The men standing on either side are **Monster #2** and will defend the others if any threat is made. **Monster #3** sits and will never address the party directly until

he feels that they are worthy of such merit. The slave girls will do the master's bidding as detailed in **Monster #4**. One each of the **Treasure #1** is worn by **Monster #1** and **Monster #3**. **Treasure #2** lies beneath the sheik's pillows.

Monster #1: First son of the sheik, Hassan Arslan (AC 0; MV 12"; F 7; hp 53; #AT 1; Dmg 1d8+3; AL LN; strength bonus +2 to hit, +3 damage). He owns a **scimitar +2** and **dagger +1** and wears **chain mail +2**. This son is the identical twin of Korus Eikoth (see **MONSTERS, CREATURES AND MEN** for descriptions of both). Hassan wears an amulet identical to that worn by his father. The amulet is also a link with the mark on his bride's hand.

Monster #2: The guards of the sheik (AC 4; MV 12"; F 4; hp 20, 25; #AT 1; Dmg 1d8+2; ALLN). They wear chain mail and carry shields, scimitars, and composite short bows. Each possesses one **arrow +1**. These loyal men follow only the sheik's orders.

Monster #3: The Sheik Kassim Arslan (AC -1; MV 12"; F 9; hp 82; #AT 3/2; Dmg 1d8+7; AL LN; S 18(90%); I 14; W 11; D 16; Con 17; Ch 16) sits in audience. He has his **scimitar +3** and **shield +1** at hand and wears his **chain mail +3**. He also wears a **scarab of protection** and carries a potion of **invulnerability** within the folds of his flowing robes. Around his neck is an amulet identical to that worn by his first-born son, Hassan.

Character #3: If any character has been accused of theft, the sheik will judge him. A character found guilty will be punished by seven blows from a flail. The sheik is, however, greatly amused by stories and will allow each person found guilty one minute to tell him a tale. If the tale is more fantastic than any he has heard before, then he will pardon the group with a warning. Each offender makes a charisma check at -5 to determine if the tale he tells is indeed more fantastic than any the sheik has heard. The DM can ask that each PC tell such a story about his adventures. If the tale is good and can be told in one minute, the DM can adjust the roll anywhere from -5 to no subtraction.

If the sheik *doesn't* like them, the player characters will be imprisoned for the night and promised a flogging in the morning. However, Korus Eikoth will visit them that night as outlined under Special Encounters, Encounter "A", page 9. The party will be freed the next morning by the sheik after a warning and a flogging with 1d8 points of damage.

If the sheik *does* like the player characters and if they show him the warrior's medallion, he will then ask their aid;

"I am most happy to welcome you to our humble oasis home and wish you all health and happiness during your stay among us. May our saddened hearts not dim the glory of your lives.

"Now I would seek your aid in a matter of great importance to me. Hear my tale and, if you be friends and willing, aid me as you may.

"While many among my people enjoy great health and happiness, there are those who, I fear, wish harm to me and my sons. The discontented are always among us, but never have they dared to act before now.

"Seven suns ago, Shadalah, a young noblewoman from our tribe, was betrothed to my first-born son, Hassan. She was the chosen bride because she had upon the palm of her hand the sacred symbol. After their betrothal the three-day feast began.

"Yet, the place was set and no man knew the time. May Anu guide us! Word came by runner the same day that the army was needed to fight the Evil Efreeti in the north. The warriors departed at once. On the following night, Princess Shadalah disappeared. The marks in the sand outside her tent told of a struggle. The trail ended just north of our camp.

"Our warriors have struggled to hold the Evil One and his army at bay. They have kept us safe until now—but their absence has weakened my position here and made my enemies bold. I believe that my enemies here in the camp, whoever they may be, have Hassan's bride.

"I ask you to help us recover Shadalah, the beloved bride of my first-born son. My second son, Korus Eikoth, will aid you if you wish. And if you find her, then the wealth of my tent and the friendship and service of my kingdom shall be yours."

If the party agrees to help the sheik find the princess, the sheik will give them one of **Treasure #1** and all of **Treasure #2**.

The sheik is not fond of outsiders, and those who do not bring expensive gifts should not expect to be granted an audience. The sheik never speaks directly to anyone other than his true



friends, whom he always honors. For such friends he holds a feast and gives them a medallion which identifies them as allies of the Symbayans. The sheik knows:

The amulets that he and his first-born son wear have been handed down through the centuries. Their markings have strange and mystic meaning which, he believes, is some sort of story. The amulets are the mark of his office as well as a link between the sheik and his first wife.

The line of royal authority passes from father to first-born son. Should the first-born die then the second son takes his place. Although others suspect there is a plot to assassinate both the sheik and his first-born son, the sheik is not convinced this is true.

On the Symbayan altar to their one god, Anu, is an ancient circular symbol. When the first-born son of a sheik comes of age, the symbol disappears from the altar and reappears on the palm of the hand of that Symbayan girl destined to be the son's first wife. The symbol remains on the girl's hand until her death, when it reappears on the altar, or until her own first-born son comes of age and the symbol is passed along to his intended bride.

Not only has Princess Shadalah, the bride of Hassan, disappeared, but others have disappeared from the camp also. Strange forked hoof tracks have led away from the camp on those occasions and it is feared that a terrible demon has kidnapped the people.

Monster #4: The Slave Girls (AC 10; MV 12"; F 2; hp 5, 6; #AT 1; Dmg Unarmed; AL N) will obey the orders of the sheik.

Character #4: The first girl is named Iris and has been a slave from birth. The second girl is Sothal, also a slave from birth, but fiercely loyal to the sheik. She is aware of the trouble at court but as a slave is powerless to do anything about it openly. She knows but cannot prove that:

There is a plot afoot to assassinate the sheik and Hassan, but the sheik is too stubborn to see the danger.

Certain members of the sheik's own guard are traitors. Their plan is to kill the sheik when he goes out in search of Princess Shadalah. He must not leave the encampment.

The manager of the old sandvoyagers' warehouse, Tolnus Granicus, has not been seen for some time. It is believed that he is a victim of foul play.

Someone in court is a party to the assassination plot. Many in the tribe have secretly returned to the worship of idols.

Treasure #1: Identical amulets are worn by both the sheik and his first-born son. The amulets are worth 2,000 gp each (see **TREASURES AND TOMES** under **Palm Sign and Amulet**).

Treasure #2: three scimitars of the Sultan +1, +3 vs. undead.

H2b. Slaves' Quarters

Monster: Two slaves (AC 10; MV 12"; F1; hp 2, 3; #AT 1; Dmg: 1-2; AL N) are busy preparing palm dates.

H2c. Harem

Play: The **Monster** will be encountered first. The **Treasure** is contained in a box hidden in a hole dug beneath the center rug.

Monster: The three wives of the sheik (AC 10; MV 12"; F 1; hp 5, 3, 4; #AT 1; Dmg Unarmed; AL LN) live here.

Treasure: The hidden box contains 600 gp worth of jewelry.

H2d. Sheik's Sleeping Chamber

The large sleeping chamber is filled with fancy clothes and pillows of satin. In the center of the mats covering the floor is a large mat for sleeping. Strange writings are found on the walls.

Play: Those entering the chamber encounter **Trap/Trick #1** immediately. A large chest is buried one foot beneath the sheik's sleeping mat and is guarded by **Trap/Trick #2**. **Treasure** gives the contents of the chest.

Trap/Trick #1: Five **glyphs of warding** that cause 12 points of electrical damage each have been placed on the walls, roof, and entrance to the alcove. There is one on each wall and one on the roof. The glyph for that wall will do its damage on any character passing through.

Trap/Trick #2: The buried chest is protected by both a **glyph of warding** that causes blindness and a poison needle on the lock.

Treasure: The chest contains 3,000 sp; 1,000 ep; 4,000 gp; 30 gems worth a total of 2,000 pp; a jeweled scepter worth 1,000 gp; and a **decanter of endless water**.

H2e. Storage

Treasure: There are 12 chests. Inside each will be found food, clothing, tools, furnishings and utensils. None of these have any special value.

H2f. Guards' Quarters

Monster: Two guards of the sheik (AC 4; MV 12"; F 2; hp 12, 16; Dmg 1d8+2; AL LN) rest here. They each wear chain mail and carry a scimitar and composite bow.

Character: These two are in on the plot against the sheik but are smart enough not to display the fact openly.

H3. Clerical Tent

Use the CLERICAL TENT MAP.

A plain, dull green tent stands to one side. The tent flaps are open and inviting.

Play: This tent has a central chamber separated from three side chambers.

H3a. Central Worship Chamber

A silver statue rests atop a circular stone platform in this otherwise plain room. A single hooded figure in white robes stands with his back to the tent entrance.

Play: The **Monster** must be dealt with before the idol may even be approached. The **Trap/Trick** must be overcome before the **Treasure** can be taken.

Monster: The robed man is Nadron Ilanis, Cleric of Anu (AC 4; MV 12"; F 6; hp 29; #AT 1; Dmg 1d6+2; AL LN; S 11; I 10; W 16; D 14; Con 13; Ch 17), wearing a **cloak of protection +1** and carrying a **staff of curing** with 12 charges. Within the folds of his robes, his **flail +1** swings from his belt and three scrolls are

pocketed: **neutralize poison**, **raise dead**, and **blade barrier**. All three scrolls are written at the 11th level of spell use. His own spells include **command**, **cure light wounds** (x2), **sanctuary**, **protection from evil**, **hold person**, **slow poison**, **speak with animals**, **know alignment**, **detect charm**, and **cure disease**.

Character: Nadron and the other clerics of Anu are loyal to the sheik. Nadron seldom speaks with outsiders and has a fanatical hatred of Thune worship. He possesses the following knowledge:

The symbol on the palm of Hassan's bride comes from a tradition that is almost as old as the tribe itself. Only one woman at a time may bear the symbol and only so long as she lives, or until it is passed on to the new bride.

The old beliefs say that the first bride has great power over evil because of the mark on her hand. Nadron thinks this is superstition and that the mark is important only for the sake of tradition.

The symbol has not yet returned to the altar; therefore, the bride must still be alive.

The truth about the white palm tree near the oasis pool is that if one plants a date from the tree while praying to Anu, the date will grow into a full-sized tree in only one week. Nadron also knows that if the white tree is harmed, Anu will be angry.

The sheik believes that the Oasis of the White Palm was once the ancestral home of the tribe because of the writings found inside the old temple in the compound. The writings say:

the place is set, but no man knows the time.

Nadron finds it disgusting that the sheik should believe the sayings of idol worshippers. See **MONSTERS, CREATURES AND MEN** under **Symbayans** for details.

Trap/Trick: The statue is attached to the altar and their combined weight is 500 lbs. (5,000 gp weight). The statue cannot be removed from the altar unless a key is used to open a hidden lock at the back of the statue. The key is carried by Nadron at all times.

Treasure: The statue is solid silver worth 3,000 gp.

H3b. Food Chamber

About the room in neat piles are found containers of food and drink, cooking equipment, and other items.

H3c. Sleeping Chamber

This is a small chamber with sleeping mats on the floor. Two white-robed figures are resting here.

Monster: The two assistants of Nadron (AC 5; MV 12"; C 2; hp 13, 16; #AT 1; Dmg 1-6; AL LN), named Larith and Baris. Both have the following spells: **cure light wounds** (x2), **command**, **light**, and **purify food and drink**.

Character: These are dedicated servants and do not get involved in either the politics or the gossip of the camp.

H3d. Nadron's Chamber

Play: The **Trap/Trick** will be encountered immediately upon entering the room. A chest is buried in a shallow hole under Nadron's sleeping mat. It is protected by **Monster** and will yield **Treasure**.

Monster: A hooded cobra (AC 5; MV 12"; HD 2+2; hp 10; #AT 1; Dmg 1 point + poison; AL N; SA Can spit poison up to 30 feet) hides in the trunk to attack whenever the trunk is opened unless **speak with animals** and **command** spells are cast first to ward it off.

Trap/Trick: The walls and ceiling have been fixed with five **glyphs of warding**, each causing 12 points of electrical damage.

Treasure: The chest contains 1,500 ep, 600 gp, and three pieces of religious jewelry totaling 400 gp in value.

H4. Main Chamber in Tent of Korus Eikoth

Pillows and pieces of nomadic furniture are set about the room. A small, willowy figure lies in the center of the chamber, sobbing pitifully. A chest with ornamental fittings is against the far wall.

Play: This is a typical tent with one large central area and three smaller areas leading from it. From dawn to midnight **Monster #1** will be present lounging and eating while **Monster #2** dances for him. From midnight to dawn, **Monster #2** will be alone. She will cry out and try to run at the first sign of the PCs. The chest is **Trap/Trick** with the true **Treasure** buried 1 foot beneath it in the dirt.

Monster #1: The second son of the sheik, Korus Eikoth (AC 1; MV 12"; F 7; hp 45; #AT 3/2; Dmg 1d8+4; AL LN; strength bonus +2 to hit, +4 damage). He is armed with a **scimitar +1**, **chain mail +2**, one potion of **ESP** and six **arrows +1**. See **MONSTERS, CREATURES AND MEN** for character and rumors.

Monster #2: The woman is Kerina (AC 10; MV 12"; F 1; hp 5; #AT 1; Dmg Unarmed; AL LG), a female elven slave.

Character #2: Kerina is frightened and will flee, crying, from anyone who approaches her. She is the favorite slave of Korus Eikoth but he has treated her cruelly, beating her whenever he feels like it. She will, if treated with kindness consistently, tell the following:

Korus Eikoth, dressed in dark robes, leaves the camp every night when the guards are not looking. He never returns before dawn.

Once, after he returned one afternoon, she overheard Eikoth say, "Surely the place is set, but no man knows the time when Thurnas may be trusted. Sah! May the soles of his feet be smitten by a thousand willows!"

Trap/Trick: This false chest has a poison needle in the lock. Inside the chest are found 200 sp, 50 ep, 50 gp, and an unmarked bottle of poison.

Treasure: Buried beneath the false chest is one containing 300 gp, 100 pp, and 8 gems worth 200 gp each. There is also a potion of **brass dragon control** and a bottle with a red liquid that seems to glow slightly. This liquid ignites and explodes when exposed to air, doing 4-24 (4d6) points of damage within 10 feet, save vs. Breath Weapon for half damage.

H5. The Oasis Pool

The oasis pool is small and calm and lies beneath a ring of palms. Stern guards with drawn swords surround it. At night the area is lit by torches.

Monster: The eight Symbayan guards (AC 6; MV 12"; F 1; #AT 1; Dmg 1d8+1; AL LN) stand around the pool. They will demand that strangers pay for any water taken: 1 gp per flask or 2 gp per animal allowed to drink.

H6. Burned Camp

Here are the charred remains of an encampment. A sign warns outsiders of what happens to those who offend the Symbayans.

H7. The Monolith

In the center of several screening palm trees, the 25-foot tall by 7-foot square monolith towers up from the sands. The writings on its surface in the old Symbayan language claim ownership of the oasis in the name of the many gods.

Play: There is a secret door in the north side of the monolith. This stair descends to an ancient tunnel running south to the TEMPLE OF SET, Room I1.

H8. Headless Statue

Amid a few palm trees is the headless statue of a regal figure seated on a throne. The statue is partially buried in the sand. The head of the statue lies on the ground 15 feet away.

Play: The stone head weighs 500 lbs. It is of no value.

H9. The White Palm

At this place stands the white palm, its lush green leaves spreading overhead.

Play: Any interference with the tree will seriously offend the Symbayans, and destroying it means being marked for death.

Lore: If you plant any date from this tree near water, it will grow into a full-sized, normal date palm within one week.

H10. The Compound Wall

Amid the lush grasses and palms of the oasis, a wall of white, lime-covered bricks fortifies a compound. Two great doors of palm trunks lashed firmly together stand at the west end of the 320-foot long by 120-foot wide encircling wall. The wall is capped by one-inch long spikes with a strange green tinge to them.

Play: During the day a random encounter will occur on a roll of 1-4 on 1d6. At night an encounter will occur on a roll of 1-2. The spikes are a **Trap/Trick**.

Trap/Trick: The spikes do 1-4 points of damage and are poisoned. A victim must save vs. Poison or be paralyzed for 1-10 turns.

H11. The Wayfarers' House

Standing just inside the gates of the compound is a mud-brick building with an open door. In its dusty face are small, barred windows with curtains.

H11a. Common Room

A dimly-lit room 30 feet wide by 40 feet long. An open door exits south into the compound. Two closed doors are in the northern ends of the east and west walls.

Play: Between dawn and dusk the **Monster** will be encountered.

Monster: Rolando the Minstrel (AC 8; MV 12"; F 1; hp 8; #AT 1; Dmg 1-6; AL NG). See **MONSTERS, CREATURES AND MEN** for character and rumors.

H11b. Guest Rooms

Play: These rooms are empty and may be used by player characters as a base from which to operate.

H12. Washing House:

The mud-brick building has a large, open door.

Play: The **Monster** is encountered within. A very large, circular water trough, 13 feet in diameter, is inside the building. The room is 40 feet square.

Monster: 4-16 nomad women (AC 10; MV 12"; F 2; #AT 1; Dmg Unarmed; AL LN) and 1-4 slaves (AC 10; MV 12"; F 1; #AT 1; Dmg Unarmed; AL N) will be in this building washing clothes.

H13. The Bazaar

A rag-tag collection of tents, huts, and hastily-built shelters sprawls over the area. This is the bazaar, teeming with life and energy. Everywhere there are people talking, arguing, bargaining. At one tent a rug dealer and her customer are shouting at one another and seem ready to fight. Wonderful aromas flow out of the huts where food is for sale. The bazaar is the fast-beating heart of everyday life at the oasis.

Play: The DM may use this area as required to further the adventure. Information should be given out through the shop keepers. Care should be taken that only a minimum of information be given out here—just enough to get the party moving again. The shops listed suggest the general nature of the kinds which can be found. The price of all goods will be two to five times (1d4+1) the usual price.

H13a. Tent (seller of scrolls, books and tomes)

H13b. Hut (seller of cloths and tents)

H13c. Stall (seller of dried meats)

H13d. Stall (seller of fresh meats)

H13e. Hut (seller of grains)

H13f. Hut (seller of rugs)

H13g. Stall (seller of bolts of cloth)

H13h. Tent (blacksmith)

H13i. Hut (fortune tellers)

H13j. Hut (seller of tapestries)

H13k. Stall (seller of statues)

H13l. Stall (seller of trinkets)

H13m. Stall (seller of fruits and dates)

H14. Hogan's Stables

Rows of stalls line the inside of the modest brick building. Bundles of straw and hay, obviously imported, stand in one corner.

Play: **Monster #1** will be encountered just within the double doors. From 8:00 a.m. until 11:00 p.m. **Monster #2** will be found within.

Monster #1: A stable boy (AC 10; MV 9"; F 1; hp 2; #AT 1; Dmg 1-4; AL N) is paid to stand guard and take care of the animals.

Character #1: Unless he is given money to talk, the stable boy will not tell the PCs anything. He knows:

Abu Kassin, a local merchant, stays at the tavern every night until it closes and then goes straight to the Sandvoyagers' Guildhall.

One night, while sleeping in the stable, the stable boy awoke and overheard two men talking. "Our bargain was sealed!" said one. "Your man was to take the bride and deliver her to my people. Instead you betrayed us and are holding her for a larger ransom!" Then the other man said, "Sah! The place is set, but show unto me the time when we shall ever work together as one! I have not the girl, and would that I could fulfill our bargain! It is you who have the girl, and now, for your own purposes, you wish no part of us!" It was then that the stable boy hit the gate with his foot. The gate made a noise and frightened away the two men. But the boy saw who they were: a leader of sandvoyagers and a water bearer!

Monster #2: 2-8 horses (AC 7; MV 18"; HD 2+2; #AT 3; Dmg 1-6/1-6/1-3; AL N) will be here while their masters are within Hogan's Desert Igloo (see H 16 below).

H15. Feed Storage Area

Dried grasses and grains are stacked in piles about ten feet across.

H16. Happy Hogan's Desert Igloo

A huge dome of brick about 80 feet in diameter and with a white-lime coating sits at the far east end of the compound. It is entered through an arch with heavy double doors at the building's west end.

H16a. Hogan's Bar

This room occupies one half of the dome and ends in a flat brick back wall. Set back against that wall is a large bar about 40 feet long. Two huge mirrors flank the door behind the bar which apparently leads to the back room. Over the door is a golden plaque. Various wicker tables and chairs are placed here and there about the room.

Play: **Monster #1** will be encountered here always. From 6:00 p.m. to 11:00 p.m., **Monsters #1** and **3** will be here. From 7:00 p.m. to 11:00 p.m., **Monsters #1, 2,** and **4** will be encountered.

Monster #1: The Bartender (AC 8; MV 12"; F 2; hp 8; #AT 1; Dmg 1-6; AL LN) is an employee and belongs to the Symbayan tribe. He sleeps here at night behind the bar. One to six bar patrons (AC 7; MV 12"; F 2; #AT 1; Dmg 1-6; AL LN) are enjoying themselves. One of them appears unusual and interesting, but he will not want to speak to the player characters and knows nothing anyway.

Character #1: The bartender is friendly and knows the standard set of rumors plus the following, if asked:

Hassan was in the bar at the time of his bride's disappearance.

Thurnas owns a sand sled and uses it occasionally.



Monster #2: Happy Hogan (AC 1; MV 9"; T 14; hp 56; #AT 1; Dmg by weapon; AL N) will be tending bar. (See **MONSTERS, CREATURES AND MEN** for character and rumors.)

Monster #3: Rose Underwood (AC 7; MV 9"; F 1; hp 5; #AT 1; Dmg 1-4; AL N) will be waiting on tables. (See **MONSTERS, CREATURES AND MEN** for character and rumors.)

Monster #4: Zorath Blackblade (AC 5; MV 12"; A 5; hp 19; #AT 1; Dmg 1d6+1; AL NE; strength bonus +1 damage) will be found here. He is bored. (See **MONSTERS, CREATURES AND MEN** for details.)

H16b. Back Room

Steam rises from the kettles bubbling on the hearth in the center of the room. The room is about 30 feet square. In the eastern wall is an iron door barred shut. There is also a door in both the northern and western walls, and two doors in the southern wall.

Monster: Hogan's chef, Cookie (AC 4; MV 12"; F 5; hp 33; #AT 1; Dmg 1d8 +2 with scimitar; AL LN), is working on dinner. He will immediately request that people entering here leave by the way they came.

Character: Cookie is loyal to Hogan and has orders to let no one come into the back room. He will yell for the city guard and, if necessary, attack anyone refusing to leave the room.

H16c. Fogli's Room

The room has a few furnishings for guests. There is a single bed, its blankets draped down over the sides.

Treasure: Under the bed is a locked chest marked "Fogli Forkbeard" that contains beneath some cloths, 120 sp, 80 gp, and a silver dagger.

Lore: The gnome, Fogli, does not really sleep here.

H16d. Rose's Room

The room is filled with comfortable furnishings. A soft bed with a white covering stands next to a vanity. On the vanity is a silver comb. Paintings of two halflings hang on the wall and a handmade rug covers the floor.

Play: The comb is worth 10 sp.

H16e. Hogan's Room

Play: This is a bedroom similar to H16c in most respects.

Treasure: This chest is marked "Hogan" and is locked. It contains 77 cp, 50 sp, and 18 gp.

H17. Ancient Temple

This room is about 40 feet square. In its center are six pillars which once supported the stone roof. The roof is now broken and rubble litters the floor. Behind an ancient altar runes carved into the stone can still be seen.

Lore: The PCs have a 30% base chance of reading the runes. The runes say:

I, MARTEK, HAVE LAID UP FOR YOU A GREAT POWER AND TREASURE FOR WHEN YOU RETURN TO WRESTLE WITH THE AWAKENED EVIL.

NO MAN KNOWS THE TIME, BUT THE PLACE IS SET—NOT AT WHITE PALM, YET NEITHER FAR FROM IT.

H18. House of the Sandvoyagers' Guild

Solid and stately, the house of the Sandvoyagers' Guild is against the southern wall of the compound. In the center of the building's northern wall are two huge double doors; they are shut.

H18a. Main Warehouse

Shrouded in darkness, the vast warehouse opens before you, its crates blocking your vision beyond a few feet. In one corner is a large sled with ski runners used for carrying cargo over the desert.

Play: The hall measures 50 feet by 60 feet. The **Monster** waits in an alcove over the doorway and will leap onto the party when they enter through the doors, yelling for the guards to come from room 18c. The crate markings are in **Lore** and the **Treasure** is found in crates marked "rods" and "plates." The trap door is **Trap/Trick**.

Monster: 2 Slaver guards (AC 4; MV 12"; F 2; hp 13, 15; #AT 1; Dmg 1-8; AL NE) stand ready overhead.

Trap/Trick: A trap door leads down to room I25 of the TEMPLE OF SET.

Treasure: The crates marked "rods" all contain 50 long scimitars. The crates marked "plates" all contain 20 pieces of chain mail and breastplates that have the Symbayan army symbol on them.

Lore: The crates are labeled: "dates," "cloth," "statues," "coconuts," "rods," and "plates." All are empty except those marked "rods" or "plates." (See **Treasure** above.)

H18b. Records Office

The 20-foot square room is littered with papers and ledger books. One large book sits open on the desk in the center of the room.

Play: There is a secret door at the south end of the east wall that leads to the compound just behind the temple. The book is in **Lore**.

Lore: The book is labeled *Ledger of the Sandvoyagers' Guild* and is full of columns of numbers. Careful inspection of the book shows two types of handwriting. Entries in the first hand indicate good profits and a healthy business. This handwriting then ends. Entries made in the second hand show that profits have dropped off sharply. The first handwriting is that of Tolnus Granicus and ends when he was abducted. The new writing is that of Thurnas Netmaster. The new entries are obviously rigged.

H18c. Guards' Lounge

Play: The room measures 20 feet square. The **Monster** will attack immediately.

Monster: The eight warehouse guards (AC 4; MV 12"; F 4; hp 11, 7, 10, 13, 14, 17, 12, 16; #AT 1; Dmg 1-8; AL NE) are shooting dice.

Treasure: Each man is holding 1-20 gp.

H18d. Kitchen

The dim and musty room is lit only by the glow of coals from a dying fire. A lone, slim girl struggles to her feet.

Monster: A slave girl (AC 10; MV 9"; F 1; hp 4; #AT 1; Dmg Unarmed; AL LN) is chained to the floor.

Character: The slave girl, kidnapped from a caravan going to her native land, has been forced to cook for the guards here. She knows that:

Tolnus Granicus is not just ill but is being held captive in the cellars below the guildhouse.

Starting from the cellar, the slavers have been digging underground, looking for a fabulous treasure. So far they have not found it.

There is a trap door in Thurnas' chamber (H18e) that leads down to the cellar and diggings.

H18e. Thurnas' Chamber

The comfortable 30-foot by 20-foot room is filled with expensive furniture. A large bed stands at the north end of the room and a desk at the southern end. A large red book lies open on the desk.

Play: The **Monster** is normally found at the desk in this room writing in the red book. The bed is mounted on pivots and moves easily to one side. Under it can be found a trap door to room I20 of the TEMPLE OF SET. The book is found in **Lore**.

Monster: Thurnas Netmaster (AC -1; MV 12"; F 7; hp 59; #AT 3, 2; Dmg 1d8+3; AL NE) is working on the books. See **MONSTERS, CREATURES and MEN**, page 28, for character and rumors.

Lore: The book is untitled and its entries show that the true trade of Thurnas—slaving—is doing a booming business.

section III: temple of set

TEMPLE PROLOGUE:

Use the TEMPLE OF SET MAP.

BACKGROUND: Both the Thune cultists and the slavers of the Sandvoyagers' Guild are using this ancient underground complex. The cultists enter through the secret door in the oasis monolith. The slavers enter through trap doors in the floor of the Sandvoyagers' Guild. The slavers conduct mining operations in their area and use part of the temple as a prison. The areas are connected by a single secret passage (see room I11d). *Neither the cultists nor the slavers have discovered the secret passage, or the fact that they are both using the temple.*

The Thune cultists hold rituals here every night between midnight and 3 a.m. They pass through the secret door in the monolith, and descend a flight of stairs. When they reach the entrance, the words, "Open in the name of the Great One," summon a zombie to raise the door. Upon entering, the cultists undergo a purification ceremony to prepare themselves for their evil rites. Once this is done, they speak three words at a portal and enter the main chamber. If player characters are inside the cult area of the temple between midnight and 3 a.m., the NPCs that they meet will be taking part in the rituals. Player characters can learn the secret passwords by disguising themselves and following the real cultists through this area.

RANDOM ENCOUNTERS: While the party is in the temple, the DM should check for random encounters once every three game turns. A roll of 1 on 1d6 indicates that an encounter takes place. Use the CULT AREA RANDOM ENCOUNTER TABLE for all random encounters in the cult area of the temple; use the SLAVERS' AREA RANDOM ENCOUNTER TABLE for encounters in slaver-controlled areas. All NPCs in both areas know 1-4 general rumors. (See GENERAL RUMORS TABLE page 32.)

CULT AREA RANDOM ENCOUNTER TABLE

1. **3-18 Zombies** (AC 8; MV 6"; HD 2; #AT 1; Dmg 1-8; AL N).
2. **1-6 Thune Cultists** (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL NE).
3. **1-4 Giant Spiders** (AC 4; MV 3" *12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
4. **1-10 Thune Cultists** (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL CE).
5. **1-6 Giant Poisonous Snakes** (AC 5; MV 15"; HD 4+2; #AT 1; Dmg 1-3 + poison; AL N; SA poison paralyzes for 1-10 turns).
6. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half-damage from weapons).
7. **1-12 Zombies** (AC 8; MV 6"; HD 2; #AT 1; Dmg 1-8; AL N).
8. **2-12 (2d6) Thune Cultists** (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL CE).

SLAVER AREA RANDOM ENCOUNTER TABLE

1. **2-8 (2d4) Slave Guards** (AC 4; MV 12"; F 4; #AT 1; Dmg 1-8; AL NE).
2. **1-4 Giant Spiders** (AC 4; MV 3" *12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
3. **3-12 (1d10+2) Giant Poisonous Snakes** (AC 5; MV 15"; HD 4+2; #AT 1; Dmg 1-3 + poison; AL N; poison paralyzes 3-30 turns).
4. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).
5. **1-12 Slave Guards** (AC 4; MV 12"; F 4; #AT 1; Dmg 1-8; AL NE).
6. **2-7 (1d6+1) Servant Bugbears** (AC 5; MV 9"; HD 3+1; #AT 1; Dmg 2-8; AL CE).
7. **1-6 Slave Girls** (AC 10; MV 12"; F 2; #AT 1; Dmg Unarmed; AL LN).
8. **1-6 Slave Guards** (AC 4; MV 12"; F 4; #AT 1; Dmg 1-8; AL NE).

TEMPLE OF SET ENCOUNTERS

I1. The Way In

The steps down from the monolith descend 70 feet to a 30-foot long passageway carved from the stone. This passageway ends at a stone door. Drawn on the door is an image of an evil jackal head on the shoulders of a man. The eyes are sinister red points of light.

Play: The stone door is one inch thick and cannot be physically forced open. The door is raised by a zombie on the other side if the words, "Open in the name of the Great One" are called out. Calling out "Close in the name of the Great One" will cause the zombie to lower the door shut.

From midnight to 3 a.m., there will be 1-4 Thune Cultists (AC 7; MV 12"; F 3; #AT 1; Dmg 1-4; AL LN) standing here before the door. They will give the password loud enough so that anyone within 10 feet of the cultist nearest the door can hear them. Once the door is opened, they will enter the next room and the zombie will lower the door. A second group will come down the stairway 1-10 rounds later and approach the door.

I2. Temple Entry

The long, damp room is decorated with tapestries covering the east and west walls. A large wheel with a winch is mounted on the north wall. Pegs and hooks are mounted on the north and south walls.

Play: From midnight to 3 a.m., if anyone enters after calling out the password, the **Monster** will be at the wheel. **Trap/Trick** gives the wheel function.

Monster: A zombie from room I3 below.

Trap/Trick: Turning the wheel clockwise will lower the door into place in one round. Turning the wheel counter clockwise will raise the door in one round.

13. Carnivorous Cavern

A small, dark cavern holds several large shapes, swaying from side to side.

Monster: Four zombies (AC 8; MV 6"; HD 2; hp 12, 10, 8, 6; #AT 1; Dmg 1-8; AL N) are standing in this room. They will not attack unless their room is entered or the **glyph of warding** at I5 goes off.

14. Followers' Purification Room

The walls of this room are painted to depict terrible creatures marching to war. In the middle of the floor are three wading pools, three feet wide by 15 feet long by six inches deep. They lie east to west. The northernmost pool holds a perfumed, transparent liquid with a green tinge. The middle pool contains a deep red liquid, and the southernmost pool contains a clear liquid.

Lore: The worshippers are required to wade through these pools as a rite of purification before they worship their evil deity.

15. Door of Warding

Play: The cult members will say the passwords as in **Trap/Trick** below before passing through the arched door. All cultists know the passwords into this part of the complex. Player characters who follow the cultists will learn the passwords.

Trap/Trick: Over the doorway between this room and room I4 are three **glyphs of warding**, one on each wall and one on the floor. Unless the words "Seti," "Minion," and "Nol-anka" are spoken before a character passes, the floor glyph will cause **blindness** and the wall glyphs will do 10 points of fire damage each. The triggering of the glyphs will also summon the zombies from room I3 and, if between midnight and 3 a.m., alert the worship group in the room to the presence of strangers.

16. Outer Temple of Set

Two rows of thick pillars covered with chaotic designs support the 50-foot tall ceiling of this hall. At the north end of the chamber is a huge stone idol of a man with the sneering head of a jackal. The eyes of the idol look like large red gems. The idol's hands rest on his knees. Before the massive idol, a pit 10 feet across glows with a pulsating red light.

Play: The statue is described in **Trap/Trick #1** as are its eyes. The pit is described in **Trap/Trick #2**. From midnight to 3 a.m., there will be 13 people here, all in red robes with hoods that cover their faces. Four of them stand around the pit as described in **Monster #1**. The other nine face the pit from the south, as described in **Monster #2**.

Monster #1: Between midnight and 3 a.m., Corga Kazan (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 1-6; AL LE; see **MONSTERS, CREATURES, AND MEN** for spells) will lead the service. Korus Eikoth (AC 1; MV 12"; F 7; hp 65; #AT 3/2; Dmg 1d8+4; AL LE; strength bonus +2 to hit, +4 damage) will be masked and standing by the pit and the two Acolytes (AC 6; MV 12"; C 2; hp 11, 6; #AT 1; Dmg 1-8; AL LE; see **Monster**, room I6 below for spells) will be standing beside the giant idol.

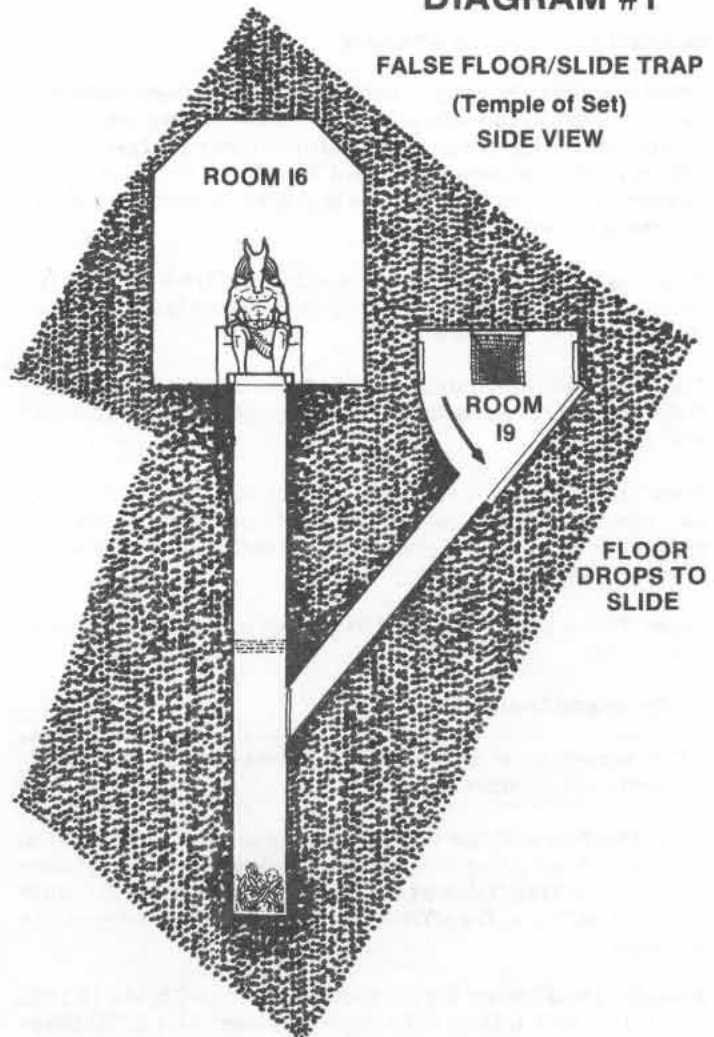
Monster #2: Between midnight and 3 a.m., 9 Thune Cultists (AC 7; MV 12"; F 3; hp 15, 15, 14, 10, 10, 6, 12, 13, 13; #AT 1; Dmg 1-4; AL LN) will be found worshipping within this room.

