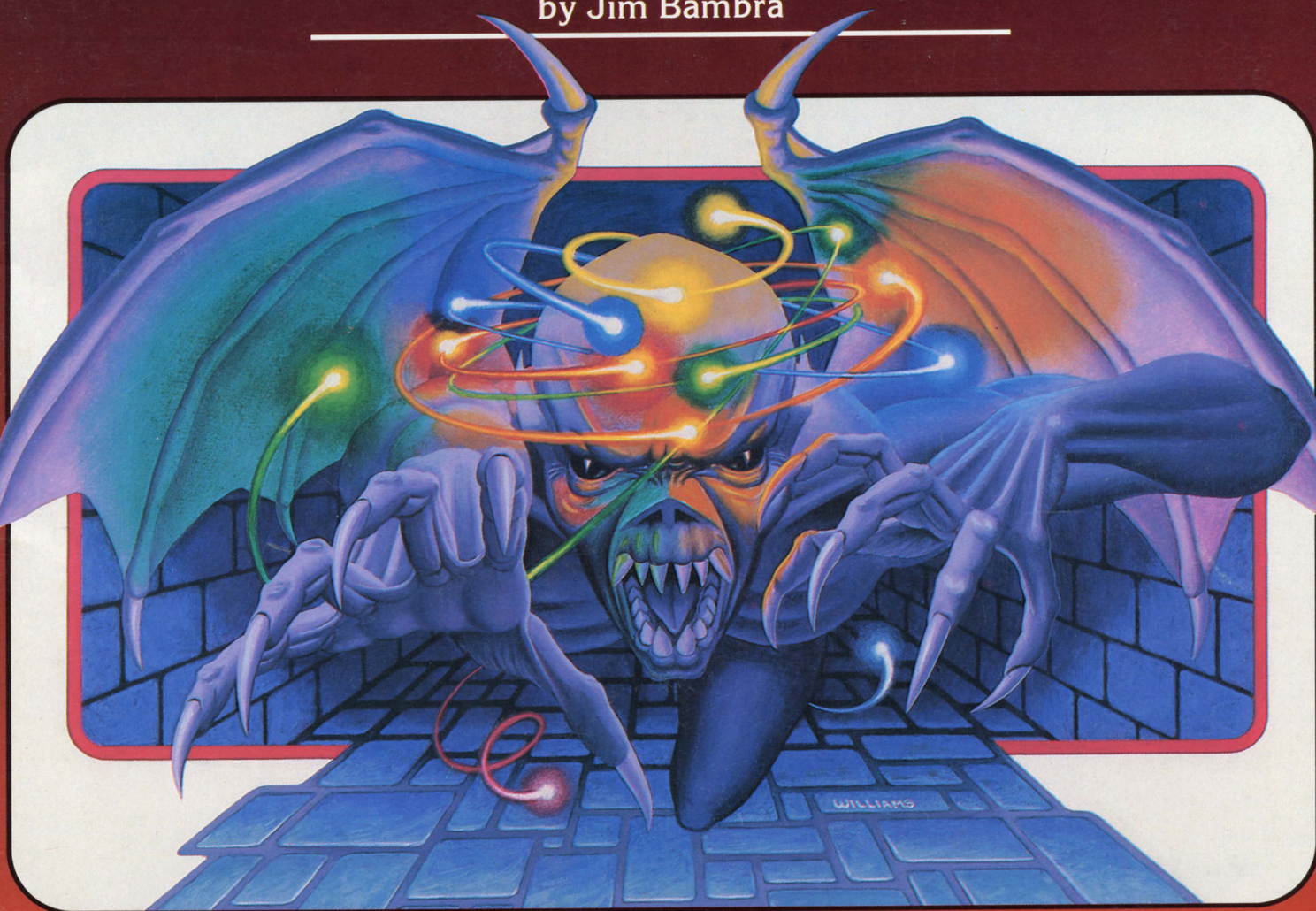


Advanced Dungeons & Dragons[®]

Official Game Adventure

ALL THAT GLITTERS...

by Jim Bamba



The lure of gold has drawn many adventurers through the ages. Now a cryptic treasure map has come into your possession. Are you a match for the jungle and the unknown lands beyond?














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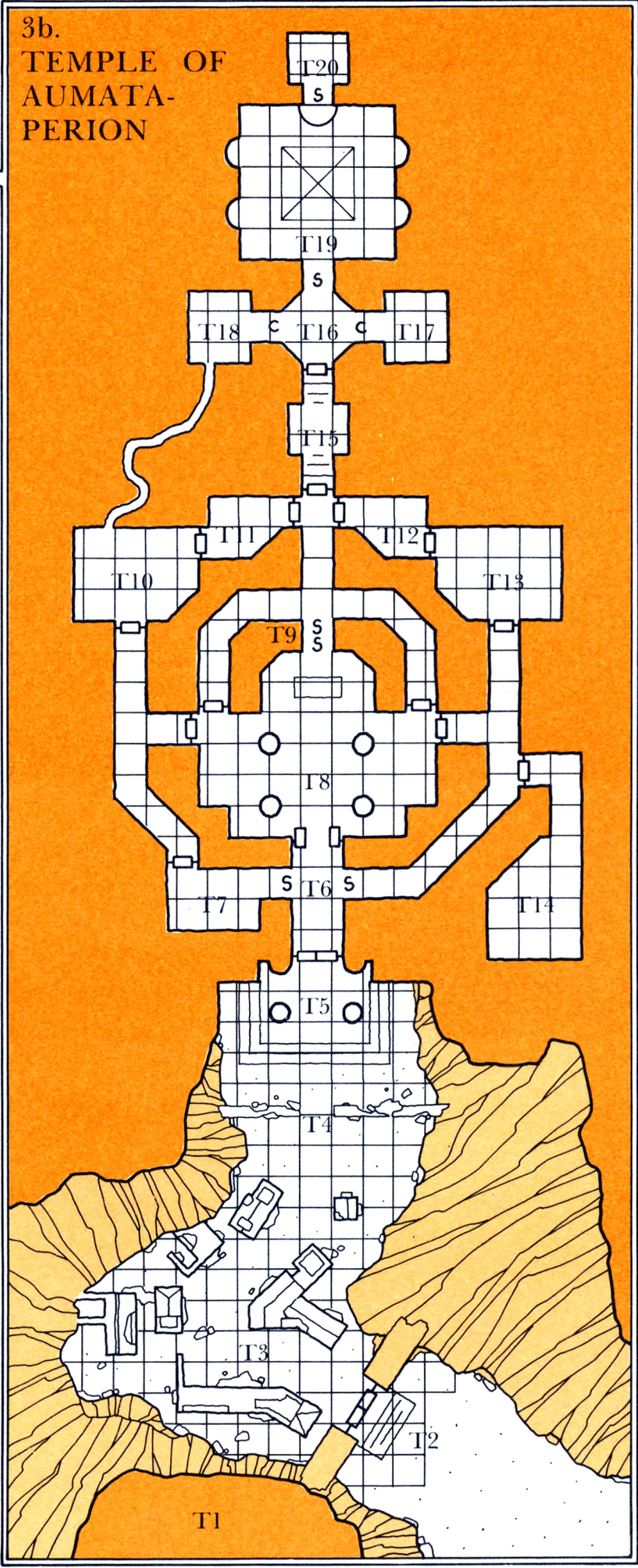
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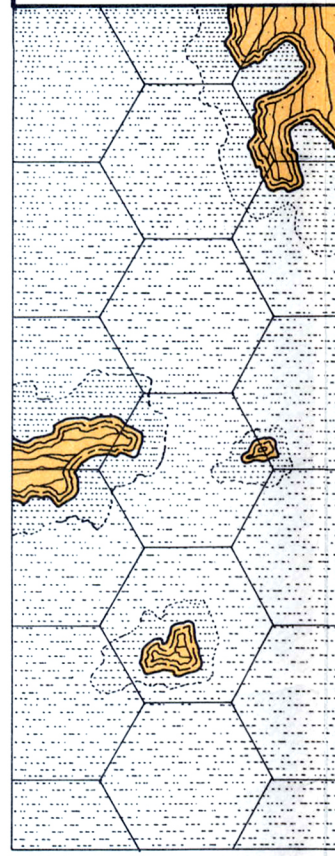
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-  DOOR
-  SLIDING DOORS
-  SECRET/CONCEALED DOOR
-  STAIRS U D
-  SPIRAL STAIRCASE
-  PIT TRAP
-  UNDERPASS
-  TERMINUS
-  MAINTENANCE STATION
-  PENTANGULAR WARD
-  BLACK GATE
-  GLASSTEEL HOOP
-  ROD
-  HEK TENT
-  GRASS HUT
-  WATERFALL
-  RAPIDS
-  JUNGLE
-  BOG
-  ASH MIRE & LEDGE
-  MOUNTAIN SURFACE

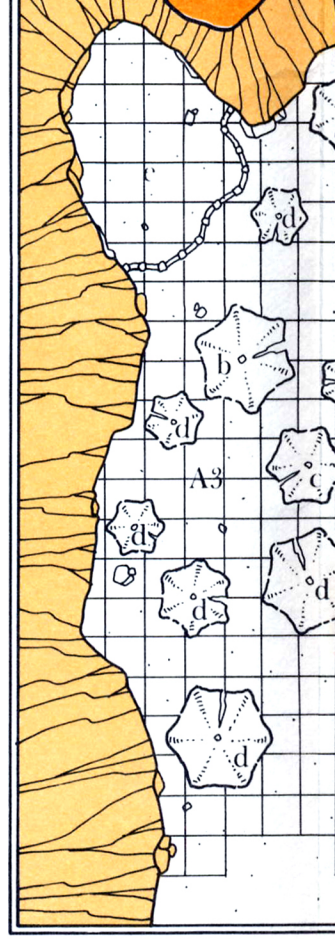
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 TEMPLE OF
 AUMATA-
 PERION



3. AS



3a. THE CAMP



Advanced Dungeons & Dragons®

Adventure Module for 5-8 characters, levels 5-7

ALL THAT GLITTERS...

by Jim Bamba



Not all that tempts your wand'ring eyes
And heedless hearts, is lawful prize;
Nor all that glitters, gold. . .

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MAPS

MODULE FOLDER

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TIKUL'S

Beneath the twisted branches of a tropical tree a skeleton lies grinning at the clear blue sky. Vines twine through its ribs and ants crawl over its skull. These sun bleached bones are all that remain of the sorcerer Tikul, a man who went in search of a dream but found only death.

Our story begins a year and a half ago in a library far from the jungle. While researching into ancient and dusty tomes, Tikul came across references to the Kepta, a wealthy civilisation lying to the west of the impassable Hadarna Mountains. His imagination fired by descriptions of mighty magics and majestic domed cities, he vowed to visit this land and see for himself its glittering wonders. Greatest and most intriguing of these were the passages built deep underground by the dark arch mage Kahoatep. These allowed travellers to ride the wind from one side of the mountains to the other, and they would be Tikul's access to the lands of the Kepta. Delving further, he discovered that two trading posts existed, one at each end of the passages - Windgate to the west and Terabar to the east. According to Tikul's calculations, Terabar lay at the source of the Utdoo River deep in the Indicara Jungle.

Eager to be under way, Tikul collected a trusty band of associates. He instructed his apprentice to follow the clues that he would leave and then set out for Port Elizabeth. From there he journeyed up river to the trading settlement at Kett's Rapids where friendly Mallata natives warned him of the warlike Atem tribes living above White Tooth Water.

Undaunted the adventurers entered the jungle. Drenched with sweat and plagued by mosquitoes, they hacked their way to White Tooth Water. Unmistakable signs of the Atem hung from the trees - skulls and bones clacked rhythmically together and brightly coloured feathers danced lightly in the breeze. They continued on, ignoring the warnings but prepared for any attack. Their trek brought them to a fork in the river, where twin waterfalls emptied into the Utdoo. Looming high above the falls was Mount Gegesti, its black smoke smudging the clear sky - a sight for which Tikul was unprepared, for nowhere was a volcano mentioned in the ancient writings. With low spirits he realised that Terabar lay under the hardened lava.

Bitterly disappointed, Tikul saw no alternative but to turn back. Just as the explorers were leaving, a concealed entrance was discovered. They entered the tunnel beyond expecting to reach the fabled passages. Instead it brought them to a narrow valley blocked by a great stone dam and an Atem shrine. Fresh hope grew when Tikul calculated that another entrance to the passages lay ahead - an entrance not to Terabar but to one of several maintenance stations that served the tunnels.

Following a fight with the Atem and a perilous chase through the bog beyond the dam, the depleted and weary group finally arrived at their destination. Strangely, a fire giant gladly showed them the entrance they were seeking and

they descended deep into the earth. Dark, foul beasts now dwelt in the abandoned passages. Fearing attack at any moment, the companions explored until they found the magical gates at the eastern end of the passages. As soon as Tikul had tapped the source of ancient magic, the enchanted wind swept them west to Windgate.

Windgate was in ruins and the wind blew no more towards the east. Searching for a means of escape Tikul discovered a flight of stairs and a few pieces of red incense which he realised would allow travel back to Terabar. However, the lure of the Kepta's wealth drew him like a magnet and he led the way up the stairs. Tikul and his companions were unprepared for what lay at the top - a parched land covered by a thick



THE ADVENTURE

This is an ADVANCED DUNGEONS & DRAGONS® module, suitable for a party of 5-8 characters of 5th-7th level. It is essential that the party contains at least one cleric or druid.

The adventure begins when the party acquires fragments of Tikul's map in the form of parchment wrappings for carved ivory sticks (for use in **augury** spells). The sticks were made by Mallata natives living near Kett's Rapids in the Indicara Jungle. They had discovered Tikul's body, but to them the map was meaningless and they tore it up to use as packaging for their goods (losing part in the process).

When these fragments are laid out in order, they will look like the illustrations on the upper part of the tear out sheet (pages 31

and 32). The map shows, in cryptic form, most of Tikul's journey to the temple of Aumata-Perion. The parts showing the wind passages have been lost. Tikul drew a pictogram at the end of the map showing the riches which he was convinced existed at Aumata-Perion.

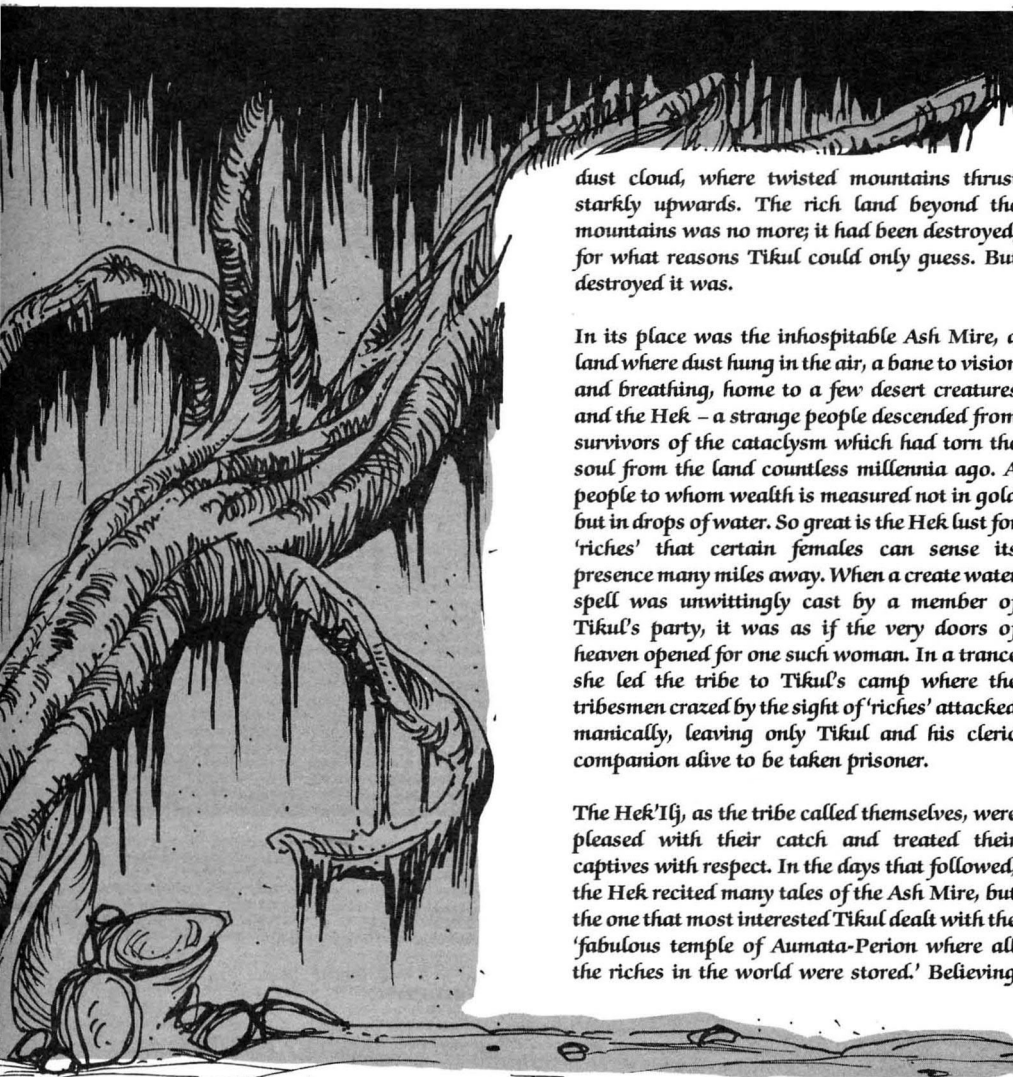
The ivory sticks are typical Mallata workmanship, and the party will be able to find this out from traders, who will also identify Port Elizabeth and the trading post at Kett's Rapids. The adventurers will need to journey to Port Elizabeth and then travel upriver to Kett's Rapids, a small settlement at the edge of the jungle. Few outsiders venture beyond it, and nobody there will have any information regarding Tikul or his journey other than that he passed this way a year or so ago. The traders at Kett's Rapids have no direct contact with the Atem and know little of them except that

they are an aggressive tribe living around the headwaters of the Utdoo River.

ARCHAIC COMMON

During the course of this adventure the player characters will encounter a number of NPCs who speak an archaic form of the common tongue (archaic common). While bearing a resemblance to modern speech, archaic common will not be totally comprehensible to player characters. Certain words and phrases will be meaningless and some will convey a meaning different to that intended. Similarly, NPCs who speak archaic common will have difficulty understanding what the characters are saying. In any situation where this occurs the DM should ham up the role playing as much as possible by using broad accents and possibly playing up any misunderstandings

SAGA



dust cloud, where twisted mountains thrust starkly upwards. The rich land beyond the mountains was no more; it had been destroyed; for what reasons Tikul could only guess. But destroyed it was.

In its place was the inhospitable Ash Mire, a land where dust hung in the air, a bane to vision and breathing, home to a few desert creatures and the Hek – a strange people descended from survivors of the cataclysm which had torn the soul from the land countless millennia ago. A people to whom wealth is measured not in gold but in drops of water. So great is the Hek lust for 'riches' that certain females can sense its presence many miles away. When a create water spell was unwittingly cast by a member of Tikul's party, it was as if the very doors of heaven opened for one such woman. In a trance she led the tribe to Tikul's camp where the tribesmen crazed by the sight of 'riches' attacked manically, leaving only Tikul and his cleric companion alive to be taken prisoner.

The Hek'Ilj, as the tribe called themselves, were pleased with their catch and treated their captives with respect. In the days that followed, the Hek recited many tales of the Ash Mire, but the one that most interested Tikul dealt with the 'fabulous temple of Aumata-Perion where all the riches in the world were stored.' Believing

that this temple contained the remnants of the Kepta's wealth, Tikul convinced the Hek that with his magic they could steal the temple's treasures, little realising that the riches sought by him and the Hek were very different.

The warriors were summoned and the assault mounted. Reaching the temple, they entered its confines. Tikul watched in horror as a skeleton warrior appeared and slew his companion and the Hek'Ilj warriors. After casting spells to no avail Tikul knew all was lost. He fled back to the underground passages leaving the Hek'Ilj to their fate.

Crushed with disappointment and despairing at the fate of his friends, he hardly noticed the return journey through the passages. Weak and wounded he struggled back through the jungle towards Kett's Rapiads only to collapse within a day's journey of safety, poisoned by drinking water from a stagnant pool. Broken and delirious his only hope lay in his apprentice, but the apprentice would never come – he had long since fled with his master's wealth and spell books. Alone and far from home Tikul died, his only remaining possession grasped in his palsied hand – a map showing his journey to the temple of Aumata-Perion.