Trap/Trick #1: If anyone attempts to pry the gemstones from the face of the statue, the 10-foot long arms of the statue will animate and attack as a 16+ HD monster with an AC of 0 and 80 hp each. Each arm does 4-40 points of damage. The stones appear to be worth 10,000 gp each but will start to glow brightly after they are removed and give off intense heat, causing 6-36 points of damage to all within 10 feet of them. After one turn, the stones will melt and the heat disappear. (If an **ice storm** or **cone of cold** is used on the gems, they will become cool immediately and retain their full value).

Trap/Trick #2: From the depths of the pit comes a faint, pulsating red light. The pit appears to be bottomless. This is an illusion, for the pit is actually only 100 feet deep. The illusion is placed at the 50-foot level and a character lowered on a rope further than this will see the pit for what it really is. At the 60-foot level a pair of secret doors are located on the east side. The doors open outwards. They lead to a smooth, but climbable, chute leading steeply upwards to a solid stone wall (See **Trap/Trick #1** at room I9 for details). This wall is part of a sliding floor trap that cannot be triggered from here. A large number of skeletons are at the bottom of the pit.

DIAGRAM #1

FALSE FLOOR/SLIDE TRAP
(Temple of Set)
SIDE VIEW



Treasure: Small pieces of jewelry worth a total of 300 gp are scattered among the skeletons.

17. Acolytes' Quarters

The 20-foot square room is sparsely furnished with three sets of rude desks and beds and three small chests.

Play: The **Monster** will not be here between midnight and 3 a.m., when it will be in the temple I6; at all other times it will be encountered here. The chests contain only old clothes, socks, religious books, etc. The **Trap/Trick** hides the **Treasure**.

Monster: The Two Acolytes of the Ancient Cult (AC 6; MV 12"; C 2; hp 11, 6; #AT 1; Dmg 1-8; AL LE; clerical spells) live here. They are fiercely dedicated to their cause and religion and would rather die than betray them. Each has the following spells available: **darkness**, **command**, **cause fear**, **cause light wounds**.

Trap/Trick: An ancient wall safe is concealed behind a small secret door in the west wall. Four small boxes are inside, one each of gold, silver, lead and obsidian. The obsidian box is guarded by a **glyph of warding** that will cause 2-20 points of lightning damage when touched. Only Corga knows the word that neutralizes the glyph. The word is "Tabang."

Treasure: The gold and silver boxes contain **incense of obsession** while the lead box contains **incense of meditation**. The obsidian box contains a **phylactery of monstrous attention** and a **perlaft of foul rotting**.

18. Priest's Purification Chamber

Wall carvings showing grand harvests have been defaced and scarred in this 30-foot square room. There are three elaborate basins in the room, each on a decorated pedestal. Each basin contains a different liquid; the first clear, the second a dull red that bubbles and steams, and the third a burning amber fluid.

Play: **Trap/Trick #1** is the clear liquid; **Trap/Trick #2** is the red liquid, and the amber liquid is an illusion. There is a secret door in the center of the north wall.

Trap/Trick #1: The unholy water in this basin will cause 2-7 (1d6+1) points of damage to any paladin who comes in contact with it.

Trap/Trick #2: This is an evil ichor that causes 2-12 points of damage to neutral creatures and 4-24 points of damage to characters of good alignments during each round they are in contact with it.

Lore: These basins are used in the evil priest's ceremony of preparation.

19. Cross and Double Cross

The secret door opens onto a cross-shaped hall with branching corridors.

Play: This hall is 50 feet in total length and crossed by a hall 30 feet long. Attempting to open either the east or the west door will activate **Trap/Trick #1**. Opening the door at the far north end will activate **Trap/Trick #2** and only then release the **Monster**.

Monster: Held behind the far door is a wight (AC 5; MV 12"; HD 4+3; hp 20; #AT 1; Dmg 1-4 + drain one level; AL LE; SD Silver or magical weapons to hit) who will attack upon being

released. Note that the wight will also be forced to attack at -4 to hit if the smoke is still in the area (see **Trap/Trick #2** below).

Trap/Trick #1: When an attempt is made to open either door, the floor between them will tilt violently on the western end (see Diagram #1). This brings the section of hallway into alignment with a slick marble slide into the pit in room I6. (See room I6, **Trap/Trick #2**.) Those in the area slide down the chute and take 8-48 points of damage from the fall.

Trap/Trick #2: When the door is opened, a heavy mist rolls out and down the hall at a rate of 10 feet per segment, completely obscuring vision, while simultaneously releasing the **Monster**. The mists will disappear within 1d6+5 rounds. During the time the mists are present, everyone within the area will attack at -4 to hit.

110. Corga's Sanctum

The 20-foot square room is filled with an eerie red light that seems to come from atop a platform at the far eastern side of the room. Nine sets of carved, circular steps lead up to the top of the platform on which is a strange, glowing skull.

Play: If between 3:00 a.m. and 12:00 p.m., the **Monster #1** will be encountered immediately. The **Treasure** can be used to call **Monster #2**.

Monster #1: When Corga is here, there is a 70% chance he will be asleep (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 1-6; AL LE) See **MONSTERS, CREATURES, AND MEN** for character, spells and rumors.

Treasure: The skull appears semi-human but with distorted features, oversized fangs and three short horns. It is the **Skull of Garath**, an evil artifact. Its powers are usable only by clerics, and any non-evil cleric will suffer 1-8 points of damage each time its powers are used. Each power is controlled by a rune carved in the skull. The skull has the following powers: **cause fear** (5 charges), **animate dead** (5 charges), and **commune** with the Efreeti Pasha once per month. The skull is fully charged.

111. Essence of Evil

The hall before you is criss-crossed with shadows that no light can banish. The air seems to reach with icy fingers to your very bones, tugging at your life. The floor is covered with sand and dust that filters down from the cracks in the ceiling, adding to the three-inch accumulation.

Play: Characters of good alignment take one point of damage per round in this area. Characters of neutral alignment take one point of damage per turn while those of evil alignment regain one hit point per turn. Undead regenerate one point per round in this area. Paladins and those under **protection from evil** spells will suffer no damage. A **dispel evil** or **remove curse** spell will permanently dispel the evil effect in the room.

111a. Brazier of Violet Flames

In the midst of the 10-foot square chamber, a brazier is fixed to the floor and burns with deep violet flames. There is a cabinet on one wall which openly displays branding irons and whips with steel thongs. Three skeletons hang chained to the wall, the center of the three wearing the remains of rich robes, a necklace and a pair of arm rings.

Play: The **Monster** is chained to the wall and will attack only when a party member comes within arm's reach to inspect it.

The necklace and rings are in **Treasure** and the brazier in **Trap/Trick**.

Monster: Skeletons (AC 7; MV 12"; HD 1; hp 4, 5, 8; #AT 1; Dmg 1-6; AL N) will attack anyone within reach.

Treasure: The arm rings are worth 50 gp each. The necklace is a **necklace of strangulation**.

Trap/Trick: The flames do not give off heat and do not consume air or wood. Metal will soon take on a violet glow if placed within the flames but will return to normal after removal. When the flames touch living flesh, however, they burn, doing 1-4 points damage on the first round they touch, 2-8 (2d4) points on the round after they are touched, and 3-12 (3d4) thereafter for 3-8 (1d6+2) rounds. If the brazier is knocked over, the flames will spread into a fiery flood filling the room and the hall beyond at a rate of 10 feet per segment. The flames will not spread any farther than this area and will fade away two turns later.

I11b. Golden Idol

This is a shadowy 10-foot square chamber, with a circular platform 5 feet in diameter in the center. There is an altar against the north wall. A golden idol in the shape of a falcon stands atop the altar. The idol is about 10 inches tall.

Treasure: Because of the curse on it, anyone who takes the idol will suffer a -4 penalty on all saving throws and "to hit" rolls. The idol is enchanted and will look like gold and will radiate magic if a **detect magic** spell is used. A **remove curse** will reveal that the idol is actually lead and will remove the curse from the victim.

I11c. Torture Room

The 10-foot square room forms a picture of despair. A small, beautiful table laden with delicious food sits in the center of the room. An oil lamp hangs from the ceiling at one side, its glow lighting the entire room. From a goatskin bag suspended from the ceiling, a continuous thin stream of wine pours in a crimson arc to the floor. A man is manacled against the farthest wall. Both the stream of wine and the food on the table are just outside his reach, though he still struggles weakly to get to them.

Play: The food and the wine are poisoned. The manacles are locked and the key is nowhere to be found. Thieves may pick the lock as normal. The **Monster** will be suspicious of the party at first and will have to be convinced of their sincerity.

Monster: The prisoner is Barus Broadblade (AC 10; MV 12"; F 3; hp 28; #AT 1; Dmg Unarmed; AL NE; strength bonus +1 to hit, +3 damage). If rescued, he will ask the party to give him weapons and armor. Barus will try to escape at the first good opportunity.

Character: Barus commanded the slaver guards of the Sandvoyagers' Guild but was overpowered three nights ago by a group of Thune cultists who brought him here for torture. He knows the following:

The Thune cultists kept asking him where the bride was, and he kept replying that he didn't know. The cultists apparently think that the slavers have the princess Shadalah, but, as captain of the guard, Barus knows that the slavers don't have her.

There was apparently some sort of contract between the slavers and the cultists for the kidnapping of the princess. Obviously, the cultists don't have her.

The Efreeti who appeared to the cultists showed interest in the bride, but since she disappeared the Efreeti has not returned. Barus thinks that somehow the bride was a threat to the Efreeti and that it has her at its stronghold, the Crypt of Badr Al-Mosak.

I11d. Platinum Idol

The shadowy 10-foot square room contains a 5-foot diameter platform in the center and an altar against the east wall. What appears to be a platinum idol with jeweled eyes sits atop it. The idol is that of a monkey with its paws over its ears.

Play: The idol is part of the altar and cannot be removed. Pressing the left eye-gem of the idol will cause the secret door to open. Pressing the right eye-gem triggers **Trap/Trick**.

Trap/Trick: Each time the right eye-gem is pressed, the idol releases one of its **polymorph other** spells. There are currently three spells left in the idol. The person pressing the eye must save vs. Wands or be polymorphed into a monkey. A polymorphed character will then have to throw percentile dice to determine whether he retains his own memory. After the three spells are used up, pressing the right eye-gem will do nothing.

I12. The First Test

The room is completely filled with spider webs with the exception of a path 6 feet high and 2 feet wide leading across the room to an arched opening to the north.

Play: The party must enter the room before the **Monster** will attack. The webs may be burned away to reveal the walls and the writings in **Lore**.

Monster: Two giant spiders (AC 4; MV 6" *12"; HD 4+4; hp 24, 18; #AT 1; Dmg 2-8 + poison; AL CE) will attack any non-Drow entering the area.

Lore: The murals on the walls are all in hieroglyphics. Any character has a 30% chance to read them. Interpreted, they say:

BEWARE YE THE WRATH OF SET AND HIS MINIONS, FOR BEFORE YOU LIES THE GATE TO HIS KINGDOM OF EVIL, AND THOSE WHO MAKE THAT JOURNEY NEVER RETURN.

I13. The Second Test

In this dark chamber the floors are swept and tapestries are hung on the walls. The chamber has been recently occupied. The tapestries show spiders spinning a web over all the kingdoms of man. At the far north end, opposite the entrance, there stands a locked door of solid steel. The giant head of a jackal is molded in its center.

Trap/Trick: The jaws of the jackal are open, as though attacking. In the back of the mouth, a small keyhole is visible. The mouth will animate and bite anyone attempting to pick the lock, causing 1-6 points of damage at each attempt. The biting can be prevented by blocking the mouth open. As the door is triple locked, to open it will require two separate **knock** spells or three successful Open Lock attempts for thieves.

114. Inner Temple of Set

The huge chamber throbs under a pulsing, red light. A pit, 10 feet in diameter, casts up the light, throwing it in waves from beneath the gigantic statue of Set. The shadows cast by the light from below give a sinister appearance to the jackal-headed idol that sits cross-legged just behind the pit. The idol holds a large altar bowl which is giving off smoke. The jackal head's gem-eyes glitter in the dim light. Along the walls can be seen ancient hieroglyphics.

Play: After any character has gone halfway across the room, the steel door will close and lock, and **Monster #1** will become active, summoning **Monster #2**. The pit is the **Trap/Trick**. The gems in the eyes, if not destroyed, are **Treasure** and the wall writings are found in **Lore**. The smoking bowl is harmless.

Monster #1: The idol is intelligent. Its gem-eyes have the power of **true sight**. When the door closes, the eyes will glow dimly red and the idol will summon **Monster #2**. If the gems that are the Eyes of Set are removed, which will take 1-10 rounds to accomplish, or if they are destroyed (AC -2; hp 10 each), then **Monster #2** will stop their attack and flee back into the pit.

Monster #2: The idol will summon the following monsters, in order, one per round, until it has summoned a number of monsters equal to the number of player characters in the room.

1. Zombie (AC 8; MV 6"; HD 2; hp 9; #AT 1; Dmg 1-8; AL N)
2. Ghoul (AC 6; MV 9"; HD 2; hp 9; #AT 3; Dmg 1-3/1-3/1-6 + paralysis; AL CE)
3. Ghast (AC 4; MV 15"; HD 4; hp 18; #AT 3; Dmg 1-4/1-4/1-8 + paralysis and stench; AL CE)
4. Shadow (AC 7; MV 12"; HD 3+3; hp 16; #AT 1; Dmg 2-5 (1d4+1) + strength drain; AL CE)
5. Necrophidius (AC 2; MV 9"; HD 2; hp 9; #AT 1; Dmg 1-8 + paralysis; AL N; SA Swaying movements have hypnotic effect)
6. Wight (AC 5; MV 12"; HD 4+3; hp 17; #AT 1; Dmg 1-4 + drain one level; AL CE)
7. Mephit, Smoke (AC 4; MV 12"/24"; HD 3; hp 14; #AT 2; Dmg 1-2; AL LE; SA smoke attack every 2 rounds does 1-4 points of damage and blinds victim for 1-2 rounds, no saving throw applicable, 20-foot range; SD **invisibility**, **dancing lights** once per day, **gate** 1-2 smoke mephits once per hour, 20% chance of success)
8. Shadow Demon (AC 1; MV 12"; HD 7+3; hp 35; #AT 3; Dmg 1-8/1-6/1-6; AL CE; SA +2 to hit, can cast **darkness 10' r**, **fear** once per day; SD half damage from attacks, immune to fire, cold, and lightning, turned as "Special" undead, 50% chance of going undetected). The creature will cast **darkness** and **fear** as it emerges from the pit. A darker shape will be seen amid the dark, of huge wings and dim red eye-slits, as it attacks. If illuminated by a torch, the demon is AC 5 and has a +1 bonus to hit. Attacks upon it cause normal damage. If a **light** spell is cast upon it, the demon suffers 1d6 points of damage per level of the caster, as if struck by **fireball**.



The summoned creatures will try to force the party into the pit. Each time a monster scores a hit, the character hit must roll his strength or less on a 1d20 or be forced 2 feet closer to the pit. Each time a monster is hit, it must roll its AC or greater on 1d10 or be forced away from the pit 2 feet. The results are cumulative and must be within the limits of the room (a monster cannot be forced back from the pit farther than the walls will allow). Characters who are closer than 2 feet to the pit when their throw fails will fall into the pit with their foe, still locked in combat. The pit is a **Trap/Trick**.

Treasure: Each point of damage done on the eye gems reduces their value by 50%. If removed intact they are worth 10,000 gp each.

Trap/Trick: The pit tunnels straight down as far as one can see. At the bottom is a pulsing red glow. At the 100-foot level, there is a **dimensional gate** that leads to the first plane of Pandemonium where these evil creatures summoned dwell. The gate prevents any being from coming unbidden but will let pass anything—or anyone—that is going down. Thus, anyone passing the 100-foot level is lost to Pandemonium.

Lore: There is a base 30% chance to read the writings on the wall which say:

BEWARE YE THE EYES OF SET, FOR THEY ARE ALL-SEEING AND ALL KNOWING. HE CASTS HIS GAZE UPON THEE AND KNOWS THEE, AND KNOWING THEE DOES SEE TO HIS MINIONS.

115. Tapestry Room

Strands of torn and rotted cloth hang limply from cables 2 feet below the ceiling to within 6 inches of the floor.

Play: Close examination of these strands will reveal that the cloth was once tapestries, now well rotted with age.

116. Forbidden Stair

An old stone staircase, covered with dust and sifted sand goes down into the earth.

Play: The stair is 90 feet long. There is a **Trap/Trick** half way down the stair, dropping the character onto the pit where the **Monster** is.

Monster: In the pit under the stairs are 20 skeletons (AC 7; MV 12"; HD 1; hp 3 each; #AT 1; Dmg 1-6; AL N) each holding a spear.

Trap/Trick: Unless the now long-forgotten password is spoken here, a 30-foot length of stairway will suddenly give way from 10 feet ahead of the party member farthest forward to 20 feet behind him, while smoke from the pit below fills the stairway and pit. The trap is activated by weight pressure. Each character must then make a dexterity check. Those who succeed in this check have held onto the hinged staircase while those failing have fallen into the pit that is now open below. The smoke is toxic and those breathing it will take 1-8 points of damage per round. Characters will not be able to hold their breath for more than 1-3 rounds. The smoke will take 1-10 rounds to clear. Those falling will take the smoke damage and land on soft sand some 50 feet below the stairs. The cavernous pit, still obscured by smoke, holds the **Monster**, who will now attack. The sand will act as sinkholes. (See Desert Wilderness area B, page 6, for details on sinkholes.)

117. Library

The dark room is lined with shelves and old scroll cases made of bone. A large pile of ash is in the center of the room. Soot covers the walls and ceiling.

Play: Both **Treasure #1** and **Treasure #2** are in the ashes in the center of the room. The runes carved on the **Treasure #1** are found in **Lore**.

Treasure #1: An old sealed bone case with runes covering its exterior. Within is a map also covered with runes, as in **Lore #2**.

Treasure #2: The Star of Khan-pelar is buried in the ashes. (See **TREASURES AND TOMES** for description.)

Lore #1: There is a 30% base chance to read: "Property of the good mage Martek, do not open. Most Secure!"

Lore #2: Show the players MARTEK'S MAP. The map dates from Martek's time, and some of the locations are in ruins. Locations are as follows: (1) Crypt of Badr Al-Mosak, (2) Oasis of the White Palm, (3) Oasis of Akhir, and (4) City of Phoenix. Locations (5) through (9) are ruins not referred to in this module but which the DM may use for further adventures if desired.

Characters have a 30% chance of reading the hieroglyphs on MARTEK'S MAP. They read:

here did i, martek, archmage of the land, seal up a prince of the djinn, that in the days ahead that i do foresee, when the evil one is loosed, the powers of good might be put to the test against the evil.

the path and the way have i entrusted to the pharaohs and their wives, that each might hold a part of the key and together know when to unlock the power of this goodly djinni.

the time is yet unknown, but the place is this place of set under the protecting phoenix.

118. Conference Room

Seven figures lie huddled near the west wall in this room dimly lit by candles. The south wall lies crumbled and broken. A tunnel runs toward the south. A door opens into the center of the north wall.

Monster: Seven goblin miners: (AC 6; MV 6"; HD 1-1; hp 2, 1, 7, 3, 1, 5, 4; #AT 1; Dmg 1-6; AL LE) are here asleep.

119. Tunnels

Play: These tunnels run back into diggings and end suddenly. The slavers have been looking for other ruins.

120. Storeroom

Lit by candles, the south half of the room is piled high with crates and chests. Large figures lie on mats in the northeast corner.

Play: The figures are the **Monster**. They are asleep but have a 2 in 6 chance of waking each round the party is in the area. The contents of the crates and chests are found in **Treasure**. There is a trap door in the ceiling which leads to Thurnas Netmaster's room in the Sandvoyagers' Guild (**SECTION II**, room H18e, page 15).

Monster: 3 Bugbears (AC 5; MV 9"; HD 3+1; hp 16, 11, 18; #AT 1; Dmg 2d4; AL CE) are the guards for the digging detail of the goblins above.

Treasure: The chests contain only mining tools.

121. The Long Hall

A 10-foot wide corridor runs east and west a distance of 80 feet, well lit by glowing balls of light. Near the center of the hall, two doors face each other, opening to the north and south. Each door is decorated with a carving of a bald man with an earring in his right ear.

Play: Any random encounter monster who is a friend of the slavers will say "Selamat" before passing down this hall. This wards off the **Trap/Trick**.

Trap/Trick: In the northern door a **magic mouth** is set to yell "Help! Help! Intruding infidel dogs! Help! Help! Tourists! Tourists!" whenever anyone walks past without first calling out the word "Selamat."

122. Mystic Magician

A large desk covered with ancient books and papers dominates the room. A crystal ball lies at one corner of the desk and a large quill pen at another.

Treasure: There is a scroll with three 3rd level magic-user spells on the table. The scroll was written at the sixth level of spell use. (The DM should choose three spells that would benefit the party at this point.) The crystal appears dark and smoky within. It is only glass and of little value except as a prop for the old magic-user who owns it.

123. Guard's Hall

Play: The **Monster** will attack immediately upon noticing the characters in the room. The **Treasure** is found in his back pack.

Monster: Kalitrates, Drow Fighter (AC 2; MV 12"; F 3; hp 19; #AT 1; Dmg 1d6+1; AL CE; SA See below; SD +2 on all saves; MR 56%) is standing guard in this room.

Kalitrates is armed with a **shortsword +1**, **dagger +1**, **chain mail +1**, **small shield +1**, and a single javelin coated with Drow sleep poison (save vs. Poison at -4 or sleep for 3-12 (1d10+2) rounds). He also wears a **cloak of elvenkind** and **boots of elvenkind**. The cloak gives a +6 to saving throws against fire attacks. All these items will become useless immediately if exposed to sunlight. Kalitrates has 12" infravision and can use **dancing lights**, **darkness**, and **faerie fire**, each once per day.

Treasure: In the pack are 23 pp and 30 gp.

I24. Zomara's Cave

The excavation opens suddenly into a cavern roughly 30 feet square. The entire ceiling is covered with a decorative web of spider silk. Silk tapestries hang on the rough-hewn walls and show spiders amid decorative patterns. A rich-looking bed covered with silks and furs stands against the opposite wall. Scattered about the room are a marble tub, a desk and two chests. A heavy cord hangs next to the head of the bed. A lone, dark, and slender figure moves on the bed.

Play: As the party enters, roll for initiative as normal. The first act of **Monster #1** will be to release **Trap/Trick**. She will then call **Monster #2**. The trunks contain **Treasure #1** while the pillow on the bed contains **Treasure #2**.

Monster #1: Zomara, Drow Cleric (AC -2; MV 12"; C 8; hp 48; #AT 1; Dmg 1-6+3; AL CE; SA See below; SD +2 to all saves; MR 66%) is in here resting.

Zomara is armed with a **mace +3**, **chain mail +3**, and **small shield +3**. She also wears a **cloak of elvenkind** and **boots of elvenkind**. The cloak provides a +6 bonus to saving throws vs. Fire. All these items will become useless if exposed to sunlight.

Zomara's natural abilities are: **dancing lights**, **faerie fire**, **darkness**, **detect magic**, **know alignment**, **levitate**, **clairvoyance**, **detect lie**, **suggestion**, **dispel magic**. Her spells as a cleric include: **command**, **cure light wounds**, **sanctuary**, **hold person** (x2), **silence 15' r.**, **resist fire**, **find traps**, **glyph of warding**, **create food and water**, **animate dead**, **cure serious wounds**.

Monster #2: At Zomara's command, eight large spiders (AC 8; MV 6" *15"; HD 1+1; hp 2, 4, 4, 9, 5, 7, 3, 4; #AT 1; Dmg 1 point + poison, victims save at +2; AL N) will emerge from behind the tapestry and attack when ordered.

Trap/Trick: From over the doorway, a large weighted net is released from its camouflaged position in the webs overhead to cover a 7-foot square area. All characters underneath must make dexterity checks. Success means that the trap has been avoided; failure means that the character is caught. Netted characters can cut themselves free in 2-5 (1d4+1) rounds or burn the net in 1 round. Burning the net causes 1-4 points of damage to all caught in it.

Treasure #1: In the locked chests are found clothing and personal items, but nothing of any value.

Treasure #2: Within the pillow are found 10 50-gp gems, five 100-gp gems, and one 5,000-gp gem.

I25. Recreation Room

The large room is only dimly lit by guttering wall torches. Fluttering shadows lie across wooden contraptions of inhumane torture. A sign is scrawled across the length of the western wall. There are doors in the north end of the east wall and the east end of the south wall. A large gate of iron bars stands closed in the center of the east wall.

Play: The iron gate is locked with a key which is in the possession of the jailer in the room beyond the gate. Those who approach the gate will get his attention and he will start yelling for help.

Lore: There is a base 30% chance to read the sign which says: 'Recreation Room.' There is a trapdoor in the ceiling that leads to room H18a in the Sandvoyagers' Guild house.

I26. Prison

A 20-foot by 30-foot central area is flanked by locked cells with iron bar gates. A stumpy figure crouches behind a desk in the middle of the room, taunting you and calling for help.

Play: The **Monster** will make no move to attack the party, being content to simply make a lot of noise from behind his heavy wooden desk until help arrives from rooms I23 and I27.

Monster: The Bugbear Jailer (AC 5; MV 9"; HD 3+1; hp 13; #AT 1; Dmg 2-8; AL CE) holds the keys to the door and the cells.

I26a. Cell of Granicus

In a 10-foot square cell, a haggard figure lies slumped on the ground.

Monster: Tolnus Granicus (AC 10; MV 12"; F 3; hp 18; #AT 1; Dmg Unarmed; AL LG) has been a prisoner here for some time.

Character: Although abused and tortured, Tolnus has told the slavers nothing. He will be reluctant to trust the party at first but eventually will be won over to their cause. He knows:

The slavers took over the Guildhouse a few months ago and have been using it as a base for shipping slaves ever since.

Thurnas Netmaster made a deal with the Thune cultists to kidnap the bride but the girl disappeared before the slavers could get their hands on her. The cultists apparently wanted her because she supposedly had some power over the Efreeti.

Tolnus thinks he knows where the bride is being kept. The Efreeti has been raising an army of restless spirits, and Tolnus believes that they have the girl in their custody. For some reason, she is a threat to them. If they have her, they have taken her to that dreaded place of evil, the Crypt of Badr Al-Mosak.

I27. Quarters

Wall torches illuminate the 20-foot square room. Bunks line the walls and a table stands in the middle of the room. Dark-robed figures look up suddenly at your approach.

Play: The **Monster** will attack. The **Treasure** is underneath the southern bunk.

Monster: The figures in the room are Abu Karesan (AC 5; MV 12"; F 2; hp 9; #AT 1; Dmg 1-8; AL NE), and Kaedros (AC 10; MV 12"; MU 5; hp 11; #AT 1; Dmg 1-4; AL LE). The magic-user has a potion of **gaseous form** and a **wand of paralyzation** with 11 charges. He carries the following spells: **sleep**, **charm person**, **magic missile**, **shield**, **invisibility**, **stinking cloud**, **slow**.

Treasure: In a chest under the bunk can be found 1200 ep, 2200 gp, and 150 pp.

SECTION IV: CRYPT OF BADR AL-MOSAK

CRYPT PROLOGUE:

Use the CRYPT OF BADR AL-MOSAK MAP.

BACKGROUND: The Crypt of Badr Al-Mosak is the current stronghold of the Efreeti. Here his minions gather to wage a spiteful war against all the living.

RANDOM ENCOUNTERS: The DM should check for a random encounter once every three game turns. A roll of 1 on 1d6 indicates that an encounter takes place. If an encounter occurs, roll 1d12 and use the corresponding encounter number from the table below.

CRYPT RANDOM ENCOUNTER TABLE

1. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).
2. **2-8 (2d4) Wights** (AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4 + drain one level; AL LE; SD Silver or magical weapon to hit).
3. **1-8 Wraiths** (AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6 + drain one level; AL LE; SD Silver or magical weapon to hit).
4. **1-4 Giant Spiders** (AC 4; MV 3"/12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
5. **1 Spectre** (AC 2; MV 15"/30"; HD 7+3; #AT 1; Dmg 1-8 + drain two levels; AL LE; SD +1 or better weapon to hit).
6. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).
7. **3-18 (3d6) Giant Rats** (AC 7; MV 12"/6"; HD 1-4 hp; #AT 1; Dmg 1-3; AL N; SA 5% chance per bite of disease).
8. **1 Gorgon** (AC 2; MV 12"; HD 8; #AT 1; Dmg 2-12; AL N; SA Breath turns flesh to stone).
9. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half-damage from all weapons).
10. **1-4 Giant Poisonous Snakes [Cobra]** (AC 5; MV 15"; HD 4+2; #AT 1; Dmg 1-3 + poison; AL N).
11. **1-4 Giant Spiders** (AC 4; MV 3"/12"; HD 4+4; #AT 1; Dmg 2-8 + poison; AL CE).
12. **1-2 Mummies** (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1-12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).

CRYPT ENCOUNTERS

K1. The Amphitheater

In the midst of the rocky low lying hills, a few broken pillars form a circle surrounding a terraced bowl. Stone columns also lie broken in the bowl-shaped area, seeming to point with craggy fingers to the statue in the center. This massive statue rises 10 feet tall and is of one piece with the stone upon which it stands.

Play: The statue emanates a permanent **fear** spell at -2 on the saving throw. The stone on which the statue stands weighs only 800 pounds. The stone covers the entrance to K2. The statue's **fear** effect will be permanently negated if the statue is moved.

K2. Shaft

Below you a shaft 10 feet wide drops into darkness.

Play: The shaft runs 90 feet straight down and then suddenly opens into room K3. The **Trap/Trick** will be encountered at the 80-foot level.

Trap/Trick: Any object larger than 3 cubic feet that passes the shaft's 80-foot level will trigger a timing mechanism. About 1 round after the point is passed, a scything blade cuts across the full width of the shaft, cutting anything in its way. Any character at the 80-foot level of the shaft must make a dexterity check or be hit by the blade for 2-20 (2d10) points of damage. Any ropes that extend down the shaft more than 80 feet will be severed. The blade will break after taking 10 points of damage.

K3. Cold Welcome

The 10-foot wide shaft goes through the center of a huge 30-foot diameter chamber. The shaft continues beneath the chamber and opens into a deep natural cavern below. Four arched corridors situated in the middle of each wall of the chamber lead off into the darkness.

Play: See CRYPT MAP and Diagram #2 for clarity. The cavern below the chamber is 90 feet deep.

K3a. Prickly Part

At the end of the 10-foot wide by 20-foot long arched hall is a statue, its features obscured by the 2-foot long shining blades that stud its body. The blades point down the corridor.

Play: The statue is actually a hinged door to the Outer Temple, room K4. The door handle is somewhat hidden by the blades, but can be seen clearly by anyone within five feet. Anyone who stumbles and falls onto the blades will suffer 1-6 points of damage.

K3b. Blade Dance

At the end of the 10-foot wide by 20-foot long arched hall is a statue of a woman with six arms and the head of a fish. The statue spans the entire corridor. In each hand is a gleaming sword with something dripping from it.

Trap/Trick: There is a pressure plate 10 feet down the corridor. Any weight over 10 pounds on the platform will cause the statue to rush down the corridor, at a movement rate of 18". Its blades cause 4–24 (4d6) points of damage to whomever it strikes. The victim will also be shoved out of the corridor and into the shaft beyond. The statue will then take one turn to retract to its original position.

K3c. Fire Dance

The 10-foot wide corridor runs 20 feet to the north and ends in a statue of an Efreeti with its arms folded.

Play: The statue is a magical trap. There is a pressure plate 10 feet down the corridor. Any weight in excess of 10 pounds on the platform causes the statue to release a **fireball** down the corridor. The fireball causes 6–36 (6d6) points of damage and will fill the corridor, the circular chamber, the upper shaft, and the lower cavern (to a depth of 20 feet) with flame. Everyone within that area will suffer damage from the fireball.

K3d. Bow for Arrow

At the far end of the corridor, a statue stands carved into the back wall. Each of the four arms of the statue hold silver bows with arrows at the ready.

Play: There is a pressure plate 10 feet into the corridor. Any weight in excess of 10 pounds on the platform will cause the four bows to release one silver arrow each. Everyone in the corridor must make a dexterity check to avoid being hit. Those who fail suffer 1–6 points of damage. (Obviously, no more than four people can be wounded.) After striking, the arrows disappear, only to magically reappear in the bows of the statue.

K4. Main Outer Temple

The door opens to reveal a 30-foot square room covered with ornate hieroglyphics. Against the center of the south wall there stands a large statue of a man with his arms folded across his chest. A crook is in one hand; a flail is in the other. There are doors at the far south ends of both the east and west walls.

Treasure: A trail of 80 platinum pieces runs from the center of the room up to the base of the statue.

K5. Office of Evil

Five hunched figures move in the shadows of this 20-foot square room.

Play: The **Monster** protects the **Treasure**, and will attack immediately.

Monster: Five wights (AC 5; MV 12"; HD 4+3; hp 16, 20, 16, 18, 23; #AT 1; Dmg 1–4 + drain one level; AL LE) are here waiting for the next chance to enter the tomb.

Treasure: In the midst of the wights is a small pile of booty that they have collected: a **dagger +2**, a scroll of **protection from elementals**, two potions of **invisibility**, and a scroll of three 4th level magic user spells. (The scroll is written at the eighth level of spell use; the exact spells are chosen by the DM.)

K6. Office of Rest

You enter a plain, 20-foot square room.

Play: There is a secret door here that leads to a long, roughhewn corridor. The corridor runs 120 feet to the south and ends in a secret door to room K9.

K7. Catacomb of Kings

You stand at one end of a long, 10-foot wide bridge. Long, heavy strands of moss and mold dangle down from the sides of the bridge, reaching down into the darkness below. On either side, vast vertical walls 50 feet apart drop into unyielding darkness as well. These continue toward the south as far as you can see. The bridge extends parallel to the walls, spanning the darkness below to some unseen destination. The chill of death is in the air and soft, moaning cries swell up from the void beneath the bridge.

Play: The bridge is 110 feet long. In the void below are the mass tombs of the crypt. The floor is 60 feet below the bridge with an additional 30 feet over the bridge to the ceiling. The **Monster** rests on the floor of the tomb below. Each character attempting to cross this bridge must make a dexterity check. If any character fails the check, enough noise has been made to draw the attention of the **Monster**. They will appear in the order listed, the first immediately, the others at 3-round intervals. The undead that cannot fly will climb the moss strands, appearing anywhere along the bridge. Clerics may attempt to turn each group separately.

Monster: The Malatath is the army that has been brought together by the Efreeti. They consist of the following when the party is in the crypt:

1–4 Mummies (AC 3; MV 6"; HD 6+3; #AT 1; Dmg 1–12 + disease; AL LE; SA Fear; SD +1 or better weapon to hit, half damage from all weapons).

2–8 (2d4) Wights (AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1–4 + drain one level; AL LE; SD Silver or magical weapon to hit).

1 Spectre (AC 2; MV 15"/30"; HD 7+3; #AT 1; Dmg 1–8 + drain two levels; AL LE; SD +1 or better weapon to hit).

1–4 Wraiths (AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1–6 + drain one level; AL LE; SD Silver or magical weapon to hit).

1–8 Shadows (AC 7; MV 12"; HD 3+3; #AT 1; Dmg 2–5 (1d4+1) + drain one strength point; AL CE; SD +1 or better weapon to hit).