The tale does not end there; in many ways it is just beginning. The map, discovered shortly after Tikul's demise by Mallata natives, was used as wrappings for ivory carvings, carvings bound for civilised lands... A lure to adventurers to follow Tikul's trail and discover that all that glitters is not gold...

that occur. However, the DM should not force the players into impossible situations by making it too difficult for their characters to communicate effectively. In most situations player characters should be able to carry out reasonable conversations — but make them work for it and above all enjoy yourself!

ABBREVIATIONS

In this module, the statistics of monsters and non-player characters have been standardised. The information is given after the monster's/NPC's name, as follows:

AC = Armour Class; **MV** = Movement Rate; **HD** = Hit Dice (monsters) or Class/Level (NPCs - see below); **hp** = current hit points (figures in brackets indicate maximum hit points of wounded creatures); **#AT** =

Number of Attacks; **D** = Damage Caused by Attacks; **SA** = Special Attacks; **SD** = Special Defences; **MR** = Magic Resistance; **Int** = Intelligence (monsters and minor NPCs only); **AL** = Alignment; Ability Scores (major NPCs only - see below); **Size** (monsters and minor NPCs only); **xp** = Experience Points awarded for overcoming; **THACO** (see below); Source of further information.

The following additional abbreviations are used: **C** = Cleric, **D** = Druid, **F** = Fighter, **P** = Paladin, **R** = Ranger, **M** = Magic User, **I** = Illusionist, **T** = Thief, **A** = Assassin, **Mk** = Monk, **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma, **MM** = AD&D® Monster Manual, **MMII** = AD&D Monster Manual II, **FF** = FIEND FOLIO® tome, **PHB** = AD&D Players Handbook, **DMG** = AD&D Dungeon Masters Guide.

THACO = To Hit Armour Class Zero. This is the roll on a d20 needed by a creature to hit an opponent with AC:0 (see **DMG** p196-215). In most cases, the roll needed to hit other armour classes = **THACO-AC**. Some creatures, whose hit probability is very low, have been given a **THACO** of 20*, and in these instances the DM should consult the relevant tables (see **DMG** p74-5) to find the rolls needed to hit other armour classes.

BOXED SECTIONS include that information which the characters would get from the first sight of an area or room. The DM may either paraphrase or read them out as written. In cases where player characters would instantly recognise the monsters seen, the DM should substitute the monsters' name(s) for the description.

THE INDICARA

(Encounter areas 11-19: Map 1)



In this part of the adventure the party, if following Tikul's map correctly, will cross the Indicara Jungle to the Hadarna Mountains. Along the way they will encounter an Atem village (see encounter areas I4-6) and a seven-headed hydra (encounter area I7). At the mountains they will meet Vanck, an insane fire giant (see encounter area I9) and discover an entrance to the **WIND WALKERS' PASSAGES** (see page 8).

It is important that the players become accustomed to using Tikul's map as a guide. In addition to the special points, it also shows important geographical features such as rapids, river confluences, the swamp and the mountains which are shown in more detail on **Maps 1-3**. To give the players confidence in Tikul's map the DM should point out these features when the party encounters them.

THE INDICARA

The Indicara is a hot, humid and dense jungle teeming with wildlife of all kinds. The trees grow to a height of 100 feet or more, forming a thick green canopy over the jungle floor. Characters climbing one of the larger trees will have an excellent

view of the jungle and the mountains. While the party is in the jungle, the DM should check for disease and parasitic infection once per week (see **DMG** p13-14).

From Kett's Rapids onwards, the party's most convenient route lies along the bank of the Utdoo. The DM should use the following description to set the scene for this part of the adventure:

On both sides of the river lush vegetation stretches skywards forming an arch over the water and giving a green tinge to the sunlight. In places the greenery is broken by brilliant splashes of colour from large flowers and brightly coloured birds.

But all is not as idyllic as it first seems; soon the hot sticky air sends rivers of sweat down your backs, faces and arms. Wiping it from your eyes, you realise that this jungle crossing is not going to be easy. Already swarms of mosquitoes are gathering and buzzing around you.

In order to emphasise the atmosphere of

the Indicara, the DM should make occasional mention of the heat, humidity and mosquitoes.

Movement

Characters following a river bank move at three quarters normal speed due to the density of the undergrowth. Away from the river, the going is even more difficult, requiring characters to chop their way through and reducing movement rates to a quarter of normal.

None of the rivers above Kett's Rapids are navigable by watercraft. They are all too shallow and fast-flowing to allow passage. However, this makes them easy to ford and characters will experience no problems in so doing.

Natives

The natives at Kett's Rapids are the Mallata, a friendly people. Above the White Tooth Water (11) lie the lands of the Atem (see **MEN AND MONSTERS** - page 30). The Atem are fierce and warlike and attack intruders on sight (see **RANDOM ENCOUNTERS** and encounter areas I4-6).



RANDOM ENCOUNTERS

Wandering monsters occur on a throw of 1 on 1d6. Check every 4 hours while characters are in the jungle or bog, and every 8 hours when they enter the mountains. The Atem will only be encountered after White Tooth Water and an Atem encounter before then should be re-rolled by the DM.

Jungle (roll d12)	Mountain (roll d12)	Bog (roll d12)	Encounters
1-2	—	—	2-5 gorillas: AC 6; MV 12"; HD 4+1; hp 23 each; #AT 3; D 1-3/1-3/1-6; SA Rending for 1-6; SD Nil; MR Std; Int Low; AL N; Size M; xp 245 each; THACO 15; MM.
3-5	—	—	1 rhinoceros beetle: AC 2; MV 6"; HD 12; hp 60; #AT 2; D 3-18/2-16; SA Nil; SD Nil; MR Std; Int Non; AL N; Size L; xp 3110; THACO 9; MM.
6-9	1	—	2 tigers: AC 6; MV 12"; HD 5+5; hp 35 each; #AT 3; D 2-5/2-5/1-10; SA Leap, rear claws for 2-8/2-8; SD Surprised only on a 1; MR Std; Int Semi; AL N; Size L; xp 435 each; THACO 13; MM.
—	2-4	1-3	2 griffons: AC 3; MV 12"/30"; HD 7; hp 48 each; #AT 3; D 1-4/1-4/2-16; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size L; xp 855 each; THACO 13; MM.
—	5-6	4-5	2-5 mobats: AC 7 (2,10); MV 3"/15"; HD 4; hp 20 each; #AT 1; D 2-8; SA Screech, surprise on 1-3; SD Mobility; MR Std; Int Low; AL N(E); Size M; xp 250 each; THACO 15; MMII - bat.
—	7-9	—	1-2 rock reptiles: AC 3; MV 6"; HD 5+6; hp 32 each; #AT 1; D 7-10; SA Surprise on 1-3; SD Chameleon powers; MR Std; Int Animal; AL N; Size M (6' long); xp 624 each; THACO 13; MMII.
—	—	6-8	2-5 giant lizards: AC 5; MV 15"; HD 3+1; hp 16 each; #AT 1; D 1-8; SA Double damage on a 20; SD Nil; MR Std; Int Non; AL N; Size L; xp 189 each; THACO 16; MM.
—	10-12	9-12	1-2 giant dragonflies: AC 3; MV 1"/36"(hover); HD 8+1; hp 45 each; #AT 1; D 4-16; SA +2 on initiative; SD Special; MR Save as MU16; Int Low; AL N; Size M; xp 885 each; THACO 12; MMII.
10-12	—	—	7-12 Atem warriors led by one of the wise women. Atem warriors: AC 9; MV 12"; F0; hp 4 each; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 11 each; THACO 20*; New monster. Wise woman: AC 9; MV 12"; D4; hp 22; #AT 1; D 1-6 (spear); SA/SD As std. for class and level; MR Std; Int High; AL N; Size M; xp 225; THACO 18; PHB Spells memorised - First level: entangle ; faerie fire x2; speak with animals Second level: cure light wounds ; obscurement Third level: plant growth ; summon insects .

11. White Tooth Water

The rapids mark the edge of Atem territory:

White water foams over sharp rocks in the river. On both sides of the rapids, skulls hang amongst brightly coloured feathers.

The skulls and feathers are suspended from vines and are otherwise unremarkable. A feather marks this place on Tikul's map.

12. Twin Falls

Here, the Utdoo is joined by a smaller river. Both drop into the valley over 50-foot cliffs which are easy to climb. Nearby the party will find Tikul's dagger automatically:

Sunlight flashes on the hilt of a jewelled dagger thrust into the trunk of a dead tree.

The dagger was left by Tikul to mark his

route and is worth 400gp. It will activate Tikul's **magic mouth** (see encounter area 13) and a crude drawing of a mouth (like the one on Tikul's map) has been scratched onto its blade.

13. Valley of the Mouth

In a short, steep-sided box canyon where the Utdoo River has its source, Tikul left a **magic mouth** spell which describes how to find the concealed route from this area to the Atem Village (see encounter area 15):



A gnarled and twisted tree stands alone in this rocky valley. Nearby, a spring bubbles and froths, giving life to the watercourse you have been following. Around you sheer walls rise vertically for hundreds of feet completely blocking your progress.

If the tree is approached (within 10 feet) by anyone carrying Tikul's dagger (see encounter area I2), a **magic mouth** spell will be activated saying - 'To open the southern path, push the slab of grey at its peak.'

The 'slab of grey' (a granite boulder) will be found automatically if the party inspects the southern side of the valley (see **Map 1a**). Pushing it at the top will cause it to pivot revealing a passage behind. A spiral staircase leads up to a ledge running south along the face of the mountains about 400 feet above the jungle.

14. Unobservant Guards

The ledge from the Twin Falls (I2) runs south for 3 miles to where a group of Atem warriors is surveying the surrounding jungle. Unless they make a lot of noise, the adventurers will gain 1 segment of surprise automatically:

Your vision ahead is obscured by a large outcrop but as you round the corner, four brightly painted warriors come into view. All hold spears and one has an ivory horn. They seem unaware of you, since their chatter continues unabated.

The warriors will be taken aback by the party's sudden appearance and will forget to raise the alarm. On the second round, the leader will blow the horn to alert the village and those in the shrine (see below).

3 Atem warriors: AC 9 (shield); MV 12"; F0; hp 5 each; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 15 each; THACO 20*; New monster.

1 Atem leader: AC 9 (shield); MV 12"; F3; hp 24; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 156; THACO 18; New monster.

The warriors each wear 5gp worth of crude personal jewellery and the leader has jewellery to the value of 30gp.

15. Sacred Camp of the Atem

The Atem village consists of the shrine on the dam and numerous crude huts and lean-to shelters on the valley floor (see **Map 1b**). Inside the shrine, the tribe's wise women (druids), the chief and his bodyguards are engaged in a religious ceremony. The Atem in the village are going about their everyday business - cutting carcasses, cooking food, sharpening spears and so on. The huts and shelters are made from woven grass and branches. They contain nothing of value.

If the adventurers are quick, they will reach the dam undetected. Otherwise, the DM should amend the following description to include armed Atem warriors howling for the characters' blood:

The gulley leads onto a great stone wall spanning the mouth of a valley. To the right lie miles of undulating bog. On the left side, a wooden staircase descends to a village of straw shelters.

Dominating the centre of the wall is a squat stone building. An open doorway faces you where two guards sit, playing with pebbles.

The guards will not notice the adventurers until they leave the gulley.

2 Atem warriors: AC 9 (shield); MV 12"; F0; hp 5 each; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 15 each; THACO 20*; New monster.

Both guards wear 5gp worth of crude, personal jewellery.

If the adventurers silence or overcome the guards in the first round after they are seen, the party will be able to enter the shrine undetected. If not, the guards will shout a warning alerting the villagers and those in the shrine. The warriors in the village will rush to attack; 20 warriors will reach the top of the stairs on the third round and another 20 will ascend the stairs each round unless prevented. They will attack until killed in order to protect the shrine. The actions of the shrine inhabitants are detailed below (see encounter area I6).

100 Atem warriors: AC 9 (shield); MV 12"; F0; hp 5 each; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 15 each; THACO 20*; New monster.

6 Atem leaders: AC 9 (shield); MV 12"; F3; hp 24; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 156; THACO 18; New monster.

Each of the warriors wears 5gp worth of crude, personal jewellery, and the leaders each have 20gp worth of jewellery.

The wooden stairs are very dry and can easily be ignited by a burning flask of oil, a **fireball** spell and so on. If just a torch is used, it will take 5 rounds to set the stairs alight. Once ignited, the stairs will become a raging inferno in 1 round. If the stairs are set alight, the warriors will collect two crude ladders from the base of the dam and use these to scale the dam on the west side of the shrine.

Characters who fall (or jump) the 50 feet into the bog will take only 5d6 hit points of falling damage due to the cushioning effect of the swampy ground.

16. The Barrier Shrine

The shrine contains the chief of the tribe, his three bodyguards, two druidic wise women and two leopards. If alerted by noise outside, the occupants will leave the shrine to attack, otherwise the party will gain 2 segments of surprise (3 if the party includes a ranger). The following description assumes the party has surprised those in the shrine, but if this is not the case the DM should amend it accordingly:

Under the flickering green eyes of a giant stone leopard, six painted humans dance around the top of a descending spiral staircase. Heaped around the statue's paws are glowing swords, painted shields and sparkling jewellery watched over by two snarling leopards.

As soon as they become aware of the presence of intruders, the chief and his bodyguards will rush to attack. Abu (see below) will shape-change into leopard form and attack with her two pet leopards. If reduced to 15 or fewer hit points, she will retreat (taking her leopards with her). She will then cast spells, starting with **cure light wounds**. If the fight is going against the Atem she will change into a bird and flee into the bog to recover lost hit points and spells. The next day she will follow the party and harry them at every opportunity until killed or captured.



Muban (see below) will cast spells from outside the melee if possible. She will then attack with her club.

Abu - Atem witch doctor: AC 9 (shield); MV 12"; D 7; hp 44; #AT 1; D 1-6 (spear); SA/SD As standard for class and level; MR Std; AL N; Size M; xp 1265; THACO 16; PHB.

Spells memorised -

First level: **entangle**, **faerie fire** x2, **pass without trace**, **speak with animals** x2.

Second level: **barkskin**, **charm person** or **mammal**, **cure light wounds** x3, **produce flame**.

Third level: **hold animal**, **protection from fire**, **summon insects**, **neutralize poison**.

Fourth level: **protection from lightning**.

Muban (Abu's assistant): AC 9 (shield); MV 12"; D 4; hp 25; #AT 1; D 1-6 (club); SA/SD As standard for class and level; MR Std; AL N; Size M; xp 255; THACO 18; PHB.

Spells memorised -

First level: **faerie fire** x2, **pass without trace**, **shillelagh**.

Second level: **obscurement**, **produce flame**.

Third level: **protection from fire**, **summon insects**.

2 leopards: AC 6; MV 12"; HD 3+2; hp 18 each; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4; SD Surprised only on a 1; MR Std; Int Semi; AL N; Size M; xp 222 each; THACO 16; MM.

Atem chief: AC 9 (shield); MV 12"; F6; hp 48; #AT 1; D 3-8 (spear and strength); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 609; THACO 15; New monster.

3 bodyguards: AC 9 (shield); MV 12"; F4; hp 28, 29, 30; #AT 1; D 2-7 (spear and strength); SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 230, 235, 240; THACO 17; New monster.

The chief wears 200gp worth of jewellery and his bodyguards have 100gp of jewellery each.

The eyes of the leopard statue are large black opals (value - 4000gp each). The following items taken from members of Tikul's party (who were killed by the Atem) are spread over and around the statue's feet:

- two large **shields** +1
- a **long sword** +1 (NSA)
- a **long sword** +1, +4 vs. devils, in a jewelled scabbard (value - 500gp).

- a suit of human-sized **splint mail** +2
- a potion of **flying** (pale blue, tastes of mint, 1 dose)
- a potion of **fire resistance** (red, smells of sulphur, 1 dose)
- an ornate golden brooch, decorated with small gemstones (total value - 2000gp).

The stairs lead down to the bog. The warriors' fear of the hydra (see below) will keep them from following the adventurers if they flee this way. The wise-women, however, have no such constraints.

17. The Fiend in the Bog

Descending the stairs in the shrine, the characters will enter a soft and spongy bog, which will halve their movement rate. After they have been travelling through the bog for 3 turns, the fiend in the bog (a hydra) will attack:

You are soon squelching through a thick wet blanket of moss, reeds and grasses. Roots snag your feet and insects buzz around your heads. A loud roar breaks out across the swamp. To your horror, as you spin round you see a charging hydra.

The hydra will take 1 round to reach the party; when it loses four of its heads it will flee.

1 seven-headed hydra: AC 5; MV 9"; HD 7; hp 56 (8 per head); #AT 7; D 1-8 (x7); SA Nil; SD Nil; MR Std; Int Semi; AL N; Size L; xp 848; THACO 13; MM.

18. The Black Stairs

Following Tikul's map, the party should arrive eventually at the lair of the fire giant:

The valley you have been travelling along ends abruptly at a mass of hardened lava. A waterfall drops down 500 feet from a gully above and roars into a pool at the base of the rock face. Large irregular steps lead up the lava next to the falls.

The steps are each roughly 2 feet high and lead up 500 feet to the gully above. The gully is steep-sided, rising to a height of 100 feet (see **Map 1c**).

19. The Fire Giant's Lair

On entering the cave, the characters will encounter Vanck, the mad fire giant, and his two hell hounds:

Warm air wafts out of the roughly-hewn tunnel before you. At the end of a long passage, a cavern is lit by the flickering red light of many fires. Standing in the middle is a large black giant cradling a huge boulder. Two dogs with glowing red eyes snarl at his side. As you approach he grins broadly and calls out.

Vanck suffers from hallucinatory insanity (see **DMG** - page 84) which causes him to see all humanoids as fire giants. He will greet the adventurers in fire giant but if they reply in the common tongue, he will switch to this language.

Exiled from his own people in Mount Gegesti, Vanck lives here with his two hell hounds. He is very lonely and will be desperate to hear news from 'home'. He does, however, recall the harsh treatment he received from his fellow giants and if he or his pets are threatened he will fly into a rage and attack. If characters play up to him and act as though lawful evil, Vanck will not harm them. He will be more than willing to show them the stone door on the north wall (see below).

1 fire giant: AC 3; MV 12"; HD 11+5; hp 68; #AT 1; D 5-30; SA Hurl rocks for 2-20; SD Impervious to fire; MR Std; Int Insane; AL LE; Size L; xp 3788; THACO 9; MM.

2 hell hounds: AC 4; MV 12"; HD 4; hp 22 each; #AT 1; D 1-10; SA Breath, surprise on 1-4; SD Only surprised on a 1; MR Std; Int Low; AL LE; Size M; xp 426 each; THACO 15; MM.

The cavern is roughly 50 feet in diameter. It is brightly illuminated and made oppressively hot by flames issuing from fissures in the floor and walls. A stone door on the north wall opens onto a short passage which runs north to join the stairway leading down to the **WIND WALKERS' PASSAGES** (see page 8). Chalked on the passage side of the door are the words "*Still is the way to the break of day*", a clue to which direction to take in the passages, left by Tikul to aid his apprentice.

The cave contains only a bed of mangy furs. Vanck has no treasure.

THE WIND WALKERS' PASSAGES

(Encounter areas W1-W27 : Map 2)



Descending the stairs from the fire giant's cave, the characters will arrive at the easternmost maintenance station of the Passages of the Wind Walkers. Providing they interpret the riddle "*still is the way to the break of day*" correctly, they should follow the southernmost passage eastwards to the terminus at Terabar i.e. the passage without the wind, in the direction that day dawns. Once at the terminus they will be able to pass quickly beneath the Hadarna Mountains to the Ash Mire by activating the device in the hall of departure (see **Departure and Arrival Halls** - page 10).

HOW THE TUNNEL SYSTEM WORKS

The Wind Walkers' Passages consist of two parallel tunnels running deep below the earth. The passages linked two great trading settlements, Terabar at the east side of the mountains and Windgate at the west. A magical wind blew along each of the 80-mile-long passages and by riding these winds, travellers were able to pass beneath the mountains in only 2 hours.

Before the Cataclysm

This magnificent system was created by Kahoatep, greatest mage of the Kepta. After supervising the construction of the passages and creating the magical wind, he

conjured and bound four huge earth elementals — one at each end of the two passages. On each earth elemental he cast a special **distance distortion** spell and halved the length of the passages (see **PHB** - page 80).

To ensure that the passages were able to operate smoothly, 8 maintenance stations were established at 10-mile intervals, starting 5 miles from each terminus. At each station, Kahoatep summoned two invisible stalkers from the elemental plane of air (one for each passage). The invisible stalkers were instructed to keep their respective 10-mile sections of passages (5 miles each side of the station) clear of intruders and debris.