K8. Altar

A shaft of light pierces the darkness from the domed ceiling above, illuminating an altar in the center of the 50-foot diameter room. The walls are covered with five different types of runes. The altar seems to be made of clear glass. Closed carved doors stand in the middle of each wall.

Play: Any magical weapon, rod, wand, or staff that is brought within three feet of the glass altar activates the **Trap/Trick**. The **Trap/Trick** must be overcome for the **Treasure** to appear. The runes are in **Lore** and may be checked at any time.

Trap/Trick: Magical items brought within three feet will cause the altar to glow and hum softly. Anyone holding a magical item within that three foot range will receive the thought "Seker asks." If anyone places a magical weapon, rod, wand, or staff on the altar, the item will suddenly flash with blinding light and disappear. One round later a second flash will occur on the altar and the **Treasure** will appear. Once the **Treasure** has appeared the altar will not again react to magic.

Treasure: The harness of Seker will appear on the altar. It is a powerful weapon against undead and is usable by good clerics only. If a magical weapon was sacrificed, the harness will have a number of charges equal to the highest "plus" of the weapon. If a rod, wand, or staff, is sacrificed, the harness will have a number of charges equal to the charges of the sacrifice, to a maximum of five. The harness will never hold more than five charges. (See **TREASURES AND TOMES** for an explanation of the harness.)

Lore: There is a base 30% chance to understand the runes, which read as follows:

may seker grant thee welcome to his place of rest and worship. may he aid you in your kindness and grant unto you the powers that you deserve.

mighty seker, god of light, purifier of the unclean souls that have lost their way to heavenly rest, is honored here.

if thou believest in his might and glory, thy sacrifice at his altar shall gain thee a boon.

seker shall shine forth in the last days when all the world despairs, to assist in the destruction of the great evil that spreads across our land.

his might shall sunder the restless spirits and put an end to their sinful evils.

K9. Oracle

In the center of a 30-foot octagonal room, an eight foot tall obelisk of black stone stands. Small and detailed engraving is etched into the base of the obelisk. Two archways exit the room at the front and back while two facing alcoves stand to either side.

Play: The obelisk will answer if someone asks a question in the room as in **Trap/Trick**.

Trap/Trick: If a question is asked in the room, a wise, old voice will answer randomly from the following table (roll 1d10 for each question asked; the DM reads the corresponding answer):

ORACLE TABLE

1. Indications are not good at this time.
2. Do not suppose too much, nor take unseen things for granted.
3. It could be to your better interests.
4. Dark things are on the horizon.
5. Things are not as they seem.
6. It must be soon.
7. Another tactic might prove wiser.
8. Extreme caution must be applied.
9. Your perseverance will be rewarded.
10. Despair if you continue thus.

K10. East Priesthood Room

You enter a 30-foot square room with a 20-foot tall flat ceiling. In the center of the room is a 10-foot cube.

Play: The cube is hollow and without a top. Players may gain access to the cube by climbing over its walls. Within is found the **Monster** who is guarding the **Treasure**.

Monster: 4 Necrophidii (AC 2; MV 9"; HD 2; hp 12, 9, 8, 7; #AT 1; Dmg 1-8 + paralysis; AL N; SA Swaying movements have hypnotic effect). These appear as skeletons of giant snakes with fanged human skulls for heads. The monster can attack hypnotized characters without opposition. Its bite paralyzes for 1-4 turns (10-40 rounds). Characters are allowed saving throws vs. Spell for each effect. The necrophidius is not an undead creature and cannot be turned by a cleric.

Treasure: The **Monster** guards a **libram of gainful conjuration**.

K11. West Priesthood Room

You enter a 30-foot square room with a 20-foot tall flat ceiling. In the center of the room is a 10-foot cube of stone.

Play: The cube is hollow and without a top. Players may climb over the walls of the cube to gain access to its interior. This cube is empty.

K12. Pits of Everfall

The hallway suddenly ends, opening into a 30 foot diameter vertical shaft that appears to extend both above you and below you to the limits of your sight. Small rocks and debris fall from above past you down the shaft. Wind howls down the shaft past you into the darkness below.

Play: Check the descriptions of K12a, K2b, and K2c for what types of things are trapped in the shafts. **Trap/Trick** here describes the shaft and its function. Fifty feet directly above the party, a 10-foot wide opening can be seen exiting the side of the shaft. The party must somehow get to this exit in order to get to the second level of the crypt.

Trap/Trick: This is a shaft that extends 140 feet overhead and 50 feet below this opening. Nothing hits bottom here, because everything that reaches the bottom is instantly teleported back to the top of the shaft (see Diagram #3). Thus, everything seems to fall in endless cycles. If a party member should fall down the shaft, his companions will see him fall past them again and again. If a falling character is stopped abruptly, he will take 20-120 (20d6) points of damage. If he is gently stopped somehow, then no damage will be suffered. Ropes over 200 feet long which are lowered into the pit will appear dangling overhead.

Each round that a character is in the shaft, he must make a dexterity check to avoid being struck by the objects already in the shaft. A character under **levitate** or **feather fall** has a bonus of -2 to the dexterity roll. A flying character will automatically avoid being hit.

K12a. Western Everfall

Small rocks fall down this shaft, as well as a skeleton in broken plate mail.

Play: The exit above leads to room K17 on level 2.

Monster #2: Within the **Treasure** is kept the bride of Hassan (AC 10; MV 12"; F 5; hp 26; #AT 1; Dmg 1-4; AL NG). The symbol is still impressed onto her hand. The bride of Hassan is graceful and slender. She is well read and knows the ancient legends of the tribe. Her knowledge, therefore, includes the following:

The impressions upon her hand and the amulets that were given to the sheiks of the nomadic tribes were granted in ancient times by the great Martek. They were to be used somehow to combat the great evil that was foreseen by Martek. Once, say the old writings, the meaning was passed from father to son, but somehow the message has been lost.

The Efreeti, just before imprisoning her in the bottle, arrogantly said that he once feared only one thing and that now, with the bride within his power, the world was his to own.

Treasure: The Efreeti possesses a heavy glass bottle with a stopper. The stopper is marked with the symbol of an evil clerical order. The bottle will radiate magic if **detect magic** is used. If the stopper is removed, a pillar of soft blue gas will rise from the bottle and fall to the floor, becoming the bride of Hassan (**Monster #2**).

K15. Treasury

The dark staircase descends to the 50-foot square room. In the center of the room stands a single pillar bathed in a column of light. Glistening atop that pillar is a huge cut jewel, its facets flashing with a fiery light. A single arched portal is in the center of the opposite wall.

Play: Touching the floor activates **Trap/Trick #1**. Removing the gemstone without replacing its approximate weight on the

pillar activates **Trap/Trick #2**. The light beam is **Trap/Trick #3**. The jewel is the **Treasure**.

Trap/Trick #1: The floor is covered with 5-foot wide hexagonal flagstones. Only certain stones, however, are real stones, the rest being illusions. Beneath these illusions are acid pits. The positions of the real stones are shown in Diagram #5. A character who falls into an acid pit suffers 2-8 (2d4) points of damage each round he is in the pit.

Trap/Trick #2: The gem weighs 5 gp. If the gem is removed without replacing its approximate weight on the pedestal, then beams of magical light will shine on each of the real flagstones in **Trap/Trick #1** and cover them entirely. Anyone passing through these beams of light must save vs. Spell or be turned to stone.

Trap/Trick #3: The beam of light shining on the gem will inflict 3-30 (3d10) points of damage per round to everyone who comes in contact with the light. Characters can use any object—such as a shield—to block out the light and its effects.

Treasure: The Star Gem of Shah-pelar, the red crystal gem of the three gems of Martek. (See **TREASURES AND TOMES** for a description of the gem.)

K16. Vacant Tomb

The walls of this tomb are scorched, blasted, and pitted, as if a fierce battle took place here long ago. Rusted weapons, scraps of cloth, and other junk are scattered across the floor.

Lore: The tomb is otherwise empty.

ending the adventure

To properly end the module, the player characters must free the Djinni Vizier in the CITY OF PHOENIX. When they have done this, read them the description below. Then use the appropriate ENDING.

A hush blankets the ruins that stretch all about you. Suddenly a warm wind rises. The clear sky is quickly choked with white and grey clouds, drawn from every direction. They clash and boil, becoming darker and more menacing as you watch. Lightning flashes and thunder rolls across the now darkened plain.

Your hair begins to stand on end. With a blinding crash, a bolt of lightning slams into the statue, exploding it. The ground reels beneath you at the impact, and you tumble helplessly amid the fallen stone walls.

Shaking your head to clear it, you see a cyclone of blue flame soaring into the sky. The whirlwind flame slows and forms itself into the likeness of a giant blue man. His powerful arms stretch slowly out as if to hold all the stars in the sky. His head falls back and his voice cries to the sky like thunder.

"Praised be the Holy One that the time is finally at hand! Praised be Martek for his wisdom and insight into the future!

The prophecy has been fulfilled by these mortals . . . so shall I now destroy the Evil One that is abroad in this land!"

The mighty Djinni bends over the party and smiles. "You, mortals, have released me according to prophecy given ages ago by the great sage Martek. I cannot go with you, for it is my quest to destroy the Evil Efreeti that must now be ravaging your land. Yet I will not leave you without aid. Take this gift from me in gratitude for your service."

Reaching into a pouch at his side, the grand Djinni pulls out a small blue bottle and casts it on the sand at your feet. Despite your protests, he rises swiftly from the earth into the clouds and disappears.

ENDING #1: If players do not plan to continue play in the LOST TOMB OF MARTEK module, tell them that the good Djinni will defeat the evil Efreeti in a terrible battle, ending the threat to the Oasis. The blue bottle given to them by the Djinni is the **Treasure** described in SECTION I: DESERT WILDERNESS, area M, page 7.

ENDING #2: If players do plan to continue with THE TOMB OF MARTEK, they will not learn the outcome of the battle between the Efreeti and the Djinni yet. However, they must be sure to have all three of the **Star Gems** before they leave the oasis.

MONSTERS, CREATURES, AND MEN

thune dervish

FREQUENCY: Uncommon
NO. APPEARING: 5-50+ (Not to exceed 100)
ARMOR CLASS: Variable (typically 6)
MOVE: 12"
HIT DICE: Variable (typically 4)
% IN LAIR: 40%
TREASURE TYPE: J
NO. ATTACKS: 1
DAMAGE/ATTACK: By weapon type (typically 1d8+2 with scimitar)
SPECIAL ATTACKS: Bloodquest (See below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Variable
ALIGNMENT: Lawful Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The Thune Dervishes are nomadic people, roughened by the desert winds and sand. They are fanatical, somber, pessimistic and almost always bad-mannered. They are a hot-tempered, passionate people who do not care much for outsiders. They are scrupulously honest and fearless in a fight. They have few outside interests, except for gambling, wine, and sports.

Aliens wherever they go, they roam the desert on an eternal holy quest. Their mission in life is to protect the religious freedoms and holy shrines of all nations, regardless of the specific beliefs of the worshippers. If the people hold an idol or shrine as sacred, that's enough for the Thune Dervishes. The Thune Dervishes hate grave robbers and defilers of all kinds. If a Dervish sees someone steal or desecrate a holy item or



shrine, the defiler is marked for Bloodquest. This holy rite, carried out under the trembling, vibrating scream of any Dervish at hand, means a fight to the death. If necessary, the entire Dervish clan will join the Bloodquest.

The Dervishes have tracking powers equal to those of rangers. If they find a shrine or tomb desecrated, 1-6 Dervishes will track down and destroy the defilers.

There are approximately 300 people in the Thune tribe in scattered nomadic camps. They have been driven northward from their ancient homelands into the desert by the Symbayans. They fight the Symbayans at every opportunity. Most Dervishes encountered will be from 15 to 60 years old.

pasha of the efreet, vizier of the fire sultan

FREQUENCY: Unique out of six
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 24"/24"
HIT DICE: 101 hit points
% IN LAIR: 80%
TREASURE TYPE: H
NO. ATTACKS: 2
DAMAGE/ATTACK: 2-20/2-20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: 113
Attack/Defense Modes: A,B,E/F,G J

There are only six Pashas to the Sultan of the Efreet, each with its own dominion and wealth. They are Viziers to the Sultan and rarely leave the Elemental Plane of Fire save at his command. Nevertheless, they have a great deal of freedom of action and exercise that freedom by rampaging through the other planes of the universe from time to time.



These Pashas can perform the following spells at will as 15th level magic users: **fireball**, **flame strike**, **wall of fire**, **invisibility**, assume **gaseous form**, **detect magic**, **enlarge**, **polymorph self**, **create illusion** with both visual and aural effects; and fulfill another's **wish** although loath to do so. The Pashas of the Efreet may also travel at will instantly to any of the planes known to the Efreet. They are immune to all fire based attacks, magical or otherwise.

Symbayan

FREQUENCY: Uncommon
NO. APPEARING: 5-50+ (Never to exceed 200)
ARMOR CLASS: Variable (typically 4)
MOVE: 12"
HIT DICE: Variable (typically 4)
% IN LAIR: 60%
TREASURE TYPE: D
NO. ATTACKS: 1
DAMAGE/ATTACK: By weapon (typically 1-8)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Variable
ALIGNMENT: Variable
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Symbayans are a group of semi-nomadic tribesmen who deal mainly in trade. They are generally more civilized, less honest, and more cunning than the Thunes. The Symbayans seldom wage war, except against the Thunes, whom they will fight on sight.

While they often go on trading missions, they prefer to remain at home, usually at an oasis fortress and trade center. They were once brother tribesmen with the Thunes many centuries ago but were converted to the True Faith (the worship of the one god, Anu) and now are as fervent in the destruction of idols as the Thunes are in the preservation of idols. Their favorite swear words are "The place is set!"

Symbayan traders are members of the Sandvoyagers' Guild. They are famous for their sand sleds, their typical way of travel.

The Symbayans are also famous for their Airlancers, a group of elite warriors mounted on Pegasi.

The Symbayans of the Oasis of the White Palm are but a small part of a greater culture that lies far to the south. Each tribe has its own ways and traditions. The Symbayans have been at the Oasis of the White Palm for about 50 years. Their marriage ceremony is still modeled after the ancient one since it names no specific deity and thus does not go against the True Faith. The original forefathers of the southern tribes were rumored to have come from the oasis area and the Symbayans have returned to claim it as their ancestral home. The Symbayans are from the southern parts of the desert and are attempting to extend their trade lanes northward toward unknown realms. They are scattering the Thunes before them as they progress from oasis to oasis across the desert.

DUSTDIGGER

FREQUENCY: Uncommon
NO. APPEARING: 1-20
ARMOR CLASS: 4
MOVE: 3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. ATTACKS: 1
DAMAGE/ATTACK: 1-8 + AC of victim
SPECIAL ATTACKS: Illusion/Mirage (see below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The Dustdiggers inhabit sandy, desert regions, typically sand dunes. A dustdigger will dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground level with the surrounding terrain. When an animal walks on top of it, the dustdigger deflates, looking very much like a sinkhole, and uses the sands shifting towards its mouth to slow the escape of its prey. After it has fully deflated, it folds its arms up around the victim and attempts to kill it. The



dustdigger's back is AC 4 but its front side is only AC 7. Once it has folded up, its prey is caught and cannot attack.

Dustdiggers look like giant starfish. They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups.

Twenty percent of dustdiggers have a born talent for **illusion**. They will typically project a pool of bubbling water in the desert sands when those approaching come within striking range.

aeraldoth, vizier to the caliph of the djinn

FREQUENCY: Unique out of six
NO. APPEARING: 1
ARMOR CLASS: -4
MOVE: 24"/24"
HIT DICE: 88 hit points
% IN LAIR: 80%
TREASURE TYPE: H
NO. ATTACKS: 2
DAMAGE/ATTACKS: 2-24/2-24
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: 90
Attack/Defense Modes: A,B,D/H,I,J



There are six Viziers to the Caliph of the Djinn, all of whom naturally inhabit the Elemental Plane of Air. The Viziers try to maintain the harmonious balance of the universe, and do not intervene in mortal affairs unless evil forces threaten to seriously disrupt the balance. All viziers are djinn nobles.

These creatures may use the following spells at will as 25th level magic users: **pass without trace**, **predict weather**, **call**

lightning, **protection from fire**, **control temperature** (unlimited radius), **dispel magic**, **control winds**, **weather summoning**, **control weather**, and **finger of death**. They may travel at will among the planes known to the Djinn.

A Djinni Vizier can grant three **wishes** per day but seldom does because of the possibility that they could be used to disrupt the universal balance.

non-player characters

Hogan Underwood

Retired Halfling Thief (AC 1; MV 9"; T 14; hp 56; #AT 1; Dmg by weapon; AL N; S 13; I 16; W 14; D 18; Con 15; Ch 14). He possesses a **dagger +1**; a **cloak of protection +3**, a **short sword +3** named Shylo's Slicer (I 14; E 7; AL N; **detects sloping passages**, **teleports** 6,000 gp weight once per day; speaks Halfling), a **ring of invisibility**, and a **ring of spell turning**. Each time a magical ring is used by a halfling, there is a 20% chance that the ring will fail to operate.

Hogan's thieving abilities are: Pick Pockets 125%; Open Locks 107%; Find Traps 95%; Move Silently 119%; Hide in Shadows 118%; Hear Noise 45%; Climb Walls 84%; and Read Languages 65%.

Hogan is a kindly-looking, elderly halfling, and unknown to anyone, a retired master thief. Among his many aliases are: Hogan the Happy, Hogan the Huckster, Shylo Slick, Aldo Chella, Rory the Ransacker, Nigel Broos, and Sedgewick Paddington the Third. Player character thieves have a 75% chance to recognize the name Shylo Slick as that of a famous halfling thief who disappeared some years ago.

Hogan is suspicious of strangers but is loyal for life to his friends. Hogan knows the following and will volunteer it only to someone he trusts:

Hassan, first-born son of the sheik, knows how to pilot a sand sled.

The guildmaster of sandvoyagers has not been seen for many days although Hogan received parchments with the guildmaster's signature two days ago, requesting good wine and ale.

Corga the Water Bearer is never seen before noon at his little place in the courtyard.

Rose Underwood

Halfling merchant (AC 7; MV 9"; F 1; hp 5; #AT 1; Dmg 1-4; AL N). She is Hogan's niece, here visiting her uncle for a while.

Rose is shy of strangers but will talk once she warms to the conversation. She knows the following useful information:

She has been awakened in the middle of the night by strange noises coming from somewhere just north of the compound.

She was once walking behind the smithy and saw one of the sheik's sons enter the Sandvoyagers' Guild by a secret way. She doesn't know which one as they are identical twins and she cannot tell them apart.

Her uncle is a pillar of the community and very honest.

Hassan Arslan

First-born son of the sheik: (AC 0; MV 12"; F 7; hp 53; #AT 3/2; Dmg 1-8+3; AL LN; strength bonus +2 to hit; +3 damage; S 18/56; I 11; W 12; D 17; Con 14; Ch 12). Hassan is usually armed with a **scimitar +2**, a **dagger +2**, and **chain mail +2**.

Hassan is the identical twin of Korus Eikoth, although Hassan was born first and therefore is the sheik's heir. He has compassion for his brother's feelings but knows that nothing can be done for him.

Hassan is holding up under the loss of his bride but occasionally lapses into sadness. He will do anything to regain her and accept any honest offer of assistance, even if that assistance is at a price.

Hassan has a copy of the sheik's amulet which he will give to the party if they agree to recover his dear bride.

Hassan has the following information:

He had just been betrothed to Princess Shadalah and the feast of celebration had begun, when she suddenly disappeared.

Korus has been acting very strangely of late. He is never in attendance at the offering on the holy days and stays by himself.

Korus Eikoth

Second son of the sheik: (AC 1; MV 12"; F 7; hp 45; #AT 3/2; Dmg 1d8 +4; AL LE; strength bonus +2 to hit, +4 damage; S 18/88; I 11; W 9; D 15; Con 15; Ch 10). Korus is armed with a **scimitar +1** and wears **chain mail +2**.

Because he was born only minutes after Hassan and so narrowly missed being his father's heir, Korus has always harbored a deep hatred for his father and his brother. He is a member of the Thune Cult, which operates secretly at the oasis.

Korus is now trying to find his brother's bride—but not out of goodness. He knows that the girl is the key to power in the oasis. Korus is basically dishonest and cannot be counted on to keep his word. He will tell any lie that will further his plans. Korus will try to enlist the aid of the players in finding the bride of Hassan. See **SECTION II: OASIS OF THE WHITE PALM, SPECIAL ENCOUNTER TABLE**, page 9, for his methods.

Korus knows the following information:

The leader of the Thune Cult wishes to turn the bride of Hassan over to a very powerful spiritual ally.

The Sandvoyagers' Guild has been taken over by outsiders. Very little trade has come into the sandvoyagers' warehouse but quite a bit has been going out.

Thurnas Netmaster

Head of local slavers (AC -1; MV 12"; F 7; hp 59; #AT 3/2; Dmg 1-8+2; AL NE; S 18(22); I 14; W 10; D 12; Con 16; Ch 14). Thurnas possesses a **shield +2** and **plate mail +1** although he rarely uses them. He is armed with a **longsword +2**.

Thurnas is the leader of the slavers and is working with Drow allies. He believes that the player characters are only wanderers who have happened upon the oasis. Normally he would attempt to kidnap party members for sale later, but as the religious fanatics in the compound are quite upset with him currently, he and his band are lying low. His assassin, Zorath Blackblade, did try to capture the bride but found that she was already missing. Thurnas is looking for the bride himself. He believes that the cultists have the girl hidden and are trying to back out on their agreement with him.

Corga Kazan

Cleric of Thune (AC 5; MV 12"; C 5; hp 27; #AT 1; Dmg 2(S)e7; AL LE; S 14; I 12; W 15; D 13; Con 14; Ch 10). He carries the following spells: **command**, **cure light wounds**, **darkness**, **light**, **sanctuary**, **hold person** twice per day, **silence 15' r.**, **know alignment**, and **dispel magic**. He is armed with a **mace +1** or, if

found in his sanctuary, the **Skull of Garath**. Corga masquerades as a water bearer because Thune worship is officially forbidden.

Corga is of the opinion that the characters are actually working for the slavers. Corga thought he had a deal with Thurnas Netmaster who now heads the slavers. Thurnas obviously has betrayed him. The party will be treated as slaver spies by Corga. Corga believes the following:

The bride of Hassan must have some special power over the Efreeti. The Efreeti appeared to him in flame and smoke and promised Corga all that he deserved if Corga would deliver the bride of Hassan unto him. Knowing that the Evil One would not want such a prize without purpose and, since Corga both feared and respected the power of the Evil One, he agreed to find the bride. He arranged with the slavers and Zorath Blackblade to kidnap the bride. In exchange, when he came into power, Corga would allow the slavers to operate freely. Corga believed he could discover the secret of the girl's power over the Evil One and use that power to seize control of the oasis. However, the slavers failed to deliver the girl. Corga is sure that they have her and that they are holding her for a bigger ransom.

Zorath Blackblade

Assassin (AC 5; MV 12"; A 5; hp 19; #AT 1; Dmg 1-6+1 AL NE; S 16; I 14; W 9; D 16; Con 11; Ch 9).

Zorath's thieving abilities are: Pick Pockets 40%; Open Locks 38%; Find Traps 30%; Move Silently 27%; Hear Noise 15%; and Climb Walls 87%.

Zorath is under contract with the slavers and was recently assigned to abduct the bride of Hassan. When he arrived at the camp, he found it already in turmoil over her disappearance. He thinks the cultists have her in their secret temple somewhere in the oasis.

Rolando the Minstrel

Fighter (AC 6; MV 12"; F 1; hp 8; #AT 1; Dmg 1-8+1; AL NG; S 16; I 12; W 15; D 16; Con 11; Ch 17). Rolando is normally secretive and does not answer questions, but at the same time tries to give the impression that he knows a great deal of important information. In fact he knows only:

The ruins under the oasis as well as those at Phoenix were constructed long ago by the Archmage Martek. At each of those locations a temple to Set was built after Martek concluded his work. This did not stop Martek from using them after the destruction of the cities for the purposes that he foresaw.

Martek was the greatest mage of his age and foresaw the course of future history. He left a great gift after his death to the Sultanate of the tribes. To them was given the knowledge of where the Great Good sleeps, to be loosed when the Evil came.

The ancient city of Phoenix was located east by southeast of where the Oasis of the White Palm stands.

Martek was perhaps the greatest mage that ever walked the desert wastes. His works of wonder in magic and architecture remain unsurpassed. It was he that delivered unto the Pharaohs of his day the three Star Gems: Mo-pelar, Shah-pelar, and Khan-pelar. These stones were unlike any others in the world and around them arose a great mystery. The Tomb of Martek was the mage's greatest creation.

He knows the part of Martek's epic given in the **TABLE OF RANDOM RUMORS (#4)** on page 5.

RANDOM RUMORS

Any person encountered will know 1–4 rumors from the table below. Roll 1d10 to determine the exact rumors. Do not re-roll if the same rumor is rolled more than once. False rumors are marked (F).

1. The demon was sent by the old gods to punish their faithless followers.
2. The demon looks like a (roll 1d4): 1. A dark woman who skulks in the night; 2. a hideous ape with glowing coals for eyes; 3. a bloated spider-like being; 4. a noxious cloud of deadly vapors (F).
3. An ancient evil lurks in the black monolith.
4. The minstrel knows more than he tells.

5. I heard a stranger call the halfling Shylo.
6. The old warehouse manager, Tolnus Granicus, was the victim of foul play.
7. Somewhere beneath the oasis is a lost temple buried by the sands centuries ago.
8. The sons of the sheik are identical twins, and Korus was born but a few moments after Hassan.
9. Unscheduled caravans have been arriving late at night. They go directly to the sandvoyagers' warehouse and then leave the same night.
10. The Crypt of Badr Al-Mosak is haunted with evil and terrible beings.

TREASURES AND TOMES

PALM SIGN AND AMULET: (See Diagrams #6 and #7.)

The palm sign is a symbol that magically appears on the palm of the woman chosen by fate to be the bride of the sheik of the oasis. The mark also appears on the palm of the woman betrothed to the sheik's first-born son. The sheik and his son each wear the amulet. The origins of the amulet and the palm mark were lost in antiquity and no one now knows their true purpose.

Martek, after his visions of the future, gave the palm sign and the amulet to the ancient leader of the Symbayans. They were to be carried down through the ages until the time when the two would be combined to tell where and how to release the Djinni.

Anyone who puts the amulet against the palm symbol will be able to align the symbols and read clearly:

The message can be read only when the amulet and the palm mark are aligned together. "Atmopryeetno" is the word that releases the Djinni at the ancient and now destroyed City of Phoenix.

city of phoenix over the house of set where sleeps
salvation
there speak atmopryeetno

The amulet itself is a weapon. It glows in the presence of the Efreeti Pasha, and will strike him with a beam of cold blue light. The pain caused by the beam will drive the Efreeti away in three rounds. The amulet also acts as a **ring of fire resistance**. No one at the oasis knows that the amulet has these powers. The amulet will lose its powers once it is used to free the Djinni.

THE HARNESS OF SEKER:

This magical item is a gift from the god, Seker, granted in times of great need. It is shaped like a glove with holes for fingers and with a harness that extends down the wrist and forearm. The harness is of NG alignment and anyone not of good alignment will take 1–4 points of damage per round that the harness is worn. It will only obey the commands of good-aligned clerics. The palm of the harness bears the symbol of Seker.

The harness will vibrate when undead creatures are near. If the cleric extends his arm, the harness will detect all undead in the direction his arm is pointed, to a range of 30 feet.

The harness can discharge a 30-foot bolt that causes 40 points of damage, no saving throw, to any undead creature. The wearer simply points his arm at an undead creature within sight and range and says the word "Seker." Each bolt uses one charge.

The harness is given by Seker to help a good cleric destroy the undead. The gift requires the temporary sacrifice of a magical item on an altar of Seker. The sacrifice must be a magical rod, staff, wand, or magical weapon. The sacrifice disappears when placed on Seker's altar, and the harness appears. The harness will have a number of charges equal to the number of charges in the rod, staff, or wand, or equal to the highest "plus" of the magical weapon. *However, the harness of Seker will never have more than five charges.*

When all of the charges have been used, the magical weapon or item sacrificed will reappear in the hand of the person who sacrificed the item. The item will be in the same condition as when it was offered. When the sacrifice is returned, the harness disappears. No one can receive the **harness of Seker** more than once.

STAR GEMS

These three gems were given by Martek to the Pharaohs and sheiks of the land in the time of the ancients. They are each named and have a distinctive epic description.

The Star of Mo-pelar was given to the Pharaoh of Bakar and was lost into his cursed and theft-proof tomb. The gem was an opal, five inches in diameter. The Star is a **gem of true seeing**.

The Star of Shah-pelar was a red star gem that was stolen by Badr Al-Mosak. It is rumored to rest in his tomb. The gem has the power to **cure serious wounds** three times per day.

The Star of Khan-pelar is a clear crystal gem that has the unique quality of magical invigoration. A magic user who meditates with it will be able to memorize one level of spell per turn of meditation. The magic user must be motionless during this time. The crystal has since passed out of living memory although it was once rumored to be in the area of the White Palm.

Credits

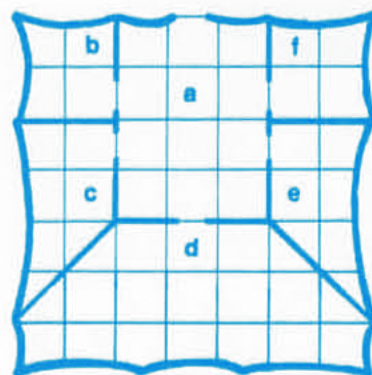
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Editing: Edward Sollers, Marlene Weigel
Series Editor: Curtis Smith

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Interior Artist: Keith Parkinson

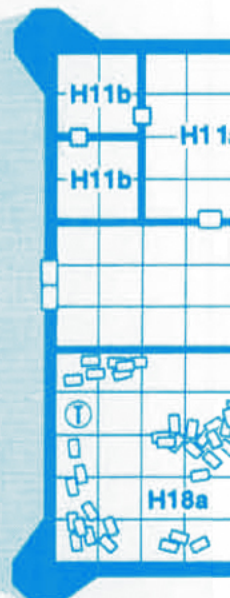
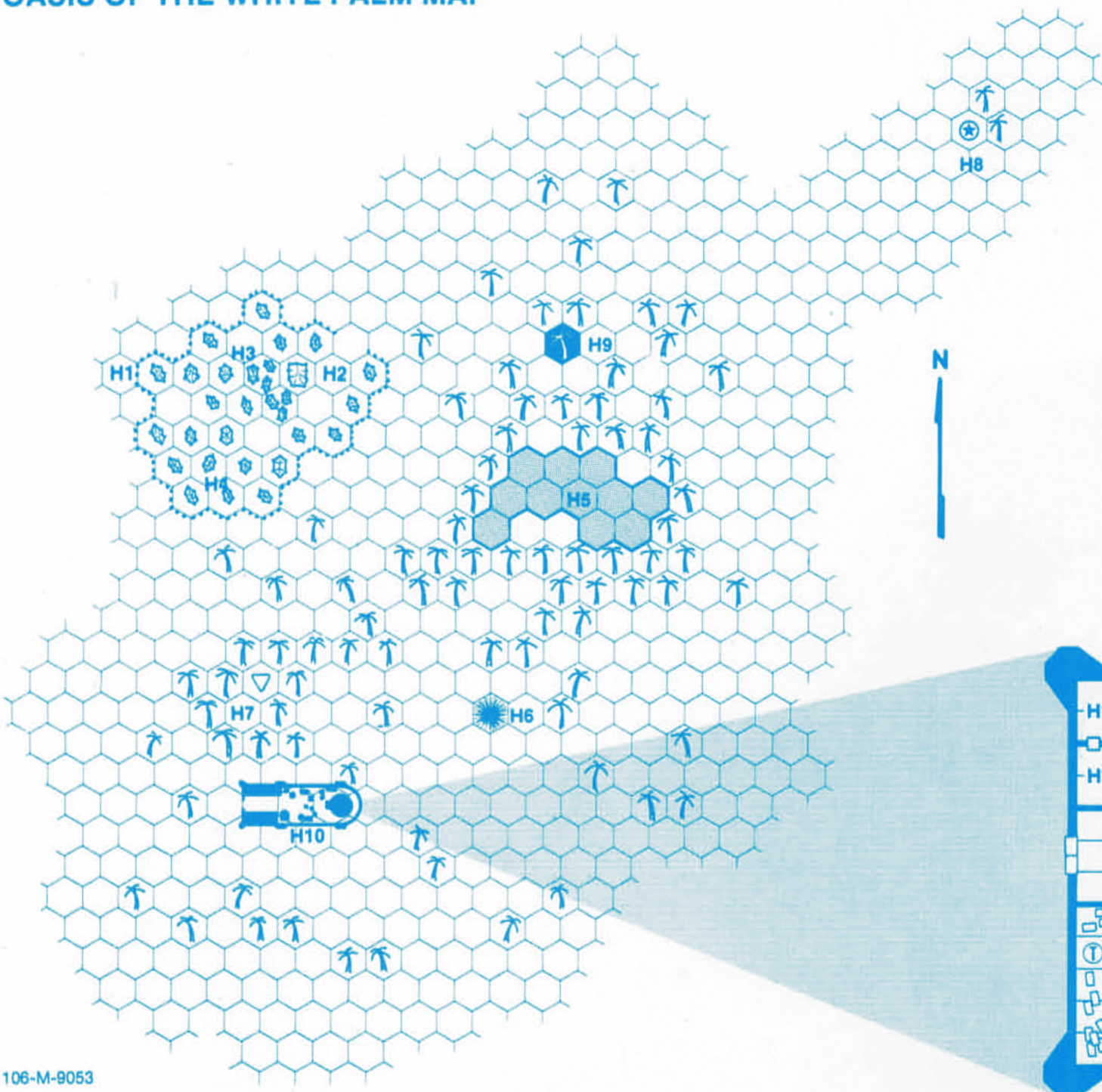
KEY

- | | |
|---|---|
|  Pool |  Statue |
|  Palm |  Tent |
|  White Palm |  Burned Camp |
|  Monolith | 1 HEX - 100 FEET |

SHEIK'S TENT MAP (H2)

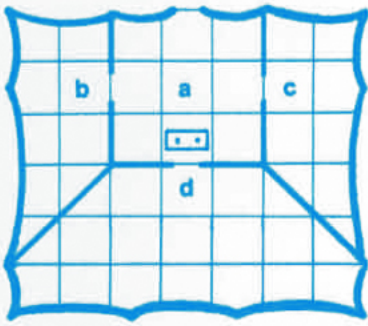


OASIS OF THE WHITE PALM MAP

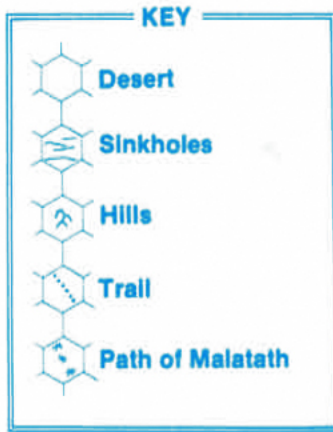
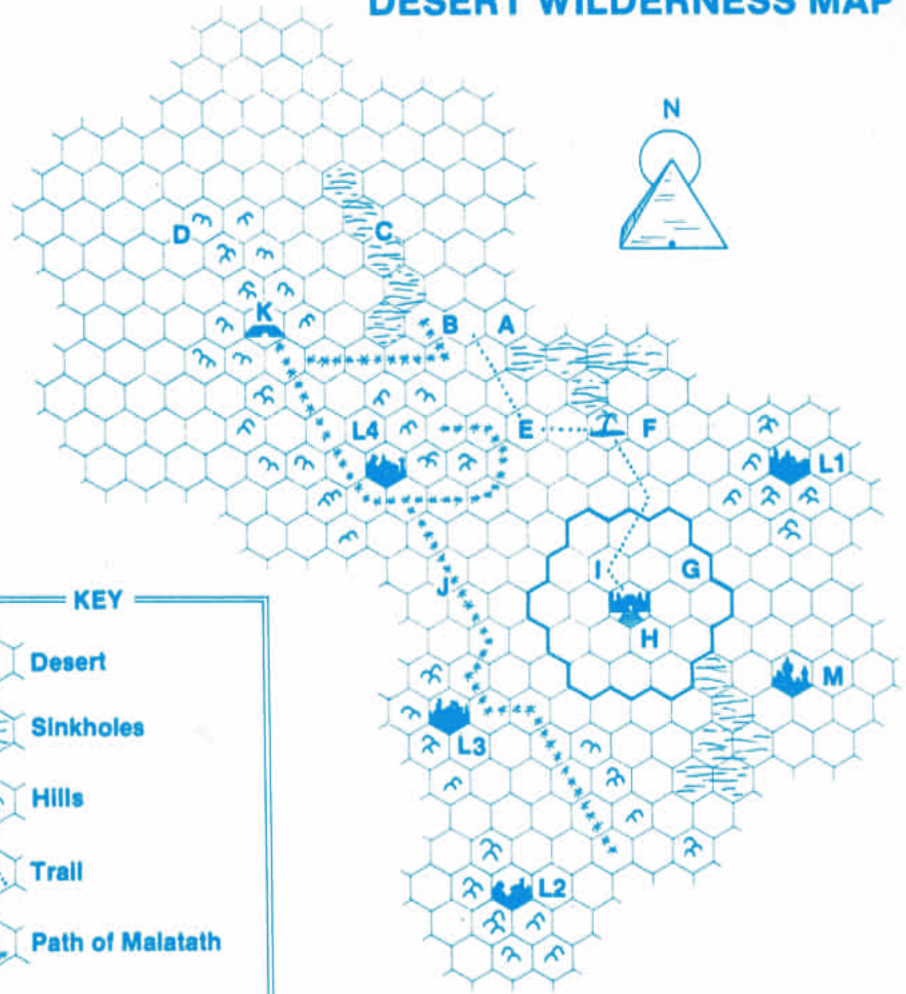


CLERICAL TENT MAP (H3)

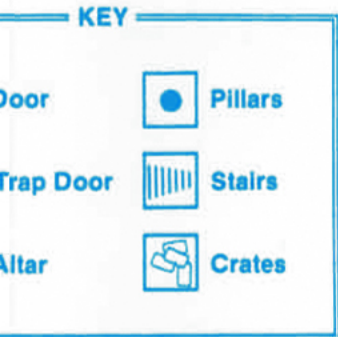
DESERT WILDERNESS MAP



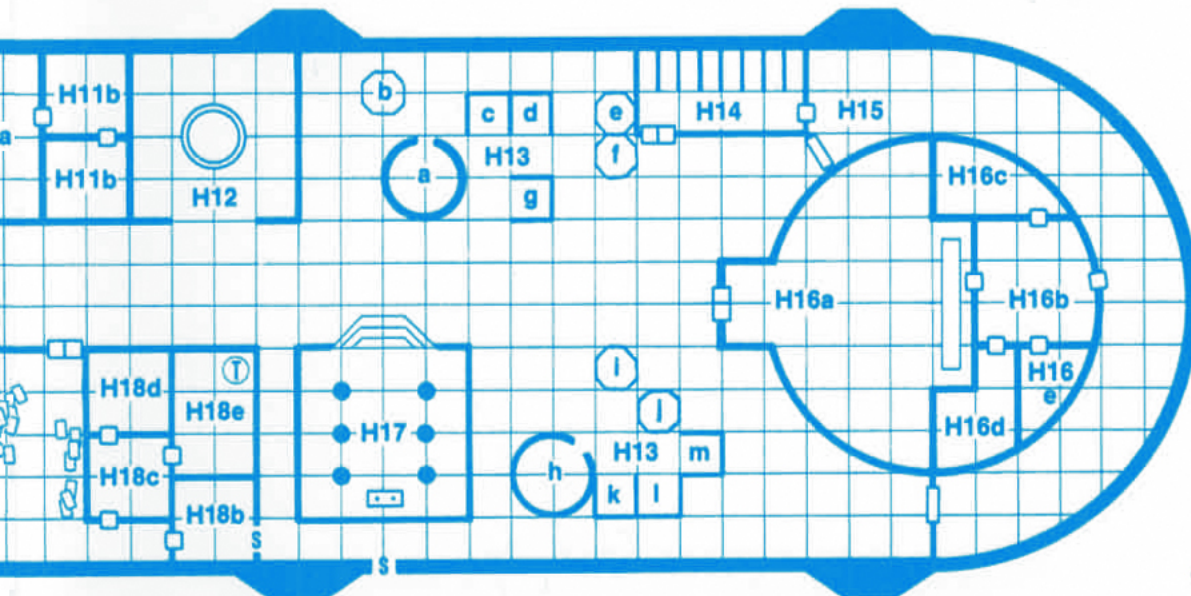
1 SQUARE = 10 FEET



1 HEX = 2 MILES



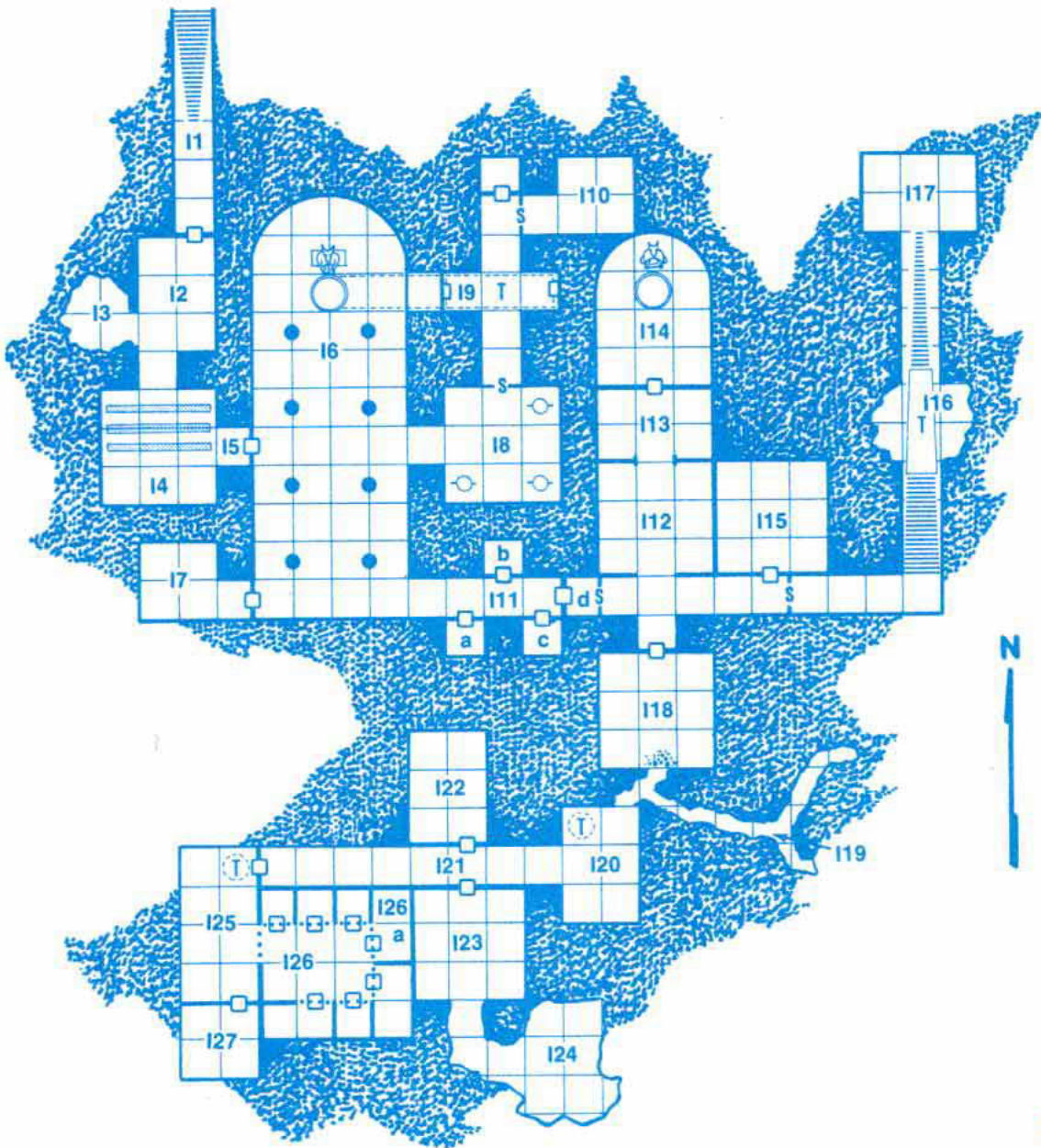
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COMPOUND MAP

AREAS H11 TO H18

TEMPLE OF SET MAP



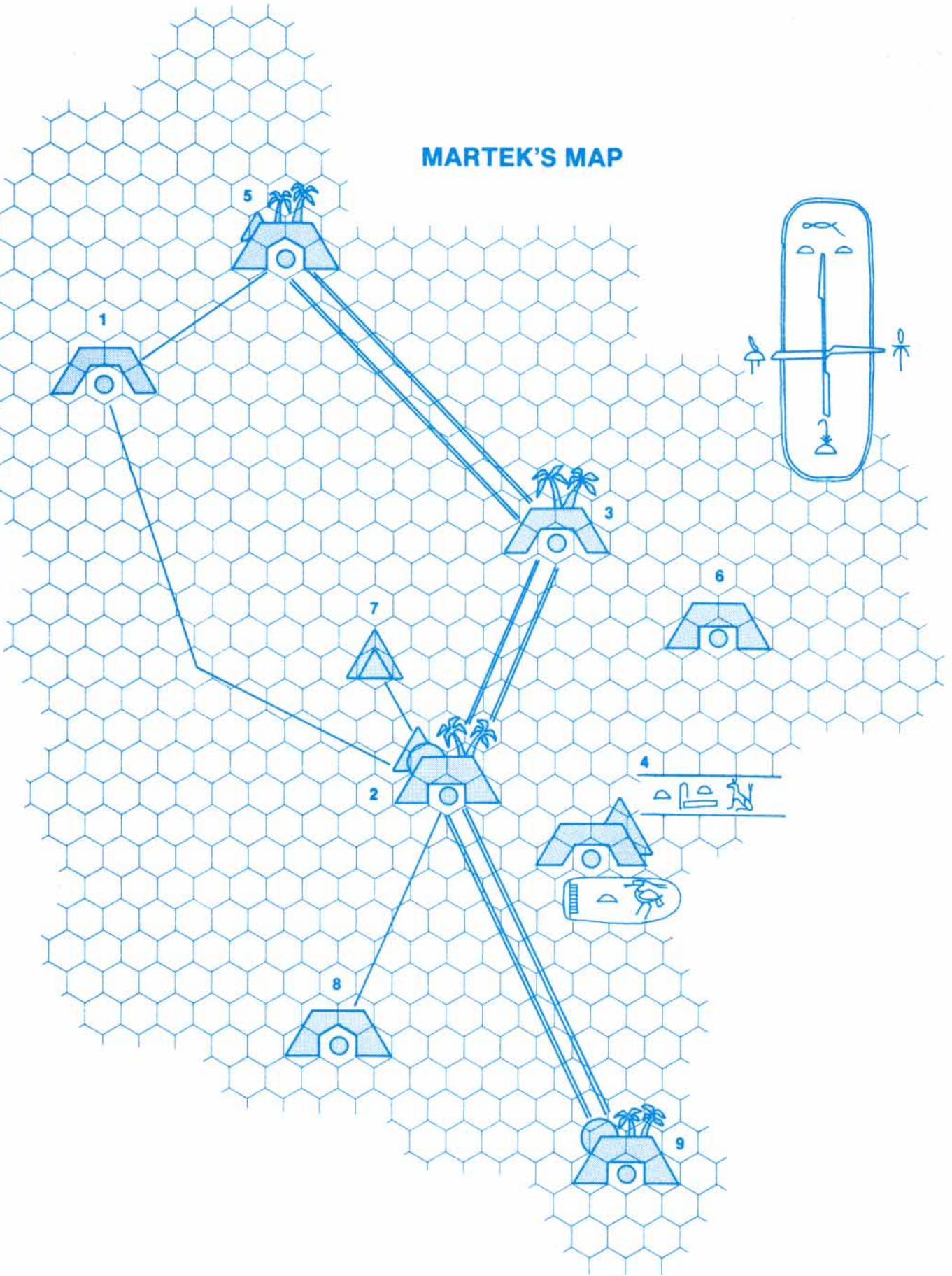
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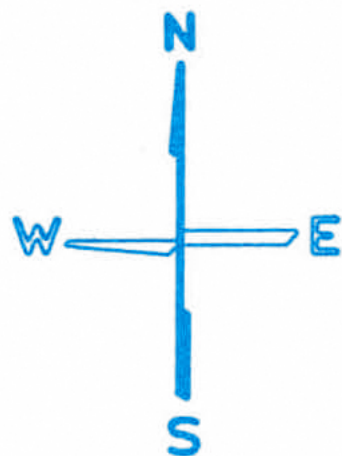
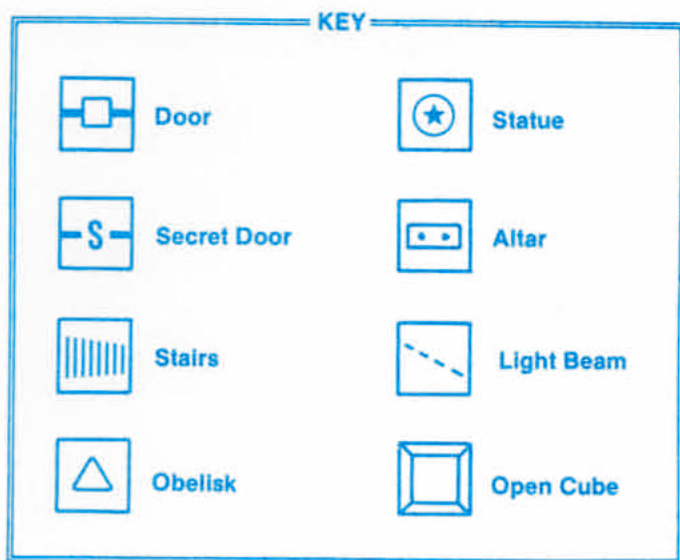


DIAGRAM #2
ENTRANCE TO
THE CRYPT OF
BADR AL-MOSAK
SIDE VIEW



MARTEK'S MAP



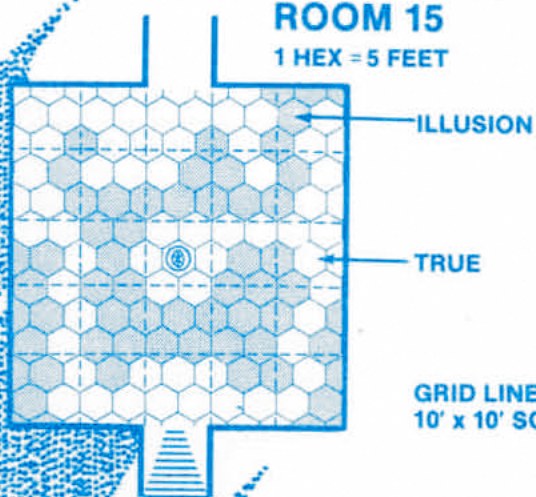
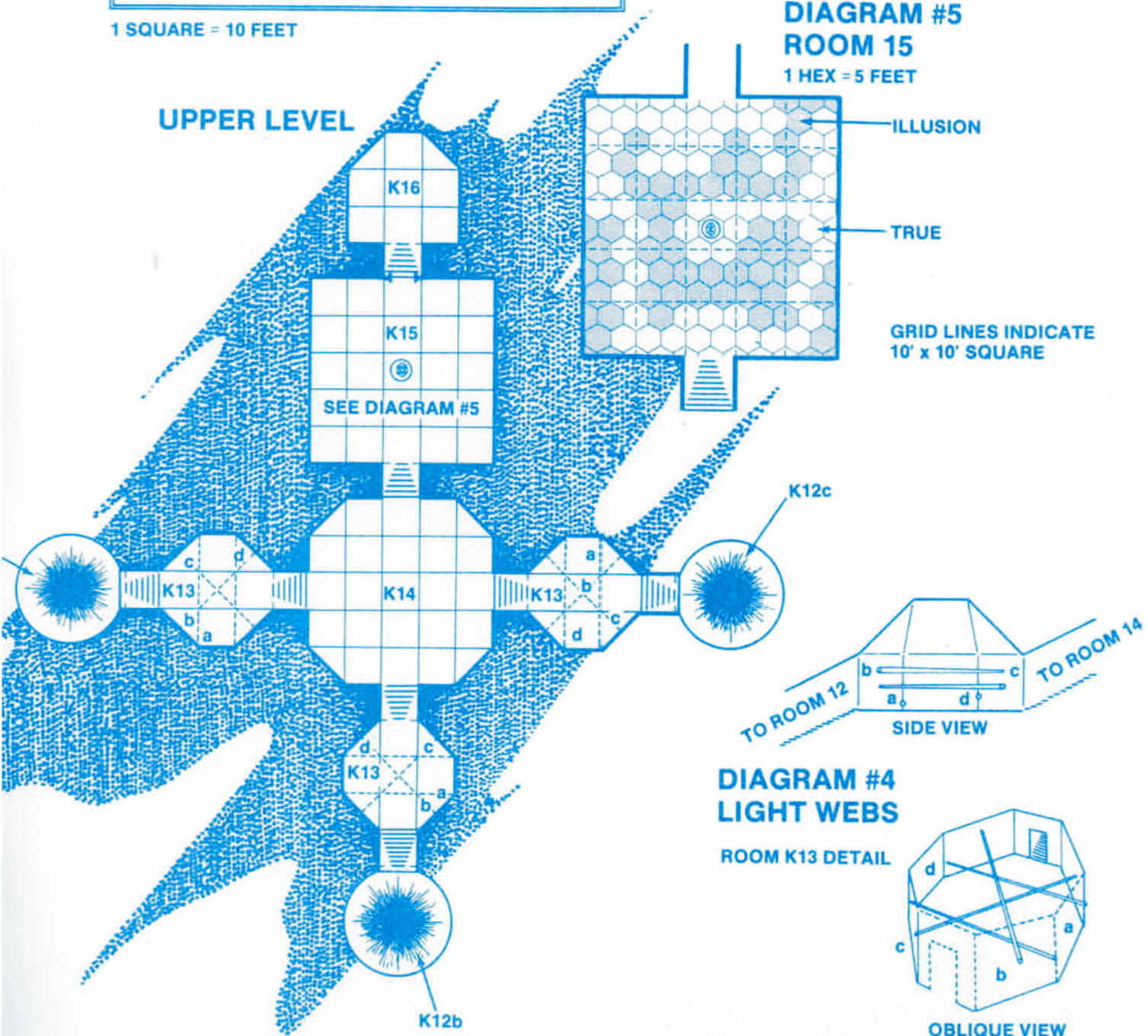


1 SQUARE = 10 FEET

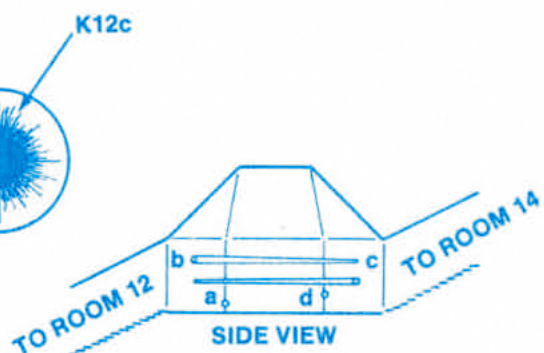
**DIAGRAM #5
ROOM 15**

1 HEX = 5 FEET

UPPER LEVEL

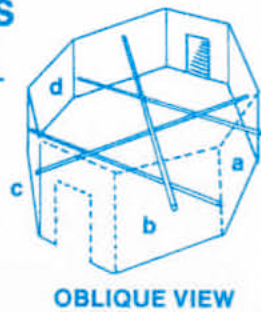


GRID LINES INDICATE
10' x 10' SQUARE



**DIAGRAM #4
LIGHT WEBS**

ROOM K13 DETAIL



Advanced Dungeons & Dragons®

Fantasy Adventure Module

Oasis of the White Palm

by Philip Meyers and Tracy Hickman

Tired and sore, you struggle over the burning sands toward the long-forgotten city. Will you reach the place in time to save yourselves from the evil Efreeti? The sun beats down, making your wounds stiff and worsening the constant thirst that plagues anyone who travels these waterless wastes. But there is hope — are those the ruins over there?

In the midst of broken columns and bits of rubble stands a huge statue. This is the place! You've found it at last. Gratefully you sink onto the sand. But there's no time to lose. You must hurry. So with a quavering voice you say the magic words. And then you wait. . . .

A hush falls over the ruins, making the back of your neck prickle. Then, out of the east, a wind rises, gentle at first but quickly growing stronger and wilder, until it tears at your clothes and nearly lifts you off your feet. The once clear sky is choked with white and grey clouds that clash and boil. As the clouds blacken, day turns to night. Lightning flashes followed by a menacing growl of thunder. You are beginning to wonder if you should seek shelter, when all of a sudden there is a blinding crash and a bolt of lightning reduces the statue to dust.

For a moment, silence. Then, out of the statue's remains, soars a blue flame. Its roar deafens you as higher and higher it climbs, until it seems about to reach the clouds. Just when you think it can grow no larger, its shape begins to change. The edges billow and soften, the roar lessens, and before your eyes materializes a gigantic blue man.

This module can be played alone or as the second part of the DESERT OF DESOLATION SERIES.

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UK1

FOR ADVANCED
D&D® GAMES

Dungeon Module UK1 Beyond The Crystal Cave

By Dave J. Browne, Tom Kirby and Graeme Morris

AN ADVENTURE FOR CHARACTER LEVELS 4-7



Fleeing the rage that consumed their feuding families, Juliana and Orlando fled to the Cave of Echoes, where it is said every wish is granted. Two years have passed, and all attempts to return the lovers to their parents have failed, though some believe them lost in the enchanted garden beyond the cave. Many are the rescuers venturing into that enchanted park; a few have returned after long absences, their minds and memories curiously disturbed. Now, the handsome reward offered for the return of the lovers has tempted you, but who knows what lies beyond the Crystal Cave?

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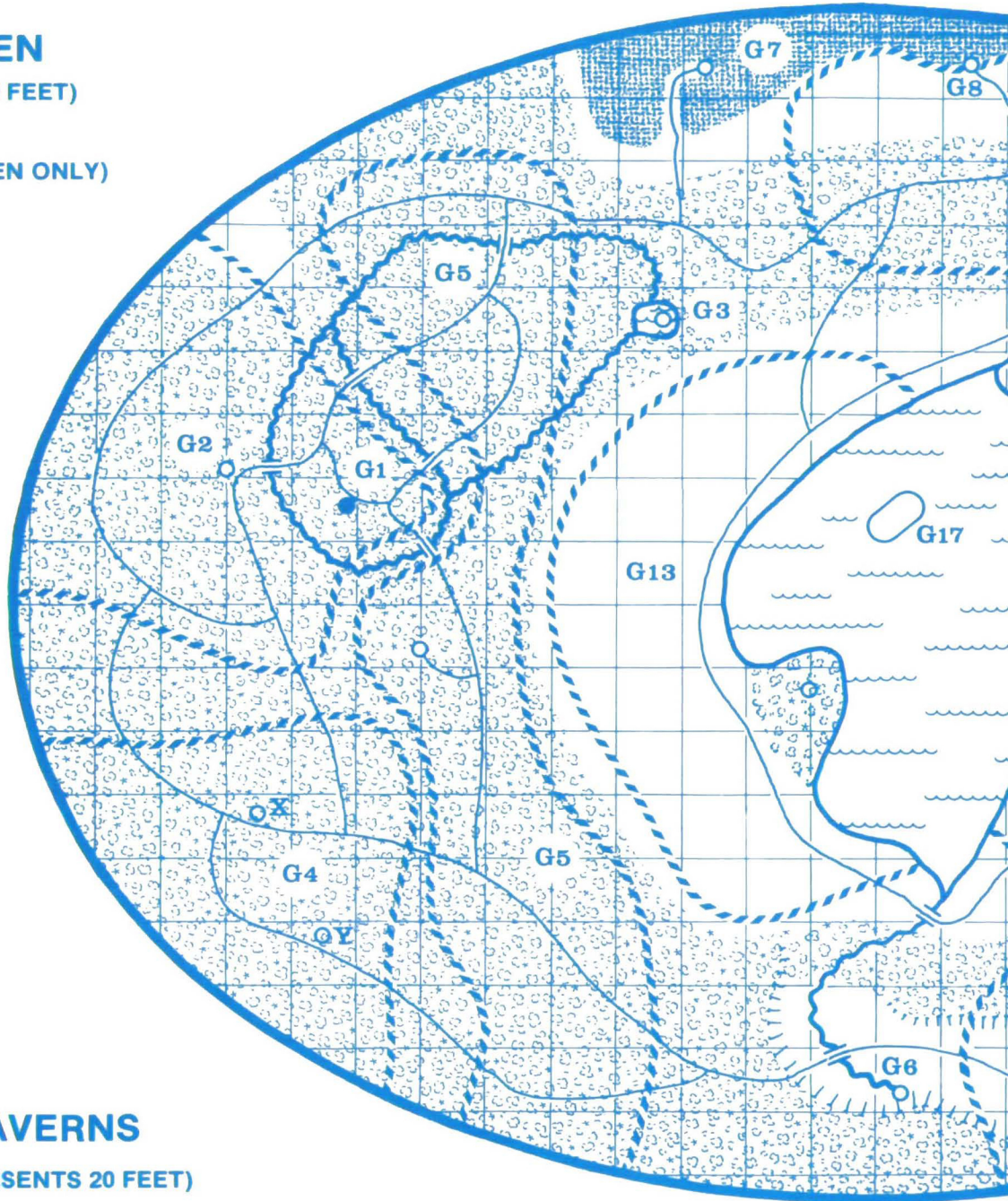
9066

PORPHERIO'S GARDEN

(EACH SQUARE REPRESENTS 100 FEET)

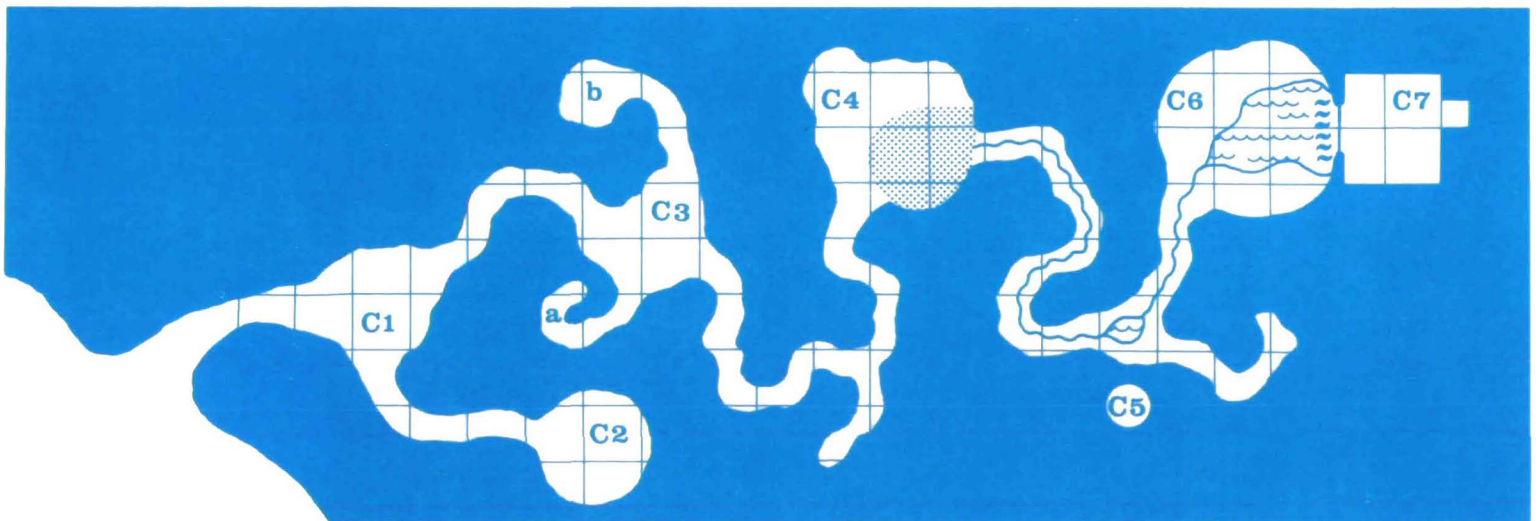
KEY (FOR PORPHERIO'S GARDEN ONLY)

	PORPHERIO'S CARRIER
	WOODS
	BOUNDARY OF ENCOUNTER AREA
	RIVER/STREAM
	PATH
	LAIR
	OTHER FEATURE DESCRIBED IN TEXT
	WATER
	STEEP BANK/CLIFF
	BRIDGE
	ROCKS



ENTRANCE CAVERNS

(EACH SQUARE REPRESENTS 20 FEET)



DUNGEON MODULE UK1

Beyond The Crystal Cave

By Dave J. Browne,
Tom Kirby and Graeme Morris

AN ADVENTURE FOR CHARACTER LEVELS 4-7



Fleeing from their feuding families, two star-crossed lovers sought refuge in the Cave of Echoes, fabled in legend. Desperate for the return of their loved ones, the families are offering a large reward to any band of brave adventurers who will enter the caves in pursuit of the couple. But will bravery be enough? For who knows what lies beyond the Crystal Cave?

This module is for use with the ADVANCED DUNGEONS & DRAGONS® game system. Contained within are all the maps and encounter descriptions needed for a complete adventure. The Dungeon Master and players should be aware, however, that it will probably be an adventure unlike any they have experienced before!

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ADVANCED DUNGEONS & DRAGONS®

Dungeon Module UK1

BEYOND THE CRYSTAL CAVE

This is an intermediate level module which is intended for use with the ADVANCED DUNGEONS & DRAGONS® rules. It is designed for 5-10 characters of levels 3-6. The party should include a cleric or a druid (see encounter area **C6 CRYSTAL CAVE**).

The island Sybarate, on which the adventure is set, is on the **WORLD OF GREYHAWK™** map (hex 04, 14) about one mile off the south coast of Fairwind Isle in Jeklea Bay.

If you plan to play in this module as a character, please *stop* reading here. The information in the rest of this module is for the DM only. Knowing the details of this adventure in advance will spoil the surprises and the excitement of the game for everyone concerned.

This module contains a complete adventure and to assist the DM is split into five separate parts.

Part 1. INTRODUCTION.

Part 2. THE ENTRANCE CAVERNS (encounter areas C1-C7).

Part 3. PORPHERIO'S GARDEN (encounter areas G1-G19).

Part 4. THE PALACE OF SPIRES (encounter areas P1-P13).

Part 5. APPENDIX. The appendix includes details of new monsters, a new demi-god, the legend of the garden and a roster of possible adventurers.

Throughout the module certain standard procedures have been adopted to help the Dungeon Master run the adventure. Parts of the encounter descriptions have been enclosed by black lines. These are usually descriptions of the area the party is in and are designed to be read aloud to the players where appropriate. The reader will also notice that following each character or monster name is an abbreviated listing of the appropriate abilities. Further monster details can be found in the **Monster Manual** or **FIEND FOLIO™** Tome. The abbreviations used are: AC = armour class, MV = movement, HD = hit dice, C = cleric, F = fighting man, M = magic user, NM = normal man or woman, hp = hit points, #AT = number of attacks, D = damage, SA = special attack, SD = special defense, AL = alignment, NPC = non-player character, NSA = no special abilities (referring to swords), S = strength, I = intelligence, W = wisdom, D = dexterity, C = constitution, Ch = charisma, DM = Dungeon Master, **DMG** = **Dungeon Masters Guide**.

PART I - INTRODUCTION

THE ISLAND OF SYBARATE

The island of Sybarate is located in the mouth of Jeklea Bay in the Azure Sea (see the **WORLD OF GREYHAWK™** map) about 1 mile off the south coast of Fairwind Isle. The Commodore of Fairwind rules the island through his local governor (a 7th level fighter, AL LN). Sybarate has an area of about 20 square miles and a small fishing port named Sybar serves as its capital, centre of administration and main market. The governor's palace and various executive offices are all situated here, as are the residences of the island's Bishop David Arun Del (5th level cleric, AL NG) and the local magic user Pareesh Riest (5th level magic user, AL NG).

Sybar is situated on the north coast of the island and enjoys a daily ferry service to and from Fairwind which arrives each mid-morning and departs mid-afternoon. About once a week one of the commodore's war vessels calls with orders for the governor and to help maintain the commodore's authority. Occasionally a merchantman will dock to discharge cargo. There are several large villages with an economy based on fishing and agriculture — there being extensive olive, orange and lemon groves, vineyards and vegetable gardens, while on the central hills flocks of sheep and goats are grazed. The population is civilized, industrious and friendly, but hot blooded and quick tempered — an insult can easily give rise to a blood feud. There are no outlaws or brigands on the island and all other monsters (outside Porpherio's fabled Garden — see below) have been controlled. A reasonable level of law and order is maintained by the governor's troops: a small body of about 50 men (each typically AC 7; MV 12"; F 0; hp 3; #AT 1; D as weapon (usually long sword). Justice, if somewhat rigorous, is at least impartial and incorrupt.

Porpherio's Garden is situated near the south coast of the island at the opposite end to the township of Sybar. It is easy to locate — being on the crown of a grassy knoll — and all the natives know of its whereabouts, though none of them will attempt to enter it.

INTRODUCING THE PLAYERS TO THE ADVENTURE

The DM will probably find it convenient to start the adventure on Fairwind Isle, where the adventurers will hear tales of a fortune in reward money being offered by the governor of the nearby island of Sybarate. After taking ship to the island, the party should be encouraged to visit the governor, who will receive them well as he is in sore need of their aid. After the usual preliminaries, during which the governor will assure himself of the party's good faith, he will invite the party into his chambers. Once there he will tell them how, about two years earlier, his beloved daughter Juliana eloped with Orlando, the son of a noble family which was at feud with his own. The couple fled across the island and disappeared into some caves below the wonderful park-like area in the south known as **Porpherio's Garden**. The governor has concluded that they somehow entered the garden. In their common grief the families have settled their differences and resolved to do all in their power to rescue their offspring. Due to the reverence in which they hold it, however, no one on the island will enter the garden. This is why the governor is offering 10,000 gp to any party who can recover his long lost daughter and her lover. At this stage in their discussions the governor will relate to the party the legend associated with **Porpherio's Garden**. The story will take on the form of a recital, the governor clasping his hands behind his back, gazing at the ceiling and almost chanting the following lines, as if from memory:

Long ago on the lovely island of Sybarate there lived the beautiful half-elven princess, Caerwyn, with her human lover and the magic user Porpherio Profoundeus. It was there on her estates that together they laid out and built a large garden. It was an earthly paradise, serving both as a symbol of their enduring love and as a seclusion to which they could retire, when they so desired.

They stocked their garden with the loveliest of plants — all those growing things most delightful to the elven folk — and encouraged the gentler creatures both fantastic and mundane to make it their home. Then Porpherio laid enchantments on it to enhance its beauty and pleasantly to beguile and tease those honoured few who on occasion were invited as guests to enjoy the garden of their hosts.

Lovely it was, beyond compare, making the gaudier gardens of the eastern monarchies vulgar by comparison; a gem set in the crown of the island Sybarate. A place of hushed peace and serenity whose music was birdsong and the drone of bees; where majestic trees made pleasant shade in golden days and strange, lovely shadows in silver and indigo nights. Where days and nights both were heavy with the perfume of a thousand different blossoms. So there Caerwyn and Porpherio lived their life of love and with their garden became a living legend, inspiring poets and bards with the story of their mutual devotion and the beauty it brought forth.

But, alas, all flesh is mortal and even elves must die. So it was with Caerwyn in the fullness of time, and the ending of her life was like the sadness after song. After her passing Porpherio caused a marble tomb to be raised in the midst of the home that had given them both so much delight. Then he went about and on their paradise placed new enchantments of a fiercer kind than heretofore to guard and preserve forever its peace from all intruders. Porpherio thus protected the fabric of his garden, but to tend and nurture the living things he called upon a Friend to dwell there forever. When these tasks were done he ceased his personal magicks and allowed his own life to slip away, leaving instruction that he and she should lie together for all eternity in the tomb within the garden of their love, so that even in death they would not be apart.