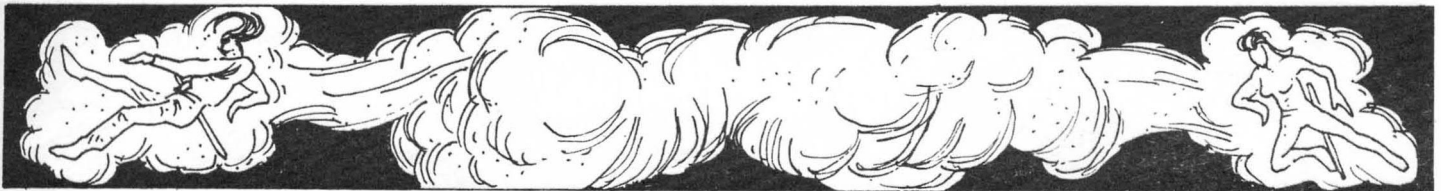
To prevent the invisible stalkers from escaping from the passages, two forms of safety device were devised — pentangular wards and rod rooms. Pentangular wards sectioned off the passages between maintenance stations. These allowed the passage of wind-walking travellers but prevented any other creature from passing them. At places where it was necessary for human maintenance crews to access the passages,

rod rooms were created. These had **permanent protection from evil 10'** radius spells cast in them which blocked the passage of the invisible stalkers (see **PHB** page 44) but allowed humans to pass freely through.

Travellers moved through the tunnels by passing through a magical gate at one end which transformed them into something akin to air or smoke. The magical wind then blew them at great speed to the far end, where a similar magical gate restored them to their original form (see **Departure and Arrival Halls** - below). The northern tunnel was used by westbound traffic, and the southern one by those travelling eastwards.

The Cataclysm

Both Terabar and Windgate thrived until the Cataclysm which reduced the fertile land in the west to the parched waste of the Ash Mire. In the east, Terabar was destroyed by a huge volcano, Mount Gegesti, which erupted out of a peaceful valley. It removed all trace of the town and sealed the terminus under hundreds of feet of lava. At the western end, Windgate was swept away by the destruction and the majority of the entrances to the passages were blocked by a shift in the rock strata. The only remaining entrance is the Windgate emergency exit (W26), which the party must find in order to reach the Ash Mire.



Being deep beneath the earth the passages escaped the major results of the Cataclysm. More damage resulted from the release of the southern earth elementals by panicking crowds than from the Cataclysm itself. Rubble now strews the southern passage and its magical wind has ceased to blow. The northern passage was relatively untouched, both its **distance distortion** and magical wind remain. However, the western earth elemental is now insane and its **distance distortion** is so confused (see encounter area W25) that the transit time in this passage has been increased to 3 hours.

The Distance Distortion

In the eastern half of the northern passage the **distance distortion** operates normally. Here all dimensions are halved, so the 30-foot-wide passage appears to be only 15 feet wide. The map, however, has been drawn to actual size (without the **distance distortion**) and the DM should remember this when describing the passages to the players. A side effect of the **distance distortion** is its effect on openings into the passage. To anyone outside the passage these openings will obviously be their actual size. Viewed from the passage, however, they will be distorted, appearing to be half-size in height and width.

In the western end of the passage the same effects apply, except that the earth elemental is insane. Openings will grow and shrink as the elemental contracts and expands itself (see encounter area W25), even when viewed from the room.

Due to the unusual effects of Kahoatep's **distance distortion** spell, the earth elementals are invulnerable to all attacks and only the most powerful spells will affect them (e.g. **wish**, **alter reality**).

Standard Features

Many of the rooms and other features of the passages have been standardised, and general descriptions of these are given below. The encounter descriptions start with the maintenance station at which the party enters the system (encounter areas W1-W9), then comes the eastern terminus (encounter areas W10-W18) and finally the western terminus (encounter areas W19-W26).

Major and Lesser Circles

The earth elementals and invisible stalkers were summoned and constrained by circles

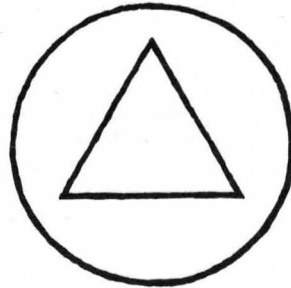
of Kahoatep's own devising. Major circles were designed to summon and bind huge earth elementals. With the lesser circles he summoned and bound the invisible stalkers. Player characters will be unable to use Kahoatep's circles in any way.

Major Circle



These circles were very expensive to install, but the silver in them, if removed, is worth comparatively little. The raw silver in each major circle is worth 1500gp (30000gp weight equivalent) and will take 30 man hours to remove. Lesser circles are less elaborate and contain 1000gp worth of silver (20000gp weight equivalent). Digging up one of these circles will take 18 man hours.

Lesser Circle



All but one of the invisible stalkers (that at the eastern end of the southern tunnel) remain constrained by Kahoatep's lesser circles, the other was accidentally released by the thief from Tikul's party (see encounter area W6).

Maintenance Stations

The maintenance stations, numbered I to VIII from west to east, are deep in the bowels of the earth and normally could only be reached by long stairways from platforms high in the mountains. These were accessed from the air by crews using magical flight or winged mounts, since the surrounding terrain was (and still is) impassable. The presence of the pentangular wards (see below) made journeying down the passages to the stations impos-

ible — the wind walk system only allowed travel from one terminus to the other.

The first part of the passages which the adventurers will see is the easternmost maintenance station (station VIII) below the fire giant's cave. This station is described separately (encounter areas W1-W9).

The other maintenance stations (I-VII) are identical in construction to station VIII except they are undamaged. They are all unoccupied.

Rod Rooms

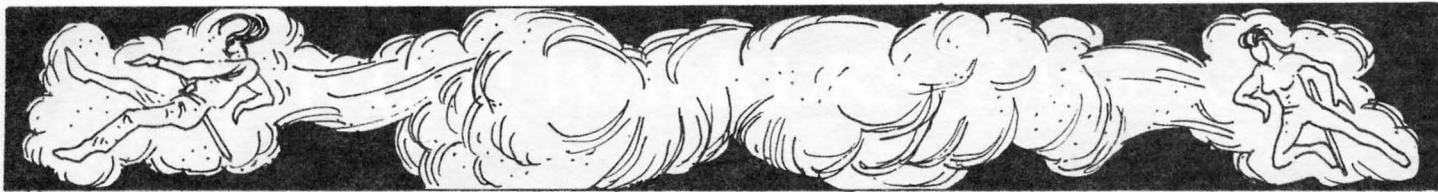
Rod rooms are exactly 20 feet in diameter and 10 feet high, built in the form of a slice through a 10-foot-radius sphere. In the centre of each room is a 2-inch-thick, 10-foot-high glass rod stretching from floor to ceiling. In the middle of each rod is a pale gem, enchanted with a **permanent protection from evil**, 10' radius spell. Thus the rooms allow the passage of people into the tunnels but prevent the invisible stalkers from leaving them. The gem, a chalcedony of very fine quality (value - 500gp), can easily be removed by breaking the rod, although this will cancel the spell.

Pentangular Wards

Midway between the maintenance stations (see above), pentangular wards were placed across the tunnels. These consist of iron grilles in the form of interlocking pentagrams of various sizes. Although wind walking travellers are able to pass through the wards, the grilles provide a total barrier to the invisible stalkers (and any other creature not wind walking).

All wards are fully operational and well protected. In their normal state they have a magically-produced, multi-coloured appearance. As they approach a ward, the adventurers will receive three warnings from a **permanent magic mouth**, telling them that a **symbol of death** has been inscribed on the ward. The DM should read the boxed description whenever characters first encounter an operational ward:

Spanning the entire width and height of the corridor is a colourful grille composed of interlocking pentagrams. The pentagrams are of different sizes and constructed in such a way that the largest opening is only an inch or two across.



The first warning will be activated if anyone approaches to within 20 feet of the ward. It will lose its multi-coloured appearance and start to glow red:

As you approach the grille a large mouth appears on its surface and speaks in a commanding tone:

'Be wary! Death guards this passage. Thine approach shalt cause the death symbol to appear. Damnation cannot be avoided if thou does not turn back. Thou hast been warned.'

The second warning will be activated at a distance of 10 feet from the ward, at which point the grille will turn yellow. If this warning is ignored and anyone continues to approach, an electrical **glyph of warding** on the floor will be set off. This will deliver 30 hit points of damage, halved if the victim makes a successful save vs. Spells.

The third and final warning is triggered at a distance of 5 feet, whereupon the ward will turn black. The **symbol of death** will be activated if the grille is struck by a melee weapon (but not by missile fire) and if the ward is passed through by any creature not wind-walking the passage. Making a hole for a character to pass through requires damage equivalent to 200 hit points.

It is essential that the DM gives the characters the three warnings whenever they encounter a ward. A **find traps** spell will reveal all **glyphs of warding** and the presence of the **symbol** (without activating it). For the purposes of **dispel magic** spells, the DM should treat all **glyphs** and **symbols** as cast at the 20th level of experience.

Departure and Arrival Halls

Each terminus has a hall of arrival and a hall of departure, where 'wind walkers' began and ended their journeys. These chambers are characterised by the magical equipment which they contain, in particular the large black gates and the glassteel hoops which allowed travellers to pass through the gates.

There are frescoes on the northern and southern walls of the arrival/departure halls, depicting a city adjacent to a mountain range. The frescoes also show a passenger in the act of using the system, her arms outstretched to touch a flame and a cup (see encounter area W16). This should serve as an invaluable clue to the players.

The Black Gates

At each end of each tunnel is a large black disk which measures 30 feet in diameter. These are the magical gates through which all users of the system passed (when in gaseous form) either from one of the departure halls, or to one of the arrival halls. The gates are resistant to physical attacks and, under all but exceptional circumstances, totally impenetrable. All the gates radiate a magical aura and look identical from either side.

Glassteel Hoops

In front of each gate is a hoop of glassteel. It has a diameter of 10 feet and stands upright and parallel to the gate. On the right hand side of the hoops in the halls of departure (W18 and W20) a magical blue flame used to burn on top of a silver platform. A small silver cup filled with holy water was attached to the inside of the hoop on the left-hand side. To be transported, travellers would step through the hoop after touching both the flame and the cup. As they did so they were drawn through the gate, while their bodies and all possessions were transformed into the cloud-like state in which they were blown along the passage to the hall of arrivals at the opposite end of the tunnel. Here they passed through another gate which restored them to their physical form.

Today, only the flame in the Terabar hall of departure (W18) still burns. The Windgate flame was extinguished during the Cataclysm and as it was responsible for powering one of the magic winds, no wind now blows along the southern tunnel. This makes it difficult for characters to travel back to Terabar. The flame can only be rekindled by using the special magical incense from the Tomb of Teaxacotl in the **TEMPLE OF AUMATA-PERION** (see page 27). To return back through the mountains the characters will need to collect this incense, place it upon the silver platform and then light it. Having done so they will then be able to step through the hoop and be transported back to Terabar. A clue is provided for the party in the Windgate hall of departure (W20) hinting that they require red incense in order to return through the passages.

THE PRISONER

During the time since the terminus at Terabar was cut off by the outpourings from Mount Gegesti, it has been taken over

for use as a prison for a shadow demon. A bearded devil (see encounter area W21) is responsible for guarding the shadow demon, and it has commanded various minions to assist in this task.

ENCOUNTERS

Maintenance Post VIII (Map 2b)

W1. Access Stairs

The stairs from the fire giant's lair (I9) lead both up and down. They ascend for 50 feet, before being blocked by hardened lava from Mount Gegesti, and descend for 1000 feet to the passages:

A straight steep staircase with finely hewn and polished walls lies before you. As you descend into the bowels of the earth, your footsteps resound hollowly and the great bulk of the mountains presses down around you.

After what seems like an endless descent the bottom is finally in sight. A heavy iron door fills the passageway ahead.

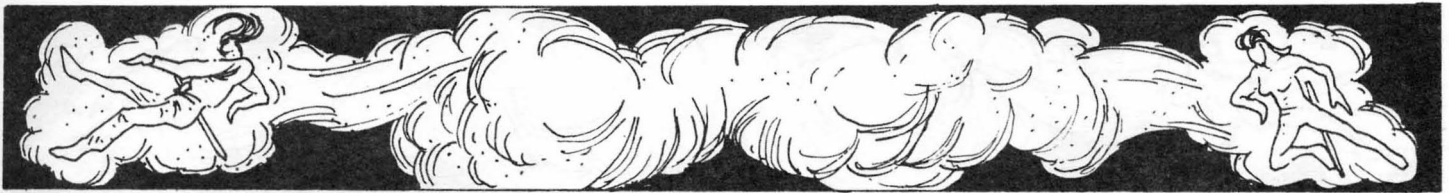
As well as being heavy, the door has very stiff hinges.

W2. Main Room

This room formed the living quarters and recreation area for service crews working on the passages:

This room might once have been well furnished but time has taken its toll. Tiles have fallen onto the floor, revealing smooth walls. As you enter, a tile drops from the ceiling and shatters on the ground. Scattered across the floor are fragments of broken furniture. Some of the tiles on the south wall still bear a painted design.

There is no danger of the ceiling collapsing on the party. Vanck, (see encounter area I9) was responsible for the destruction in this room. The painting on the tiles originally showed the entire Wind Walker passages. Over the years some of the tiles have fallen to the floor and been crushed underfoot by the fire giant. The DM should give the



players the tear-out sheet when their characters examine the painting.

W3. Rod Room

This circular room is a fully functional rod room (see **Rod Rooms** - page 9):

A soft white light pulsates ahead, bathing the corridor in its glow. Following the light you enter a 20-foot-diameter room. In the centre of the room, a glass rod extends from floor to ceiling. Encased in the rod is a small white gem. The walls are pure white and show no signs of age or decay. As you watch, the gem pulsates and the white light washes over you and the room.

The room is unoccupied.

W4. Northern Summoning Room

When the passage system was built, an invisible stalker was summoned here to maintain the passage. Characters listening at the door will hear the sound of the wind as it rushes by the room:

The door opens into an impressive hexagonal room with walls of polished rock. The sound of the wind comes from a large opening to your right, although the air in the room is quite still.

Inlaid in the black marble floor is a silver circle enclosing a triangle. There is a small metal bowl with a light brown, crescent-shaped base inside the circle. Spilt next to it are several pieces of dark granular material.

The silver lines form a lesser circle which binds the services of the invisible stalker in the north corridor.

Should the party attempt to dig up the circle they will release the invisible stalker (see encounter area W8). The invisible stalker will arrive in the room after 2 rounds and attack the party. The stalker cannot follow the party into or beyond the rod room (W3). Should the party retreat there, it will wait for them in the summoning room.

The metal bowl is made of silver and is worth 60gp. The base is made from carved bone and has no intrinsic value. The dark, granular material is incense, which will burn smokily but have no effect if the party light it.

W5. Northern Passage

The distance distortion and magical wind operate to full effect in this passage:

A howling wind from the east roars down this corridor, sweeping back your hair and causing your clothes to flap wildly. Automatically you brace yourselves against the force of the wind but, to your surprise, it exerts little more force than a mild summer breeze.

After adjusting to this strange phenomenon you notice that the tunnel is straight and level and stretches as far as you can see in either direction.

The **distance distortion** in this tunnel means that the length, width and height of the passage are all halved. Movement along the tunnel will be at the normal rate but twice the normal outside distance will be covered.

If the adventurers look back into the northern summoning room the DM should inform them that the opening from the passage has shrunk to half its former size (see **The Distance Distortion** - page 9).

W6. Southern Summoning Room

The summoning circle here has been broken and the invisible stalker released:

The stench of death and decay greets you as you open the door. Slumped in one corner of the room is a hunched figure clutching a chunk of silvery metal in its skeletal hand. Its legs lie at a grotesque angle, obviously broken. From beneath the figure comes the shine of more silver.

The corpse is the remains of the female thief from Tikul's party (see **TIKUL'S SAGA** - page 2). When Tikul and his companions discovered the summoning rooms they wisely left them alone and

headed east along the southern passage. The thief, unknown to the others, sneaked back and dug up a section of the lesser circle releasing the invisible stalker. Facing the stalker alone, she was soon killed and the stalker, now free, returned to the elemental plane of air.

A search of the body will reveal:

- a silver incense burner (value - 60gp)
- a short **sword** +1 (NSA)
- a **dagger** +2
- a potion of **invisibility** (6 doses, metallic blue liquid tasting of menthol)
- two small tubes containing fine metallic powder (**dust of appearance**)
- a leather pouch full of gems (value - 5 x 10gp; 2 x 50gp and 1 x 100gp)
- a set of thief's tools; a 50 foot length of rope; four iron spikes; a small hammer; two large sacks.

W7. Southern Passage

This is the passage the party should take if they interpret the riddle correctly — *still is the way to the break of day*:

A large rough tunnel runs east and west as far as you can see. Its sides and ceiling are coarse and crumbling and here and there piles of rubble lie on the floor.

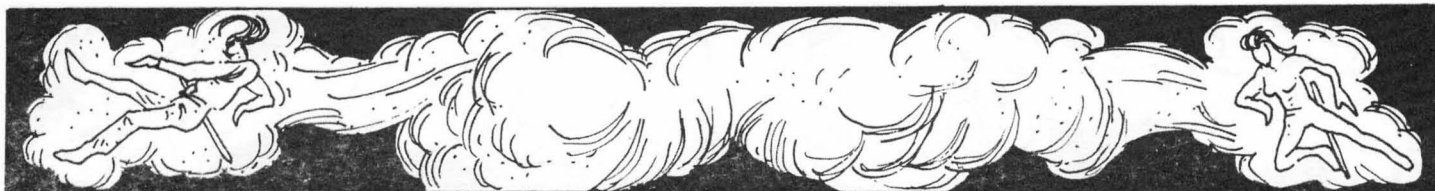
The tunnel is quite safe and is full size since the **distance distortion** is no longer in effect. The earth elemental which maintained the **distance distortion** and the invisible stalker which kept the tunnel clear have both been released.

W8. Invisible Stalker

Providing the party have not previously encountered the invisible stalker in the northern summoning room (W4), it will be encountered here. After the party has been travelling down the northern passage for half an hour the invisible stalker will attack the party.

1 invisible stalker: AC 3; MV 12"; HD 8; hp 45; #AT 1; D 4-16; SA Surprises on a 1-5 (unless detected); SD Invisibility; MR 30%; Int High; AL N; Size L; xp 1540; THACO 12; MM.

The invisible stalker will attack until reduced to 0 hit points at which point it will return to the elemental plane of air.



W9. Hellcat

Whichever way the adventurers travel along the southern passage, they will encounter the hellcat after an hour:

Ahead, at the limit of your torch light, you see the vague outline of a feline form with bright red eyes. It fades from view until only the crumbling tunnel walls can be seen.

The hellcat will become invisible when the party's light source reaches it. After vanishing into the party's torchlight, it will reach them after 1 round and gain 1 segment of surprise if still invisible and undetected.

1 **hellcat**: AC 6; MV 12"; HD 7+2; hp 43; #AT 3; D 2-5/2-5/2-12; SA Nil; SD Special invisibility, magic weapons to hit; MR 20%, immune to sleep and mind-affecting spells; Int Ave; AL LE; Size L; xp 1430; THACO 13; FF.

The hellcat has been set here by the bearded devil (see encounter area W21) to guard against intruders from the surface. The bearded devil is outside the range of the hellcat's telepathy and will not come to its aid. In accordance with its orders the hellcat will fight to the death.

Terabar Terminus (Map 2c)

W10a. Southern Emergency Exit

The southern tunnel here leads to the emergency stairs:

You continue along the passage for what seems like an eternity. Along its entire length it shows signs of disrepair and neglect. Finally you notice an opening in the north wall. Beyond it a tunnel leads to another pulsating white room. A rusted lever and some rubble are visible in the tunnel by the opening.

On either side of the opening stand two thick, stone doors. If the lever is pushed, these will make grinding and grating noises as they attempt to close. Unless the entrance is first cleared of rubble they will stop with a gap of 4 feet between them. They can be opened again by pushing the lever back to its original position. The doors are 2 feet thick hard stone.

The rod room is completely functional (see **Rod Rooms** - page 9). Once in the rod room characters will notice the stairs leading up and the northern emergency doors (W10b).

W10b. Northern Emergency Doors.

The emergency doors are clearly visible from the south side. Next to them is a metal lever which, when pulled, opens the doors. Pushing the lever back closes the doors.

W11. Stairs

The stairs were constructed as a means of evacuating the terminus. They rise steeply for 200 feet before being blocked by volcanic rock:

Clean, smooth steps lead upwards as far as the eye can see. You climb up for over 100 feet to discover that they abruptly end at a wall of black volcanic rock.

When the party nears the top of the stairs it will be attacked by a gelatinous cube.

1 **gelatinous cube**: AC 8; MV 6"; HD 4; hp 23; #AT 1; D 2-8; SA Paralyzation, surprises on a 1-3; SD Special; MR Special; Int Non; AL N; Size L; xp 242; THACO 15; MM.