So it remains to this very day, inviolate and impenetrable, a place where it is always summer and always peaceful and where none may hope to intrude. There have been those who tried, spurred with greed by the stories of great treasures entombed with the two lovers. For that is always the way of man — give him a mystery and he needs must solve it, whisper gold and he needs must have it; but within the garden none have as yet accomplished either. Most failed even to obtain entrance there; of those who did, some have returned after a long absence — their minds and memories curiously disturbed.

After the narrative, if questioned, the governor will volunteer four of the following 12 rumours. The DM should determine at random those to be related. The governor will be unable to offer any other useful information, and he knows nothing about the "Friend" mentioned in the story. This "Friend" is the Green Man — see **PART V — APPENDIX**. Other rumours can be gained by questioning the island's bishop and the local magic user who will give two additional rumours each. If the DM wishes he or she may develop the governor, the bishop and the magic-user by rolling characteristics for them as normal NPCs. This task is not essential as, apart from providing the reward money, none of these characters is vital to the story. Such preparation, however, does give colour to an adventure and makes it seem more real to the players. If the party subsequently question islanders there is a 20% chance that each one will know one of the remaining stories and thus the party should have no difficulty in accumulating all 12. Note that the majority of the rumours are FALSE or misleading. This is due to the fact that, within living memory, no one has returned from adventures in the garden with faculties intact.

The rumours:

1. There is a magical fountain in the garden whose waters, when drunk, grant eternal youth (FALSE).
2. Within the tomb there is a vast collection of treasures and magic items (FALSE).
3. It is always summer within the garden (TRUE).
4. Fire, both natural and magical, will not burn within the garden (TRUE).
5. Certain rose blossoms contain gems within their petals (FALSE).
6. The magic user Porpherio is not dead at all but is really a lich (FALSE).
7. The loud singing of hymns and psalms will charm certain of the garden creatures (FALSE).
8. There is nothing evil in the garden (TRUE).
9. If pursued by any of the garden creatures, the climbing of an oak tree is a certain escape (FALSE).
10. It is not possible to fly magically over, into or within the garden (TRUE).
11. A huge red dragon lies in a magical sleep within the garden and any use of magic nearby will awaken it (FALSE).
12. There is a cave near the garden in which all wishes are granted (partially TRUE).

Before wishing them well on their quest, the governor will impress on the party that every occupant of the island holds the garden in great reverence and awe and that in order that they win the reward the task must be completed without harming anyone or anything within the garden. The governor is quite serious in this assertion and will indeed refuse the reward to parties who have ransacked the area. He is not an unreasonable man, though, and a party that has reluctantly killed an aggressive creature will not necessarily lose the reward. The DM should take into account the attitude with which the group approached their task when making this decision. The governor will be aware, upon their return, of any killing and looting in which the party indulged themselves, by magical means. The governor has a **medallion of ESP** (60' range) which he will use while questioning the party. It is quite possible for the party to hire a local person to guide them on their quest — for a suitable fee, of course.

THE LOVERS' FATE

What the governor cannot tell the party, as he does not know it, is that the young couple, having desperately sought aid from the **Cave of Echoes** (see area C2) gained entry to **Porpherio's Garden**. On arrival in the garden they drank the waters of the **Fountain All Heal** (see the description of area G9) and have fallen under its enchantment. Under no circumstances will they now voluntarily leave the garden and it will take a full wish to break this particular magic and release them from its bondage. Further, the other creatures in the garden, who over the years have kept alive the memory of their long departed master and mistress with stories of their shared devotion, their goodness and their physical beauty, have concluded that these two young people, so fair of face and so obviously in love, are Caerwyn and Porpherio returned at last to earth. Consequently they will be bitterly hostile to any attempts to remove the young lovers from the garden; defending with their own lives the persons of their rediscovered master and mistress.

The runaway lovers, Juliana and Orlando, live in the **Palace of Spires**. This building was formerly the residence of Caerwyn and Porpherio in the garden, but is now hidden on a parallel dimension where it also serves as Caerwyn's and Porpherio's tomb (see **Part IV — PALACE OF SPIRES** below).

Once the fountain's spell is broken and the young lovers are convinced that it is indeed safe for them to return home they will agree so to do. But it will be a reluctant agreement with many tears and long farewells.



GENERAL DESCRIPTION OF PORPHERIO'S GARDEN AND ITS MAGICAL PROPERTIES

Please refer to the map on the inside of the module cover.

The garden stands atop a small hill. It is in the shape of an ellipse and is about 2,600 feet long and 1,900 feet wide at its widest section. It is entirely surrounded by an impenetrable force wall created by Porpherio. This wall is a complete ellipsoid (a solid oval shaped body) — thus tunnelling or flying will gain the party nothing in their attempts to enter the garden. In addition to being impenetrable the wall has strange properties. When viewed from a distance it is transparent — the garden is visible from afar, and from within the garden there is an excellent view of the surrounding countryside. When approached the wall gradually becomes opaque. It begins to mist over when the viewer is 30 feet away and as he or she approaches the opacity increases until, when about 10 feet away, vision through it is impossible.

Just prior to his death, Porpherio laid five great enchantments on the entire garden area which are still in full effect.

1. The flow of time in the garden has been greatly slowed in relation to the outside world so that all that dwell within it age very slowly. This may pose a problem for the adventurers since when they return to the outside world they may have been absent some time. They will not, however, suffer any ill effects on their return (e.g. unnatural ageing) apart from a partial loss of memory (see the description of area P13). This enchantment also means that from the inside of the garden the passing of time (the passage of the sun etc.) on the outside will appear to be going at the expected rate. Thus characters will not be readily aware of the slowing of time within the garden.

2. No fire, natural or magical, can be made to burn in the garden.
3. Magical or psionic flying or levitation cannot be performed in the garden.
4. No matter what the season outside the garden, inside it is always summer. During the garden's nights a little light rain (from small, magically produced clouds) provides whatever moisture the plants need.
5. In order that the simple local folk who once benefited from his charity should be well provided for in time of future need Porpherio created the **Cave of Echoes (C2)** to help them. See the description in **Part II** for how it does so.

Because of Porpherio's first enchantment, time within the garden moves over 700 times slower than that on the outside. For each day spent in the garden two years pass in the outside world; for each hour spent in the garden one month passes. The DM must therefore take care with his recording of time.

It is possible that characters will wish to try to destroy the force field. Physical assault will not harm it; magical assault may cause a temporary weakening of the field. For this to occur a spell cast by a magic user of 20th level or higher would be required. Any weakening of the field, however, will cause a temporal wind to sweep the caster into a time vortex. The DM may choose to have the caster arrive in a random dimension at a random time.

As a consequence of the enchantments Porpherio cast the entire garden and all its contents and inhabitants will show a strong dweomer if **detect magic** is cast. Further, such detection will, where applicable, indicate that all the different forms of magic possible: conjuration, alteration, abjuration etc., are present, thus making the use of **detect magic** spells and artifacts useless.

Because the garden has a highly magical nature and because it is constantly tended by the Green Man (see **Part V — APPENDIX**) there are other interesting side effects.

Firstly, *druids will operate within the confines of the garden at one level higher than normal.* This affects their spell abilities, hit points and saving throws. The druids will gradually become aware of their new-found power during the first six turns they spend in the garden. The advancement is temporary and is lost when the druid returns to the outside world. As the advancement of druids represents their greater one-ness with the garden than other classes, the loss of the benefits should not cause the druids harm. Thus the loss of the hit points gained would never reduce the druid to 0 or less hit points.

Secondly, many spells will not operate or will have different effects to normal:

Spells which will not operate.

animal summoning I, II and III
burning hands
call lightning
charm monster
charm person
charm person or mammal
charm plants
conjure fire elemental
control weather
control winds
creeping doom
delayed blast fireball
earthquake
entangle
explosive runes
find familiar

fire storm
fire trap
flame arrow
flame strike
fly
hallucinatory forest
hallucinatory terrain
hypnotism
incendiary cloud
insect plague
jump
levitate
mass charm
produce flame
produce fire
pyrotechnics

fireball
fire charm
fire seeds
fire shield

reverse gravity
summon insects
wall of fire
weather summoning

Spells which will attract the Green Man

Any spell that affects plant or animal life immediately may attract the attention of the Green Man. These include any spell that causes death directly and those that affect normal growth such as **animal growth**, **animate rock** or **warp wood**. The Green Man will use his teleport ability to arrive on the scene on a 1 on 1d6 (see **Part V — APPENDIX**).

Spells which may not have their usual effect.

chariot of Sustarre will not operate through the time barrier
command will operate but creatures will not obey (this may confuse the caster as he or she will be of the opinion that **command** operates normally)

conjure elemental will not conjure a fire elemental, though other elementals may be conjured as normal

detect charm is as normal but note that the effects of the **Fountain All Heal** is not a charm

dimension door will take the traveller through the time barrier but only to the astral plane

dispel magic will only work on a specific item; it cannot be used on areas of the garden

Drawmlj's Instant summons will work but articles called from outside the barrier will be lost in time

glyph of warding will not produce a fire glyph

predict weather will work but the forecast will always be "fine"

snake charm will work but there are no snakes in the garden

snare will operate but will not work against the interests of the garden

suggestion and **mass suggestion** have limitations similar to those applying to **snare**

trip has limitations similar to those applying to **snare**

true sight will not reveal the **Palace of Spires**



The only entrance to the garden (apart from travel via other planes of existence) is through the cave complex under the south-west side of the hill on which the garden stands, and which includes the **Cave of Echoes (C2)** (see **Part II — THE ENTRANCE CAVERNS** and the map on the inside of the module folder). These caves were formed by the river that once flowed freely from the garden but which now, due to the time

change, no longer reaches the cave opening. Over the aeons, the original river bed in the surrounding countryside has been refilled and covered without trace. If looked for, the entrance to the cave complex may easily be found.

The garden grounds, portions of which can be seen through the barrier, are extremely well maintained and beautifully ordered as if by a team of expert gardeners. The grounds fall into two distinct categories: woodland and lawn.

The woodlands are pleasant, sunny, open places with the trees well spaced apart and a rich greensward studded with a multitude of flowers. Unless otherwise indicated, there is a generous collection of species of trees and other plants that includes the tropical, sub-tropical and temperate. The tree species present include cypress, almond, cedar, olive, maple, rowan, holly, box, mahogany, redwood, ash, elm, birch, beech, yew, chestnut, poplar and willow; oak is present but not common. Pedants among the players may complain about the mixture of species (for example — having shrubbery and grass growing beneath a beech tree) — the DM should remind them that the area is magical and almost anything can happen. The woodlands are threaded by pathways. These pathways are obvious when walked upon — or when crossed — as they are slight depressions in the turf that bear no flowers. But, once abandoned, a path may only be found by crossing it. When not on a path a party cannot follow their desired route automatically as the woods are confusing. On each turn roll a d6: on a one or two the party will wander at 45 degrees to the left of their chosen route, on a three or four they will go where they intend and on a five or six they will wander at 45 degrees to the right of their chosen route.

The lawns are not difficult to cross; characters may go anywhere on them without difficulty and without becoming lost. As in the woodland, the paths cannot be seen unless followed or crossed. Despite their neat appearance, the lawns are not cut, but like all else here grow under the direction of the songs of the Green Man (see **Part V — APPENDIX**), who was persuaded by Porpherio to become the keeper of the garden.

The garden inhabitants are potentially hostile to any intruding party. If the party does no harm they will normally meet nothing worse than extreme indifference, although some inhabitants will attack on sight or under certain circumstances (see detailed descriptions for each encounter). Any form of aggression (either verbal or physical) or any hint that the party has come to take away the two lovers will result in assault from the inhabitants. Under no circumstances whatever will garden inhabitants (including those charmed by the **Fountain All Heal** — see the description of area G9) be persuaded, charmed, hypnotised or controlled into betraying in any way the two lovers who they believe to be Caerwyn and Porpherio re-born. During conversation with some of the more garrulous creatures (for example the leprechauns) hints may be dropped that somewhere there is a palace. This is the **Palace of Spires** which once stood as Caerwyn and Porpherio's residence in the garden but now exists as their tomb in a parallel dimension. It may only be reached via the teleport mechanism in the garden maze (G19) — see **Part III — PORPHERIO'S GARDEN**, below.

Not all the garden denizens were present in Porpherio's time. A treant has made a home there (although how he managed to gain access to the garden is a mystery to the other inhabitants) and the Green Man (see **Part V — APPENDIX**) now tends the plants and animals at Porpherio's behest. Two human adventurers — Hamish and Argus — managed to enter the garden, drank from the **Fountain All Heal** (see area G9) and so resolved to remain (see **Part IV — PALACE OF SPIRES** for a fuller description of these two NPCs).

Should the party indulge in combat in the garden there is a chance that the Green Man will appear. The chance of his

appearing is one in six if the party kills anything.

SPECIAL NOTES FOR THE DUNGEON MASTER

As a general rule the garden inhabitants will not attack druids or non-evil elves unless attacked by them, though the various creatures will refrain from attacking certain other classes as detailed in the keys to the specific encounter areas. It is strongly recommended that the DM read the descriptions of the monsters in the **Monster Manual** and **FIEND FOLIO™** Tome with care so that he or she may play the garden denizens with the subtlety due to them.

It will quickly become apparent to the DM that this is no ordinary adventure. It is possible for a group of 1st level characters to wander gently through the garden and succeed where a bullying group of 6th level characters could well fail. Diplomacy and tact will win the day where violence and aggression will lose it.

Normally the DM would award experience points in relation to the number and type of monsters killed. It is strongly suggested that for this adventure experience points are awarded on a different basis. Success in an encounter with garden creatures may be judged as acquiring information or help without fighting and without antagonising the individual or group. In some cases (e.g. the firebrakes in area G7 or the unicorns in area G14) this will prove extremely difficult. After successful encounters (usually an encounter can be considered successful if the party leaves the monsters on friendly terms) players may be awarded experience points as if they had overcome the monster(s). Under no circumstances should experience be awarded for killing anything unless for some reason there is a party member who is evil, in which case the evil character(s) will receive rewards in the normal way. In making judgments, the DM should use his customary discretion, probably using as a yardstick the attitude of players during encounters.

The encounters in the **Entrance Caverns**, however, should be treated in the usual manner. The mud-men and poltergeists arrived after the death of Porpherio and can be considered as distinct from the inhabitants of his garden.

In summary — the whole scenario will be a sore temptation to many players to behave in an aggressive fashion — killing every monster in sight and taking their treasure. This kind of behaviour will yield them little in this adventure. There is no reason why the Dungeon Master should be overly concerned if a party attempts to ransack the garden since its guardians have many powers, in particular the Green Man's ability to render people insensible. This affords the opportunity to the garden inhabitants to strip the party of their weapons and eject them from the garden via room P13 in the **Palace of Spires**.

The DM may find the policing of good play of alignment one of his major tasks: for example, the fact that most of the treasure and magical items are the personal property of good creatures means that to remove them requires an act of theft. Lawful good characters should not tolerate that kind of behaviour, and neither should the Dungeon Master. In any case, the garden inhabitants would not tolerate it, and should they see the party carrying items they know full well belong to other garden inhabitants, they would not be slow in insisting upon the return of the items to their owners.

To conclude this introduction, the authors wish you well in running "**Beyond the Crystal Cave**" and they sincerely hope you have *fun* doing so. The adventure is designed to be both amusing and irritating to players, though simply amusing to the Dungeon Master. A last piece of advice — as is stated in encounter area G2; "Think like a leprechaun!"

PART II — THE ENTRANCE CAVERNS (Areas C1 — C7)

INTRODUCTION

Originally, caverns C1, C3, C4, C5 and C6 were the course of the river from the lake (area G17 — see **PART III — PORPHERIO'S GARDEN**) as it flowed underground from the hilltop garden above to the plain below. The caverns and tunnels were worn smooth by the torrent which once coursed through them.

This group of caverns emerges, on the south-west side, at the foot of the small hill on which the garden stands. The course of the river which once emerged from the caves has long since been obscured by the smoothing effects of time, but the caverns' entrance is by no means difficult to find. Any party circumnavigating the knoll will inevitably come across it.

Because of the nature of the enchantment which has slowed time in the garden, the flow of water through the caverns has become a mere trickle which reaches no further than cavern C4 (see cavern C6 for a full explanation of this effect).

While the floors of the caverns themselves are relatively level, the tunnels between them show a marked upward slope from C1 towards C6. These passageways are roughly circular in section and about 10 feet across. Numerous stalactites hang from the roof in many places.

There are no wandering monsters within the **Entrance Caverns**.

ENCOUNTER AREAS

C1 EMPTY CAVERN

You have entered a natural cavern about 40 feet across and about 25 feet high in the centre. The floor is flat and very dusty with a few scraps of dry vegetation scattered about.

There are numerous tracks visible in the dust. Most are those of small animals, but a number of larger, human-like tracks form a clear path from the entrance to a dark exit to your right. Another exit, almost opposite, appears unfrequented.

The cavern seems to be unoccupied.

The cavern is indeed unoccupied. The small tracks are those of animals which occasionally inhabit the cave. The larger ones are those of the local, human inhabitants who sometimes go to the **Cave of Echoes** (C2) to seek aid or advice. If the party has persuaded a peasant to guide them here he will not willingly proceed beyond this cavern in the direction of cavern C3.

C2 CAVE OF ECHOES

On leaving cavern C1 in the direction of C2:

As you leave the dusty cave behind, the tunnel slopes upwards slightly and the floor becomes bare rock. You notice that your footsteps and any other sound you make, however small, echo back from the darkness ahead.

On entering cavern C2:

The floor of this cavern is flat and bare; the glassy-smooth, black walls rise vertically, forming a roughly vertical cylinder about 40 feet in diameter. The roof, if indeed this cavern has a roof, is lost in darkness, beyond the range of your vision. The cavern appears to be unoccupied.

Echoes here are even more intense than in the connecting tunnel. Sound continually returns to you, greatly magnified, after a gap of a second or so.

Inlaid in white in the smooth, black floor is the single word (in common) "ASK."

The magnification of echoes by this cavern is magical and means that any noise louder than quiet conversation (e.g. shouting, clapping) will result in an echo loud enough to deafen all characters within the cave for 1-8 rounds (no saving throw). The abnormally long delay between a sound and its echo is also due to this magic.

The roof of the cavern is some 80 feet above the floor and is glassy-smooth like the walls and floor.

This place is used by the simple local folk as an oracle and helper, and for these people the powerful sentient magic contained herein will often grant aid when asked to do so. Such aid might take the form of a spell (e.g. **cure disease**), a wise judgment, sage advice, a small quantity of much-needed money, etc. Its power and its compassion for the needy are almost unlimited. However, while receiving a request for aid it has the ability to look into the mind of the supplicant (without his or her knowledge) to test the true extent of need and also worthiness. In general, only deserving 0 level creatures of non-evil alignment will be helped; however characters who previously entered the garden and fell under the charm of the **Fountain All Heal** (G9) will be granted their wish to return to the garden should they have been removed from it by some exceptional means without the charm being removed. They will be teleported directly to the **Palace of Spires** (see **PART IV**).

For the purposes of the module, the DM should ensure that the party gains no effective aid from the cavern. Questions will be answered with important-sounding gibberish, and excessive demands with a deafening boom (deafens characters for 1-8 rounds, no saving throw). The magic of the cavern will have little time for a party of adventurers, being of the opinion that any problems they may have are the result of their own avarice and lack of humility!

Attempts to damage the cavern in any way, or persistent greedy demands will result in a bang loud enough to render those inside unconscious for 1-8 turns and deaf for 1-8 days (no saving throw). Characters in the connecting passage or the empty cavern (C1) are merely deafened for 1-8 turns (no saving throw).

The magic of the **Cave of Echoes** is a component of the enchantment which Porpherio laid on the garden before his death. Any attempts to interfere with it magically should be dealt with in the same way as attempts to break through the time-barrier around the garden by magical means (see the **GENERAL DESCRIPTION OF PORPHERIO'S GARDEN AND ITS MAGICAL PROPERTIES** in **PART I**, above). Physical means may damage the rock of the cave but will not affect the magic.

It was here that Orlando and Juliana came when fleeing from the wrath of their parents. Seeking aid from the magic of the cavern they were transported to the garden where they could live happily and safely. The cavern was able to sense that the presence of the couple would bring great happiness to the garden's inhabitants since the two would be taken as reincarnations of Caerwyn and Porpherio.



C3 HAUNTED CAVERN

The floor of this cavern is smooth but undulating, and littered with fragments of stalactite. The roof, about 30 feet high, is covered with stalactites ranging in size from a few inches to several feet. Many of them seem to have snapped off at the root.

The cavern appears to be unoccupied.

The DM should do nothing to correct the possible misconception that the occupants are piercers. The cave is, however, the lair of two poltergeists (AC 10; MV 6"; HD ½; hp 3, 3; #AT nil; D nil; SA fear; SD Invisibility, Silver of magic weapons to hit). They will attack any characters entering the cave by throwing fragments of stalactite. The chance of hitting is the same as that for a 5 HD monster. If a character is hit he must save vs. Magic or be affected by **fear** and flee in panic in a random direction for 2-24 rounds before recovering. (For full details concerning the poltergeist see the **FIEND FOLIO™** Tome).

The direction in which the character flees should be determined at random from the four possible exits:

Direction

- 1 Down the tunnel into cavern C1 and thence into the countryside beyond.
- 2 Up the tunnel into cavern C4 and straight into the pool of the mud-men (see C4).
- 3 Along the tunnel to C3a (see below).
- 4 Along the tunnel to C3b (see below).

C3a STALAGMITES AND STALACTITES

The tunnel to C3a slopes upwards a little and immediately

around the sharp bend it is almost entirely blocked by a forest into this area will strike these and hence suffer the equivalent of up to three attacks by a 3 HD monster as he attempts to force his way through in panic. Successful hits will cause 1-6 hit points of damage. Note that the fear of the poltergeist will be dispelled as soon as the character takes actual damage and so attacks will cease after the first hit. Ordinarily the tunnel can be negotiated safely, although with difficulty.

Lying in the tunnel, impaled on a stalagmite, is the skeleton of a fighter. His armour and sword are almost completely rusted away and the leather and cloth of his other gear completely rotted. The contents of his purse (3 pp, 22 gp, and a gem worth 150 gp) lie scattered on the floor beneath his bones. On a gold chain around his neck hangs a jewelled gold amulet. Its apparent value is 230 gp but it is actually magical and allows the wearer to **predict weather** (as the druidic spell when cast by a druid of 6th level) once per 24 hour period. The actual value of the amulet is 4,500 gp (1,000 xp).

C3b OCHRE JELLY

The tunnel to C3b slopes gently downwards and becomes damp towards the far end where there is a small patch of ochre jelly (AC 8; MV 3"; HD 4; hp 9; #AT 1; D 2-8). This ochre jelly is clearly visible to characters entering the area normally but fleeing characters will encounter it unawares. While still suffering from **fear** a character cannot attack the jelly and will suffer one attack per round as he or she cowers at the far end of the tunnel. Any successful hit dispels the **fear** of the poltergeist and restores the character's freedom of action; however, until hit the character remains in a state of panic and will take one attack per round from the ochre jelly until hit, rescued or until the duration of the **fear** spell expires.

The souls of the poltergeists are bound to the main cavern and they will not leave it for any reason.

C4 CAVE OF THE MUD-MEN

This natural cavern is large and irregular in shape. The bare rock floor forms a large depression which contains what appears to be a large pool of mud. Next to the pool on the side nearest you are two mounds of what looks like dried mud about 4 feet high and 3 feet across. The cavern appears to be unoccupied.

This cave is the lair of six mud-men (AC 10; MV 3"; HD 2; hp 9, 8, 7, 6, 6, 5; #AT nil; SA mud-throwing; SD need magical weapons to hit; D for full details see **Part V — APPENDIX**), who will attack anyone who steps into their pool of mud. The pool is about 1 foot deep and slows movement by 1". Since mud-men's attacks also slow movement, this effect of the mud pool is particularly important (see below).

Since the setting up of the time-barrier around the garden, the trickle of water from the **Crystal Cave** (C6) has reached only as far as the pool of mud in this cavern. Here the magical dweomer of the water has become concentrated and as a result magical creatures, the mud-men, have been formed. They have no purpose in life but they deeply resent the freedom of movement available to other creatures; the mud-men themselves move only slowly and cannot leave their pool.

In the round that any character steps into the pool all the mud-men will rise up from below the surface on the far side (where they tend to congregate near to the source of their magical sustenance). In the next round they will begin to move towards the character(s), hurling blobs of mud, until they are within melee range when they will quite literally hurl themselves instead! When there are no living characters within the pool the mud-men will subside back below the surface, rising again if it is re-entered. Note that the mud-men can only sense (and hence attack) creatures in contact with the mud of the pool.

The mud-men attack by hurling blobs of mud (range 6") or themselves (range 1") at opponents who are treated as AC 10 (modified by dexterity bonus). The mud hardens quickly on impact, slowly the victim's movement by 1" (blobs) or 4" (whole mud-men). The effects are cumulative, and when a character's movement is reduced to zero (note that the pool itself reduces movement by 1") he is unable to move or even wipe the mud from his face. Unable to breathe he will take 1-8 hit points of damage from suffocation in each subsequent round unless his mouth or nose is cleared of mud. The character will die of suffocation in five rounds in any event unless rescued.

The dried mud mounds contain the remains of two adventurers who fell victim to the mud-men but managed to drag themselves out of the mud before expiring. Their bodies, mummified by the dry mud, are fixed in semi-crawling stances. The mud may be chipped away from the bodies and if this is done the victims will be revealed as a fighter and a thief (both human).

The fighter is wearing chain-mail armour and the pack on his back contains a usual assortment of dungeon gear (torches, spikes, etc.). A purse on his belt holds 15 sp, 26 ep and 10 gp. Also on the belt is an empty scabbard.

The thief is wearing leather armour and his pack has similar contents to that of the fighter, plus a set of thief's tools. His scabbard is also empty. His belt pouch contains 15 sp, he is wearing a gold ring (value 30 gp) and a secret compartment in his right boot contains a gem worth 400 gp. Also on his belt is a small scabbard containing a **dagger +1**.

The desiccating effect of the dried mud has also mummified the equipment of these adventurers. As a result, only the metal objects (e.g. metal armour, buckles, thief's tools) are usable. The remainder (e.g. leather armour, belts) are dry, brittle and dusty. Their swords and the fighter's shield were dropped in the mud and have long-since rusted away.

C5 TUNNEL WITH STREAM AND POOL

The tunnel now has a small stream a few inches wide running along the centre of its sloping floor. This stream has eroded a channel about 6 inches deep in the rock.

When the party reaches the wider part of the tunnel:

Here the tunnel widens slightly. An irregularity of the floor has caused the stream to form a shallow pool about 2 feet across. Amidst the gravel on the pool bottom are a few highly reflective stones.

Although the water in the pool will show a faint magical aura (if **detect magic** is cast), it has the same properties as ordinary water in all other respects. The water in the stream is spread too thinly to show an aura.

The bright stones in the pool are six uncut gems which have collected there over the years, having been brought down by the stream. Their values are 10 gp (x2), 15 gp, 20 gp, 25 gp and 40 gp. If competently cut their values will increase to 100 gp (x2), 150 gp, 200 gp, 250 gp and 400 gp respectively (see **DMG** p 30).





C6 CRYSTAL CAVE

The scene before you can only be described as majestic. The slightest movements of the flames of your torches cause a myriad of multi-coloured points of light to dance across the walls and ceiling of this hemispherical cavern. Most of the floor of the cave is taken up by a clear pool fed by a broad waterfall on the far side. This waterfall is apparently quite motionless, each minute rivulet of crystal-clear water is perfectly suspended as if frozen, and gem-like droplets hang stationary in mid-air.

Music, almost heavenly in its quality, falls gently on your ears bringing forth memories and emotions (both happy and sad) which you thought were long forgotten.

The floor of this hemispherical cavern is bare rock but the walls and ceiling are completely encrusted with rock-crystals which are the cause of the reflected points of light.

The pool is the source of the stream which trickles down the tunnel. Near the waterfall it, too, appears to be quite stationary, and its surface is only in motion near the side where the stream departs.

The cavern appears to be unoccupied.

The waterfall and pool (which is about 8 inches deep) consist of water from the lake (G17) in the garden above. As it emerges at the top of the waterfall, the magic which slows time in the garden is still in effect, hence it falls very slowly indeed. Gradually, however, the magic diminishes and so as the water flows away from the waterfall it moves progressively faster.

At the end of the pool near the stream, where the magic has almost vanished, the water is quite fluid but it becomes increasingly viscous towards the waterfall. Near the falls the water has the consistency of semi-solid tar. It is possible to walk on the surface but it is wise to keep moving since a character's foot will sink to the bottom in about one round and take as long to extract, during which time the other foot will sink ...! The surface of the pool here is very sticky.

The waterfall itself feels as hard as steel if struck but slightly yielding (like the pool) if pushed against. Droplets like ball-bearings hang suspended in mid-air and the main flow of the falls is like a forest of transparent steel bars.

If observed closely the slow movement of the waterfall can be made out and a dark space (room C7) can be seen behind it. The water of the falls takes about 20 minutes to flow from top to bottom.

The success of any physical attempt to penetrate the water of the falls depends on its speed rather than the force applied. The faster an object (or character) attempts to pass into the water the harder it will appear. Firing arrows at it, striking it with weapons etc. will cause the objects concerned to break unless they save vs. Crushing Blow. Simply pushing against the waterfall will cause it to yield but the rate of progress will be

so slow that it would take about five rounds for a character to push his way through. During this time his feet would become firmly fixed in the pool and his body helplessly enmeshed in the water of the falls which, during that period, would slowly but inexorably press him down to the cavern floor and crush him flat. The DM should give hints to a character of his impending entrapment (which will become increasingly apparent as time progresses) in time for him to extract himself, if he has the sense to do so! The only spells, other than **dispel magic**, which will affect the waterfall (or pool) are the following, which are specifically concerned with water:

destroy water (the reverse of **create water**) will instantly produce a hole in the waterfall about 10 feet across and 10 feet high which will move downwards as the water falls and fill up over a period of five rounds.

part water or lower water will cause a gap to appear in the falls over a period of one turn. This gap will be 10 feet across by 10 feet high regardless of the level of the spell caster. The gap will persist for the duration of the spell (which is level dependent) and close during the five rounds after this.

dispel magic may be able to remove the dweomer of the water (in the same way as **potions** may be made useless). For the purposes of determining the success of the **dispel magic** the water's dweomer is treated as 20th level magic. If successful, the spell produces the same sort of gap as the **destroy water** except that the water from the hole falls away as would normal water, rather than being destroyed.

The pool and the waterfall will show a magical aura, becoming stronger towards the top of the waterfall, if **detect magic** is used.

If the spell users in the party have not learned the required spells it is possible for the party to camp safely in the **Crystal Cave** to allow the correct spells to be learned.

The music is magical in origin and will have no adverse effects on any character. The magic which produces it was laid by Porpherio to entertain those watching the falls and the **Crystal Cave** from the observation room (C7).

C7 OBSERVATION ROOM

Behind the waterfall is a room carved into the rock. The floor, which is about 3 feet above the surface of the pool in the crystal cave, bears a mosaic consisting of a geometric pattern enclosing representations of birds, animals, fruits, and flowers. Lying on the floor are the collapsed remains of a long couch and a wooden table which have decayed with age. Also on the floor is a quantity of broken glass. The walls are bare rock but in the wall opposite is a decorated alcove. The room is unoccupied.

This underground chamber was once a cool haven for Caerwyn and Porpherio. Here they could observe the splendours of the **Crystal Cave** (illuminated by magical, moving lights) through the waterfall which, at that time, fell at a normal rate. The furnishings have since decayed and the glass decanter and glasses on the table have fallen to the floor and shattered.

If the alcove is examined:

The three sides of the alcove bear a fresco of a woodland scene which continues onto its floor and ceiling.

The alcove is a teleportation device which transports any object or creature entering it fully to the **Fairy Ring** at location G1 in the garden. At one time it was possible to teleport back into this alcove from the ring but this is no longer the case.

This concludes **Part II** of this module. On passing through the teleportation alcove the adventurers enter **Part III — PORPHERIO'S GARDEN**.

PART III PORPHERIO'S GARDEN (Areas G1 — G19)

INTRODUCTION

Except in very unusual circumstances, the party will enter the garden from area C7 and will appear in area G1. This is a one-way teleport device; the party may only leave the garden via area P13 described in **Part IV — THE PALACE OF SPIRES**.

The description of the enchanted garden is separated into 19 sections, each section referring to an area on the main map. The general descriptions of the woodland and grassland are left to the Dungeon Master. Many of the encounter areas and the monsters' lairs are hidden within the woods, and players would be alerted to their presence if the DM were suddenly to read out a formal passage of prepared text. Descriptive passages have been prepared for the DM to use as he or she wishes, once the players have discovered the particular lair.

As has been noted above in **Part I — INTRODUCTION**, a party will find it difficult not to become disoriented in the woods if they choose not to follow the paths. Whether they follow the paths or not they will find that encounters are almost inevitable. There is a 20% cumulative chance for each square on the map within a particular area that the party enter that they will encounter the inhabitants of the area. When a party enters a monster's lair (even if they are unaware of the fact, as they may be in the satyrs' lair (G5), for example) there is a different probability that the monsters will be there dependent on whether the party has already met them. If an encounter has already taken place then those creatures left alive will arrive in the lair in the round after the party arrives. If an encounter has not already taken place then there is a 40% chance that the occupants will be encountered in their lair or a 20% chance per round that they will appear. There are exceptions to these general rules which are detailed in the individual area descriptions.

WANDERING MONSTERS

These wanderers have no lairs as such — what lairs they have can not be found. If followed they will not return to a lair. Wanderers appear on a roll of 1 on 1d6, they do not appear on the lawns. When an encounter with a wanderer is indicated, the monster concerned should be chosen at random from the following:

1. One giant porcupine (AC 5; MV 6"; HD 6; hp 34; #AT 1; D 2-8; SA shoot quills; SD quills).
2. One giant skunk (AC 7; MV 9"; HD 5; hp 30; #AT 1; D 1-6; SA/SD squirt musk). Particular attention should be paid to the need to spend time removing any odours from clothing.
3. Three male stags; one adult, two young adults (AC 7; MV 24"; HD 3; hp 19, 14, 12; #AT 1 or 2; D 2-8 or 1-3/1-3).
4. Two giant badgers, one male, one female (AC 4; MV 6" (3"); HD 3; hp 20, 15; #AT 3; D 1-3/1-3/1-6). Note that the pelt of the male is worth 25 gp and that of the female 20 gp.

For each of these creatures, check their detailed behaviour in the **AD&D Monster Manual**. If the party is in some way harming the garden or garden inhabitants when the encounter occurs the wanderer will always be hostile, otherwise there is a 50% chance that the wanderer will be hostile. None of these wandering monsters carries any treasure.

The Green Man is also a wandering monster. He will appear on a roll of 1 on 1d6 if the party kill anything.

ENCOUNTER AREAS

G1 THE FAIRY RING.

The **Fairy Ring** is marked by a solid black circle on the garden map. If the party enter this area from another part of the garden

they will find the ring deserted but when, as they must, they first enter the ring from the teleport in the underground observation chamber (C7):

You suddenly find yourself standing in the middle of a 20-foot-diameter ring of large toadstools. The ring stands in a small grassy clearing in idyllic woodland. Seated on five of the larger toadstools are five diminutive figures with pointed hats, red cheeks and bright, cheerful clothing. They are grinning at you.

These creatures are leprechauns (AC 8; MV 15"; HD ½ +1; hp 5, 4, 3, 3, 2; #AT 0; D 0) and they offer great scope for amusement to the DM. They are mischievous and fun loving and will use their abilities to become invisible, to create illusions, to throw their voices and to polymorph inanimate objects to confuse and annoy the party. If spoken to they will chant in unison and at random the following limericks, continuing until each rhyme has been recited at least once:

- (1) The river o'er yonder appearing
Has five bridges (of which you are hearing).
The problem we set,
Is how do you get
Across each and return to this clearing?
- (2) There's a fountain somewhere in this garden
Whose waters, we hear, sometimes harden,
But a drink now and then
Cures all in our ken,
And may even bring forth cries of "Pardon."
- (3) There's a lovely building just here
With turrets and domes far and near.
'Tis a shame you can't spy it
As we urge you to try it.
Solve the puzzle and see it appear!
- (4) Some may think that our maze is a pest
But it shelters a haven of rest,
And ere anyone leaves
They must leave more that leaves
And then honour our master's request.
- (5) There are leaves in the garden to trace
and a maze with a clear central space
with a leaf in your hand
you could stand and stand
but to leave, leave the leaves in their place
- (6) There was a young man from Sybar
Who was stung on the nose by a wasp
We said "Does it hurt?"
He replied "Not at all,
It can do it again if it likes."

The leprechauns are delighted to see new people to tease with their silly rhymes — the other garden inhabitants having long wearied of them. The first limerick refers to five bridges that connect the two islands formed by the **Endless River** (G3). It is impossible to cross each bridge once only and return to the same place, but the leprechauns don't make this a condition. No benefit accrues to a party that solves the riddle.

The second limerick refers to the **Fountain All Heal** (G9) and its wonderful properties.

The third hints at the presence of the **Palace of Spires** (see **Part IV**), and at the puzzle the adventurers have to solve — the maze (G19).

The fourth is a riddle which hints at how to operate the teleport mechanism in the maze.

The last limerick causes double the normal gales of laughter that follow each recital. It is, of course, meaningless, but a party might be misled into trying to solve it and relate it to something in the garden. The DM should not reveal the nonsensical nature of this rhyme but should allow the party to explore any meanings they may read into it.

The **Fairy Ring** is within area G2 but the party will not encounter the leprechauns again unless they enter the lair or until they re-enter area G2. They will not meet them again in the **Fairy Ring** under any circumstances. If attacked, the leprechauns will disappear and flee, only to return later (see area G2 for the leprechauns' tactics).

G2 THE LEPRECHAUN WOODS

A lovely place with many trees (ash, elm, beech, willow, linden and birch), flowering shrubs and many delightful plants and small animals.

Five leprechauns live in this area (AC 8; MV 15"; HD ½+1; hp 5, 4, 3, 3, 2; #AT 0; D 0). These leprechauns will have been encountered at G1 when the party entered the garden. When subsequently wandering through the woods there is the normal chance of an encounter occurring, 20% cumulative per square entered. If one does, the leprechauns will tease the party by appearing and disappearing, attempting to steal objects, polymorphing characters' possessions into ridiculous items (for example changing a long sword into a stuffed toy animal) and generally being as obnoxious as possible. If questioned or spoken to they will chant their limericks and disappear in fits of giggles only to return a turn or two later on their pestilential business. The DM should not underplay these creatures or their polymorph ability, nor should he forget the possibility of their becoming indiscreet if plied with wine. Think like a leprechaun!



Their lair is at the point shown in area G2 on the map (and is located inside a hollow tree of immense proportions). There is the normal chance of their appearing whilst the party investigate it. This is the only oak in this area, but the DM should not reveal the species or its scarcity unless asked. The entrance is at the base of the tree and is a small wooden door 3 feet high and 1 foot wide. Unfortunately for the party it is disguised by an illusion to appear as part of the tree's natural, outer bark and will require a **detect illusion** or **dispel illusion** to be revealed. Only halflings, gnomes and dwarves may enter here normally.

The leprechauns' lair is not illustrated as it simply consists of two circular rooms, each about 6 feet across. They are cut into the interior of the tree, one above the other and are connected by a spiral wooden staircase running around the wall on the inside.

About 10 feet up the tree, a knot hole which is 6 inches in diameter is visible and anyone looking through this knot hole will see below them the leprechauns' sleeping quarters. There is what appears to be a hornets' nest hanging from a branch directly beside this knot hole, complete with angry looking hornets buzzing around. This is another illusion which is really a leather sack hanging from the branch by a strap. True to the leprechauns' sense of humour the pouch contains nothing of value but when opened will seem to be brimming with gems and jewelry. The DM can amuse him or herself by describing huge emeralds and powerful magical items — in fact these are worthless chunks of crystal and cheap non-magical items enchanted to appear valuable. The enchantment will persist only until the party leave the garden.

If the party gain access to the lower room of the leprechauns' lair, read the following to the players:

This is a circular room with wooden furnishings. A spiral staircase leads up beside one wall and disappears through a hole in the ceiling. In the centre of the floor is a table surrounded by five chairs. On the walls are two cupboards. The table bears eating utensils and bowls with food in them. Above the table a cage of fireflies hangs from the ceiling, illuminating the room.

The cupboards contain simple eating implements, and the foodstuffs are nutritious and wholesome. Under the table is a secret trap-door (detectable as normal if specifically looked for). If found it will reveal an underground passageway descending for 10 feet before heading north. If appears blocked by humanoid skeletons and rubble. This is another illusion but if any attempt is made to enter it will be revealed as an empty 6-foot-deep pit. A little digging at the bottom of this pit will unearth a leather sack in which are five gem-like stones. These are **loun stones** (see DMG p 147): two are dull grey and spent; one is pink, green and spherical; one is pearly white and spindle shaped and the last is lavender and ellipsoidal. They are fully effective in the garden and outside it. Further scabbling will reveal a small pot with a lid, which contains 365 gp. This is the leprechauns' crock of gold! Stealing it will cause the leprechauns to become malicious in their dealings with the party.

If the party enter the upper room or look into it through the knot-hole, read the following:

This circular room appears to be a bedroom. It contains five untidy and unmade beds, each with a wooden locker at the foot. The beds are arranged radially against the walls.

None of the lockers is locked or trapped and each contains an untidy jumble of clothes and blankets. At the bottom of one (choose at random) is a **horn of bubbles**.

G3 THE ENDLESS RIVER

This river is shown on the garden map as a thick wavy line; note that it crosses a number of other encounter areas. This is a magical river created by Porpherio for the amusement of garden inhabitants. It is uniformly 8 feet deep and populated by highly coloured fishes and fresh-water plants. The current is not swift nor is it constant. If characters choose to identify the direction of flow at any point it will go from left to right or from right to left at random. (Use a die, quietly, to determine the direction). It is quite possible for the river to flow in opposite directions at different places. The direction of flow at any given point is of no importance whatever; this is simply another entertaining feature of the garden and may confuse those players who need to see a meaning in everything.

Living in a cave in the pool formed by the river is a solitary yu lung (AC 3; MV 6"//18"; HD 5; hp 31; #AT 3; D 1-4/1-4/2-16). The yu lung is described in the **FIEND FOLIO™** Tome under dragon, oriental. This shy creature browses throughout the

length of the **Endless River** and rarely emerges onto the land. If attacked he will flee to his underwater cave. If attacked there he will defend himself, but will not pursue. He has no treasure.

There is a 5% chance that the party will see the **yu lung** each time they cross, or come to, the river. If the party follows the river bank, the chance of seeing the creature will increase at the rate of five per cent per turn. Thus, during the sixth turn spent following the river there will be a 30% chance of encountering him.

G4 THE DRYADS' WOODS

Ash, elm, birch, flowering shrubs and grass are the dominant flora here. The fauna is as varied and colourful as other woodland areas.

Two dryads (AC 9; MV 12"; HD 2; hp 13, 10; #AT 1; D 1-4 (dagger); SA **charm**) live in this area, each with her own oak tree, at the points marked 'X' and 'Y' in area G4 on the map. Dryads can use a **dimension door** to escape to their lair unless surprised. Both of the dryads will be hostile to intruders, but their attacks will be limited to attempts to **charm** party members either to drink from the **Fountain All Heal** (G9) or (if males of charisma greater than 14) to live with the dryad. If a male character is **charmed** to live with the dryad he will escape the enchantment in one to four years. This is one to four years in the garden which is 720-2880 years outside the garden. Encounter with one dryad will not preclude encounter with the other, but they will not be encountered together.

Both live in oak trees of truly immense size. Entrance to each can only be effected by invitation from the dryad or by the use of the appropriate magic, (**plant door, pass plant, transport via plant, dimension door, passwall, phase door**, etc.) or by main force as there is no normal door into either home. The use of force to do damage to the trees will upset the Green Man who will appear immediately to stay the action. Both dryad homes are two circular rooms 12 feet in diameter and 10 feet high set one above the other and connected by stairs.

First dryad's lair

The tree at point 'X' is the 13 hit point dryad's home. Read the following if the party gain access to the **lower room**:

In the centre of this room is a circular wooden table with a wood chair set against it. On the table is a wooden bowl containing apples, pears and grapes. Light is provided by a small cage of fireflies suspended by a short chain from the ceiling. A cloth upholstered armchair is set against the wall and beside it is a spinning wheel with several hanks of wool across it. Opposite the spinning wheel is a cupboard set into the wall. Beneath the cupboard are two small casks, one with a small dipper beside it.

The cupboard holds crockery and cutlery. The cask with the dipper is full of water and the other contains mead.

The following is a description of the **upper room**:

This room contains a bed, a chest and a cupboard. The bed is against the wall opposite the stair head and the chest is at its foot.

In the cupboard are a red cloak, a green cloak and a pair of boots. These are **boots of elvenkind** but the cloaks are normal. If the cloaks are disturbed, a small iron casket will be revealed. It is locked but not trapped and contains 4 gems (50 gp, 85 gp, 250 gp, 500 gp).

If discovered at home this dryad will be found seated at her spinning wheel, working. She carries no treasure, but wears the key to her casket around her waist.

Second dryad's lair

The tree at point 'Y' is the home of the 10 hp dryad.

lower room:

This room is illuminated by a small cage of fireflies hanging from the ceiling. Under the cage, in the centre of the room, are a table and chair. The table bears a wooden bowl full of fruits and a stoneware jug. Wooden shelves are set into the wall and hold cutlery and platters. Beneath the shelves stand a small cask and a larger one. Beside these are a wooden bin, a small sack and a wooden box.

The jug is half full of wine, the casks contain wine and water respectively, and the wooden bin, sack and box contain apples, raisins and figs respectively. The room is wholly unremarkable with the exception that the fireflies' cage has a false bottom (detect as a secret door) in which is the key that opens the dryad's treasure chest.

upper room:

As you enter this room you see a bed and a chest of drawers. Across the bed is a folded yellow cloak.

The drawers are full of clothing, and the cloak is a **cloak of elvenkind** (human sized). Hidden at the rear of the third drawer, behind sundry clothing, is a roll of red cloth. Wrapped inside it is a small iron casket. The casket is locked and trapped with a poison needle (save vs. Poison or sleep for 4-16 hours). The box contains a soft leather pouch. Within the pouch are 25 thin ivory plates which can easily be felt through the leather. When examined the plates can be seen to be covered with glyphs and strange characters. Despite its resemblance to a **deck of many things** this is a peculiar pack of playing cards used by the dryad in complicated games of patience (solitaire). The value of this pack is 50 gp.

G5 SATYRS' WOOD

This is normal wooded parkland with many trees, flowering shrubs, short grass, birds, bees, butterflies and other mundane but beautiful flora and fauna.

Four satyrs live in this area (AC 5; MV 18"; HD 5; hp 33, 26, 26, 19; #AT 1; D 2-8). The 33 hp satyr has a set of magic pipes which can play to **charm, sleep** or cause **fear**. Characters who hear the pipes being played must save vs. Magic to avoid the effects. Those who fail their save will be randomly affected by the pipes as follows — roll a d6: 1, 2 will be **charmed**; 3, 4 will be **asleep** and 5, 6 will suffer **fear**. The range of the pipes is 60 feet and they can only be used by a satyr. This same satyr also wears a key on a fine chain around his neck, which will unlock the wooden box hidden in the lair. The other satyrs have no particular possessions or skills.

Their lair is located at the point marked in area G5 on the map. It is a small clearing surrounded by flowering shrubs in the centre of which stands a large elm tree. There are four separate heaps of dried grass under various of the flowering shrubs that encircle this glade. If the party goes over to look they will see that on the top of one is a dagger in a scabbard, lying beside another is a javelin whilst beside each of the other two is an earthenware mug. Beside the elm tree in the centre of the glade is a cask and on top of the cask are two more earthenware mugs.

The small heaps of grass are the satyrs' beds. Everything is as it seems and the cask contains good quality wine. If surprised (1 in 6 chance only) in their lair the satyrs will be found seated in a circle round the wine cask; three will be drinking while the fourth is quietly playing on his pipes. If not surprised they will conceal themselves in the shrubbery (90% undetectable) using the pipes in preparation for an ambush of the party. They will be extremely hostile to all intruders though they will refrain from physically attacking druids and wood elves unless they attack them first in some manner. They will always attempt to charm away beautiful female party members (characters with 15+ charisma).

The satyrs are not carrying any treasure on their persons as it is all hidden in a cavity among the roots of the elm tree in their glade (detect as a concealed portal). It consists of a leather sack containing 400 gp and a wooden box which is locked and trapped with a **snare** spell (the **snare** is attached to a branch of the tree). This box contains three gems (100 gp, 50 gp, 25 gp) and three phials. The phials contain the potions **diminution** (one dose), **animal control** (mammals and marsupials — one dose) and **water breathing** (two doses). There is also a set of wooden **pipes of the sewer**. Note that there are very few rats in the garden and those that there are will not obey the pipes. The pipes operate normally outside the garden.

G6 CAVE OF THE FROGS

The stream from the lake (G17) flows part way into the ravine before disappearing into a cave under the ravine's southern face. If the adventurers look into the cave:

The entrance is about 4 feet wide and 5 feet high and opens out almost immediately into a dank natural cavern 30 feet long, 20 feet wide and 10 feet high. The floor is 4 feet below the surrounding ground level. The stream winds across the floor before disappearing into a narrow fissure at the far end. Lodged in the fissure you can see a brightly painted shield.

Squatting towards the rear of the cave are two large, frog-like creatures.

From the cavern the water passes through a maze of underground tunnels and cracks and emerges to form the waterfall in C6 (the **Crystal Cave**). Characters will not be able to follow the course of the stream through the rock.

This grotto is the home of a pair of giant frogs (AC 7; MC 3"/9" (leap 14"); HD 2; hp 9, 7; #AT 1; D 1-6; SA tongue). They are not aggressive but will attack if they feel threatened (e.g. if a character proceeds more than 10 feet into the cave without explaining his peaceful intentions by use of **speak with animals** or similar means).

The shield lodged in the fissure is a **shield -1, missile attractor**. It was washed down from the lake where it was lost by an adventurer in the past. It has not suffered any decay from the water.

The frogs have no treasure and the cave contains nothing of interest to a party of adventurers apart from the shield.

G7 THE FIREDRAKES

Between the edge of the woods and a rocky outcrop adjacent to the time-barrier, there is a clear area of grass bespeckled with flowers.

A small ravine, about 20 feet wide, penetrates northwards into the outcrop. Its sides rise nearly vertically to a height of about 30 feet. The floor of the ravine and the ground within 50 feet or so of its mouth are bare of vegetation.

After running north for 100 feet, the ravine makes a sharp turn eastwards and ends after a further 30 feet at a roughly circular cave mouth about 15 feet across.

If the party enter the cave mouth, read the following to them:

The cave beyond is irregular in plan (although roughly circular) and about 50 feet across at its widest point. The air inside is hot and dry, and the floor very dusty.

To your right are two winged, lizard-like creatures, approximately man-sized. Behind them is what appears to be a shallow alcove.

This is the lair of a pair of firebrakes (AC 5; MV 6"/18"; HD 4; hp 25, 18; #AT 1; D 2-8; SA breath) who will always and only be encountered here. Full details of the firebrake are given in the

FIEND FOLIO™ Tome. They are bad-tempered but are tolerated by the other garden inhabitants who have developed a habit of calling out to warn the firebrakes of their approach when they make an occasional visit. If garden inhabitants call out to the firebrakes on entering the ravine there is a 20% chance that they will be told to go away. Otherwise they will be invited to enter and will not be attacked. Characters who have fallen under the spell of the **Fountain All Heal** (see G9) count as garden inhabitants in such cases. Others who call out have only a 50% chance of being invited in (and thus being safe from attack). Uninvited callers stand a 70% chance of being attacked by the firebrakes immediately when they enter the cave. In any event, the firebrakes will always fight if they believe themselves or their eggs (see below) to be threatened.

In the recess behind the firebrakes is a small pile of sand (about 2 feet high). The outside of the pile is warm to the touch. The sand becomes warmer towards the centre where it is burning hot. Hidden there are two eggs (about 6 inches long) which the firebrakes have been incubating by the occasional blast of fire-breath. Once uncovered, the eggs will cool rapidly and the young inside will die within one turn unless covered over again. If kept hot, the eggs will hatch after 11-16 (1d6+10) days. With care it is possible (DM's discretion) that the young might be successfully reared as pets. They are 1 HD monsters when first hatched and gain one hit die per year becoming fully adult after three years, when they also gain the ability to breathe fire. When it reaches adulthood, however, there is a 50% chance that a firebrake will abandon its master in order to seek a mate, no matter how well it has been treated.

Also hidden in the pile of sand are three gems (worth 40 gp, 50 gp and 120 gp) which are very hot! (One point of damage is caused by each gem picked up by an ungloved hand unless it is allowed to cool first).

G8 THE BEARS

Three black bears, two adults (AC 7; MV 12"; HD 3+3; hp 21, 16; #AT 3; D 1-3/1-3/1-6; SA hug) and their cub (AC 7; MV 12"; HD 2; hp 7; #AT 3; D 1/1/1-4; SA hug) live in a cave at the end of a rocky outcrop that also houses the firebrakes (area G7). Their territory includes some open grassland and some typical garden woods. These animals will be encountered only in their lair. They will not attack the party unless attacked first or unless the party attempts to enter their cave. If combat occurs the cub will try to hide and will only fight if cornered. Once roused the bears will pursue adversaries to the boundary of their territory. Note that although the bears will not normally go beyond this point, if the party are foolish enough to torment or tease them they will not need much prompting to pursue the party further.

If the party gain access to the bears' cave:

The cave is dry and dusty and about 30 feet long, 20 feet wide and 10 feet high. At the far end is a pile of straw and other vegetation. On the floor are the bones of small animals and fish.

The bears use the straw as a bed. There are no items of value or interest to the party here.

G9 THE FOUNTAIN ALL HEAL

This fountain is a natural spring bubbling up from the centre of a rock basin about 4 feet in diameter and 3 feet deep which, as it overflows, forms a stream which eventually runs into the lake (area G17). This stream is about 1 foot wide and 6 inches deep; it meanders across the garden and constitutes no barrier to traffic. The fountain is on the borders of woodland but is in the open and easily seen. As the party approaches it they will note a small animal drinking from the fountain which will scurry rapidly away at their approach. The water from the fountain is crystal clear, cool and clean. Around the rim of the basin written

in the common language and imprinted in letters of gold are the words "Fountain All Heal". This basin is decorated by a naturally growing dog-rose.

The waters of the fountain are highly magical and when drunk from the rock basin will cure any and all ills and disorders: physical, mental, emotional, spiritual and magical except for death, alignment change and its own enchantment. A single draught will restore all lost hit points, ability points, experience levels and memory; it will neutralise poison, cure all diseases, exorcise evil spirits and dispel the effects of **confusion**, **charm** and **hypnosis**. It must, however, be drunk directly from the rock basin for it loses its special virtue the moment it overflows into the stream. Therefore it cannot be bottled and carried away as its magical properties are completely lost. Party members may drink from this fountain as often as they wish and each time experience any and all of its benefits.

As with most powerful effects the DM may find the unscrupulous player trying to benefit unfairly from the experience. For example, the fountain will restore lost levels of experience — the DM should be wary of allowing spurious claims.

There is, of course, a counterpart to the fountain's benefits. Each time the adventurers take a drink they must make a saving throw vs. Magic or become permanently enchanted with the garden and refuse to leave it. This saving throw should be made discreetly by the DM so as not to alert party members to their danger. If any character fails to save, he/she will wander away from the main party looking for some part of the garden where she or he can settle down as one of its guardian inhabitants. From the point of failing the saving throw onward the character will behave like any other garden inhabitant and will side with them against the party. *Nothing can remove this desire or dispel this magic except for a full wish.* Any character so enchanted will resist any attempts by the other players to prevent him or her from leaving the party. If the character is forcibly removed from the garden whilst still enchanted he or she will (until the enchantment is removed) seek to escape and return to the garden. Note that such removal would have to be by exceptional means, since characters enchanted by the fountain do not automatically leave with the rest of the party after entering the tomb of Caerwyn and Porpherio (P13). Any **wish** to remove the fountain's effect must be made by another party member on the character's behalf.

The importance of the effects of the fountain's water cannot be emphasized too strongly. An affected character becomes as one with the garden and the Dungeon Master can encourage good role-playing by explaining to any players concerned that their characters' one desire is now to dwell forever in this haven of peace and to assist garden inhabitants in any conflicts with the rest of the party.



G10 PIXIES' WOOD

Among the many trees (ash, elm, birch, walnut, yew and beech) are flowering shrubs, close-cropped grass and many small, harmless woodland creatures.

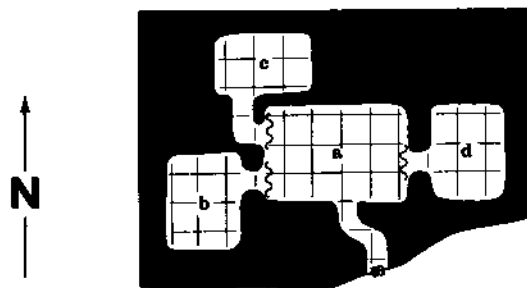
Three pixies live in this area (AC 5; MV 6"/12"; HD ½; hp 3, 3, 2; #AT 1; D by weapon type). The pixies, wherever encountered, will be invisible; they will be extremely hostile to all intruders though they will refrain from physically attacking druids, gnomes and halflings unless attacked by them first. They are armed with small swords and bows which are +4 to hit and fire three arrow types.

- 1: the War Arrow which does 2-5 hit points of damage.
- 2: the Sleep Arrow which causes sleep for 1-6 hours (save vs. Magic allowed);
- 3: the Arrow of Forgetfulness which causes permanent memory loss (save vs. Magic allowed). The restoration of memory can only be achieved by the clerical spell **exorcise** or a draught from the **Fountain All Heal**.

Each pixie has three arrows of each type and will use them at random. Due to the pixies' invisibility they are -4 to hit. They can make themselves visible at will and can polymorph at will. The DM is advised to read the pixie description in the AD&D **Monster Manual** with care as pixies have a range of powers which they will use to confuse, delay and upset the party as much as possible. Bear in mind their high intelligence.

Their lair is located at the point marked by an open circle in area G10 on the map. This lair is underground and rather like a badger's burrow. Entrance to it is at the bottom of a bank of earth on the top of which stands a broken, stone column which is entwined with ivy. The entrance is a small, wooden door 3 feet high and 1 foot wide, but this has been concealed by an illusion which causes it to appear as part of the earth bank. **Dispel illusion** or **dispel magic** are needed to make the door appear.

THE PIXIE'S LAIR (G 10)



The floors, walls and ceiling are all of simple rammed earth. All chambers and passageways are 3 feet high and 1 foot wide (unencumbered halflings, dwarves and gnomes may enter the lair at half speed). There are no interior doors but the chambers in the lair are partitioned by hanging curtains.

In the centre of this chamber is a small wooden table with four tiny chairs set around it. On the table is a wooden bowl containing mixed fruit and nuts, an earthenware ewer half full of a milky fluid, and a stoneware pot. Against the wall near the passage leading outside is a small wooden cupboard; against the opposite wall is a bench with a chess set upon it.

Room a

The milky fluid is indeed milk, the stoneware pot is half full of honey and the wooden cupboard holds crockery. Under the bench is a young badger (AC 4; MV 6" (3"); HD 1; hp 4; #AT 3; D 1/1/1). This badger will growl and bark but will only fight in self defense if cornered. If attacked it will try to run away and hide.

Rooms b, c and d

The three bedrooms are all very similar and the following description will suffice for all three, except that the wooden locker in **room c** will be visible from the door and should be included in the description (note that the key to this locker is kept in the belt pouch of its owner — the 2 hit point pixie):

This is a simple room containing a bed and a wooden cupboard.

Within the cupboard in the first bedroom (**room b**) amongst the pixie clothing, is an iron box which is locked but not trapped. It contains a potion of **clairvoyance** in a glass phial (1 dose), a gem worth 500 gp and 50 gp in a leather pouch.

The second bedroom (**room c**) is similar to the first, with a bed and a clothes cupboard. There is a wooden locker under the bed. It is locked and untrapped and contains three pixie arrows. Each is a **sleep** arrow. If handled carefully they will present no danger to party members, but if a character treats them casually he or she must make a dexterity check. Failure to make a roll of 3d6 equal to or less than dexterity will result in the character being scratched by the extremely sharp barbs on the arrows. If scratched the character must save vs. **Magic of sleep** for 1-6 hours.

The third bedroom (**room d**) is again furnished with a bed and a clothes cupboard. Within the clothes cupboard and buried beneath a heap of clothes is a wooden box. It is locked, untrapped and empty. A false bottom in the cupboard conceals a small opening which contains a **pearl of power**. The pearl is set into a gold ring (apparent value 250 gp) and operates as a normal **pearl of power** (recalling second level spells) see **DMG** p 151).

G11 THE BARKBURRS' GROVE

The path through the woods bisects a grove of gnarled oaks. There are 19 of these trees scattered within a roughly circular area about 100 feet across. Mistletoe, in varying amounts, can be seen growing from each of the trees.

Near the centre of the grove a large, especially gnarled oak overhangs the path. Protruding from the roots of this tree there is a sheathed sword with a gem encrusted hilt.

This tree is the lair of two barkburrs (AC 0/8; MV ½" or leap 20 feet; HD 3; hp 15, 12; #AT 1; D 1; SA lignification — see **Part V — APPENDIX** for full details) which closely resemble the ordinary burrs which are common on this and other trees in the garden. Only druids and rangers have any chance of recognising the barkburrs for what they are (4% plus 1% per level).

The barkburrs are very sensitive to evil alignments and can also detect actions which are contrary to the interests of the garden and/or its inhabitants. They will attack any creatures coming within 20 feet who have performed such actions anywhere within the garden or whose alignments include an evil component. Note that while wanton damage to the garden would provoke an attack, simply gathering the plants needed to operate the teleport mechanism in the maze (G19) would not. If more than two characters who would qualify for attack by the barkburrs enter the range of their attack at about the same time the DM should decide which two are actually to be attacked first according to the following criteria: harmful acts are more abhorrent to the barkburrs than an evil alignment, and attacks on creatures produce more resentment than damage to plants.

The sword in the tree's roots is a **long sword +1** with the following additional characteristics; intelligence 14, alignment neutral evil, **detect good** in a 1" radius, ego 2, personality 16.

Each of the trees is the lignified form of a hostile adventurer who fell foul of the barkburrs. Hanging from a high branch of the northernmost oak is a black-opal pendant on a gold chain (value 1,250 gp). This is not clearly visible from the ground (characters specifically looking up into the branches of the

trees have the same chance of noticing it as they have of detecting secret doors). If the tree is climbed the chance of finding the pendant is 50%.

Although most of the gear belonging to the lignified adventurers has either been picked up by the garden inhabitants (who, understandably, left the sword well alone) or absorbed into the substance of the trees (see the specifications of the barkburr in the appendix) the gems and precious metals carried by the adventurers remain encapsulated by the wood. If the party can devise a means of effectively recovering this treasure they will find 1-100 gp worth of assorted coins and gems in each tree (except the large oak on which the barkburrs were lurking, this being a natural tree). Note that although the oaks were originally hostile adventurers they are now regarded as normal members of the garden's flora. Hence damaging them to extract the treasure would be considered a hostile act.

G12 THE TREANT'S LAIR

This is in an apparently natural limestone ravine. What flow of water created this hollow is unclear since the stream from the lake (G17) flows only as far as the cave of frogs (G6). The ravine is surrounded by typical garden woodland. There are trees, shrubs and creeper plants growing within the valley which completely obscure the entrance to the cave which is the treant's home (marked by an open circle in area G12). The cave may be detected as a concealed portal.

The treant who lives here (AC 0; MV 12"; HD 7; hp 45; #AT 2; D 2-16/2-16; SA cause tree to attack as treant; SD never surprised) regards the entire garden as his own and rarely leaves his home, as he prefers his own company and that of his plants to others'. He zealously guards his ravine, and there is a sense of friendly rivalry between him and the Green Man with regard to gardening skills. Of course the Green Man could win a serious argument but he does nothing to upset his curmudgeonly but kind friend, the treant.

When the party enter his area the treant will immediately become aware of them and will observe their progress. If they come near his cave of damage any of the plant life he will approach and ask them to leave. He will only attack if they refuse his requests or if they attack him. He will not normally pursue the party outside his area.

Upon entering the treant's cave:

Inside this cool, dark cave are large table, a stool and many huge gardening implements. At the rear is a damp patch of broken soil. The walls are decorated by vines and creepers.

The damp area is where the treant stands to rest and contemplate. The stool is not used by the treant but is provided for the comfort of the Green Man, his most frequent visitor. Within the cave's wall, immediately behind this rest area, is a cavity concealed by overhanging creepers (detect automatically if looked for). Inside this cavity is a leather sack containing 6 gems (values 100 gp (x4), 750 gp and 1,000 gp). There is also an iron box, unlocked and untrapped, which has in it four phials containing the following potions — **extra healing** (one dose), **sweet water** (one dose) and **plant control** (two doses). The DM should bear in mind that all plant effective spells (not specifically excluded in the introduction) and potions will work on the treant if he fails his saving throw, where one is permitted.

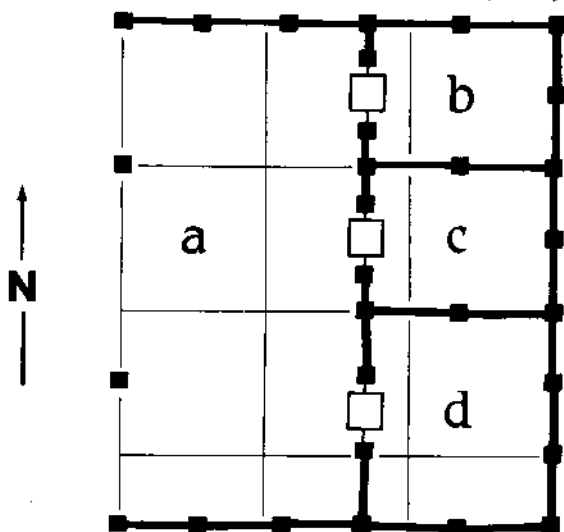
G13 CENTAURS' MEADOW

This is an area of short grass and wild flowers. Four centaurs live here, two parents and their children. One child is female and the other male making two males (AC 5; MV 18"; HD 4; hp 27, 22; #AT 2 plus weapon; D 1-6/1-6 plus weapon type) and two females (AC 5; MV 18"; HD 3; hp 20, 15; #AT 2; D 1-6/1-6)

in all. The male adult is armed with lance and shield, the lance will do 1-8 or 2-24 points of damage (depending on whether the opponent is medium-sized or large) and the shield will make him AC 4 from the front. The young male is armed with a composite bow and has 12 arrows in a quiver slung across his shoulders. Each centaur wears a small item of personal jewellery: the adult male a gold neck torque (75 gp), the adult female a gold armband (50 gp), the young male a gold ring (20 gp) and the young female a fine gold chain around her neck (25 gp).

The centaur's area also includes a small patch of woodland in which there is a low wooden structure with a thatched roof. It is single story and 14 feet high from ground level to the centre ridge pole. The walls consist of wooden uprights with horizontal boards between them. The west side is completely open, with wooden columns which support the roof. Inside, all floor areas are of rammed earth covered with clean straw.

THE CENTAUR'S LAIR (G 13)



Area a: the open area of the centaur's lair

This is a common living room and has in its centre a large trestle table, on which is set the centaur's eating equipment and a variety of fruits and nuts. There is a jug on the floor at one end of the table. Where there is room against the walls stand a series of casks and tubs.

One cask and the jug beside the table contain ale, and both are about two thirds full. The others have oats and other foodstuffs. Stuck under the base of the ale cask with wax is the key to the treasure chest in **room d**. There is nothing else of monetary value in this room.

Areas b, c, d: the bedrooms

The other rooms are sleeping quarters and are filled with the expected kinds of furniture. The following general description should suffice for all three:

This room contains a straw mattress on the ground against the north wall and a wooden locker against the south wall.

In the young female's room (**room b**) the locker is unlocked and untrapped and holds a curry comb and brush, six brightly coloured ribbons, four ornamental horse brasses, a bag of powdered chalk and an old rag humanoid doll.

In the young male's quarters (**room c**) the locker is unlocked and untrapped and contains a curry comb and brush, several leather straps, a leather ball, a dagger in its scabbard and a brightly coloured woollen blanket.

The two adults share the same room (**room d**) and consequently their straw mattress is double sized and there are two lockers. The male's locker contains a curry comb and brush, several leather straps and belts, a plain woollen blanket and a long sword. The female's locker has six lengths of gaily coloured ribbon, a bag of powdered chalk, a curry comb and brush and a neckerchief. Neither of these lockers is trapped or locked. Thrust into the straw roofing above the bed is an iron chest. This is the chest unlocked by the key beneath the ale cask, and is hard to see (same chance as detecting a concealed portal).

The chest is locked and magically trapped. The trap will operate even if the key is used to open the chest, unless the command word ("straw withdraw") is used. The trap acts as an **entangle** spell which causes the thatch of the roof to hold fast any character attempting to move or open the chest unless he makes a saving throw vs. Magic. **Entangled** characters may be cut free (a process requiring 10-15 rounds) or released by use of the command word which is known only to the adult male centaur. Burning the straw is not possible as no flame will burn in the garden. The contents of the chest are a leather bag (holding 500 gp), a linen cloth wrapped around two gems (500 gp and 250 gp), and a padded box which holds two glass phials; containing potions of **invisibility** and **speed**. Each phial contains enough potion for just one dose.

G14 THE UNICORNS' MEADOW

This is an area of open grass meadow which encloses the maze (G19) and the two rose arbours (G15 and G16). It is occupied by two unicorns — a male and a female (AC 2; MV 24"; HD 4+4; hp 30, 24; #AT 3; D 1-6/1-6/1-12; SA charge for D 2-24). When the party first enter the meadow the unicorns will be in the maze.

These unicorns are aggressive, alert and intelligent; they cannot be surprised and will always know within two turns when party members enter their area. They will attack any intruders on sight, trying to make the first attack from the rear and surprising the party on a roll of 1-3 on 1d6. They will not attack rangers or paladins, or human, half-elf or elf maids of good alignment and pure heart unless they are attacked by these types first. There is the usual chance (25%) that aforementioned maidens will befriend the unicorns if they attempt so to do. Even if befriended, the unicorns will still not assist the party, go with them or leave the garden, as their devotion to Porpherio and Caerwyn is absolute. What constitutes pureness of heart is a matter for the consciences of the player and the DM.

Both unicorns are milk white with silver manes and tails, their hooves are of the appearance of mother-of-pearl. Around its neck each wears a pearl-encrusted collar (3,000 gp each). These collars are their only possessions. They have no lair.

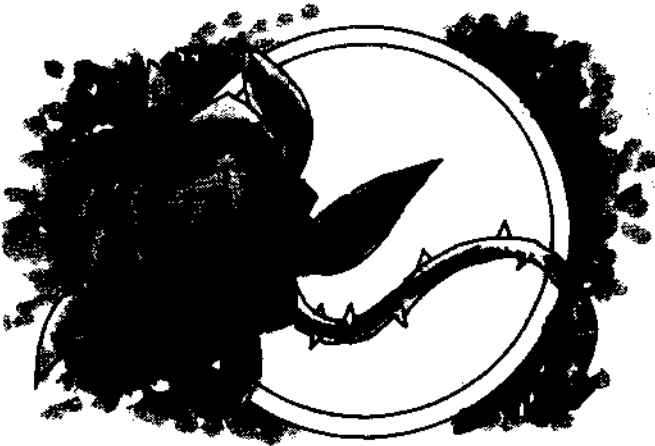
G15 THE YELLOW ROSE ARBOUR and G16 THE RED ROSE ARBOUR

These areas are each enclosed by a thick, thorn hedge (12 feet high and 3 feet thick) which behaves like a druid's **wall of thorns** spell. Inside each is a rose arbour with 8-foot-high bushes of yellow or red roses around which smooth grass pathways wind. The air is heavy and sweet with the perfume of the blooms, while bees and butterflies abound and many exotically coloured birds can be seen and heard among the shrubs. None of the creatures inhabiting the garden will enter these arbours save the Green Man, who is immune to its effects — for the perfume of these roses is a subtle poison.