W12. Southern Summoning Room

The elemental summoned and bound by this room escaped during the destruction of Terabar:

This large hexagonal room has polished walls and a black marble floor. A considerable quantity of rock has fallen from the walls and ceiling. Here and there under the debris the silver lines of a circle are evident. As you enter dust pours down from above and four large rocks fall from the ceiling and crash to the floor.

This unoccupied room once bound one of the huge earth elementals. When the elemental removed itself from the southern passage it caused an earthquake and a partial collapse of the ceiling of this room, leaving it unsafe. Any vibrations (e.g.

shouting or digging in the rubble) will cause 1-10 rocks to fall from the ceiling. The rocks will strike party members at random causing 1-4 hit points of damage each (negated by a successful save vs. Breath). Should the characters persist in making a noise or digging, the number of rocks falling should be increased by 1d10 each time, i.e. 2-20, 3-30, 4-40 etc.

The silver visible under the rubble is that of one of Kahoatep's major circles.

W13. Rod Room

This is fully functional (see **Rod Rooms** - page 9).

W14. Northern Summoning Room

This room was used to summon one of the huge earth elementals stationed in the northern tunnel. If characters listen at the door they will hear the sound of the wind:

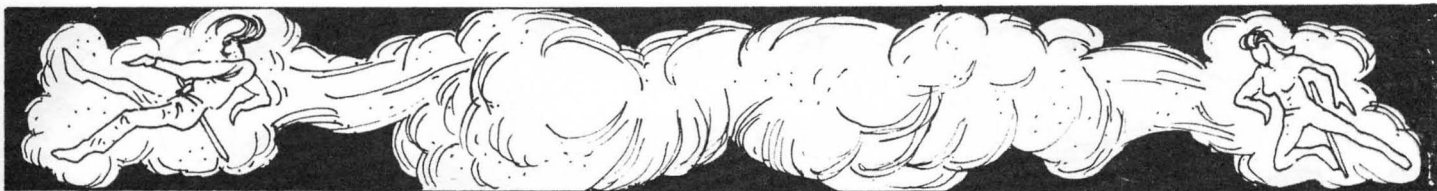
Dominating the black marble floor of this large hexagonal room is a silver triangle enclosed by two concentric circles. Numerous runic symbols are inscribed between the circles. Lying face down in the triangle is a skeleton dressed in rotten blue robes.

The chamber resounds with the sound of howling winds but the air in the room is quite still. One of the walls is badly scorched and beneath it is a pile of blackened stone.

The device inscribed on the floor is a major circle.

The skeleton is the remains of one of the magic users once held responsible for the maintenance of the tunnel system. Trapped in the tunnels by the eruption of Mount Gegesti, he thwarted the attempts of his crazed companions to release the northern earth elementals. They did, however, succeed in releasing the elementals in the southern tunnel, before being killed by the earthquakes triggered by their actions. Realising that his death was near, the magic user cast a **magic mouth** on the circle.

If the party enters the circle or attempts to touch it the **magic mouth** will be activated. In the common tongue it will say:



'Beware, beware,
Lest greed for plunder
The earthen one's chains
Doth burst asunder.'

A search of the magic user's body will reveal:

- a magic user scroll of
 - **protection from evil 10' radius**
 - **strength**
 - **fly**
- a ring of **free action**
- a wand of **magic detection** with the command word 'abrasee' inscribed upon it (20 charges).

Examining the pile of rubble and bones will reveal nothing of interest. The bodies and wealth of those slain by the magic user have been taken by the devils. They were unable to reach the magic user's body because of the protective circle.

If the circle is broken by the party the elemental will not attack. Instead it will return to its own plane creating an earthquake as it goes. The earthquake will cause rubble to fall from the ceiling in this room, the northern tunnel and the corridor between this room and the rod room (W13). The rod room itself will be unaffected. The earthquake will be accompanied by a tremendous noise and a cloud of dust will fill the tunnel and summoning room for 2 rounds.

The rock fall caused by the earthquake will last for 1 round. Characters in the room must save vs. **Breath** or be thrown to the ground taking 3d8 hit points of damage. Those saving successfully take half damage and remain standing. Characters who fail are buried under the rubble and need to be dug out by someone still standing.

The **distance distortion** in the northern tunnel will be dispelled and the tunnel will then be seen in its true dimensions. The walls will have lost their smoothness and the floor will be littered with rubble. The increase in the length of the tunnel will extend the time for wind walking through the passage (from 3 to 4 hours).

NOTE: these effects only extend as far as maintenance station V. The western end of the tunnel will be unchanged.

W15. Prison of the Shadow Demon

This room is the shadow demon's prison. It attacks as soon as the door is opened:

Coloured lights dance around your heads. With a bestial howl, a shadowy shape launches itself at you, its vicious talons reaching out to strike. Just before the shadow reaches you, darkness springs from it, depressing your spirits and plunging you into an inky black nightmare.

The shadow demon has been tormented by a smoke mephit and seeks release from its prison. When the door is opened it leaps to the attack, creating **darkness** as it does so. In the first round it will attack one victim with all its four claws (1-6 hit points of damage each).

In the second round the shadow demon will create **fear 30-foot-radius** (all affected must save vs. Spells or flee for 7 rounds) as well as attacking with two claws and a bite. Being enraged it will not use its **magic jar** ability. It will fight until destroyed and will pursue the party, but will not enter the rod room (W13).

1 **shadow demon:** AC 5 or 9 depending on lighting; MV 12"; HD 7+3; hp 44; #AT 3; D 1-8/1-6/1-6; SA Attacks at +1 in torch-light, **darkness, fear, magic jar**; SD Immune to cold, fire, electricity; Int Very high; AL CE; Size M; xp 1265; THACO 12; FF.

An invisible smoke mephit is responsible for the **dancing lights**, giving the shadow demon an armour class of 5 (torchlight) and +1 to hit. If the party are using a **continual light** spell for illumination then the shadow demon is AC9 with no plusses to hit. The smoke mephit will continue to circle the lights round the shadow demon's head, enraging it even more. If discovered or if the shadow demon is reduced to 20 or less hit points, the smoke mephit will gate in two fire mephits (automatic success).

1 **smoke mephit:** AC 4; MV 12"/24"; HD 3; hp 19; #AT 2; D 1-2/1-2; SA **Breath**; SD **Invisibility, dancing lights**, causes 1 hp of flame damage on dying; Int Ave; AL LE; Size M; xp 162; THACO 16; FF.

The fire mephits will use their **heat metal** ability on any characters in metal armour. They will then use their **magic missiles**, preferably on any characters casting spells.

2 **fire mephits:** AC 5; MV 12"/24"; HD 3+1; hp 21 each; #AT 2; D 1-3/1-3; SA **Breath, heat metal, magic missile**; SD **Touch** causes 1 hp of damage; Int Ave; AL LE; Size M; xp 234 each; THACO 16; FF.

If possible, all three mephits will avoid physical combat. Should the shadow demon be killed, they will retreat to the hall of departure (encounter area W18) where they will attempt to gate in further mephits (normal chance of success). If successful they will fly out to attack the party. Otherwise they will wait and attack the party when it enters the hall. In any event, the mephits will flee to the lower planes when reduced to 8 or less hit points.

This room was originally the residence of the spell casters who worked on the transport system. Most of the room's contents were smashed and scattered by a mob during the destruction of Terabar. During the time it has been imprisoned the shadow demon has added to the destruction. All over the floor are the smashed and splintered remains of beds, tables, chairs, cupboards, crockery and glass.

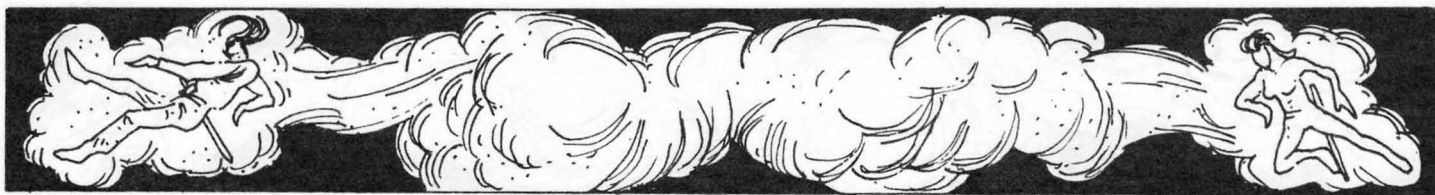
The only object which has escaped the destruction is a large metal cupboard (protected by a **permanent protection from evil** spell) against the south wall. This cupboard is locked and firmly attached to the wall. The lock is trapped with a poison needle, anyone either attempting to pick the lock without removing the needle, or failing to remove the trap must save vs. Poison at +4 (due to its age) or die.

The cupboard contains:

- an embroidered crimson cloak in good repair which is a **cloak of protection +2**
- five tattered crimson cloaks, six tattered blue robes and numerous rotted leather belts and footwear
- a rotted leather bag containing three gems (a 50gp citrine, a 100gp amethyst and a 200gp pearl)
- a **war hammer +1**
- a leather bound book which is very old and will crumble to dust if opened. Everyone within a radius of 5 feet must save vs. Poison or collapse to the floor sneezing and choking for 10 rounds
- 60 feet of rotted rope which will snap the first time it is used
- an unlocked metal box containing 500gp and a small ornamental electrum mace worth 150gp.

On the top shelf are 10 crystal flasks containing holy water. The flasks are of exceptional craftsmanship and all bear an inscription of an enamelled red flame burning on an inlaid silver base (value - 50gp each).

Behind a secret door in the back of the cupboard is a compartment containing:



- a potion of **extra healing** (purple, tastes of cherries, 1 dose)
- a potion of **super-heroism** (red, tastes earthy, 1 dose)
- a potion of **delusion** (azure, tastes sweet, 1 dose)
- a potion of **speed** (sparkling white with blue flecks, bitter tasting, 1 dose).

W16. Blocked Entrance Tunnel

Most of the 500-foot length of tunnel which led to Terabar is now blocked by lava:

The walls of the passage are covered with flaking plaster. Piles of it lie here and there on the blue marble floor. The frescoes draw your attention but before you can study them the sound of tramping feet comes from behind you. Spinning to face the noise you are alarmed to see a horde of advancing spear-wielding, crimson humanoids. Their faces are expressionless and their eyes unseeing. They walk as though in a trance or possessed. But one thing is certain, they mean you no good.

The creatures are a horde of nupperibo, which will attack mindlessly until killed. They are unable to regenerate as this is not an area of total evil.

30 nupperibo: AC 9; MV 6"; HD 1; hp 6 each; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Unrateable for spell effects; AL LE; Size M; xp 24 each; THACO 19; MMII (devil).

After the combat the DM should read the following to the players:

Free of the mindless warriors you can study the detail of the frescoes. They depict people moving in orderly lines. Those in the southern branch and on the southern wall are moving towards the blocked passage, while those in the northern branch are moving away from the blocked section into a large chamber where they ascend a flight of steps. At the top, a figure with outstretched arms walks through a hoop with a blue flame and a silver cup set on either side.

The frescoes depict travellers using the Wind Walkers' passages.

W17. Hall of Arrivals

This is the arrival point for travellers from Windgate:

A bright light shines from a depiction of the sun. It illuminates this large chamber but fails to touch a large black shadow at the far end.

In front of the shadow, a flight of dark steps leads up to a dazzling glass hoop, 10 feet in diameter.

Elsewhere, decaying frescoes adorn the walls. On the north and south walls a city lies at the foot of a range of mountains. The mountains are at the western end of the room and the city at the east.

The black shadow is 30 feet in diameter and is the magical gate which restores normal form to travellers wind walking along the southern passage from Windgate.

The city in the frescoes is Terabar and the sun is painted on the ceiling amidst a cloudless sky.

W18. Hall of Departure

This is where travellers using the passages began their journey. The mephits from encounter area W15 will be encountered here unless they have been already slain or they have fled to the lower planes. If they are present, the DM should amend the following description to include them:

Overhead light bathes this room. Filling the centre of the western wall is a large black circle. In front of it a flight of dark steps leads up to a sparkling glass hoop. The hoop is 10 feet in diameter and stands upright and parallel to the circle. A bright blue flame burns upon a silver platform on the right side of the hoop. A silver cup glints opposite it.

The frescoes on the north and south walls are mirror images of each other and depict a city adjacent to a mountain range. The mountains are at the eastern end of the room and the city at the west. The ceiling shows the sky and a depiction of the sun is the source of the illumination.

The black circle is the magical gate used to transform travellers into the 'gaseous' form necessary for them to be blown along the passage.

The flame in the hoop produces no heat and this will be obvious to anyone examining it. The cup is empty. If it is filled with holy water the system will be ready to use. To be transported, characters step through the hoop with their right hand touching the flame, and their left the cup. As they do this they will be irrevocably drawn towards the gate and their bodies transformed into 'gaseous' form. They will then be blown along the passage to the hall of arrivals at Windgate (W19). Anyone watching will see the character flash towards the black gate and disappear into it.

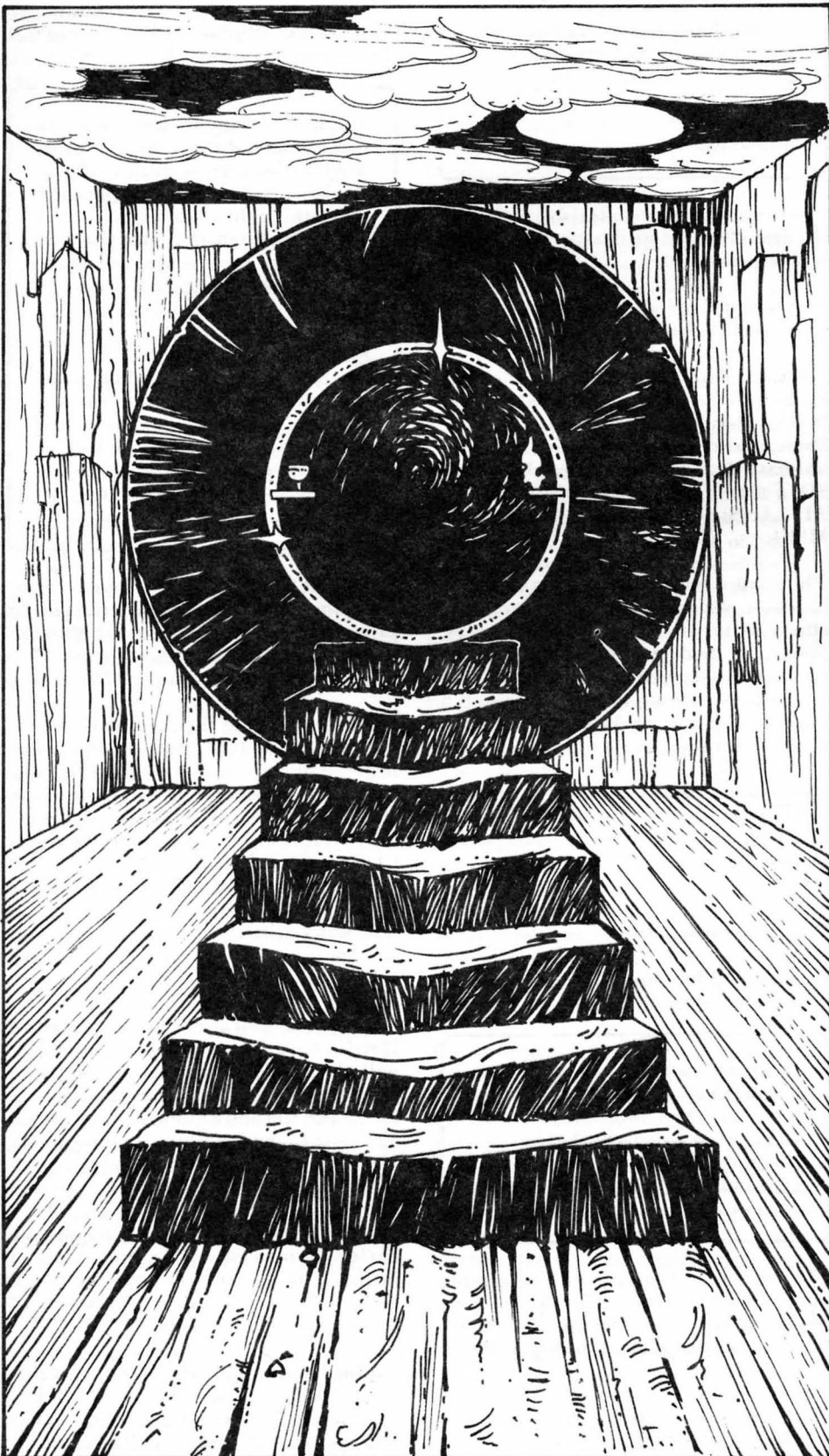
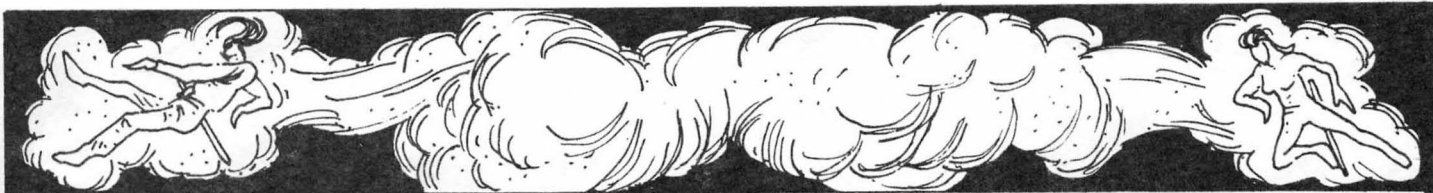
The journey will take 3 hours (4 if the eastern earth elemental has been released) and will involve no danger. During this time characters will be conscious and aware of their airy form. To the characters the journey will appear to take only 3 (or 4) rounds. During the wind walk they are immune to all attacks from any creature in the passages.

The Journey

When all characters have passed through the hoop the DM should read the following:

Passing through the hoop, you suddenly become very light and the large black circle hurtles towards you. Bracing yourself for the impact, you are relieved to pass through the blackness into a shimmering passage, where a warm breeze sweeps you along at a fantastic rate. Suddenly, a brightly coloured grille momentarily appears in front of you; it flashes brightly as your body separates into hundreds of dazzling pieces. But, within moments, pleasant sensations sweep through every part your body as it reforms on the other side of the grille. Exhilarated, you speed down the passage with more colours flashing through you, creating dazzling kaleidoscopic patterns and electrifying your senses. Then, without warning, it goes dark and the weight returns to your body.

The characters are now in the hall of arrivals at Windgate (W19).



Any lights (including **continual light** spells) or lanterns carried by characters will have been extinguished as they passed through the black gate in the hall of departure.

Windgate Terminus (Map 2a)

This complex of underground chambers is approximately 300 feet below ground level and was originally a mirror-image of Terabar. It served the same purpose for the city of Windgate on the western side of the mountains.

W19. Hall of Arrivals

When characters first arrive in this unlit room from Terabar they will be unable to see, as the journey through the tunnels will have extinguished all light sources:

Re-adjusting to your solid form you hear a faint moaning sound echoing around you. The air in here smells faintly of sulphur and the darkness presses menacingly around you. From a great distance comes an unidentifiable sound setting your nerves on edge.

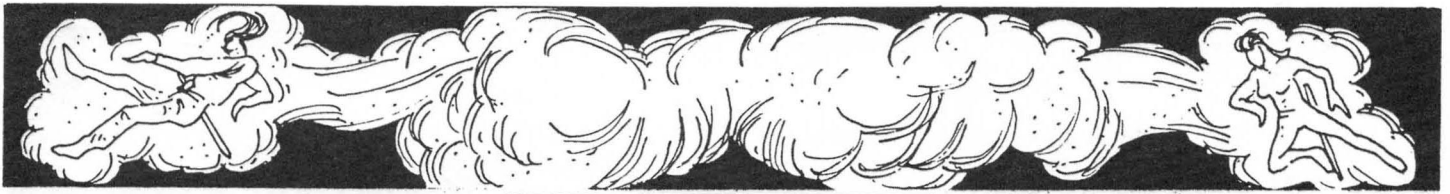
Characters arriving in the hall do so at the top of a flight of steps. Anyone moving without a light source or not prodding ahead will fall down the steps and take 1-6 hit points of damage.

When a light source is employed the DM should read the following:

You are standing at the top of a flight of steps leading down into this room. The room is very similar to the one you recently departed, although shortened considerably by a dark incongruous rock face at the far end. Plaster has fallen from the walls and lies inches deep on the floor, with only a few pieces clinging to the bare walls.

Behind you on the end wall is another inky black disk.