Yellow Rose Poison. Anyone with a wisdom greater than 10 must, within one melee round of entering this area, make a saving throw vs. Poison or lose one point of wisdom with all the consequences that implies. The loss is temporary and lasts until the character leaves the garden. Of course the players should not be told of the transient nature of the loss; indeed

they will not be immediately aware of it, as the DM should roll the relevant saving throws secretly (see below).

Albeit they are temporary, the effects could well worry the party: clerics may find certain spells missing from their minds and druids, rangers and paladins may cease to be members of these classes. Party members will be unaware of this loss until they attempt some action no longer within their capacity.



Red Rose Poison. In the Red Rose arbour there are similar effects which cause losses to strength; again temporary, but which may cause similar distress to certain characters (e.g. rangers and paladins).

In each arbour only one point of the appropriate ability can be lost by each party member. Negation of the effects of the rose perfume requires a **neutralise poison** spell or potion, a draught from the **Fountain All Heal** or a **wish** of either kind. Upon recovery all lost abilities and spells will return. There is nothing of value in either area.

G17 LAKE AND WATER PALACE

As the party near the lake:

The gravel bottom of the lake slopes gently away from the shore and appears, through the crystal clear water, to level off at a depth of about 8 feet. Brightly coloured fish are swimming about, water lilies float on the surface, frogs splash among the reeds and brilliant dragonflies hover above the water.

In the middle of the lake can be seen a small building; a single storey summerhouse, rising above the surface of the lake. It is apparently constructed of white stone with a curved white roof and a verandah all around it about 10 feet above the water. Below the verandah there appears to be some kind of landing stage.

A small jetty juts out into the lake from the shore and a small boat bobs on the water next to it.

The lake is fed by the stream flowing from the **Fountain All Heal** (G9) and by a larger spring in its bed. A stream exits from the southern end.

The lake and the **Water Palace** are now the home of a family of giant otters, two adults (AC 5; MV 9"/18"; HD 5; hp 18, 23; #AT 1; D3-18) and four young (AC 5; MV 9"/18"; HD 1+2; hp 4, 6, 6, 7; #AT 1; D 1-6).

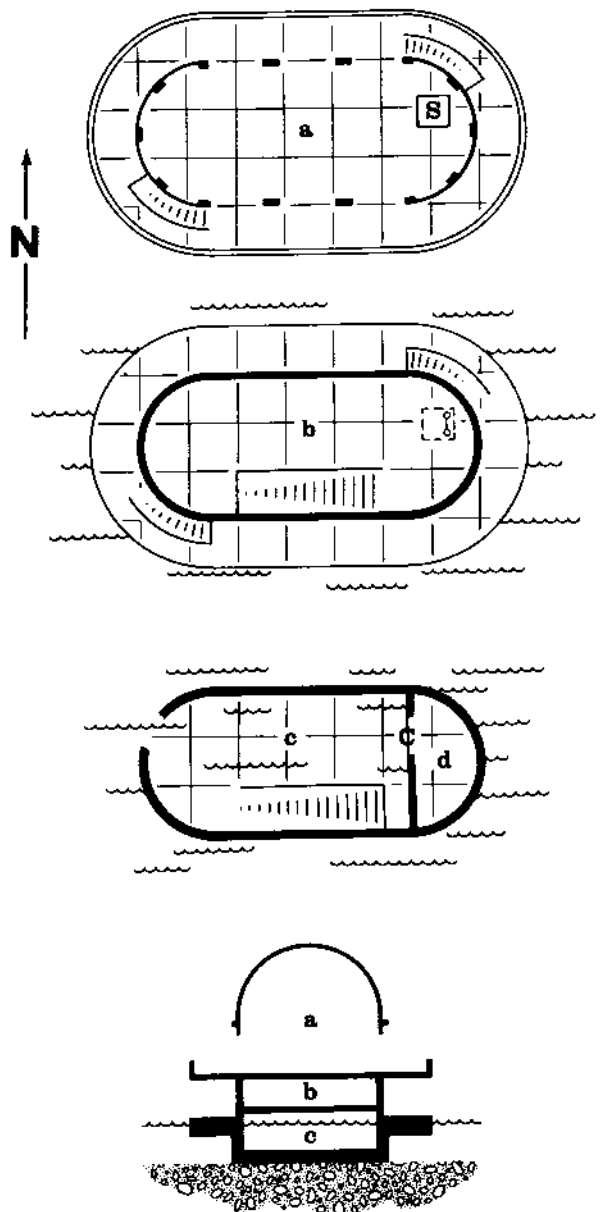
The boat tied up at the jetty is a punt with a single pole. It is capable of carrying up to six characters. As punts are very difficult craft to propel, an inexperienced punter (i.e. nearly every character) will only be able to move it at a rate of 3". There are many possibilities for the DM to use his imagination here: have the punt go round in circles, have the pole stick in the mud beneath the gravel (with or without the punter still

clinging to it), etc. Check the characters' secondary abilities and use dexterity as a yardstick of success.

The adult otters will be swimming around under the water and if the party use the punt to cross the lake there is a 90% chance that they will encounter the pair at some time during the crossing (check for this as the party set out). Unless attacked the otters will be playful; swimming around the boat, performing antics, splashing water over the gunwales and making mock attempts to turn the boat over. It is always possible that the party will misinterpret these actions and attack the otters. In that case the otters will seriously attempt to overturn the punt. Each adult has a 30% chance per round to upset the punt. Once they have capsized it they will attack the party members in the water. See **DMG** p 56 for advice on how to conduct underwater movement and combat. Encumbered characters will drown in five rounds, and will take 1-8 points of suffocation damage each round under water. Characters will fight and move underwater as if **slowed**.

The Water Palace:

THE WATER PALACE (G 17)



The building is of white marble with a white, translucent roof. The railings and other fittings are of gilded metal. The two round ends of the building have arched, glazed windows. The straight sides have large open archways, allowing an easy flow of air through the building.

The verandah and the floor level of the building are about 10 feet above the lake surface. Below the verandah and extending all around the building there is a landing platform about 2 feet above the water. This has metal rings at intervals for tying up boats and metal steps lead up from it to the balcony.

a. Main Room.

The floor, walls and ceiling of this room are of plain white stone. In the centre of the room is a long white table with four padded chairs arranged around it. On the table is a silver tray bearing a crystal decanter and four crystal glasses.

The tray is silver (90 gp), the decanter contains fine wine, and it and the glasses are worth 60 gp (in total). In the floor is a secret trapdoor (marked with an S on the plan) which can be located by normal means. Except by the use of the password ("winter is come"), however, it requires a **knock**, **passwall**, **rock to mud** or a **wish** of either kind to open. All the garden inhabitants know the password but none will divulge it to the party save, perhaps, a drunken leprechaun. Going down from the trapdoor is a rusty iron ladder. It will bear only one character (of whatever weight) at a time. If two or more climb at once it will break and each person will fall and receive 1-6 hit points of damage.

b. Giant Otters' Lair.

There are no light sources in this room except for the trap door if it is open.

The room is warm and humid and a strong, but not unpleasant, animal smell fills the air. The ceiling is low, about 6 feet high. The floor of the southern portion of the chamber is covered with a large pile of straw and other dried vegetation.

This is the nest of the otters; the four young will always be encountered here. The adults (if still alive) are fearful for their young and will have watched the party and entered their nest via the entrance hole in the chamber below unless prevented from so doing. In the presence of their kittens the adults will always attack any character entering this chamber and the young will defend themselves if attacked.

c. Flooded Chamber.

The appropriate description for this room will depend on the direction of approach. The DM should create his or her own description from the following:

This chamber, which is about 8 feet from floor to ceiling, is flooded to a depth of about 5 feet. At the southern end below the water level is a hole about 3 feet across which emerges beneath the surface of the lake. This hole is the otters' entrance and is concealed from being seen from above the surface by the overhang of the landing platform. It is quite possible for characters to crawl through this hole to gain access to the flooded chamber. As soon as any character attempts this he or she will be attacked by any surviving adult otters. The floor of the chamber is covered with a layer of gravel.

d. Weapon Store.

This chamber contains the secret armoury prepared by Porpherio for use by the various garden inhabitants in time of dire emergency. Every garden inhabitant knows of the location of this store and how to reach it (being able to pass through the

secret trapdoor in **room a** without difficulty). Note, however, that this information is not automatically gained by a character who falls under the spell of the **Fountain All Heal**. It must be revealed to him or her by one of the garden inhabitants, who will be careful not to let other characters know. Enchanted characters will be similarly secretive. None of the garden denizens (apart from the Green Man) has ever been inside the store, and so they have no detailed knowledge of its actual contents. Hence, if a party can subtly remove the contents (e.g. by bypassing the otters in some way) they will encounter no animosity from garden inhabitants who may see them carrying any of these items. The Green Man (see area G18 and the **APPENDIX**) will insist that they return them, however.

A water-tight seal around the concealed door has prevented the chamber from flooding and as the door opens into the chamber it will be rapidly pushed open by the weight of the water once the catch is released. The chamber will then flood.

Inside are the following items:

a **short composite bow +1**,

six **arrows +2**,

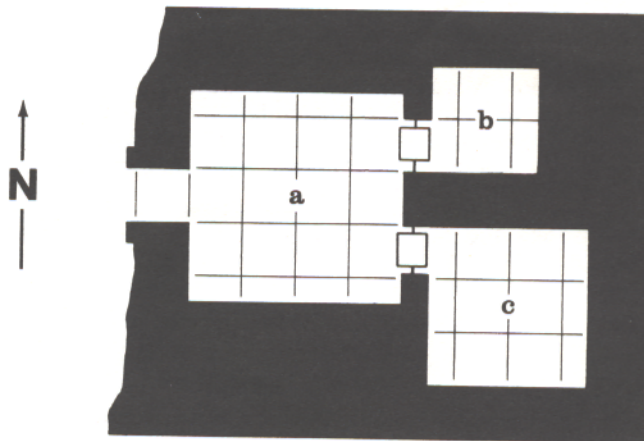
a **dagger +2**,

a hollow metal tube on a shelf containing two scrolls, each with **protection from undead**, and two wands, a **wand of magic missiles** (20 charges) and a special **wand of wonder** (45 charges). (The leprechauns can specify the effect of this **wand of wonder** when using it; they are not subject to its randomness).

a small wooden box which is unlocked and untrapped and holds three phials each containing one dose of a potion —two are **extra healing** and the other is **fire resistance**.

a small bag hanging from a hook on the wall, containing two **rings of protection**; one **+1** and the other **+2**.

THE GREEN MAN'S LAIR (G18)



G18 THE GREEN MAN'S LAIR

An opening in the steep bank to the south of the maze is the entrance to the Green Man's home. The Green Man is a demigod who has a great interest in the natural world. Before his death Porpherio persuaded him to become the keeper of the garden (full details of the Green Man are given in **Part V —APPENDIX**).

The entrance is 10 feet square with two upright beams supporting a wooden lintel. The beams and lintel are partially covered by a climbing dog-rose.

Room a:

As you walk in you notice that it is full daylight within the cave although no shadows are cast. The room is about 40 feet square. In it are as many tables and stands as can be fitted in without making progress to two doors at the rear impossible. One of these doors is to the left of the back wall and the other is to the right. On the tables are jars, bowls, retorts, mortars, crucibles, alembics, gallipots, boilers, bottles; spatulas, ladles, spoons, pipettes and massive tomes with ornate spines. The room is so crowded it is difficult to know where to look first.

All these artifacts are the materials used by the Green Man in his amusements — the study of the growth of all things, especially yeasts and their effects on barley and grapes. All the containers have coloured liquids, powders or vegetable matter in them. Most are in some stage of fermentation. Despite their curiosity, these containers and tomes which he has collected from far and wide in time and space do not have a resale value.

Unless somehow removed from the garden by the party, the Green Man will be (no matter where he was moments before) standing at the rear of this room, arms folded, watching the party with quizzical amusement. Should the party move further into the room without first speaking to him, he will gently but firmly usher them out. Force used against him or his equipment (which he values highly due to its rarity) will result in the Green Man breathing on the party until they collapse or run away. Those that collapse will be carried to the lake shore and dumped in the water (the water at this point is about 3 feet deep). This will revive them. The otters (see area G17) will, naturally, come over to play ...

The party may engage the Green Man in conversation and so long as they have not wilfully harmed any garden creatures or plants and there are no evil creatures in the party the Green Man will converse with them. After one round he will invite them into his parlour, beyond the left hand door.

Room b:

This room is 20 feet square and comfortably furnished. It is lit in a similar manner to the one you have just left. There is a large, soft bed and a roomy armchair with a footstool. A warm rug lies on the floor. One wall is shelved and the shelves bear many scrolls and books, an array of colourfully decorated small tubs, and a rack of smoker's pipes. Hanging from a projecting root above the head of the bed is a harp.

The books and scrolls are not magical. They are research papers and volumes gathered during an aeon of travelling in space and time. None are in any language familiar to any of the party. A **read languages** spell would only allow the caster to recognise the books and scrolls for what they are: a broad range of mundane text books, mostly about gardening and brewing. The small tubs (there are 17 in all) each contain a different type of pipeweed. Due to the Green Man's extensive travels these pipeweeds are highly exotic and unusual.

If the party is chatting with the Green Man he will engage them in conversation at length, offering ales and wines for their refreshment and letting the pipe smokers have free choice from his wonderful selection of weeds. He will reveal none of the garden's secrets, but will otherwise boast at length of its splendours and regale the listeners with long stories of his travels. At the end of the conversation he will urge the party to stay permanently in the garden and, if they refuse, warn them to harm nothing during their stay. If specifically asked about how to leave the garden he will direct the party to solve the secret of the maze (G19), but will give no hint of how to do so.

The harp on the wall is a **lyre of building**. The Green Man will

allow a bard to play it if asked. The bard will not be able to recognise it for what it is nor will he accidentally strike the chords that operate it. The Green Man will not part with the lyre and if pressed too strongly will ask the party to leave. A refusal will have the consequences outlined above.

There is a second room that leads from the front cave (beyond the right hand door). If continually asked to do so, after a period of at least five turns of talking and drinking, the Green Man will be persuaded to show the party this other room. The Dungeon Master should bear in mind the chance of the party becoming intoxicated following this carousing (see **DMG** p 82).

This third room is the plant nursery.

Room c:

You enter a sweet smelling, well lit room about 30 feet square. Neatly arranged around the sides, and in a row down the centre, are trestle tables bearing shallow trays of earth. Each tray has growing in it a different species of plant — each species seeming more rare than the last. There is a gentle green light suffusing the plants. The walls and ceilings are bare.

The room is exactly as it seems. It will be of consuming interest to druids, of mild interest to rangers and most elves and quite boring to others. There is nothing of value to the party in this room.

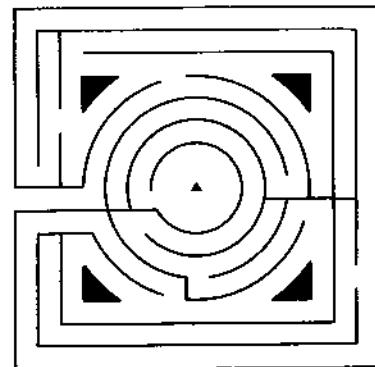
It is possible that party members may gain entrance to either of these rear rooms without the Green Man's permission. It is impossible for them to do so without his cognisance. He will consider such behaviour an act of aggression and react accordingly.

If questioned closely by players about the plants in this room, the DM may find himself in some difficulty. Certain parts of the **Dungeon Masters Guide** (e.g. **APPENDIX J**) may help but if pressed the DM might simply care to inform druids etc., that while the plants in the room and any comments passed by the Green Man were quite fascinating to them, they gained no information of any practical use.

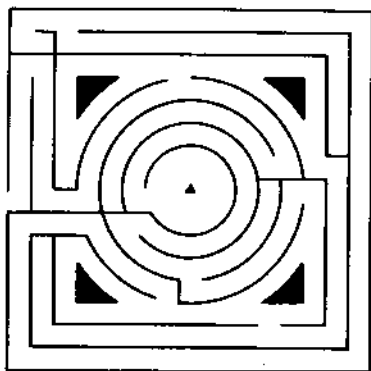
G19 THE MAZE

The maze is constructed of thick 12-foot-high thorn hedges (treat as a permanent druidic **wall of thorns**) through which run grass pathways and in the centre of which is a sundial (shown by a solid, black triangle on the plans below).

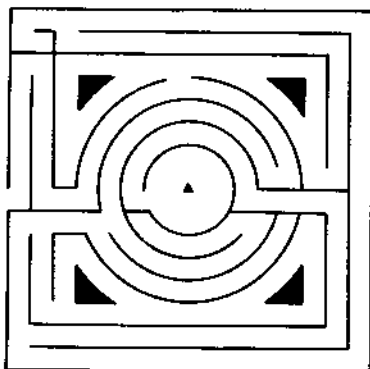
The diagrams below and right show the patterns of the labyrinth. When the party first enters the maze takes the form of pattern 1. If they then try and leave they will do so through pattern 2. On a second entry they will be greeted by pattern 3 and on a second departure, pattern 4. This cycle change of patterns will occur continuously as the party or party members enter or leave. The switching is caused by one or more party members entering the maze or leaving the central area.

**MAZE 1**

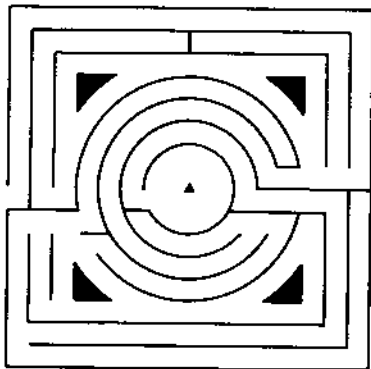
MAZE 2



MAZE 3

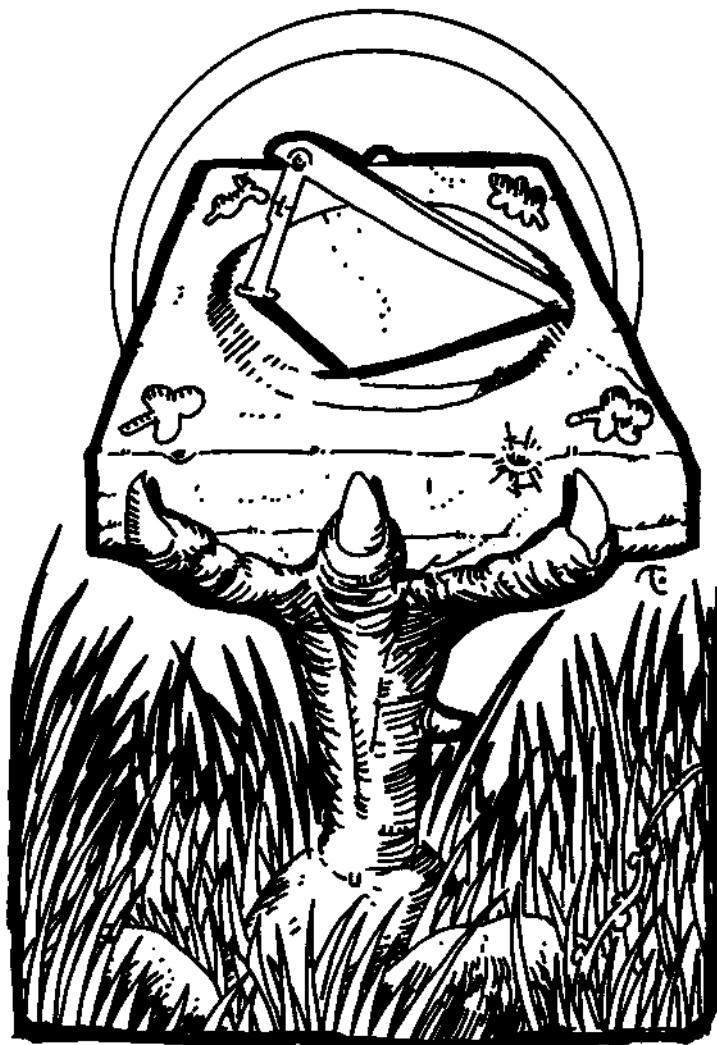


MAZE 4



The entire maze area is under a special enchantment which distorts distances in such a manner so to make accurate mapping by party members difficult. When asked for distances, the DM should randomly add to, or subtract from the actual distance between 10 and 40%. This will not apply if the party goes to great lengths, using string and ruler for example, to obtain precise distances.

The sundial always indicates that it is noon. On the flat top of the dial are four impressions in the shape of garden plants: an oak leaf, a dog-rose flower, a sprig of mistletoe and a shamrock. Druids and rangers will have no difficulty in identifying these plants, though other characters may require some hints. In any event the DM should ensure that the plants are identified in order that the players have a chance of solving the puzzle and moving on to the next part of the adventure.



If these depressions have the specified plants (or the special teleport keys that exist in the **Palace of Spires**) placed in them all characters in the central area of the maze will be transported to the gatehouse of the **Palace of Spires** (P1).

For the information of the DM the locations at which the four plants may be found are as follows:

- Oak leaves: Any oak tree (there are present in the **Dryad's Woods** and the **Barkburrs' Grove**).
- Mistletoe: Only on the oak trees in the barkburrs' grove.
- Shamrock: Common in the leprechauns' woods.
- Dog-rose: Near the **Fountain All Heal** (G9) and the Green Man's lair (G18).

Garden inhabitants who are on friendly terms with the party will give directions to the locations of these plants if asked but will make no mention of the inhabitants of the areas where they occur. Collecting these plants is not to be considered as damage to the garden for the purposes of determining the reactions of the inhabitants.

The maze was built to guard entrance to the **Palace of Spires** after Porpherio's passing. The intelligent inhabitants all know of its purpose, how to negotiate it, and how to use the sundial key correctly. They will not willingly impart any of this information to the party.

This ends **Part III** of this module. On passing through the teleport mechanism the characters find themselves in the **Palace of Spires** which is described in **Part IV**.



PART IV — THE PALACE OF SPIRES (Areas P1 — P13)

INTRODUCTION

This magnificent palace, consisting of the main building and adjoining walled garden, was erected by Porpherio to house himself and Caerwyn his beloved. The palace once faced the lake, as its original site was that now occupied by the maze (G19).

After Caerwyn's death he built a tomb for them both in the palace's crystal dome and transported the whole building into a parallel dimension. He joined the palace to the garden by a teleport link and protected the garden end of it with a maze which covered the palace's old site.

Although the palace is not actually within the garden at all, and cannot be seen from there, the view from any part of the palace is exactly as it would be were the palace still on its original site. However, the dimension in which the palace exists is very limited indeed and so, while it is possible to see out, it is not possible to leave it by physical movement (e.g. by climbing over the walls). Characters attempting to move out of the palace will encounter what appears to be an impenetrable force field (in fact the edge of this limited universe).

Despite its location, the palace is, essentially, still a part of the garden, and so the garden's restrictions on fire and flying apply here also. The spells which will not operate in the garden will not operate in the palace either. Note, however, that the Green Man will under no circumstances leave the prime material plane to enter the palace (even in response to spells which would have attracted him in the garden itself). The walls inside the palace are very smooth and those with climb walls ability will find them difficult to climb (~15% chance to climb). The spell **spider climb** will operate as usual.

When Porpherio transported the palace to the parallel dimension it became a permanent, unchangeable entity (after all, it does constitute the whole universe!). This means that none of the fabric of the building can be damaged in any way whatsoever. Note, however, that the caryatid columns are later additions to the structure and can take damage.

There are no wandering monsters within the **Palace of Spires**.

ENCOUNTER AREAS

P1 GATEHOUSE OF THE WALLED GARDEN

As the party pass through the teleport device from the maze:

You feel a mild lurch and everything goes black for a moment. When your vision returns you find yourselves inside a structure which takes the form of a short, square tunnel outside which it is daylight. In front of you this opens out onto an enclosed formal garden. The walls of the garden are about 15 feet high with crenellated tops and are pierced by arched, slit windows.

Behind you the other end of the tunnel is blocked by a pair of close meshed, wrought iron gates through which you can see a lake lying beyond a greensward. There is a white structure in the centre of the lake.

In the enclosed garden, to the right and left, are well ordered flower-beds with vivid blooms arranged in intricate patterns. A myriad of butterflies form a moving cloud over the flowers. Directly before you, a few feet outside the tunnel, is a sundial, apparently identical to the one in the maze. Beyond the sundial, between the flowerbeds, is a rectangular pool of water with a mirror-like surface.

Reflected in the pool, and towering over the far side of the garden, is a magnificent white palace with lofty turrets, arched windows and large, silvered, double-doors reached by broad steps inside a large porch.

Paths of multi-coloured gravel lead around the garden (next to the wall) and between the pool and flower-beds.

The garden is apparently unoccupied.

The gates are not locked and can be opened easily. However, it is not possible to move outside because of the para-dimensional position of the palace (see above). Note that the party will always arrive facing east.

The sundial, if activated with plants in the same way as that in the maze, will cause the gatehouse to teleport those entering it (within one round) back to the centre of the maze. However, the palace gardens do not contain any of the four plants required to operate the device and so, unless the party has brought the appropriate plants with them, they will be unable to return to the garden except by using a set of the special keys (see below, rooms P6 and P7).

P2 THE WALLED GARDEN

When the party enter the garden itself:

The pool is perfectly clear and about a foot deep. Many silver- and gold-hued fish can be seen swimming in it.

From your new position you can now see that in each of the two corners of the garden away from the building there is a circular bower with a conical roof, built to resemble the turrets of the main building.

Like the rest of the palace, the pool and flowers etc., are slightly magical and a magical aura, therefore, exists throughout. The dweomer serves only to keep the garden in order without the need for other attention. The contents of the palace garden are otherwise quite normal. The same magic operates in the palace roof gardens (areas P9, P10 and P12).

P3 CORNER BOWERS

If any character enters one of the bowers:

On entering this circular bower you begin to hear sweet, gentle music. There is a padded bench around the inside of the bower which looks very comfortable. You begin to feel drowsy....

In fact, although the bowers have the property of aiding sleep, no character will actually fall asleep unless he wishes so to do.

Anybody who does fall asleep can be easily woken, but if left alone will wake after three turns as refreshed as if he had had a full night's rest (i.e. one hit point regained, spell-learning potential restored, etc.).

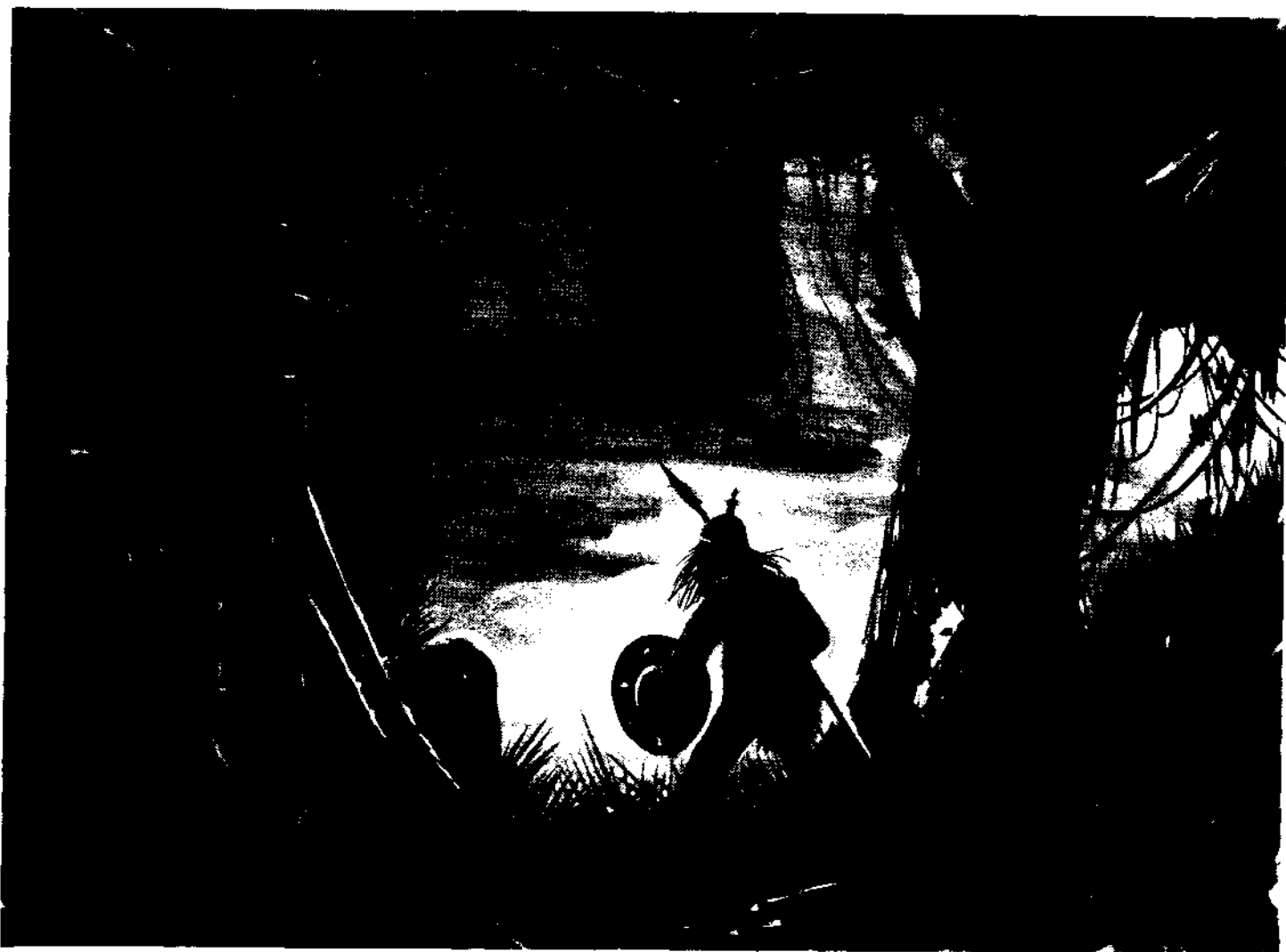
P4 ENTRANCE PORCH

As the party approach the double doors:

Inside the porch, a flight of broad stone steps leads up to an arched doorway. The arch over the door protrudes from the wall and is supported by a slim stone pillar on either side.

The huge double doors, each 10 feet wide and 30 feet high, are of silvery metal and decorated with a fine incised geometric pattern. There are no door handles.

In black letters around the arch over the door are written the words "Enter in Peace."



The words on the arch are a special form of illusion which enables any intelligent creature to read them. If asked which language they are written in the DM should give as his answer the language most native to the questioner (e.g. common for a human, Elvish for an elf).

The doors are of bronze, thinly plated with silver, and 1 foot thick. They will not open for a party any of whose members are carrying weapons or magical items which might be used in an aggressive manner. When a party has laid down all such weapons and items the doors will swing open (away from the party) automatically.

If any character then attempts to take weapons (or offensive magic items) into the palace the pillars on either side of the door, which are in reality caryatid columns (AC 5; MV 6"; HD 5; hp 22, 22; #AT 1; D 2-8; SD save vs. Magic at +4, only hit by magical weapons — see the **FIEND FOLIO™** Tome for full details) will animate and attack the party, concentrating on those carrying weapons or casting offensive spells.

The caryatid columns will cease to attack as soon as characters lay down their weapons.

Note that the caryatid columns' response to armed characters does not apply to those who have fallen under the spell of the **Fountain All Heal**. However, such characters will never willingly aid the rest of the party in any deceit to get weapons into the palace.

The caryatid columns will also attack if any attempt is made to open the doors other than by laying down of arms. The doors

can be opened by the use of a **knock** spell or if a combined strength of 60 points or more is applied to push them open. Like the rest of the building they cannot be damaged and since they are not locked (in the mechanical sense) they cannot be picked by a thief.

PS ENTRANCE HALL

As the party go through the double doors:

Before you is a large, airy room with floor and walls of white veined marble. The lofty ceiling (40 feet above) is also pure white.

There are two small glass-topped tables, each with five comfortable-looking chairs arranged around it. On each table stands a crystal decanter, a bowl of fruit and five crystal glasses.

At the far end of the room a large, semi-circular alcove and a semi-circle of slender pillars form a circular area in the centre of which is a fountain. The ceiling of the room does not extend over this area.

The jet from the fountain rises into this opening. A fine, unsupported, metal spiral staircase winds upwards around the jet.

The decanters contain a mildly intoxicating, perfectly transparent, colourless wine, and, in total, the objects on the tables are worth 210 gp. The fruit (apples, oranges, figs and grapes) is quite ordinary, as is the water of the fountain.

If the party enter the rear part of the room:

The ceiling of this circular area is transparent and 80 feet above the floor; resting on it you can see an opaque square shape.

The fountain jet rises to about 70 feet but the spiral staircase stops at about 40 feet where a short cat-walk appears to connect it to the floor above.

Light enters through the lofty ceiling and also through windows which extend between it and the top of the staircase.

Like the rest of the building the transparent ceiling cannot be damaged.

Loud noises in this room will be heard by the occupants of the two adjoining rooms (P6 and P7). There is an 80% chance that Hamish and Argus (from room P7) will investigate any unexpected noise. There is only a 20% chance that Juliana and Orlando will investigate.

P6 ORLANDO'S AND JULIANA'S ROOM

As the party enter:

This room has a comfortable air about it. The floor is decorated with four rectangular mosaics which depict the four seasons. Hanging on one of the walls, which are white and otherwise unadorned, is a tapestry showing two charismatic humanoid figures (one male and one female) standing in a woodland glade surrounded by creatures both mundane and fantastical.

The furniture of the room consists of a large four-poster bed, two wooden chests, three plain wooden tables, six comfortable-looking chairs and two couches. One of the couches hangs on slender chains from the ceiling and is swinging gently to and fro. Also hanging from the ceiling (which is 40 feet high) are a number of gilded perches on which sit a total of six brightly coloured song-birds chirping in harmony.

Seated on the swinging couch are two humans, one male and the other female, each dressed in bright robes. The woman is petting a small bird perched on her finger. The couple appear surprised but not perturbed when they see the party, and rise smiling to greet you.

The room contains nothing of great value except for the tapestry, which is worth 950 gp. The chests (which are unlocked and not trapped) contain simple clothes and some copper jewelry (total value 12 gp).

The couple on the couch are the governor's daughter Juliana and her paramour, Orlando. Neither of these has any special profession and are considered as 0 level. Neither is armed in any way.

Juliana (AC 10; MV 12"; NM; hp 4; #AT 0; D nil; AL NG; S 9, I 12, W 10, D 9, C 11, Ch 16). Her robe is fixed with a copper brooch (value 2 gp) and she is wearing a copper pendant in the shape of a leaf hanging on a grass thong (value 3 gp). In a pouch on her belt are a set of **teleport keys** (see below for details).

Orlando (AC 10; MV 12"; NM; hp 5; #AT 0; D nil; AL NG; S 12, I 13, W 7, D 9, C 12, Ch 15). His cloak is fixed with an ornamented copper pin (worth 3 gp). On a chain around his neck hangs a set of **teleport keys** (see below for details).

Note that although Orlando and Juliana have been missing for some two years in the outside world, it appears to them as if only one day has passed since they entered the garden.

The secret compartment (P6a) is where the couple have stored the clothes they were wearing on arrival along with other items which would remind them of their unhappy former life. The

compartment contains two sets of fine travelling clothes, a **short sword +1** (NSA), a dagger, a purse containing 30 gp, and three gems worth 40 gp, 90 gp, and 150 gp, a gold ring bearing Orlando's family crest, value 80 gp, a smaller gold ring with a gem, value 300 gp, and a silver holy symbol (a mare's head) on a fine chain, value 50 gp.

Each set of **teleport keys** consists of a small replica, in gilt-silver, of each of the four plants needed to operate the teleport from the maze (G19) to the palace and vice versa (i.e. a shamrock, a dog-rose, an oak leaf and a sprig of mistletoe). They have a magical aura and an intrinsic value of 210 gp a set.

If laid on the sundial at either end of the teleport they cause it to be activated in the same way as the actual plants except that they are teleported with the creature using them and can be retrieved from the sundial at the other end.

Another secret door opens onto a spiral staircase. This leads only to the northern crystal bridge (P11); there is no access from it to the northern roof garden (P9).

Any loud noises in this room will be heard by Hamish and Argus in their room across the hall (P7) and there is an 80% chance that they will come to investigate. Normal conversational tones will not bring them over.