The moaning sound comes from the lemures in the hall of departure (W20). As the adventurers approach the open doorway the moaning will grow louder.



The glassteel hoop here is plain, having no flame and no cup. The west end of the chamber was cut off by the rock shift during the Cataclysm. The rock here is much darker and rougher than elsewhere in the room.

W20. Hall of Departure

This hall is being used as a place to torment lemures:

A horde of shapeless, vaguely human blobs slowly slide towards you. From their mouths comes the low moaning which fills this forsaken place. Your pity for these poor souls is soon replaced by revulsion as their moaning increases in intensity and their mishapen limbs stretch hungrily towards you.

Behind their nauseating forms can be seen a black circle with another shining hoop before it.

The lemures will attack until slain.

30 lemures: AC 7; MV 3"; HD 3; hp 15 each; #AT 1; D 1-3; SA Nil; SD Regenerate 1 hp/round; MR Immune to sleep and mind-affecting spells; Int Semi; AL LE; Size M; xp 110 each; THACO 16; MM - devil.

The plaster has fallen to the floor revealing bare walls. The hoop is intact, but the flame which provided the power for the magical wind has ceased to burn. It can only be rekindled with the magical red incense from the **TEMPLE OF AUMATA-PERION** (see page 22). Any attempts to relight the flame without the proper incense will prove futile.

On the silver platform, characters will discover the remains of the incense used by Tikul during his return through the passages. This incense radiates a slight magical dweomer. If lit it will burn briefly and then consume itself, the smoke will be drawn towards and into the black gate but will be insufficient to power the wind.

The west end of the chamber is totally blocked by a solid wall of shifted rock.

W21. Bearded Devil

The bearded devil has disguised itself (by **illusion**) as a treasure laden chest:

In this otherwise empty room your eyes are drawn towards an open iron chest from which comes the glint of gold and the sparkle of gems. A few, large, glittering rubies have fallen from the chest and lie scattered around its base.

The chest radiates a magical dweomer, and if a **detect illusion** spell is cast the disguise will be penetrated.

The bearded devil will attack anyone touching the chest or if it is discovered.

1 bearded devil: AC 1; MV 15"; HD 6+6; hp 50; #AT 3; D 1-8/1-2/1-2; SA Poison beard, **affect normal fires, fear, produce flame, charm person, suggestion, illusion, animate dead**, summon bearded devil; SD Teleportation; MR 45%; Int Very; AL LE; Size M; xp 1625; THACO 13; MMII.

The bearded devil will use its **fear** attack (by touch) to scatter and split the party (the effects are negated by a successful save vs. Spells). If both hands hit then beard damage is maximum (8 hit points), the victim must save vs. Poison or develop a burning rash causing the loss of 1 point of dexterity per round for 4 rounds.

The bearded devil will not attempt to summon another devil. If reduced to 10 hit points or less it will return to the lower planes.

W22. Broken Rod Room

Opening the door from W21 the party will see the rod room at the end of the passage:

Down the corridor you see a dark, round room. It looks similar in shape to others you have seen, but lacks the pulsing light. As you draw closer you see the broken remains of a glass rod. A strong sulphurous smell drifts out of the room.

The rod was broken by panicking crowds during the Cataclysm. The white chalcidony gem (value - 600gp) lies buried under the rubble and will be found after 1 round of searching.

The sulphurous smell comes from the southern summoning room (W23).

W23. Southern Summoning Room

The smell of sulphur will get stronger as the adventurers approach this room:

Sulphurous vapours hang heavy in this hexagonal room. Smoke issues from two brown concentric circles on the floor. Without warning fires flare up, bathing the chamber in a horrid red light. From the circles' centre dark smoke streams upwards to the ceiling. Your eyes begin to sting and tears run down your faces.

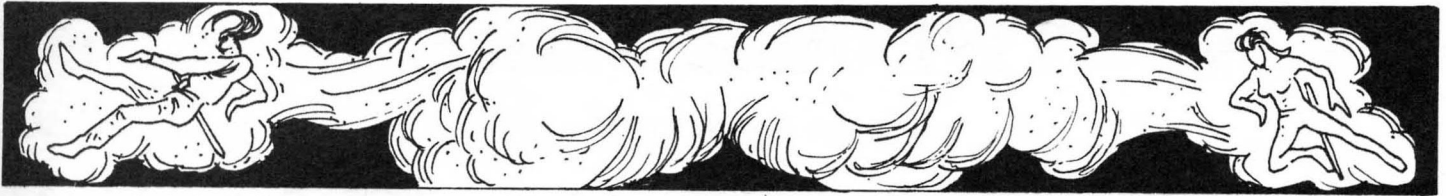
Quickly wiping away the tears you see that a small, vague insubstantial shape has appeared in the centre of the room. It takes on solid form. Red malignant eyes turn towards you, its leathery wings stretch outwards and beat the air. Slowly it rises from the ground.

The circle is a gate to the lower planes, drawn in blood and allowing access to the prime material plane. Arriving through the gate, as the adventurers enter, is a spined devil herding a group of 30 lemures.

Quick action from the party will prevent the devil from fully entering the prime material plane. They have 1 round to close the gate by either erasing part of the circle with holy water, or by throwing a good holy symbol or holy water into the circle. Closing the gate will force the devil to return to the lower planes. Breaking the circle by rubbing part of it out (without holy water) will not close the gate in time to stop the spined devil but it will prevent the lemures from being gated in.

If the spined devil is able to leave the circle it will attack on the following round. It will fly over one member of the party, stabbing with its military fork, raking with its taloned feet and loosing 12 of its spines. The next round it will use its **scare** ability while flying into the southern passage. If still alive on the third round, it will successfully summon a barbed devil. Note that the spined devil does not require the circle to be intact to do this, since this is an intrinsic ability. Unless badly wounded, it will rejoin the combat, otherwise it will return to the lower planes.

1 spined devil: AC 3; MV 6"/18"; HD 3+3; hp 20; #AT 1 and/or 2; D 1-8 and/or 1-4/1-4; SA Spines, **affect normal fires, change self, command, produce flame, scare,**



summon a barbed devil, **charm person**, **suggestion**, **illusion**; SD Teleportation, immune to fire, half damage from cold and gas; MR 25%; Int Low; AL LE; Size S; xp 320; THACO 16; MMII.

The barbed devil will fight until reduced to 10 hit points or less, at which point it too will return to the lower planes. It will not attempt to summon another devil.

1 barbed devil: AC 0; MV 12"; HD 8; hp 41; #AT 3; D 2-8/2-8/3-12; SA **Pyrotechnics**, **produce flame**, **hold person**, **charm person**, **suggestion**, **illusion**, **fear**; SD Never surprised, teleportation, immune to fire, half damage from cold and gas; MR 35%; Int Very; AL LE; Size M; xp 1835; THACO 12; MM.

Unless the circle has been broken, one lure will arrive in the centre of the circle each round. This will continue for 30 rounds by which time the last one will have arrived. The lures will attack until destroyed.

30 lures: AC 7; MV 3"; HD 3; hp 15 each; #AT 1; D 1-3; SA Nil; SD Regenerate 1 hp/round; MR Immune to sleep and mind-affecting spells; Int Semi; AL LE; Size M; xp 110 each; THACO 16; MM.

The original major circle still remains under the blood.

W24. Northern Summoning Room

An unbroken major circle still binds the northern earth elemental. Characters listening at the door will hear the sound of the wind:

The black marble floor is inlaid with two concentric silver circles with a triangle in the centre. The walls are smooth and polished. One side of the room has no wall, instead it has a strange moving opening. This opening contracts and expands rapidly and the passage behind it also seems to grow and shrink in size. From the passage the sound of the wind howls, although the air in the room is quite still.

This room was used to summon the earth elemental for the western part of the northern tunnel (see encounter area W25). It is now insane and will not be released even if the circle is broken (see below).

W25. Northern Passage

The **distance distortion** spell in this passage is startling in its effects:

The strange wind howls along this passage. Its smooth walls move in an alarming manner. Sometimes rhythmically and other times spasmodically, the passage contracts to 15 feet across or expands to as much as 60 feet. At any one time some parts of the passage are contracting while others are expanding. Ripples of wave-like movement travel along the tunnel in either or both directions, sometimes continuing into the distance, sometimes ending with a sudden jerk or simply fading away.

From the tunnel, the opening into the room has the appearance of a strange mouth. As the tunnel expands and contracts, parts of the opening expand and contract with it. Looking at the walls of the room, however, it is quite obvious that they are not moving at all.

Even stranger, the distances between you vary greatly as well: one moment you are standing close together, the next you are swept apart, but with no sensations of movement at all.

This elemental is now quite insane and will not return to its own plane even if the circle is broken. If the party dig up the circle in the northern summoning room (W24), it will merely result in a dramatic, but harmless, earth tremor. The elemental will remain, mindlessly exercising its crazy version of the **distance distortion** spell.

The earth elemental is causing the dimensions of the tunnel to change randomly. The tunnel is being distorted along its length as well as across its width. The size of the tunnel is changing all the time. Characters will experience no difficulty in moving from the tunnel to the summoning room or vice versa. If the adventurers examine the black gate at the end of the passage they will note that the wind appears to pass into it, although they cannot.

W26. Windgate Emergency Exit

The stairs from this room lead to the surface of the **ASH MIRE** (see page 18) and to the next part of the adventure.

The entrances to this room are hidden. While the doors in the south passage are secret, anyone searching the right area of the passage will automatically find them.

The erratic movements of the earth elemental make it much more difficult to find the northern emergency exit doors. The presence of the earth elemental makes it impossible for the party to pinpoint the exit by normal means (i.e. by searching for secret doors) as they cannot be sure to search the area with any degree of accuracy. The use of a **locate object** spell on the gem, rod, lever or door, or a **detect magic** spell on the gem in the rod will allow the characters to then search for the secret door.

Once either door has been located the characters must then open it. This can be done by magical means, for example a **knock** spell. Alternatively the 2-foot-thick hard, stone doors can be tunnelled through (see **DMG** - page 106).

Once the party enters the passageway behind the doors the DM should read the following to the players:

A white light pulsates ahead and you all feel a sense of relief. Entering the pristine white room you feel safe from the devils which seem to be everywhere.

What is more the air is fresher than any you have breathed since you entered these forsaken subterranean depths. Looking up the stairs you are pleased to see that they are free of any major blockages.

By each of the set of doors is a lever which when pulled will open its respective doors. The stairs lead up to a heavy stone door.

Once characters have opened the door they will find themselves in the Ash Mire.

The Main Passage

W27. Invisible stalker

The invisible stalkers at these points will attack to clear intruders out of the passages.

1 invisible stalker: AC 3; MV 12"; HD 8; hp 48; #AT 1; D 4-16; SA Surprises on a 1-5 (unless detected); SD Invisibility; MR 30%; Int High; AL N; Size L; xp 1570; THACO 12; MM.

THE ASH MIRE

(Encounter areas A1-A3 : Map 3)

The party will emerge from the Wind Walkers' Passages into a valley on the west side of the Hadarna Mountains. Beyond lies the Ash Mire, a landscape consisting entirely of fine ash moved by the wind into an ever-changing pattern of wave-like hills and valleys. Here they will meet Aratek Fezatl, leader of the Hek' Islett, one of the many tribes of Hek which live in various parts of the Ash Mire (see **Map 3** and **MEN AND MONSTERS** - page 30).

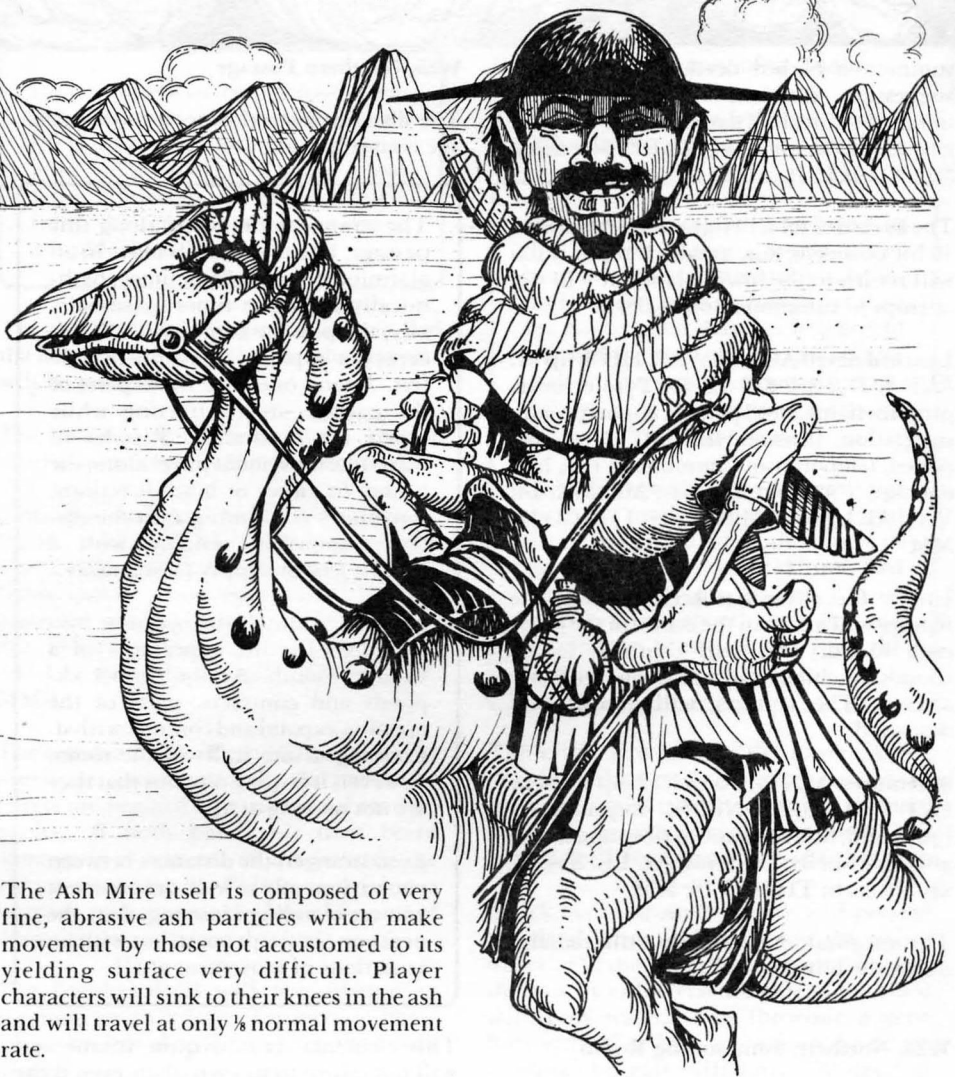
When the adventurers first meet Aratek, he will be accompanied by only a small foraging party (see encounter area A2) and he will apparently be friendly. In fact, the motivation for virtually all of Aratek's actions stems from the value attached to water by the Hek. In the Ash Mire water is both wealth and power. Mindful of the power which the water creators in the party could bring him, Aratek will invite the adventurers to his camp (encounter area A3) where he will attempt to kidnap any clerics or druids (see **THE KIDNAP ATTEMPT** - page 21).

The party should be able to foil this attack and continue their journey to the **TEMPLE OF AUMATA-PERION** (page 22).

This part of the adventure is designed to provide an opportunity for role-playing as Aratek's schemings and treachery unfold. In order to make the encounter as realistic and enjoyable as possible, the DM should read the section carefully so as to understand both Aratek's plan and the Hek way of life.

THE ASH MIRE

Where the Hadarna Mountains meet the Ash Mire (see **Map 3**) they are cut by deep canyons which join and branch in bewildering patterns. These canyons vary in width from a few feet to hundreds, or even more. Their presence makes it a major mountaineering feat to traverse the lower slopes, as characters would need to make numerous ascents and descents to travel only a few miles. Higher up the slopes the mountains are almost vertical, making them impassable except by magical means.



The Ash Mire itself is composed of very fine, abrasive ash particles which make movement by those not accustomed to its yielding surface very difficult. Player characters will sink to their knees in the ash and will travel at only $\frac{1}{2}$ normal movement rate.

Fortunately, where the mountains and the Ash Mire meet there exists a solid, level, rock platform like a beach at the edge of the sea. The platform varies from a width of 100 feet to several miles (see **Map 3**) and is relatively free of ash, allowing characters to travel at their normal rates. In all other respects, references to the Ash Mire include this platform.

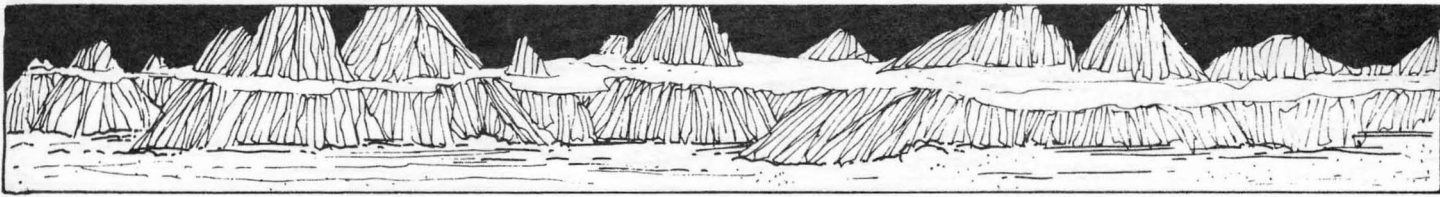
The ash is occasionally lifted by howling winds into abrasive storms (see **Dust Storms** - page 19), but even when the weather is calm, fine dust particles rise from the surface to form a kind of haze which rises to about 50 feet above the ground. The haze restricts vision at eye level to about half a mile, but its obscuring effect diminishes rapidly with height so that the mountains and especially the Yatish d'Ladet (see page 23) may be seen further away. Under normal circumstances the mountains and the Yatish d'Ladet may be seen looming above the haze from up to 5 miles away.

The presence of these fine ash particles in the atmosphere causes the sun to be unusually red and the sky to be very blue during the day.

The dust haze will cause 1 hit point of damage per turn to any unprotected person breathing it. Characters who cover their noses and mouths with cloth will not suffer any adverse effects from it. Whenever characters move they will cause the ash to rise into the air around them, coating their clothing and hair in its fine dust.

Water

Each character requires four waterskins (i.e. 8 pints) of water every day while in the Ash Mire. If travelling at night, only half this quantity is required. A character loses 1 point of strength every day (or night) spent without sufficient water. They will regain 1 point per hour once they are given enough to drink.



Characters will not be able to discover any water in the Ash Mire and will need to create water magically in order to survive.

RANDOM ENCOUNTERS

In the Ash Mire a random encounter will occur on a roll of 1 on 1d8. Check every 6 hours. If an encounter is indicated roll 1d6 to determine which encounter to use:

1. 1-3 **giant scorpions**: AC 3; MV 15"; HD 5+5; hp 29 each; #AT 3; D 1-10/1-10/1-4; SA Poison sting; SD Nil; MR Std; Int Non; AL N; Size M; xp 824 each; THACO 13; MM.
2. 2-8 **firebrakes**: AC 5; MV 6"/18"; HD 4; hp 15 each; #AT 1; D 2-8; SA Breath; SD Nil; MR Std; Int Semi; AL N; Size S; xp 185 each; THACO 15; FF.
3. 1-4 **giant spitting snakes**: AC 5; MV 12"; HD 4+2; hp 20 each; #AT 1; D 1-3; SA Spitting, poison; SD Nil; MR Std; Int Animal; AL N; Size M; xp 490 each; THACO 15; MM.
4. 1 **ant lion**: AC 2; MV 9"; HD 8; hp 38; #AT 1; D 5-20; SA Automatic damage after 1st hit; SD Nil; MR Std; Int Animal; AL N; Size L; xp 955; THACO 12; MMII.
5. 2-5 **sandmen**: AC 3; MV 9"; HD 4; hp 14 each; #AT Nil; D Nil; SA Sleep; SD Protection from normal missiles; MR 20%; Int Ave; AL N(E); Size M; xp 271 each; THACO N/A; FF.
6. 1-4 **vortices**: AC 0; MV 15"; HD 2+2; hp 12 each; #AT 1; D 1-3 per round commencing on the second; SA Spin (5% cumulative chance per round of killing victim); SD Nil; MR Std; Int Non; AL CN; Size Variable; xp 86 each; THACO 16; FF.

Dust Storms

Each day there is a 25% chance (a roll of 1 on 1d4) of a dust storm occurring in the Ash Mire. Storms last for 1-4 hours and cause 1 hit point of damage each turn to anyone in the open. Characters sheltered from the wind in a canyon or a tent will suffer no damage. The party has an 85% chance of becoming lost if they do not halt all movement during a dust storm. Lost parties will travel in a randomly deter-

mined direction, until they are able to find their bearings (see **DMG** p49).