P7 HAMISH'S AND ARGUS' ROOM

As the party enter:

The floor of this room is decorated with a large, circular mosaic depicting various astrological symbols with a large sun in the centre. The ceiling is 40 feet above the floor and is dark blue, decorated with tiny gold stars.

The walls are white and undecorated except for a huge tapestry hanging on one wall. This shows, in a stylized manner, a magic user raising up a magnificent garden by the casting of spells. A beautiful woman looks on adoringly.

The furniture in the room consists of two simple beds, two chests, six comfortable-looking chairs, two couches and a wooden table.

There are two men in the room. One, wearing a light robe, is reading at a table. The other, in chain mail armour, is carving a piece of wood with a dagger.

The two men are former adventurers who, having fallen under the spell of the **Fountain All Heal**, have been living here for the last four months. Note that this corresponds to about 240 years in the outside world! Both are human, one a 5th level fighter named Hamish and the other a 3rd level magic user called Argus.

Hamish (AC 0; F5; hp 35; #AT 1; D by weapon type; AL NG; S 18, I 9, W 10, D 16, C 15, Ch 10). He wears **chain mail armour +2** and uses an ordinary shield which rests beside his bed. He is armed with a **longsword +1** (NSA) and a non-magical dagger. There is a set of **teleport keys** in his belt pouch.

Argus (AC 5; MV 12"; M 3; hp 9; #AT 0; D nil; AL NG; S 9, I 15, W 9, D 18, C 10 Ch 11). He is wearing a simple, light robe fixed with a copper brooch, and a **ring of protection +1**. In a small belt pouch he has a set of **teleport keys**. His memorised spells are:

First level: **charm person, sleep**
Second level: **web**

Both Hamish and Argus, like the other inhabitants of the garden, believe Juliana and Orlando to be Caerwyn and Porpherio returned to life. The fact that both Juliana and Orlando have denied this they regard as a simple loss of memory, possibly caused by the trauma of rebirth. Indeed, Hamish and Argus have gone some way to converting the couple to their belief during their brief friendship. The memory

of the founders of the garden was held in great reverence by its inhabitants and consequently Hamish and Argus will defend the young couple with their lives.

Note that loud noises from rooms P5 (the entrance hall) or P6 (Orlando's and Juliana's room) will be heard by the two men who will investigate. Other, less alarming, noises will not attract Hamish and Argus who, assuming it to be Orlando and Juliana, will not intrude on their privacy.

Inside the secret compartment (P7a) are the following:

Argus' spell book in which are written the following spells;

First level: **read magic, charm person, sleep, hold person, push**

Second level: **web, ESP,**

Argus' **wand of magic detection** (this has 19 charges and the command word "kmissik" is written on the back page of the spell book);

a bag containing 15 sp, 30 gp, 10 pp, and a gem worth 550 gp; a small ivory inlaid box (value 130 gp), containing five sets of **teleport keys**;

a bottle containing three doses of a potion of **extra healing**.

Another secret door conceals a spiral staircase which leads up to the southern crystal bridge (P11). There is no access from this staircase to the southern roof garden (P10) or vice versa.

P8 GALLERY

If the party climb the spiral staircase in the entrance hall:

The spiral staircase ascends to a room which appears to extend from the back to the front of the building. The staircase is linked to the floor of the room by a short cat-walk and the large circular opening in the floor (through which the staircase and fountain ascend) is separated by a low, stone parapet.

There are three marble statues in each of two rows in the room, plus one in each of the deep circular alcoves in the far corners. On each of the side walls hang three paintings. The statues and paintings on your right are all representations of a beautiful half-elven woman. Those on the right depict a handsome male human.

On the far wall, directly ahead, hangs a large painting showing the two together. The floor, walls and ceiling (about 20 feet high) are plain white.

These works of art are all exquisite and the DM may invent fantastic apparent values for them (well over 10,000 gp each). However, any painting or statue removed from the gallery will then act in all respects as a **stone of weight (loadstone)**. They are therefore unsaleable.

P9 and P10 ROOF GARDENS

The two areas are almost identical (being mirror-images):

You have come onto an open, flat roof bordered on three sides by a 3-foot-high crenellated parapet. There are four beds of subtly coloured flowers divided by paths. In the centre is a small table with four chairs around it.

There is an excellent view of the garden from here.

There is nothing of particular interest here.

P11 CRYSTAL BRIDGES

These two bridges are identical:

Linking the portal in the turret with another in the turret about 35 feet away is a slender, unsupported, transparent bridge about 4 inches wide. Thirty feet below is the parapet of a roof garden and 50 feet below that the ground.

It is impossible to fall off these bridges and any character who attempts to cross will succeed. Even so, there is no need for the DM to give the impression that the bridges are anything but extremely dangerous or that any character who succeeds in crossing is anything but very lucky indeed. The rolling of a number of dice should help promote the player's fears...

The bridges have the strange property that no non-magical rope (nor grappling-hook etc.) can be effectively attached to it. Even if such a rope is tied around the bridge, the knot will rapidly work loose. Magical ropes will work as expected.

P12 UPPER ROOF GARDEN

You have come out onto an open flat area bounded on three sides by a low crenellated parapet.

There are two long flower beds here. The right hand one contains nothing but blooms of a deep red hue. Those in the left hand bed are all spotless white.

The far end of the area is bounded by a structure consisting of a large, translucent dome, supported by a 20-foot-high circular wall.

A broad stone path between the beds leads to a flight of steps which ascends to a door in the dome.

There is nothing of great interest here. No details of the inside of the dome can be seen from outside.

P13 THE TOMB OF CAERWYN AND PORPHERIO

The room you have entered is the inside of a hemispherical dome. The dome, and the floor, are perfectly transparent from the inside, and the view of the garden from here is superb.

In the centre of the floor is a white stone slab, approximately 10 feet on a side and 3 feet high. On top of this lie a pair of life-sized statues of a man and a half-elven woman as if asleep.

Around the sides of the slab, in letters of gold, are written the lines:

O stranger, whom fate hath brought nigh,
Leave those within in peace to lie.
If thou wouldst deign grant our request,
Then fate will move at thy behest.
This gift from the contented dead,
We swear to grant by heart and head.

The writing on the slab is of the same sort as that above the doorway into the palace building (see P4).

The slab (marked with an asterisk on the plan) is the tomb of Caerwyn and Porpherio, and a fine crack showing the joint between the lid and the base may be found (treat as concealed door).

If the party refrains from opening the tomb each member will, on placing his hands on the heart and head of either of the recumbent statues, be granted one full wish. Characters will be made aware of this gift by a soft female voice audible only to them. The voice will inform them that the **wish** must be used before returning to the outside world, and will also warn that this return will be soon (see below). If the tomb is opened (which requires the application of at least 25 points of strength) or violated in any way then no further **wishes** will be granted to any party member. In addition any **wishes** already granted will be cancelled immediately, even for those members who may protest and/or disassociate themselves from the desecration. The enchantment of the garden and palace is quite capable of forgiving other acts of violence carried out by party members since entering the garden.

Characters may only gain one **wish** in this way. Those who re-enter the garden having already had a **wish** granted (even if not used) will not gain another.

Note that characters on whom the **Fountain All Heal** has worked its magic will have no desire to gain a **wish** and if they are forced to go through the motions then no **wish** will be granted. They will fight to the death to prevent any desecration of the tomb.

If the tomb is opened it will be found to contain the perfectly preserved bodies of Caerwyn and Porpherio, lying in each others arms as if only sleeping. She is wearing a plain gold ring (value 15 gp) while he wears a fine gold chain (value 20 gp) around his neck. There are no other items of value. As Caerwyn and Porpherio were obviously, in life, good and kindly people the DM might care to consider the opening of their tomb an act of evil, and characters of good alignment should be penalised accordingly.

In the event that a character attempts to use his **wish** to return the lovers to life (or attempts to use other means, e.g. **raise dead**), they will simply stir momentarily before returning to the sleep of the dead in which they have found contentment. If contacted by means of a **speak with dead** spell (or otherwise) the couple will state that they have no wish to be returned to life and will speak no more.

The DM should look favourably on a character who decides to use his wish to erase any misdeeds committed since entering the garden. If a **wish** is used in such a way it will affect time such that the unfortunate events concerned never actually happened. The use of a **wish** will not enable a druid to make permanent the temporary level gain which he experienced on entering the garden.

In any event, 12 turns after one or more of the party first enter this domed room every party member (except those who have succumbed to the **Fountain All Heal** — G9) will fall into a deep

sleep. There is no way of preventing this. When they awake they will find themselves and their possessions (including anything they may have acquired from the garden, and any weapons, etc., left in the entrance porch, P4) in the **Cave of Echoes** (C2). Those on whom the magic of the fountain still holds will not leave with the party.

THE COMPLETION OF THE QUEST

The removal of the effects of the fountain requires the use of a **wish** for each person concerned. If the party decide to expend two wishes in freeing Juliana and Orlando from the enchantment they will still have to persuade the couple that their families have been reconciled and that there is no impediment to their future life together in the outside world. While the DM should ensure that the party experience some apparent difficulty doing this (for example there will be some confusion concerning the time elapsed since the couple's elopement) he should, in fact, reward any reasonable attempt with success.

Once persuaded to leave, Juliana and Orlando will bid farewell to Hamish and Argus, take up their possessions from the secret store (P6a) and depart with the party; falling asleep at the same time and awaking with them in the **Cave of Echoes** (C2).

When they awake characters will find that their memories have been distorted such that their entire adventure will take on a dream-like quality. They will be unable to recall important details and will not willingly relate anything about their experiences to those outside the party. The same effect will apply to Juliana and Orlando if they have been induced to leave the garden.



PART V — APPENDIX NEW MONSTERS

MUD-MAN

DEMIGOD

FREQUENCY: Very rare
 NUMBER APPEARING: 2-12
 ARMOUR CLASS: 10
 MOVE: 3"
 HIT DICE: 2
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NUMBER OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Mud-throwing
 SPECIAL DEFENSES: Need magical weapons to hit
 MAGIC RESISTANCE: Immune to certain spells (see below)
 INTELLIGENCE: Non
 ALIGNMENT: Neutral
 SIZE: Small (c. 4')
 PSIONIC ABILITY: Nil
 attack/defense modes: Nil
 Level/xp value: 11/28+2 per hit point

Mud-men are formed in pools of mud where enchanted waters (even mildly enchanted ones — for example, a stream eroding a magical structure) collect and evaporate, so concentrating the dweomer.

Physically they are animated mud, taking a stocky humanoid form when roused. Slow moving and unable to leave their pool of mud, mud-men have but one aim in life — to kill any creature more mobile than themselves which enters the pool. Virtually all creatures, and certainly all humans and demi-humans, fall into this category.

In their dormant state, mud-men lie below the surface of their pool with the substance of their bodies spread throughout it, feeding on the dweomer of the mud. In this state they are immune to attacks with weapons (magical or otherwise). They are, however, susceptible to spell attacks (see below).

When a character or creature enters the mud pool the mud-men sense its presence immediately and take one round to draw together the substance of their bodies and rise to a standing position ready to attack in the next round. Once fully formed and standing they may be harmed by weapons provided they are magical.

Mud-men attack by hurling mud at their opponents, who are considered as AC 10 (modified by dexterity) for the purposes of determining hits. The mud hardens on impact and slows the movement of the victim. At first the mud-men hurl only blobs of mud (maximum range 6"). These slow the movement rate of the victim by 1" if they hit. However, while hurling blobs of mud, the mud-men move towards their opponents at their full movement rate. Once within 1" they will hurl themselves (literally) rather than a mere blob. A successful hit means the death of the mud-man but also slows the victim's movement by 4". A miss means that the mud-man must spend the next round reforming to be ready to attack again.

Once a victim's movement rate is reduced to zero or below he becomes unable to move, even to wipe the mud from his face, and begins to suffocate, taking 1-8 points of damage per round until his mouth and/or nose are cleared. The victim will die from suffocation after five rounds unless rescued.

The hardened mud can be broken away from wholly or partially immobilized creatures. In this manner movement can be restored at a rate of 1" per five rounds.



Note that mud-men cannot sense creatures outside their pool and will not attack them. Once there are no living opponents left within the pool, therefore, the roused mud-men will sink back below the surface, rising again if the pool is re-entered.

Mud-men are affected by all spells which cause damage directly to living creatures (e.g. **cause light wounds**, **magic missile**, **fireball**, **flame strike**). In addition certain other spells have the following effects:

dispel magic, dig	As fireball cast by a magic user of the same level as the caster.
transmute mud to rock	Kills all mud-men which it is able to affect (no saving throw).

They are immune to poisoning, whether produced magically (e.g. **cloudkill**, **poison**) or otherwise, and are similarly unaffected by spells which affect the mind (e.g. **charm**, **sleep**) or by psionics.

So long as mud-men are not fully formed from their pool, the damage caused by spells cast on them which do not have an area of effect (e.g. **magic missile**) is divided amongst them (fractions rounded down) since the substance of their bodies is evenly spread out in the mud.

THE BARKBURR

FREQUENCY: Rare
NUMBER APPEARING: 1-5
ARMOUR CLASS: 0/8 (see below)
MOVE: ½" or leap 20 feet (see below)
HIT DICE: 2-6
% IN LAIR: 100%
TREASURE TYPE: see below
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1 point
SPECIAL ATTACKS: Lignification
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: Standard but immune to certain spells
 (see below)

INTELLIGENCE: Non

ALIGNMENT: Neutral

SIZE: small (2-3 feet across)

PSIONIC ABILITY: Nil

attack/defense modes: Nil

Level/xp value: 1 HD II/45 + 1 per hit point

2 HD III/65 + 2 per hit point

3 HD III/90 + 3 per hit point

4 HD III/125 + 4 per hit point

Barkburrs are a form of animated plant which arise spontaneously within a wood or forest in order to defend it. They have anatomical similarities to limpets, consisting of a very hard woody carapace (AC 0) shielding a soft woody interior (AC 8).

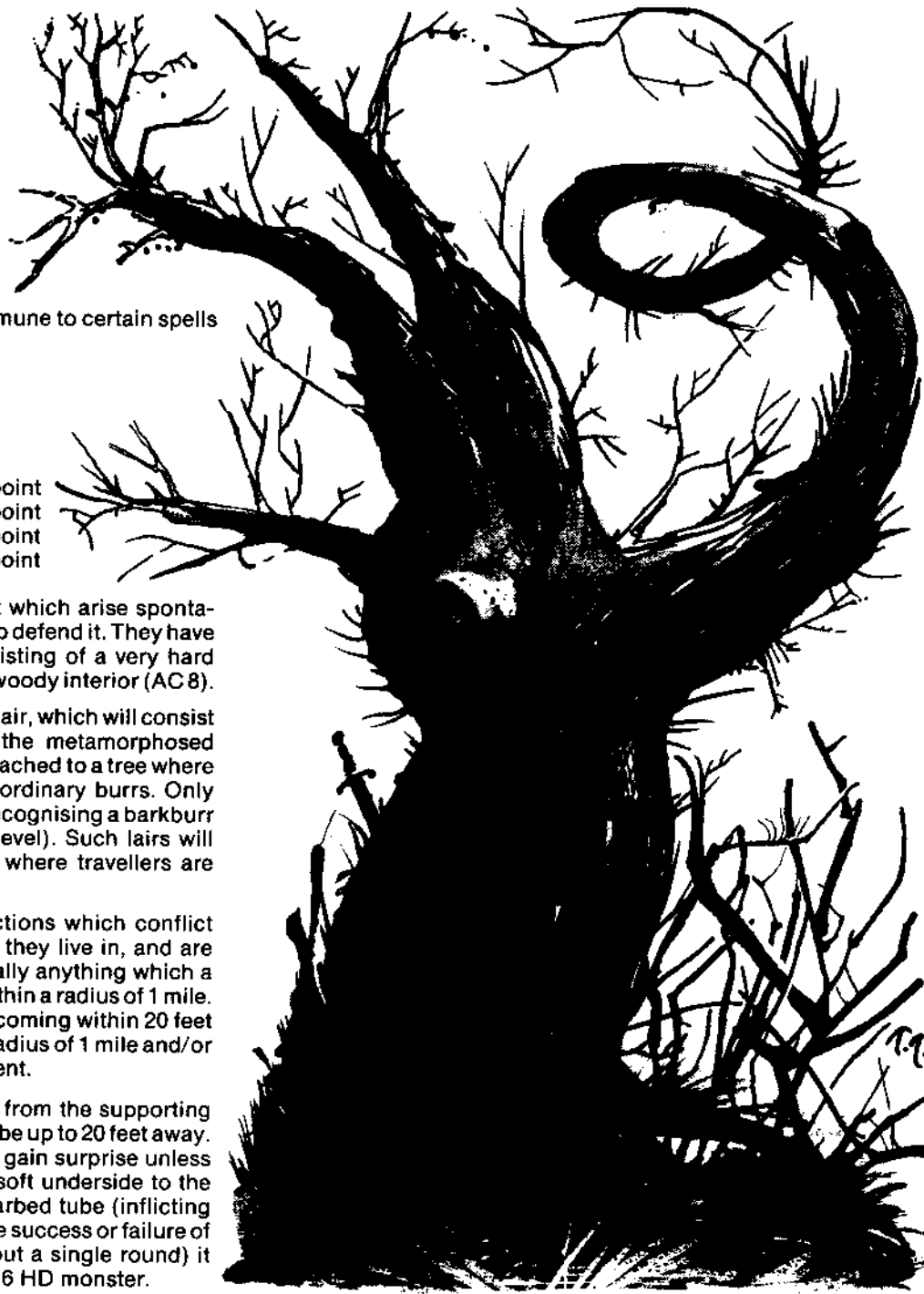
They will always be encountered in their lair, which will consist of one or more oddly shaped trees (the metamorphosed remains of past victims — see below), attached to a tree where they are very hard to distinguish from ordinary burrs. Only druids and rangers have any chance of recognising a barkburr for what it is (4% chance plus 1% per level). Such lairs will normally be on paths through a wood where travellers are likely to pass.

Barkburrs are extremely sensitive to actions which conflict with the interests of the wood or forest they live in, and are capable of detecting such an act (basically anything which a druid would find abhorrent) occurring within a radius of 1 mile. They will attack any humanoid creature coming within 20 feet if it has performed such an act within a radius of 1 mile and/or if its alignment includes an evil component.

A barkburr attacks by leaping suddenly from the supporting tree towards its intended victim who may be up to 20 feet away. Because of its camouflage it will always gain surprise unless recognised. It will attempt to attach its soft underside to the victim's body and then insert a sharp, barbed tube (inflicting one point of damage). For determining the success or failure of this whole attack routine (which takes but a single round) it should be treated as a single attack by a 6 HD monster.

If the attack fails, the barkburr falls to the ground where it is practically helpless (see below). If the attack succeeds then in the next round the barkburr will begin to inject a lignifying poison into the victim. This injection will continue for up to two rounds plus one round for each of the barkburr's hit dice. Each round the victim must save vs. Poison or lignification will set in. This process involves a rapid transformation of the victim into a small tree; feet become roots, body and legs the trunk and head and arms branches. The transformation takes one turn, and once started will not cease even if the barkburr is killed and/or removed. Most of the victim's equipment close to his body (clothes, armour, etc.) are enclosed by bark, but some (e.g. a sword, a shield or a ring) may remain hanging from a branch or caught in the roots. Of the gear which is enclosed, all but magical items, gold, silver, platinum and gems will be absorbed into the wood of the tree over a period of two to seven hours.

A barkburr may be removed from its victim (before or after lignification has set in) by killing it, applying fire or by force. Attacks on the barkburr are made against its AC 0 carapace, and attacks which miss stand a chance of injuring the victim. Attacks which miss should be rolled again against the victim's AC. The application of fire has a 15% cumulative chance per round of dislodging the barkburr, which takes only one point of fire damage per round from fire applied to the outer carapace, but the victim will take fire damage unless protected. It is not possible to remove a barkburr by pulling it directly away from the victim but pulling or pushing it sideways will succeed if a roll of 5d10 is less than the total strength being applied. This latter method will inflict 1-10 points of damage on the character if successful as the barbed poison needle is torn out. A maximum of three people, including the victim, can act together to attempt to remove a barkburr in this way.



On the ground a barkburr is almost helpless; unable to leap from this position, it can only crawl at ½" and is easily flipped over to reveal its AC 8 underside. Fire applied to the underside inflicts normal damage.

Since they have no mind as such, barkburrs are immune to spells such as **charm monster** or **sleep**.

Once lignification has set in the barkburr will cease injecting poison and use the victim as a platform from which to launch an attack on any other eligible victim within 20 feet. Note, however, that a barkburr is only capable of injecting poison for a total of two rounds plus one round per hit dice each day. Note also that the poison is only effective if injected by a barkburr.

Once lignified, a creature begins a further transformation into a form which is safe from the point of view of the wood. This process takes as many days as the victim had levels or hit dice, and during this time the creature remains helpless in tree form (having AC 10 and its original number of hit points). At the end of the period the creature either remains fixed in its tree form or undergoes a rapid metamorphosis into a woodland creature or a druid. The final form adopted is determined by rolling d% and consulting the following table:

01-50	Ordinary healthy tree (which grows to full size within 3 months).
51-70	Adult badger.
71-80	Adult giant weasel.
81-90	Treant (7 HD).
91+	Druid (1st level, abilities; S, I, D, Co — as before; W 14; Ch 16).

For creatures whose original alignment included a neutral component, add 10 to the die roll; for true neutral creatures add 20.

A creature who adopts any final form other than the druid will have no desire whatever to leave the wood and will resist attempts to make him do so.

Only a full **wish** will restore a creature to its original form once the transformation is completed. While the transformation is still in progress, however, the victim may be restored by means of a **wish**, **limited wish**, **polymorph other**, **turn wood** or **plant growth** (cast backwards). **Neutralise poison** has a 30% chance of success plus five percent per level of the caster. Note that any of these spells (including **neutralise poison**) will negate the initial lignification process if cast before it is completed (i.e. within one turn). **Cure disease**, **remove curse**, **dispel magic**, etc. will have no effect. Restored creatures will have lost one level or hit dice for each full day spent in tree form.

Barkburrs grow as a result of absorbing the energy levels of their victims and reproduce by budding. There is a 50% chance that a 6 HD barkburr will have one or two 2 HD offspring budding from it which will attack independently.

DIREBURRS

Unwholesome woods and forests will produce direburrs that will attack any humanoid coming within 20 feet regardless of his past actions or alignment. The results of their attacks are the same as for the ordinary barkburr except that the final form adopted by a lignified victim is always a dry, dead, leafless tree which cannot be restored by any means short of a full **wish**. Otherwise, direburrs are identical to barkburrs in all respects.

THE GREEN MAN (god of growth and abundance)

ARMOUR CLASS: 0
 MOVE: 12"/Infinite
 HIT POINTS: 120
 NUMBER OF ATTACKS: None
 DAMAGE PER ATTACK: None
 SPECIAL ATTACKS: Intoxication (no saving throw)
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 80%
 SIZE: M
 ALIGNMENT: Chaotic Neutral
 WORSHIPPERS' ALIGNMENT: Neutral (lawful, true or chaotic)
 SYMBOL: The hop
 PLANE: Prime Material
 CLERIC/DRUID: 14 Druid
 FIGHTER: Nil
 MAGIC USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: 12 Bard
 PSIONIC ABILITY: Nil (Immune)
 S:18 I:15 W:23 D:18 (no AC bonus) C:25 Ch:20
 SAVING THROW: 2 for everything
 OTHER ABILITIES: Regeneration when in contact with the Prime Material Plane.

The Green Man is an inhabitant of the prime material plane who concerns himself with the plants and creatures of the natural, mundane world. He is also interested in the produce of nature, especially that used in the making of beers, ales and wines. This is reflected by his symbol which is the hop — foundation of the finest ales. He adopts many guises (gardener, brewer, forester, etc.) for his dealings with mortals amongst



which he favours the simple folk of the countryside. Known by many regional names (of which the Green Man, John Barleycorn and Mother Nature's Son are but three) he is often called upon by peasants and smallholders dependent on the whims of nature to increase their crops and to help them celebrate harvest home in the manner that only he can. They enjoy his appearances as a welcome break from the harshness of daily toil.

His ability to transport himself within the prime material plane effortlessly and instantaneously through both space and time allows him to roam widely through the natural world while still devoting the bulk of his attention to tending one or more locations in which he has a particular interest. He can, however, only be in one place or time in any moment.

His love of living creatures is broadcast by his songs. Many and beautiful they are! These songs are his peculiar magic and he uses them to encourage life to grow and prosper to his will. The Green Man is rarely found without a song on his lips and never without one in his heart.

The Green Man generally avoids those whose alignments do not include at least one neutral component and abhors violence. He is always aware of violence committed against those he favours, and will occasionally intervene to aid them. In such circumstances, or if threatened personally, he will not enter into combat as such, nor will he resist attacks (thus giving attackers +4 to hit). Instead he will simply breathe on his assailants (see below). So long as he remains within the prime material plane and in contact with the ground he will regenerate at a rate of 120 hit points per round. If reduced to below zero hit points he will teleport away from the danger to a safe place where he will regenerate at the rate of 40 hit points per round until fully healed. When hale once more he will return to the fight to complete his task. If seriously threatened (i.e. losing more than 50% of his hit points each round) he will use his teleport abilities to dodge around the melee (thus reducing his opponent's chances to hit by -4) whilst continuing to use his breath weapon.

The Green Man has few permanent worshippers. Some, however, choose him as their patron deity, although he takes little interest in his followers and will only influence the spheres of natural abundance and then only rarely.

Clerics who worship the Green Man must become moderately intoxicated before sleeping in order to regain their spells.

Breath Weapon

Once per round the Green Man can breathe out a cloud of radius 10 feet centred 10 feet in front of him. All those within the cloud become slightly intoxicated (see the **Dungeon Masters Guide** pp 82-83); there is no saving throw. On each successive occasion that a creature is caught by the cloud its level of intoxication increases one step until a comatose state is reached. The DM should use the **Intoxication Table** in the **DMG** to find the effect of this intoxication and the **Intoxication Recovery Table** to determine how the victims recover their sobriety. On each occasion that a character becomes comatose there is a 3% (cumulative) chance that he or she will become a dipsomaniac (see **DMG** p 83).

Mythos:	Old English
Sphere of Control:	Natural Growth
Animal:	Harvest Mouse
Clerics: Male:	Yes
Female:	Yes
Non-human:	Yes
Raiment: Head:	Often bearded and/or hirsute
Body:	Comfortable tunic
Colour(s):	Woodland Green
Holy Days:	Equinoxes, Midsummer, Midwinter and any day his followers can reasonably justify to themselves
Sacrifice/Propitiation:	Never
Place of Worship:	Anywhere in contact with earth (particularly lush meadows, fields of crops, orchards, etc.)

The Old English Mythos

The Old English mythos is not a clearcut pantheon. The Green Man falls into this category, along with other legendary figures such as Wayland and Gogmagog, because he does not fit anywhere else. The mythos has no special general conditions or rites for its followers.

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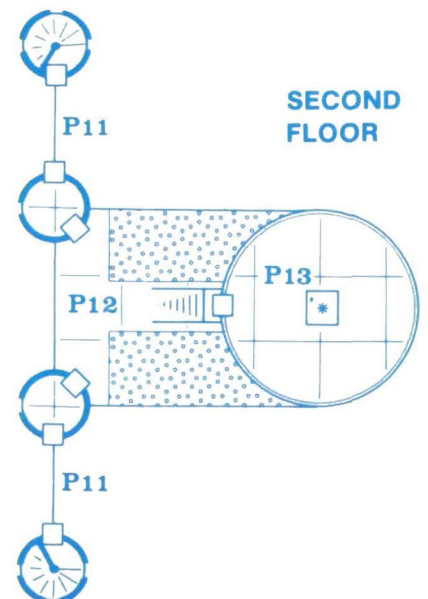
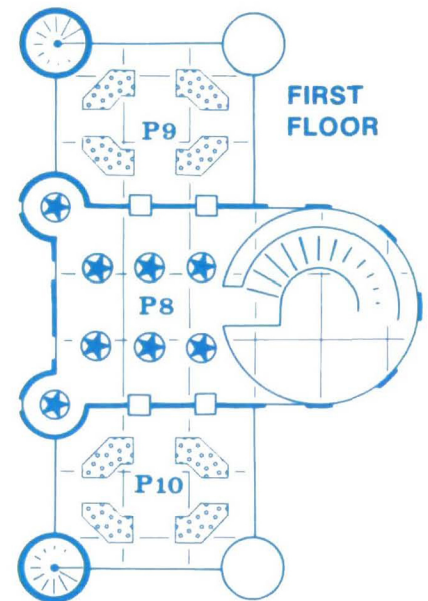
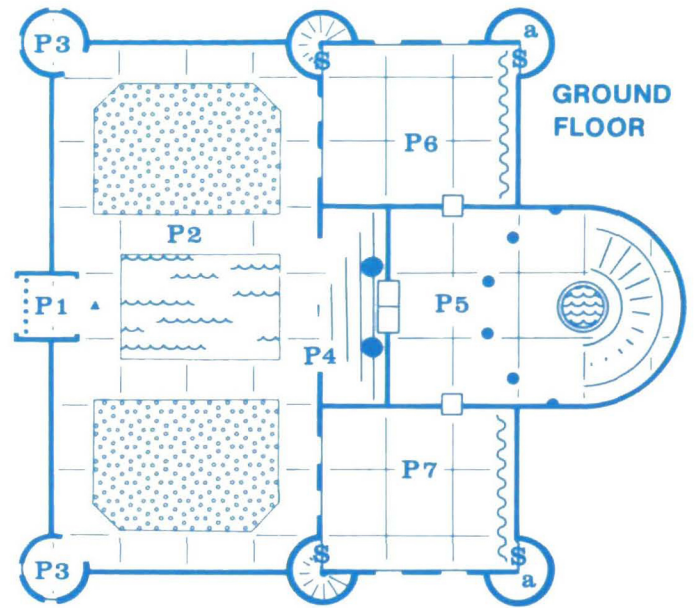
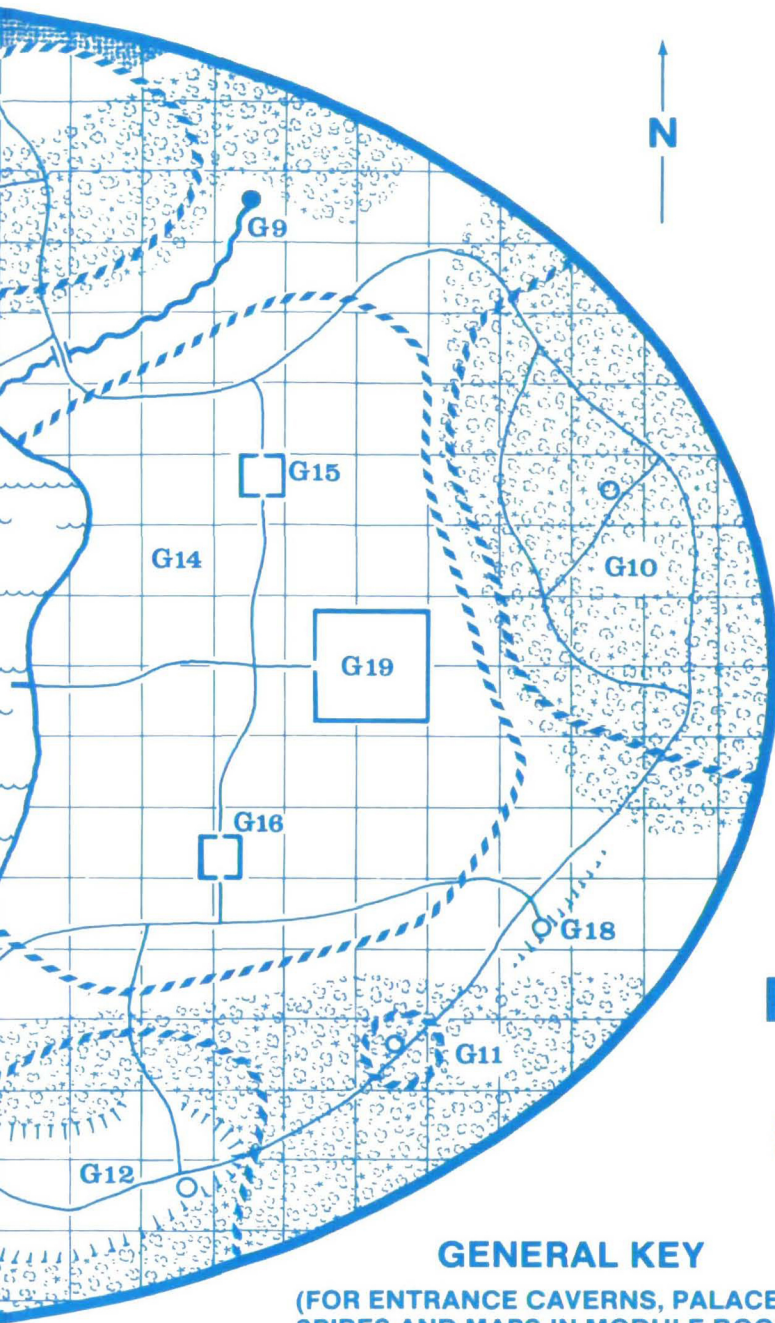
CHARACTER ROSTER

The tables on this page list 20 characters and suggested magic items for them. Players may use these characters rather than create their own, or they may be used by the DM as NPCs to round out a party. Players should be permitted to outfit their characters as usual, and choose their own alignment. All listed armour classes are without shields, but include adjustments due to dexterity and/or magical items.

Name	Level	Race/ Sex	Class	hp	AC	S	I	W	D	C	CH
1. Hildron	4	H/F	F	23	3	15	11	11	13	13	9
2. Fahsawn	5	D/M	F	24	3	16	8	13	13	9	6
3. Blish	6	H/M	F	38	3	15	12	12	11	16	9
4. Amalgam	6	H/M	F	37	2	13	8	7	15	9	16
5. Aeron	5	H/M	P	25	3	13	14	14	9	10	18
6. Foresight	5	H/M	R	36	4	17	14	14	10	15	12
7. Rowel	6	½E/F	R	27	3	14	18	15	7	14	13
8. Diansail	4	H/M	D	17	8	10	11	14	14	10	15
9. Meorpro	5	H/F	D	20	8	11	16	16	14	11	16
10. Taminia	6	H/F	D	30	8	12	12	16	11	11	15
11. Mittiere	5/4	½E/M	C/F	21	3	14	8	15	7	10	13
12. Greaves	4	H/M	C	28	4	8	13	16	6	16	9
13. Passerine	5	H/M	C	29	3	8	11	14	14	10	8
14. Manumine	6	H/F	C	33	3	12	9	15	8	11	7
15. Pallian	5/4	½E/F	C/Mu	24	3	7	15	16	14	16	10
16. Lambda	4	H/F	Mu	7	10	9	16	12	13	8	13
17. Cline	5	H/M	Mu	11	9	5	17	10	10	10	8
18. Osmund	6	H/M	I	12	8	11	15	10	16	12	11
19. Senarius	3/4	E/F	Mu/T	8	7	12	13	12	13	8	13
20. Neune	4	½/EM	T	20	7	8	9	12	15	17	11

MAGICAL ITEMS

1. *longsword* +2 (detect magic 1" radius, Int 12, Ego 3);
potion of *fire resistance*
2. *shield* +1
3. *boots of speed*
4. 10 *arrows* +2
5. ring of *feather falling*; *broadsword* +1 (NSA)
6. *boots of elvenkind*
7. *Wand of enemy detection*
8. *bag of holding*; potion of *polymorph (self)*
9. *scimitar* +1
10. *shield* +1
11. scroll with *hold person*, *heal*, *slow poison*
12. *mace* +2
13. *shield* +1; potion of *healing* (2 doses)
14. scroll of *protection from undead*
15. *Keoghtom's Ointment* (1 full jar)
16. scroll with *blink*, *shatter*, *tongues*; potion of *invisibility*
17. ring of *protection* +1
18. no magical items
19. *leather armour* +1
20. *dagger* +2



PALACE OF SPIRES

GENERAL KEY

(FOR ENTRANCE CAVERNS, PALACE OF SPIRES AND MAPS IN MODULE BOOKLET)

	DOOR		WATER
	SECRET DOOR		GATE
	CONCEALED DOOR		FLOWER BED
	STAIRS		STATUE
	SECRET TRAP DOOR		MUD
	LADDER UP TO TRAP DOOR ABOVE		WATERFALL
	PILLAR		CURTAINS



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