ENCOUNTERS

A1. The Forbidden Valley

Opening the door at the top of the stairs (see **THE WIND WALKERS' PASSAGES** - page 17), the adventurers will find themselves in a valley at the edge of the Ash Mire:

You are standing at the head of a valley which is enclosed on three sides by steep rocky walls, which have been torn, fissured and worn into fantastic shapes and angles.

Looking down into the valley you are amazed to see distant, weird mountains floating on a sea of pale, dense mist. Some peaks are rounded and smoothed, while others are angular and rugged. In places, massive overhangs turn back on themselves to form strange, convoluted shapes.

Without any warning, a grey mist springs up around you and rapidly obscures your vision. It invades your noses and mouths, scouring your throats and burning your lungs. Fearfully you cast round for the source of this vile sorcery but discover to your relief that it is no more than fine dust thrown into the air by your own movements.

The mountains were twisted into strange and diverse shapes during the Cataclysm and since then they have been worn and weathered by the wind. This erosion has exaggerated their weird shapes, giving them an eerie appearance.

A2. Ill Met in the Ash Mire

As the characters cross the dotted line on **Map 3** or 1-4 hours after a cleric or druid casts a **create food and/or water** spell, a foraging band of 13 Hek'Islett mounted on giant striders (see below and **MEN AND MONSTERS** - page 30) will pick up the adventurers' trail and follow them. The band will stalk the party for up to 2-3 hours to assess its strength. Every half-hour there is a 50% chance that the party will notice them:

A movement behind catches your eye. Turning you see a number of grey shapes in the distance. As you peer at them they seem to fade into the clinging dust.

Upon being spotted the foraging band will disappear into the haze. If the party stops, the Hek will hide until the adventurers continue their journey. Providing the adventurers are carrying water the Hek diviner will always be able to locate them.

After following the adventurers for 2-3 hours the Hek will make contact:

Approaching you across the dust is a line of grey clad riders mounted on two-legged beasts. They halt 50 feet away and one of the riders holds up a hand in friendly greeting.

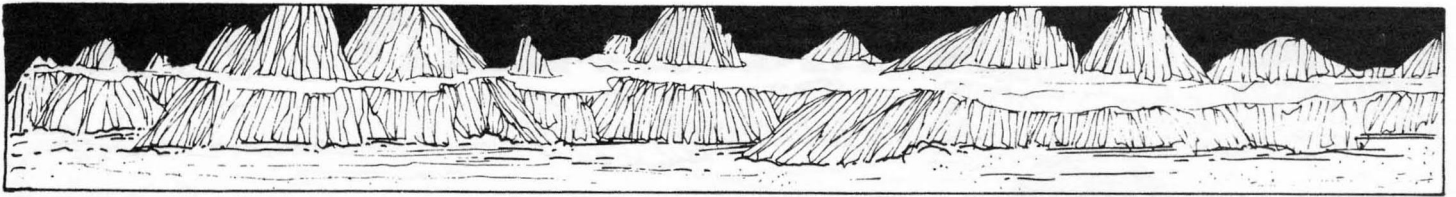
If the adventurers make no offensive moves the Hek will approach closer. Otherwise they will scatter into the Ash Mire and then re-group to attack (see below).

The band is led by Aratek Fezatl. Desperate to gain the power which the party represents, he will invite the adventurers to accompany him to his camp. This conversation will be accomplished with some difficulty as he only speaks Hek and archaic common. However, he will do his utmost to convince the adventurers to accompany him, using flattery and hints of great 'riches and power' to be gained. The DM should be sure to point out that the Hek smell very unpleasant.

If attacked before or during the negotiations, the Hek will fall back and disperse into the haze. If the adventurers refuse to accompany them, the Hek will retire. In both cases Aratek will gather the other men of the tribe from the camp (see encounter area A3) and attack the party 1-2 nights later. All tribesmen will be mounted on their giant striders and will attack to kill, since Aratek would rather kill the adventurers than run the risk of one of the other Hek tribes capturing them.

The Foraging Party

This consists of Aratek Fezatl, one of his lieutenants, one of the tribal diviners, and 10 tribesmen — all mounted on giant striders. The entire Hek'Islett tribe, from which the foraging party is drawn, is detailed on page 20. The DM should refer



to these statistics while running this encounter, remembering to deduct any casualties from the tribe's total numbers.

THE HEK'ISLETT CAMP

The Hek'Islett camp is located in a narrow canyon cut into an outlying group of mountains (see **Map 3a**). It is well hidden and will not be found by the adventurers on their own. The camp consists of tents, a compound for the giant striders and caves where epycott roots are processed and the tribe's water is stored.

Arrival at the Camp

The adventurers first sight of the camp will be in the company of Aratek Fezatl and the foraging band:

Protected from the relentless heat of the sun by the high, shadowy walls of a large canyon is an encampment. Numerous grey, bone and fibre tents lie sprawled around this gorge, their flaps stirred by an almost cool breeze. A cave leads into the rock on one side of the canyon, and on the other stands a compound holding more of the strange two-legged beasts.

When they arrive, the adventurers will be taken to the guest tent (see encounter area A3a) by Aratek. The chief will ask the party to wait and will then leave. A meal will then be brought to the adventurers by female Hek, but they will not be offered any water.

Stay at the Camp

During their time at the camp, the adventurers will be free to roam around (see encounter area A3 - below) and no attempt will be made to prevent them from leaving. However, if they do leave, Aratek will gather up all his tribesmen and pursue the adventurers. If he does not yet know who the clerics and/or druids are, Aratek and his men will attack to kill the party. If potential suppliers of water have been identified, the Hek attack will be made in an attempt to capture these and to kill the rest.

After the party arrives, Aratek will instruct his people to carry on their everyday business while he attempts to identify

characters capable of producing water magically. Once he thinks he knows who these are, Aratek will try to confirm his suspicions (if need be) by offering his jewelled necklace in exchange for the party using their powers to fill the tribe's cistern (encounter area A3f). Once he is satisfied that he has identified the cleric(s) and/or druid(s), he will arrange a feast at which he will attempt to kidnap them (see **THE KIDNAP ATTEMPT** - page 21).

While at the camp, Aratek is accompanied at all times by his two lieutenants. These three are the only members of the tribe who speak archaic common. When he is not with the party, Aratek will usually be in his tent (encounter area A3b).

Aratek is exceptionally intelligent and will attempt to lure the adventurers into a sense of false security with flattery and apparent subservience. He will speak of the legends of gods who walked the earth and who could cause riches to spring from their hands. He will hint that the adventurers are these gods returned again to the land and will appear to be in awe of their power.

Aratek has heard from the other Hek tribes of the Hek'Ilj's attack on the temple of Aumata-Perion. He also knows that the cleric in Tikul's party was able to create water, seemingly at will. Although he does not understand how this could be done, Aratek is aware that it is a power possessed by mortals. This power would make the Hek'Islett the greatest Hek tribe in the Ash Mire.

On no account will any mention be made of Tikul's party or of the fate of the Hek'Ilj at the temple (see **TIKUL'S SAGA** - page 2). If asked about strangers, Aratek will claim that the adventurers are the only ones to have entered the Ash Mire.

The DM should strive to make the adventurers feel at ease with the Hek. Although they cannot speak with the adventurers, the tribesmen, women and children will be apparently subservient and will always treat the adventurers with reverence. The DM may wish to have the adventurers followed and constantly pestered by groups of giggling Hek children, whose innate curiosity will overcome their fear of such strange-looking and powerful characters. However, they will not enter the adventurers' tent under any circumstances.

The diviners will remain in their tent while the adventurers are in the camp, attempting to sense which characters are able to

produce water by magic. They will not be successful in this. To them, the adventurers are objects of both fascination and horror, since they represent a power beyond understanding.

The adventurers will never be offered water while at the Hek camp, but the Hek will accept gifts of water with overwhelming gratitude. If the party agrees to **create water** for the Hek, Aratek will humbly request them to fill the tribe's cistern (encounter area A3f). This display of 'awesome' magic will cause the Hek to fall on their knees feigning worship. Aratek will be very pleased since the cleric/druid(s) in the party will have identified themselves.

Hek Knowledge of Aumata-Perion

The Hek'Islett have a long history of contact with the priests at the Temple of Aumata-Perion. In times of need the priests have provided them with much needed water. The Hek have always considered it as a wondrous place, 'full of riches'. They are, however, a proud people and call at the temple only in times of dire emergency.

When compelled by necessity to visit the temple, the Hek bang the gong on the temple portico (see encounter area T5) three times and then wait to be shown in by one of the temple's clerics.

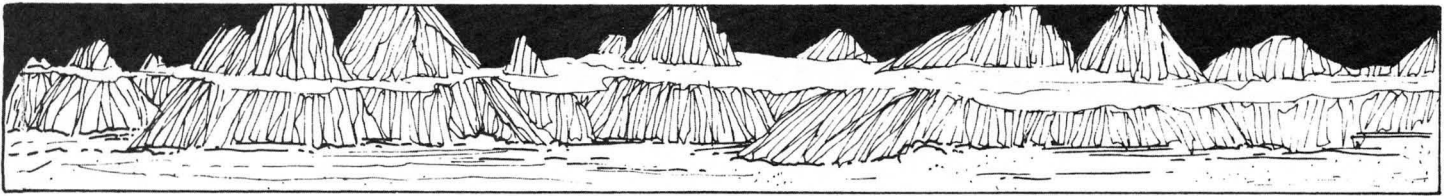
They are wary of Kegen (see **TEMPLE OF AUMATA-PERION** - page 22) and following the defeat of the Hek'Ilj they have grown even more fearful of him.

If shown Tikul's map they will recognise the drawing of Yatish d'Ladet (see page 23) and say that it is a place of riches beyond their wildest dreams. They will refuse to take the characters there and will speak in hushed tones of the Torkis d'Ladet (the Protector of Power) — a creature inspiring great horror and fear. They are referring to the skeleton warrior of whose existence they have only heard rumours.

A3. The Camp

Tents

The camp consists mostly of tents made of woven epycott fibre (see page 30) with poles made from giant strider bones. The Hek carry around all items of value and their tents usually contain only bedrolls. Any items of particular interest to be found in the tents are listed below.



a. Guest Tent

When adventurers arrive at the camp they will be shown to this tent where they will be provided with bedding and fibre mattresses. Food will then be brought to them. However, no water will be given to the adventurers, and the Hek will be evasive if asked for any.

b. Tent of Aratek

This tent is slightly larger than the others and houses Aratek and his two lieutenants, Grobid and Gannix. All three of them will usually be found here. Two tribesmen stand guard outside the tent at all times but they will not prevent the adventurers from entering.

c. Diviners' Tent

This tent houses the tribe's two old female diviners. On a small, low table made of plates of bone are a few carved bones used by the diviners to locate water. The tent is otherwise simple and plain.

d. Other Tents

Each of the other tents houses 1-2 tribesmen, 1-2 females and 0-2 young.

e. Giant Strider Compound

The tribe's 30 giant striders are kept behind a fence which seals off the mouth of a ravine.

Caves

Here the Hek store their water and grow their fungus food.

f. Water Cistern

The Hek's communal water supplies are kept here in a large stone basin. The door of the chamber is made of bone and fibre. It is guarded by two tribesmen and its ancient iron lock is fastened (Aratek has the only key). The guards will neither aid nor resist if the party attempts to enter the chamber. If magical means are used to achieve this, they will be visibly impressed.

If the party has been providing the Hek with water, it will have been placed in the cistern. Otherwise only a few inches of muddy brown liquid will remain at the bottom.

g. Work Room

Here the epycott roots (see page 30) are processed into food for the fungi (see encounter area A3h), body wax and fibre for clothing, ropes, tents and so on. The adventurers will note the almost overpowering smell of body wax as they near the chamber.

A few simple tools for mashing and pulping the roots lie around. Numerous roots are also here. These have leathery skins and fibrous, slightly moist flesh. During daylight hours there will always be 2d4 female Hek and 3d4 children working here, beating the roots to extract the juices and plaiting the fibres together.

h. Fungus Rooms

The fungi which form the staple diet of the Hek are grown here. They grow into a variety of strange forms, nourished by a 6-inch-deep pool of green pulp extracted from the epycott roots (see A3g).

There are a few baskets here but nothing of value. If the adventurers enter the room, their feet will sink into the green mush.

THE KIDNAP ATTEMPT

Once the cleric/druid(s) have been identified the Hek will prepare to capture the 'providers of riches' and kill the other party members. That evening a feast will be held in Aratek's tent for the adventurers, Aratek, his lieutenants and 10 of the tribesmen.

The food will be served by the women, and the first dish offered to the party will contain untreated epycott root. This is mildly poisonous (save vs. Poison at +3 or retch for 1d4+2 rounds, afterwards characters fight at -2 to hit and damage, due to nausea, for 1-3 turns). The characters will notice a strong unpleasant smell from the poisoned dish. Characters expressing suspicion will automatically detect the poison in the food by smell or taste.

Whether the poison is detected or not, 3 rounds after the food has been delivered, the male Hek in the tent will attack, led by Aratek Fezatl. Two rounds later the remaining 15 tribesmen will encircle the tent and burst in by slashing through its walls. The Hek will attempt to take the clerics and/or druids prisoner and to slay the other characters.

If the adventurers have detected the poison and are expecting an attack they will automatically gain initiative in the first round of combat.

If they receive 50% casualties the Hek will retreat to the giant strider compound. Here they will mount their beasts and rejoin the fight using the giant striders' **fireballs** to good effect. The Hek will not surrender and if clearly losing they will flee into the Ash Mire.

THE HEK'ISLETT

All the members of the Hek'Islett tribe are described below, including the foraging party. Since the tribe will be carrying on its usual business while the party are in the camp, the Hek have not been allocated to specific locations.

ARATEK FEZATL - HEK LEADER, FIGHTER, LEVEL 7, MALE: AC 7;

MV 6"; hp 46; #AT 3/2; D By weapon plus strength bonus; SA +1 to hit; SD Nil; MR Std; AL LN; S 17, I 16, W 10, D 13, C 16, Ch 14; xp 834; THACO 12; New monster. Clothing - robes, hat, leather armour and small shield.

Weapons - long sword, dagger, light horse lance when mounted.

Languages - Hek and archaic common.

Personal treasure - well crafted bone and hide water bottle (value - 10gp) containing 1-2 days of water, a key to the water cistern (see encounter area A3f), a gold-hilted, curved dagger (value - 150gp) and a jewelled necklace (value - 5000gp).

2 lieutenants: AC 7 (leather armour and shield); MV 6"; F5; hp 30; #AT 1; D 1-8 (long sword) or 1-6 (lance); SA +1 to hit; SD Nil; MR Std; Int Very; AL LN; Size S; xp 330; THACO 15; New monster.

2 diviners: AC 7 (leather armour and shield); MV 6"; F0; hp 6 each; #AT 1; D 1-4 (dagger); SA Nil; SD Nil; MR Std; Int Exceptional; AL LN; Size S; xp 16 each; THACO 20*; New monster.

25 Hek tribesmen: AC 7; MV 6"; F1; hp 7 each; #AT 1; D 1-6 (short sword) or 1-6 (lance); SA +1 to hit; SD Nil; MR Std; Int Ave; AL LN; Size S; xp 34 each; THACO 19; New monster.

23 female Hek: AC 10; MV 6"; F0; hp 4 each; #AT 1; D 1-4 (dagger); SA Nil; SD Nil; MR Std; Int Ave; AL LN; Size S; xp 14 each; THACO 20*; New monster.

11 young Hek: AC 10; MV 6"; F0; hp 2 each; #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Ave; AL LN; Size S; xp Nil; THACO N/A; New monster.

30 giant striders: AC 4; MV 15"; HD 2; hp 10 each; #AT 2; D 1-8/1-10; SA **Fireballs**; SD Cured by fire; MR Std, but +2 bonus on saving throws; Int Animal; AL NE; Size L; xp 93 each; THACO 16; FF.

The Hek all wear robes and wide-brimmed hats. The water bottles contain 2 days water (i.e. 2 pints).

THE TEMPLE OF AUMATA-PERION

(Encounter areas T1-T23 : Map 3b)



This is the party's ultimate goal. The temple and village of Aumata-Perion were built by the survivors of the Cataclysm. The first high priest possessed a **decanter of endless water** and the settlement thrived. The command words for the decanter were passed down from father to son, until one night when a young priest, impatient to assume the high priesthood, murdered his father. Next morning the son tried to call forth the waters, but the words of power had died with the old priest.

Today the village is deserted and the temple is inhabited by Kegen, an 8th level cleric, and his family (see **KEGEN & HIS FAMILY** - below).

Since he is able to cast regular **create water** spells, Kegen controls the only supply of water in the region. He provides water in small quantities to those Hek who humbly request it. He has successfully concealed from the Hek the fact that he is able to create water by making a great display of causing the water to issue from a crystal basin (see encounter area T8).

Following Tikul's attack on the temple with the Hek'Ilj (see **TIKUL'S SAGA** - page 2), Kegen has been at great pains to impress on the tribes that any attempt to capture or harm him will offend the powers who provide the precious liquid.

As well as threatening that there will be no more water, Kegen has been busy protecting himself and his family. He has used **animate dead** spells on those who fell in battle against the skeleton warrior (see encounter area T4) and has placed several **glyphs of warding** around the temple (see encounter areas T5, T9 and T14).

KEGEN & HIS FAMILY

Kegen is a direct descendant of the original priests and as a result of centuries of inbreeding is insane. He is married to two of his sisters and Acdame (his elder son) to the third. The adults bear a striking resemblance to each other, being pale, thin and approximately 5 feet 9 inches tall. All have low sloping foreheads and misshapen spines, and Acdame has a severely hunched back. They have irregular clumps of hair missing and large numbers of decaying teeth. Kegen's three sisters, two sons and four daughters are detailed in encounter area T14.

KEGEN - CLERIC, LEVEL 8, HUMAN, MALE: AC 2 (plate mail and shield); MV 6"; C8; hp 40; #AT 1; D 2-7 (mace); SA/SD Spell casting; MR Std; AL LN; S 8, I 8, W 14, D 10, C 6, Ch 10; xp 1380; THACO 16.

Clothing - tattered blue robes worn over plate mail.

Weapons - footman's mace.

Spells memorised -

First level: **create water** (already cast), **fear, sanctuary, cure light wounds, light.**

Second level: **hold person, snake charm** x2.

Third level: **prayer, animate dead, feign death.**

Fourth level: **sticks to snakes, poison.**

Languages spoken - archaic common and Hek.

Personal treasure - a gold circlet set with a fire opal gem (total value - 1500gp) with which he controls the skeleton warrior (see encounter area T8), two gold bracelets (value - 50gp each), gold embroidery on robes (value - 40gp), silver holy symbol (value - 50gp).



OUTSIDE THE TEMPLE

T1. Yatish d'Ladet

Yatish d'Ladet or Pinnacle of Power (as it is known in the common tongue) is a renowned landmark of the Ash Mire. It is a flat-topped pillar of rock, 1000 feet high and 100 feet wide at its base, tapering to 20 feet at the top. It is visible for 5 miles.

Next to it is the narrow entrance to the valley of Aumata-Perion (see **Map 3b**). The temple is located at the far end of the valley and is all that remains of the once great civilization of the Kepta.

T2. The Temple Wall

This wall is built across the mouth of the valley of Aumata-Perion:

Beside the stark towering pinnacle, a crumbling stone wall seals the mouth of a narrow valley. Four rough steps lead up to an ancient gateway. Behind its battlements, dusty figures stand motionless. Their dull eyes stare out across the wasteland.

With a grating sound, a gate in the wall swings slowly open. Swirling dust dances through, then settles as the door swings closed with an ominous 'thunk'.

The wall is 20 feet high and 10 feet thick. It has been neglected for centuries and although structurally sound, is in obvious need of maintenance. Both gates are 10 feet wide and 15 feet high. They are neither locked nor trapped.

Propped up behind the battlements are 20 dummies dressed in rusted chain mail (of archaic style) and clutching spears. The dummies were made by Kegen's family from old sacks stuffed with dust. They were placed here by Kegen following the battle with Tikul and the Hek'Ilj, to give the impression that the wall is well defended. The wind which blows down the valley causes the dummies' cloaks to flap, lending the figures a semblance of life.

T3. The Village of Aumata-Perion

The village has been deserted for centuries and is in an advanced state of decay:

Once-fine buildings line the sides of this desolate street. From somewhere comes the echoing sound of a door banging. Through the open doors and windows you see that the buildings are nothing more than empty shells. Any floors and roofs they once possessed have long since collapsed.

The facades of the buildings are all that remain. They have been minimally maintained by Kegen to impress the Hek but it will be obvious to the party that the village is in ruins.

T4. Dusty Graves

When the adventurers reach the northern end of the village they will be attacked by zombies previously animated by Kegen:

Before you lies a low stone wall which has collapsed in several places. On both sides of the wall the dust has been blown into numerous long mounds. Across a grimy yard, beyond the wall, rises a temple entrance.

The mounds are shallow graves containing the remains of the Hek'Ilj tribesmen and the cleric from Tikul's party. As a defence against attack, Kegen has used an **animate dead** spell to turn them into zombies and has instructed them to attack any non-Hek.

There are 31 graves, each containing a zombie. Sixteen zombies, including the cleric, are buried on the north side of the wall and the remaining 15 are on the south side. If a mound is examined the zombie inside will rise up and attack. On the following round the other zombies will slowly rise up from their graves and attack the party (see below). If left undisturbed, they will animate when characters draw level with the wall:

A mound stirs in front of you. A rotted skeletal arm stretches upwards, followed by an emaciated head. With a shudder you realise that the mounds are releasing their dead. Soon your path is blocked by a mass of decayed and decaying creatures. As they move towards you, flesh slowly peels from their bodies and drops into the ever-present dust.

30 zombies: AC 8; MV 6"; HD 2; hp 12 each; #AT 1; D 1-8; SA Always lose initiative; SD Nil; MR Immune to sleep, charm and cold-based spells; Int Non; AL N; Size M; xp 44 each; THACO 16; MM.

1 armoured zombie (cleric): AC 2 (plate mail and shield); MV 6"; HD 2; hp 16; #AT 1; D 1-8; SA Always loses initiative; SD Nil; MR Immune to sleep, charm and cold-based spells; Int Non; AL N; Size M; xp 52; THACO 16; MM.

The zombies will pursue and fight until turned or destroyed. Turned zombies will attempt to return to their graves. Since these will have filled with dust the zombies will simply lie on top of them. The zombies have no treasure.

Entering the Temple

The temple doors are barred and trapped with a **glyph of warding** (see encounter area T5). Unless the adventurers take suitable precautions (e.g. **silence** spell) the inhabitants will be alerted: Kegen will await the intruders in the Room of Command (T9). He will use the acoustic chambers (see encounter area T8) to order the adventurers to leave. If they refuse or show any signs of hostility, he will order the skeleton warrior to attack. If the party kills this creature Kegen will retreat to the Spring Room (T16), where he will use his spells in a last-ditch attempt to defeat the adventurers.

INSIDE THE TEMPLE

Within the temple thick dust lies everywhere and it is easily disturbed. Plumes of it will rise into the air whenever a door is opened or a room searched. This will cause characters to cough and choke unless they are suitably protected (see **THE ASH MIRE** - page 18).

T5. The Temple Portico

This is the only entrance to the temple:

Smooth stone steps lead to an ancient, weathered platform where wind-scoured pillars support a massive stone roof. At the back of the platform two large wooden doors are firmly closed against the wind and the dust.



Since the platform is swept twice daily by Kegen's younger son, it is relatively free of dust. It is of plain rock construction and the round pillars bear no inscriptions or carvings.

The doors are wooden and bound with iron. They show signs of weathering but are structurally sound. They are not locked, but protected by a **glyph of warding** which delivers 16 hit points of electrical damage (half if a successful save vs. Spells is made) to anyone opening the doors. This will alert all the temple's inhabitants. The ghouls and ghastrs (see encounter area T7) will come through the secret door and attack when the party enters the hallway (encounter area T6).

The gong is made of copper (value - 2gp) and has a small wooden hammer attached to it by a leather thong.

T6. Entrance Hall

Unless the adventurers enter the temple without raising the alarm they will be attacked by eight ghouls and two ghastrs from the guardroom (T7):

A long hallway with a mosaic floor rings hollowly with the sound of your footsteps. At the far end wooden doors stand open revealing a large room. Without warning a panel in the wall slides open and a ghastly stench wafts from it.

The ghouls and ghastrs will surprise the party on a roll of 1-3 on 1d6. They will attack until destroyed. They have no treasure.

2 ghastrs: AC 4; MV 15"; HD 4; hp 23 each; #AT 3; D 1-4/1-4/1-8; SA Stench and paralyze; SD Cold iron does double damage; MR Immune to sleep, charm etc.; Int Very; AL CE; Size M; xp 282 each; THACO 15; MM.

8 ghouls: AC 6; MV 9"; HD 2; hp 11 each; #AT 3; D 1-3/1-3/1-6; SA Paralyze; SD Nil; MR Immune to sleep, charm etc.; Int Low; AL CE; Size M; xp 87 each; THACO 16; MM.

T7. Ghoulish Guardroom

This is home to the group of ghouls and ghastrs encountered in the Entrance Hall:

The stench from this room is overpowering, attacking your senses and making breathing difficult. Scattered around the floor are splintered bones and fragments of shattered pottery. Brown stains discolour the dust and noisome shreds of decaying flesh lie here and there.

The smell comes from the ghastrs who inhabit the room and from the decaying flesh. Characters must save vs. Poison or begin retching (cf. ghastrs). Characters who take suitable precautions such as covering their noses and mouths with cloth will not suffer any ill effects.

Kegen knows of the ghastrs and ghouls and allows them a free run of the west wing of the temple (encounter areas T7, T10-T11 and T18). In his deranged mind he considers them a part of his family, since they have feasted on two of his children and on the remains of his ancestors.

The remains and old blood stains are from Kegen's children who unwittingly wandered into this part of the temple and were attacked by the ghouls.

Under the dust in the north corner is a silver censer (value - 25gp) and two silver incense burners (value - 2gp each).

T8. Hall of Worship

This is the main room of the temple where Kegen carries out his **create water** rituals. As the adventurers enter they will be confronted by the skeleton warrior:

The walls and floors of this room are decorated with majestic, although faded, mosaics. At the far end of the room a crystal bowl rests on a lustreless blue cloth covering a yellow stone altar.

From behind the altar steps a horrific figure. Shreds of decaying muscle dangle from its thin bleached bones. Rotted red robes flap around its loathsome cadaverous form as it draws a dark and sinister two-handed sword. Its empty eye sockets survey the room and its jaw swings slackly as it steps in front of the altar. A voice booms from it in the same strange dialect as the tribesmen, and echoes round the room.

The voice belongs to Kegen who controls the skeleton warrior from behind the secret door in the Room of Command (T9). When the temple was built, the high priest had a series of small acoustic chambers built into the structure of the building. These chambers amplify a speaker's voice and make it appear to come from above the altar. Kegen will initially speak in Hek and attempt to persuade the characters to leave. The characters will not understand Kegen unless they use magic to do so (e.g. **tongues** spell). He will order the adventurers to leave in archaic common, calling them defilers and outsiders. He will quickly work himself into a rage and if the adventurers ask why they must leave, he will yell curses without attempting to provide a satisfactory answer. The DM should make the most of this scene, bearing in mind the fact that Kegen only speaks archaic common and Hek. Unless magic is used, certain words and phrases will be completely unintelligible to the players.

If the characters touch the crystal bowl or attack the skeleton warrior, Kegen will order the creature into melee.

1 skeleton warrior: AC 2; MV 6"; HD 9+12; hp 70; #AT 1; D 2-11 (**two-handed sword** +1); SA **Fear** and +3 to hit; SD Cannot be turned; MR 90%; Int Exceptional; AL N(E); Size M; xp 3530; THACO 6; FF.

Kegen will command the warrior to fight until destroyed. He will then flee to the Spring Room (T16) using one of his **snake charm** spells to cross the snake pit (T15).

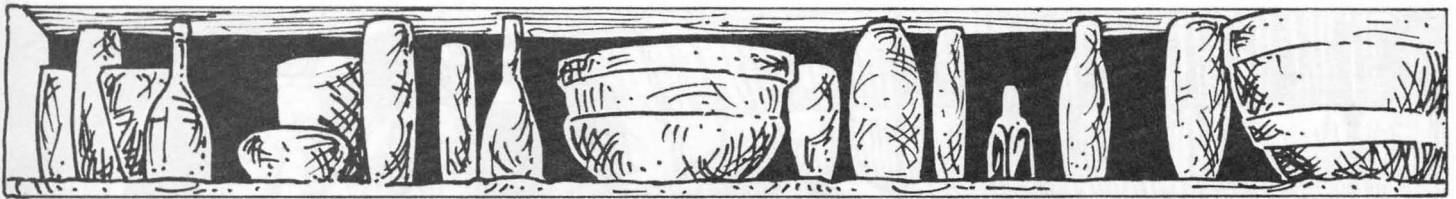
The crystal bowl (value - 25gp) is used by Kegen as a receptacle for his **create water** spells and is believed by the Hek to be the actual source of the water.

Next to the bowl on the altar are two silver candlesticks heavily coated in wax (value - 75gp each) and two silver incense burners (value - 25gp each) which contain half-brunt blocks of blue incense.

T9. Room of Command

The secret door to the south of the room is protected by a **glyph of warding**. When the door is opened the **glyph** will **cause blindness**, unless a successful save vs. Spells is made.

This is the room used by Kegen to project his voice into the Hall of Worship. Any sounds made in this room are amplified and projected into the Hall of Worship:



This room is remarkably free of dust, but is otherwise plain and uninteresting.

If the characters talk in here they will faintly hear their voices echoing round the Hall of Worship (T8). Should they investigate, they will find three holes in the south door. Two of these are at eye level and the third is at roughly mouth height. The first two allow any person to see into the Hall of Worship and the third carries the speaker's voice into the hall.

T10. Kitchen

This kitchen has not been used for generations and is now the breeding ground for a patch of yellow mold:

This room appears to have once served as a kitchen but is now disused. All the surfaces of the rotting tables, chairs and work areas, are covered in the ubiquitous dust. An ancient stove stands rusting in one corner beneath a wall which has yellowed with age.

The stove is in the northwest corner and the yellowed wall behind it is the patch of yellow mold.

1 yellow mold: AC 9; MV 0"; HD N/A; hp N/A; #AT 1; D 1-8; SA Poison spores; SD Only affected by fire; MR Std; Int Non; AL N; Size M; xp N/A; THACO N/A; MM.

The rock here is softer than elsewhere. Over the centuries the ghouls from the westernmost crypt (encounter area T18) have excavated a crude a 3-foot-high passage linking this room with the crypt.

T11. Stores

Various spoiled clerical stores are kept here:

Rotted blue robes hang from stone pegs set into the walls of this chamber. Various powders lie scattered over a stone bench running around the walls. Three silver censers and a number of incense burners are strewn across the floor.

The powders on the bench are crushed incense. The room has been ransacked by ghouls. Left behind are three silver censers (value - 25gp each) and six incense burners (value - 2gp each). There is nothing else of value.

T12. Vestry

The vestry is used by Kegen to prepare himself for ceremonies:

Shabby, dusty robes hang from the walls. A table dominates the centre of the room. On it lies a carved staff, a silver thurible and a silver censer.

The staff is very old and non-magical. If used in combat it will break automatically. The head is made of gold and is worth 50gp. The silver thurible (value - 50gp) contains a block of blue incense. The silver censer (value - 25gp) contains holy water.

There are three cloaks and eight robes. Once fine, they are now very tattered, although the gold and silver thread with which they are embroidered is still worth 25gp per robe or cloak.

A locked cupboard on the north wall contains:

- three vials of holy water
- a small, carved ivory box (value - 100gp) containing 12 blocks of normal, blue incense
- a pair of silver incense tongs (value - 10gp); four silver candlesticks (value - 75gp each) and 12 green candles.

T13. Kegen's Room

This is where Kegen spends his time when he is not in the main worship hall:

A brown leather book stands open on a lectern in the middle of this well kept room. On a table is a small wooden wheel and eight ivory sticks. A bed lies against the north wall with a cupboard next to it.

The book is an old and fragile prayer book, written in archaic common, and open at a prayer for a wedding. It can be read by a **comprehend languages** spell, or by thieves with a +40% chance to read languages. If not, the DM can hint at its meaning.

If touched, the page will crumble into dust, revealing a prayer for use at baptisms. If this is handled, it too will crumble, revealing a prayer for use in time of floods! If the book is picked up, the pages will disintegrate leaving only the cover.

The book has great significance for Kegen. He has used the wedding prayer for every occasion since the one dealing with bountiful harvests disintegrated 3 years earlier. He believes that when the time comes for the new word, the gods reveal it to him by causing the old page to disappear.

Unknown to Kegen there is a secret compartment in the base of the lectern which contains an electrum scroll case (value - 250gp). Inside the case is a clerical scroll with **cure serious wounds** and **neutralise poison**, both at 8th level of spell use.

The wheel on the table is an old prayer wheel marked with faded religious symbols (value - 1gp). The eight ivory sticks are inset with small amethysts (value - 200gp per stick) and are used by Kegen for the casting of **auguries**.

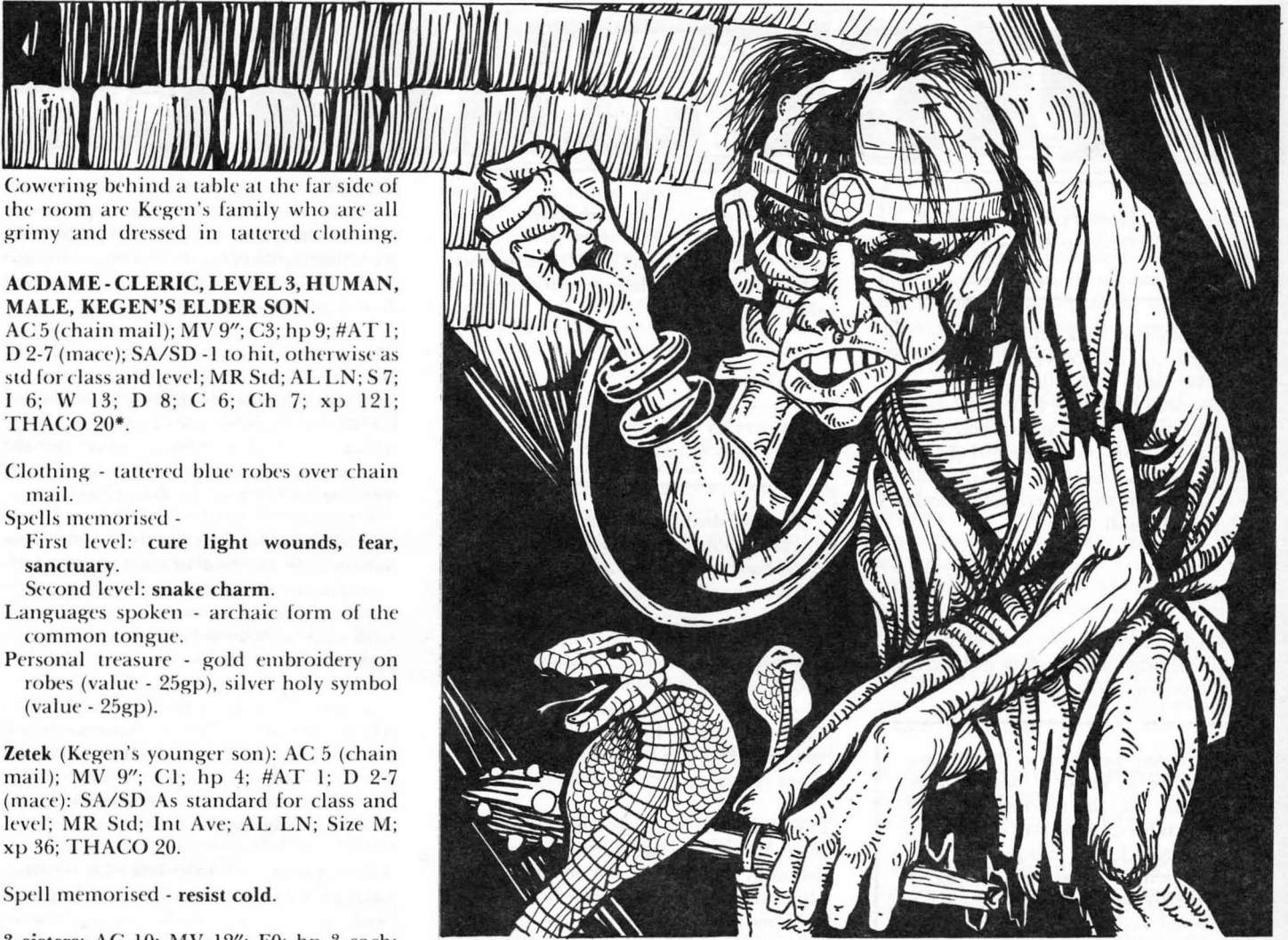
The cupboard is unlocked and contains various religious regalia, a gold-plated skull (value - 50gp), a silver charm bracelet (value - 15gp), a silver necklace (value - 30gp), a silver belt (value - 15gp) and various 'sacred bones' and strands of 'saintly hair' laid out on rich but rotten blue velvet cushions.

The bed is covered with old skins and is unremarkable. There is nothing else of value in the room.

T14. Family Room

Members of Kegen's family spend most of their day here. A **glyph of warding** will deliver 16 hit points of electrical damage (half if a successful save vs. Spells is made) to anyone opening the door. If the occupants of the temple are alerted to the party's presence they will bar the door and barricade it:

When you finally force your way through the door, the room appears to be deserted. It does, however, show signs of recent occupation. Various children's toys are scattered around the room and heaped in a corner are the distorted torsoes and legs of numerous bodies.



Cowering behind a table at the far side of the room are Kegen's family who are all grimy and dressed in tattered clothing.

ACDAME - CLERIC, LEVEL 3, HUMAN, MALE, KEGEN'S ELDER SON.

AC 5 (chain mail); MV 9"; C3; hp 9; #AT 1; D 2-7 (mace); SA/SD -1 to hit, otherwise as std for class and level; MR Std; AL LN; S 7; I 6; W 13; D 8; C 6; Ch 7; xp 121; THACO 20*.

Clothing - tattered blue robes over chain mail.

Spells memorised -

First level: **cure light wounds, fear, sanctuary.**

Second level: **snake charm.**

Languages spoken - archaic form of the common tongue.

Personal treasure - gold embroidery on robes (value - 25gp), silver holy symbol (value - 25gp).

Zetek (Kegen's younger son): AC 5 (chain mail); MV 9"; C1; hp 4; #AT 1; D 2-7 (mace); SA/SD As standard for class and level; MR Std; Int Ave; AL LN; Size M; xp 36; THACO 20.

Spell memorised - **resist cold.**

3 sisters: AC 10; MV 12"; F0; hp 3 each; #AT 1; D 1-6 (club); SA Nil; SD Nil; MR Std; Int Ave; AL LN; Size M; xp 13 each; THACO 20*.

4 daughters: AC 10; MV 12"; F0; hp 2 each; #AT 1; D 1-6 (club); SA Nil; SD Nil; MR Std; Int Ave; AL LN; Size M; xp 12 each; THACO 20*.

The torsoes and legs are parts of dummies being prepared for the valley wall. Strewn about are numerous old sacks from which the dummies are made before being filled with ash.

The other contents of the room are eight barrels (containing 4 gallons of water each), two wooden boxes (containing magically created food — cf. clerical **create food and water spell**), four bundles of 10 torches, and a barrel of oil.

A large table in the middle of the room is covered in scraps of parchment, burnt-out candle stubs, and assorted cutlery (11 forks, 13 spoons, 14 knives - all silver, total value -18gp). A large cupboard against one wall contains assorted pewter plates, mugs and goblets (10 of each, total value - 5sp). A small basket on top of the cupboard contains sewing implements.

T15. Snake Pit

Beyond the door, is a snake pit:

A flight of steps leads down 4 feet into a shallow pit. At the bottom, writhing and sliding over each other are many brightly coloured snakes. Sensing your presence, their loathsome reptilian forms slither towards you, with forked tongues flicking between their fangs.

The snakes will reach the top of the steps 1 round after the party enters the room and will attack until killed.

8 poisonous snakes: AC 6; MV 15"; HD 2+1; hp 5 each; #AT 1; D 1; SA Poison (save at -1 to avoid sickness & incapacitation for 1-4 days); SD Nil; MR Std; Int Animal; AL N; Size S; xp 270 each; THACO 16; MMII.

T16. Spring Room

Unless previously killed or captured, Kegen will be here. On hearing the party entering the snake pit (T15) he will cast his

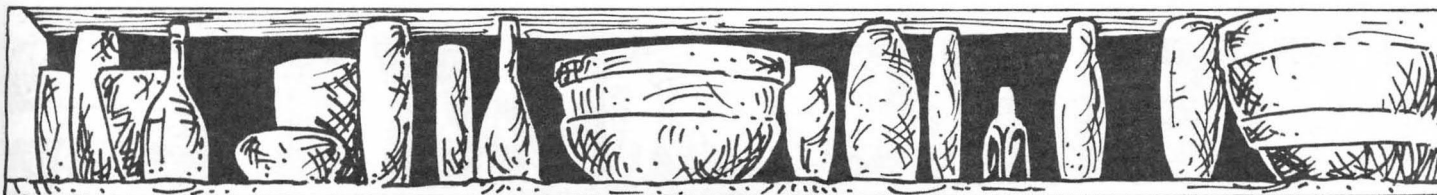
sticks to snakes spell. He will then cast a **prayer spell** and wait, ready to cast a **hold person spell**:

This octagonal room is dominated by a stone statue of a large piranha-headed man, shrouded with serpentine forms. More snakes! They drop to the ground with a series of dull thuds and slither towards you at an alarming rate. Three of them raise their flattened heads, eyes glittering malignantly. Behind come more of the creatures, some of them thicker than a man's arm.

The snakes are Kegen's magically transformed sticks. They will attack until destroyed.

3 poisonous snakes: AC 6; MV 15"; HD 2+1; hp 7 each; #AT 1; D 1; SA Poison (save at +2 or die); SD Nil; MR Std; Int Animal; AL N; Size S; xp 276 each; THACO 16; MM II.

5 constrictor snakes: AC 6; MV 9"; HD 3+2; hp 15 each; #AT 2; D 1/1-3; SA Constriction; SD Nil; MR Std; Int Animal; AL N; Size M; xp 145 each; THACO 16; MM II.



In front of the statue is an 8-foot-deep, 5-foot-diameter receptacle with 3 feet of dust in the bottom. The statue is 10 feet tall and stands on a 3-foot-diameter plinth against the north wall.

Kegen is standing behind the statue and will cast his **hold person** spell on the first three characters to enter the room. He will then charge into the attack using his mace. If captured he will rant and rave and generally make very little sense.

Examining the statue will reveal the neck of the **decanter of endless water** in the statue's mouth. The head can be removed easily by twisting it. The characters will then be able to extract the decanter. It is made from lead crystal (apparent value - 300gp) but is as strong as steel. The only record of the command words was buried with Teaxacotl, the high priest (see encounter area T20).

The walls of the room, except for the northern one, are covered with wooden racks containing row upon row of glass bottles. There are 200 bottles in all, of which 180 each contain a quart of fetid water. The other 20 are empty.

Behind the racks to the east and west are two bricked-up passages. The mortar in these is old and can easily be removed giving access to the crypts beyond.

T17. Sealed Crypt

There are eight ghouls and two ghosts in here which attack if the wall is opened:

Without warning long blackened fingernails claw their way through the masonry towards you. Abruptly, the wall collapses and ghoulish shapes pour through the rubble-strewn opening, accompanied by the reek of death.

The ghouls and ghosts will attack until they are destroyed.

2 ghosts: AC 4; MV 15"; HD 4; hp 25 each; #AT 3; D 1-4/1-4/1-8; SA Paralyze, stench; SD Cold iron does double damage; MR Immune to sleep, etc; Int Very; AL CE; Size M; xp 290 each; THACO 15; MM.

8 ghouls: AC 6; MV 9"; HD 2; hp 10 each; #AT 3; D 1-3/1-3/1-6; SA Paralyze; SD Nil; MR Immune to sleep, charm etc; Int Low;

AL CE; Size M; xp 85 each; THACO 16; MM.

The crypt contains 10 niches cut into the solid walls of the rock. There is nothing of value here.

T18. Opened Crypt

The ghouls here have tunnelled their way into the kitchen (T10) and only two remain in the room. They will attack anyone entering via the tunnel or from the Spring Room (T16):

Cut into the walls of this chamber are a number of compartments which look as though they were meant as resting places for the dead. Now they are empty but something tells you that their inhabitants are not far away.

The ghouls will attack until destroyed.

2 ghouls: AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1-3/1-3/1-6; SA Paralyze; SD Nil; MR Immune to sleep, charm etc.; Int Low; AL CE; Size M; xp 83 each; THACO 16; MM.

There are 10 burial niches in the crypts. There is nothing of value.

T19. Hall of Ancestors

The existence of this hallway was forgotten long ago by the priests and it has lain undisturbed for centuries:

Your footsteps echo around this room. Underneath the dust you can see a dull shine from a mosaic running down the length of the chamber. Fires burn in small shiny bowls held by a 12-foot-high four-armed green statue. The statue is a naked woman with an eagle's head.

In alcoves on either side of the room are dark shadowy figures. They do not move but their presence is unsettling.

The mosaic is a 10-foot-deep pit trap which will open as soon as anyone steps on it. It depicts Windgate standing on the west side of a range of mountains. Characters falling

into the pit will suffer 1-6 hit points of damage. The pit contains 20 cat skeletons which will attack any character in the pit.

20 animal skeletons (cat): AC 8; MV 6"; HD 1-1; hp 4 each; #AT 1; D 1-4; SA Nil; SD Edged weapons do only ½ damage, clerics turn at +1 and affect d6+6; MR Immune to sleep, charm, cold etc; Int Non; AL N; Size S; xp 14 each; THACO 20; MMII.

The figures in the alcoves are mummies. They will attack as soon as anyone approaches to within 10 feet of an alcove or if the pit trap is sprung. They will not be able to attack a character in the pit. Characters in the pit will not be affected by the mummies' **fear** until they leave the pit and see the mummies for the first time.

4 mummies: AC 3; MV 6"; HD 6+3; hp 35 each; #AT 1; D 1-12; SA Cause **fear**, disease; SD Special; MR Immune to sleep, charm, cold etc; Int Low; AL LE; Size M; xp 1430 each; THACO 13; MM.

The four bowls are made from gold (value - 25gp each) and burn with a magical everlasting flame. The flames can be extinguished normally, but cannot be relit.

The green statue is made from copper (value - 10gp) and conceals a doorway into the tomb of Teaxacotl. It can be moved by pulling down on any two of its arms.

T20. Tomb of Teaxacotl

This tomb holds the remains of the temple's first high priest:

With a creak the statue moves. Beyond is a brightly painted room in which an ornate stone sarcophagus rests on top of a black slab.

There are frescoes on the east and west walls showing Windgate before and during the Cataclysm. The west wall depicts Windgate as it used to be:

The west wall shows mountains under a clear blue sky. Beneath the mountains is a thriving city and fertile plains. From the city a great road leads straight and true, it crosses many sparkling blue canals before disappearing into the distance.



The fresco on the opposite wall depicts the horror of the Cataclysm:

The east wall is markedly different to the western one. The mountains now seem to thrust upwards belching smoke and fire into a black and red sky. Cracked, and bleeding red lava, they are a fearsome sight. The city is in ruins and great chasms criss-cross the plains. From the chasms hungry fires lick upwards to consume plants, animals and men.

The north wall bears an inscription which is both familiar and strange. While some words are clearly in the common tongue others make no sense at all.

The inscription is written in archaic common and can be read by means of a **comprehend languages** or by thieves with a +40% chance to their read languages ability. Characters reading the inscriptions without magic or thieves who fail their read languages throw will be able to make out small parts of the text but be unable to understand its general meaning. In this case the DM should read out random words from the text to the players.

The Inscription

'My people, the Kepta, were proud. We built great monuments and our armies spread like summer fire over the dry plains. Soon all we surveyed was ours. All except the land beyond the mountains. The great king, Terazel lusting after further conquests commanded a great tunnel to be bored through the earth. With the aid of the dark mage Kahoatep this was accomplished, but the price was high. Under Kahoatep's influence the Kepta turned to evil ways and the gods were angered. Fire poured from the earth, the heavens screamed in black anger and the mountains moved from their foundations.

Taking what little I could I led the remaining believers to safety. Here we suffered and many died, but water was ours, for I possessed the words of power and the glass of life. Finally we built this temple to our gods and prayed for forgiveness. Alas, absolution has not been granted and I fear that I will be denied the voyage to the golden shore. Keeper of the Water and Flame, I may

be, but the tunnels are sealed and the land is wasted. I go to my rest a sorrowful man.'

The west side of the sarcophagus is carved with scenes of flowing water and shows the piranha-headed man from the Spring Room (T16) spouting water from his mouth into the receptacle. The east side depicts Teaxacotl, wearing purple robes and carrying a staff while overseeing the construction of the temple and the village. Engraved on the south side is a picture of the **decanter of endless water** spouting water into the air. The north side bears an inscription in archaic common (see above for chances of reading):

'Teaxacotl, saviour of his people lies here. His body rests but his soul soars on winds of vapour.'

The sarcophagus lid is heavy and requires a combined strength of 25 or greater to open. It is inhabited by a drelb which will attack as soon as the sarcophagus is opened.

1 drelb: AC 2; MV 6"; HD 5+3; hp 30; #AT 1; D 3-12; SA Chill; SD Illusion, imitate/reflect psionics, need magical weapons to hit; MR Std; Int Very; AL N(E); Size M; xp 980; THACO 15; MMIL.

The sarcophagus has been cursed and any character removing an item from Teaxacotl's corpse will suffer the full effects of the curse (no saving throw). A **remove curse** spell, cast upon the coffin before it is opened will render the tomb harmless for 24 hours. The curse causes all physical attacks on the affected character to be made at +5 to hit. The curse can be removed by a 12th level cleric or by **limited wish**. Inside the sarcophagus lie the remains of Teaxacotl:

Lying in the sarcophagus is the shrivelled form of a man dressed in archaic plate mail. In his withered hands he grips a wooden staff and a shield lies across his knees. His hands bear two rings, one plain gold, the other flashing in the light. Three ivory tubes lie behind his head and a jewelled ivory box at his feet.

The items on and around Teaxacotl are:

- **plate mail** +2
- **medium shield** +2
- **staff of striking** (20 charges)

- clerical ring of **spell storing** (plain gold): **speak with animals**; **speak with dead**; **speak with plants**; **tongues**.

- gold ring set with star ruby (value - 1500gp)
- 3 carved and jewelled ivory scroll cases (value - 1000gp each) containing:

- #1: **protection from undead scroll**
- #2: **protection from possession scroll**
- #3: contains a dead beetle and a tattered piece of parchment. The word 'crate' is written on the parchment and is the only remaining command word for the **decanter of endless water**. The other five command words were lost when the beetle, accidentally sealed in the case, ate the parchment they were on. Commanding the decanter with 'crate' causes it to pour out 1 gallon of fresh water per round. If a **comprehend languages** spell is cast or if a thief is successful in a read languages attempt (see above), the word will be translated as 'flow'.

- jewelled ivory box (value - 5000gp): containing 20 sticks of magical red incense and a piece of parchment. The incense radiates magic and can be used to rekindle the magical flame in the Windgate hall of departure (W20). The parchment bears a picture of the hall of departure and shows the incense burning on the flat platform in the hoop.

The slab on which the body is resting can be removed by a combined strength of 20 or greater to reveal a platinum box (value - 5000gp) and a leather bag.

The box is locked and the key, which was originally kept by the high priest of the temple, disappeared centuries ago. The box is guarded by a **glyph of warding**, cast by a 12th level cleric. Anyone opening the box must make a successful saving throw vs. Spells or suffer the effects of a **cause blindness** spell. The box contains:

- a jewelled platinum necklace (value - 12000gp)
- 164 gems (value - 4 x 1000gp; 10 x 500gp; 50 x 100gp; 100 x 10gp)
- a jade statuette of a panther-headed man (value - 2500gp)
- a silver brooch with gems (value - 3000gp)
- a gem-encrusted gold chalice (value - 4000gp)

The bag is a **bag of holding** (1000 pounds capacity) which contains 1000pp, 4000gp and a **stone of weight**.

THE FINAL ENCOUNTER

Unknown to the adventurers, they were seen heading towards the temple of Aumata-Perion by a Hek foraging band. Fearing that a second attack on the temple would cause the gods to cease the supply of water, the Hek tribes have united. Twelve tribes have gathered led by Tazo Tepok the eldest of the Hek leaders. The tribesmen are desperate; the loss of the water from the temple could easily result in their extinction. They will attempt to kill the party unless they are persuaded that they can survive without the temple (for example by being given the **decanter of endless water**). If given the decanter and shown how to operate it they will allow the party to leave.

An hour after leaving the temple the adventurers will be surrounded by the tribes. The leader of each tribe will ride forward to negotiate with the party:

After an hour's journey through the dusty haze the ground begins to tremble. Slight vibrations build to a deep thrumming and then suddenly stop. All is quiet but the air is full of tension.

Slowly the vibrations start again. This time they are different. Lighter, slower and all around. Something is out there in the mist and it is closing in on you.

Wishing that this haze would lift for just a moment you stare around. There is movement ahead and hundreds of grey clad figures are slowly emerging. Sixty feet from you, all but twelve stop. These twelve ride towards you with grim expressions on their faces.

They halt and the eldest of the riders almost spits these words at you. 'Defilers, ye have trod where none but Hek may go. Angered are the gods, the ways and the "riches" disturbed. For this ye outsiders shall die'. He stares coldly at you, waiting for your answer. Slowly, the riders begin to turn their mounts as though to depart.

Unless the party open negotiations, Tazo and the other leaders will rejoin the rest of their people and the attack will commence. Tazo and the leaders will listen to whatever the party have to say (they speak archaic common and Hek) but will be unimpressed by any claims that the sanctity of the



temple is intact. As far as the Hek are concerned the temple has been ransacked and Kegen's threat of there being no more water is the truth.

To convince the Hek to call off their attack the party will have to provide them with a means of creating water. Giving them the **decanter of endless water** is an obvious way of doing so. If shown the decanter the Hek will be very impressed and awed by the sight. Tazo will demand that it is given to him and he be shown how to operate it. If the party tell him the correct command word he will use it and hold it up high to the accompaniment of numerous cries from the assembled Hek. Tazo will not return the decanter to the party and will simply tell them that they can leave and will signal to the Hek to open a passage to allow the party to pass. Provided the adventurers depart they will not be troubled by the Hek. If they stay Tazo will get visibly annoyed and order them to leave, pointing out that he has spared their miserable lives but their presence will not be tolerated much longer.

If the party does not want to part with the decanter, then offers by spell-casters to accompany the Hek will, of course, be accepted. Tazo will inform these that they will be bound, and other party members will be put to death.

Any aggressive act by the adventurers will result in a massed charge by the assembled Hek. The giant striders will project their **fireballs** and the Hek will sweep into the party. This will occur even if their leaders are killed or captured. The Hek will fight until the bitter end, for they see no hope without the 'riches' from the temple.

12 Hek leaders: AC 7 (leather and shield); MV 6"; F7; hp 46 each; #AT 3/2; D 2-9 (long sword and strength bonus); SA +1 to hit; SD Nil; MR Std; AL LN; Int High; Size S; xp 835 each; THACO 13; New monster.

24 Hek lieutenants: AC 7 (leather and shield); MV 6"; F5; hp 30 each; #AT 1; D 1-8 (long sword); SA +1 to hit; SD Nil; Int Very; AL LN; Size S; xp 330 each; THACO 15; New monster.

324 Hek tribesmen: AC 7 (leather and shield); MV 6"; F1; hp 7 each; #AT 1; D 1-6 (short sword); SA +1 to hit; SD Nil; MR Std; Int Ave; AL LN; Size S; xp 34 each; THACO 19; New monster.

360 giant striders: AC 4; MV 15"; HD 2; hp 10 each; #AT 2; D 1-8/1-10; SA **Fireballs**; SD Cured by fire; MR Std, but all saves at +2; Int Animal; AL NE; Size L; xp 93 each; THACO 16; FF.

ENDING THE ADVENTURE

After the encounter with the massed Hek tribes, the characters will be faced with the problem of returning through the Wind Walkers' Passages to the Indicara and the civilised world beyond.

By using the magical red incense from Teaxacotl's tomb the adventurers should be able to operate the transport system in the chamber of departure at Windgate and so return to Terabar. If the characters destroyed the gate at Windgate (encounter area W23), then no new devils will have been able to enter the passages. In this case, the characters will only have to deal with any previously undestroyed devils. If the gate is still intact, the DM may replace devils destroyed or add extra ones. However, the DM should not make it too difficult for the players to return through the passages.



MEN AND MONSTERS

THE ATEM

FREQUENCY: *Uncommon*
 NO. APPEARING: *7-12 or 70-120*
 ARMOUR CLASS: *9*
 MOVE: *12"*
 HIT DICE: *1-6 hp*
 % IN LAIR: *50%*
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: *1*
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral*
 SIZE: *Medium*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE: *Variable*

The Atem are a fierce race of humans who inhabit the Indicara Jungle. They jealously guard their hunting grounds, killing all who enter their lands. The females are trained warriors and fight as well as the males, even the young are taught to use spears at an early age. In any group of Atem encountered, the mix between the sexes will be approximately even.

An Atem village comprises a number of huts made from branches and woven grass, often with a more substantial building serving as a shrine or temple. There will be 70-120 ordinary warriors in a typical village, in addition to leader types and druidic wise women as follows:

- 3rd level fighters (both sexes): one for every 15 ordinary warriors
- a chief (6th level fighter - male)
- 1-4 bodyguards (4th level fighters - both sexes)
- a wise woman (7th level druid - female)
- 1-4 assistants (4th level druids - female)

Outside a village, Atem will be encountered in hunting parties of 7-12 ordinary warriors (both sexes) led by a 3rd level leader type. Some hunting parties (25%) will be accompanied by a 4th level druid.

Atem value bright shiny stones, and these will be worn as part of bone and teeth necklaces. Warriors will have necklaces worth 1-10gp, leaders 10-40gp, bodyguards 50-100gp and the chief 100-400gp. The wise women wear no jewellery. Atem wear animal skins, body paint and carry large shields. Each of them will usually carry two throwing spears, a shorter stabbing spear (damage: 1-6/1-6) and a long knife (equivalent to a dagger).



The Hek are small humans. In the years following the Cataclysm they adapted to the harsh conditions of the Ash Mire. They are short and stocky. Body temperature is high (110F). To prevent water loss from sweating, they coat their bodies with a waxy substance derived from the roots of the epycott plant. They are able to survive on only a pint of water a day.

The Hek are obsessed with water. To them it symbolises life, wealth and power. Certain Hek females are able to sense and locate water up to a mile away. These diviners are also able to sense the casting of spells such as **create water** or **create food and water**, from up to 5 miles away.

The Hek live in small tribal groups consisting of:

- 1 7th level fighter-leader
- 2-3 5th level fighter-lieutenants
- 20-40 1st level fighter-tribesmen
- 1-2 0 level female diviners
- 20-30 0 level females
- 10-15 0 level young

While in the Ash Mire each Hek will carry 2 days' water in a beautifully fashioned bone and hide water bottle.

The warriors of Hek tribes are all skilled riders of giant striders, and their skill with their weapons gives them +1 on their "to hit" rolls.

The Hek speak their own language, but leaders and lieutenants also speak an archaic form of the common tongue.

The Epycott Plant: the Hek survive in the Ash Mire by collecting the roots of the

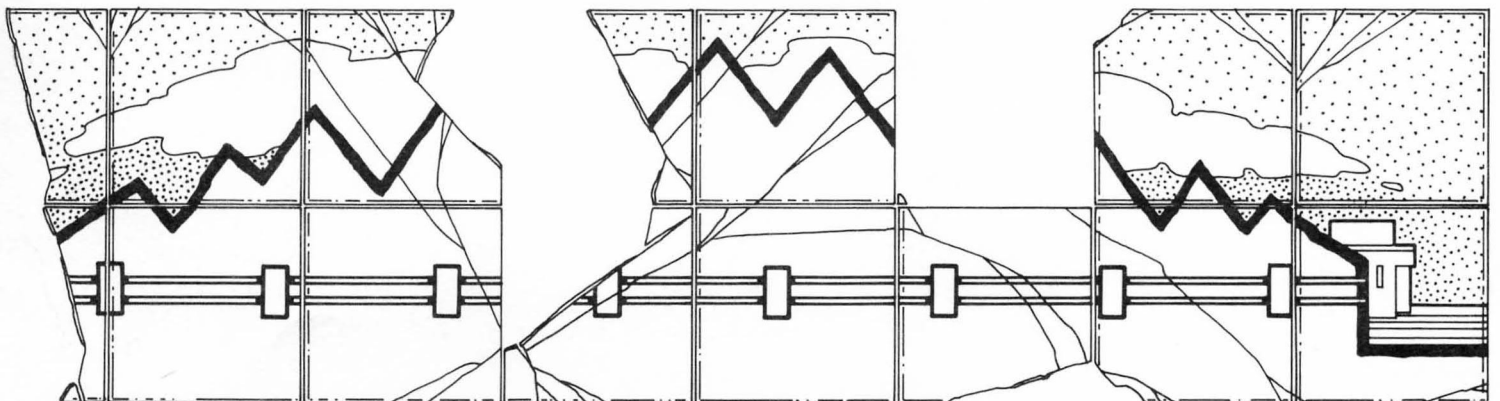
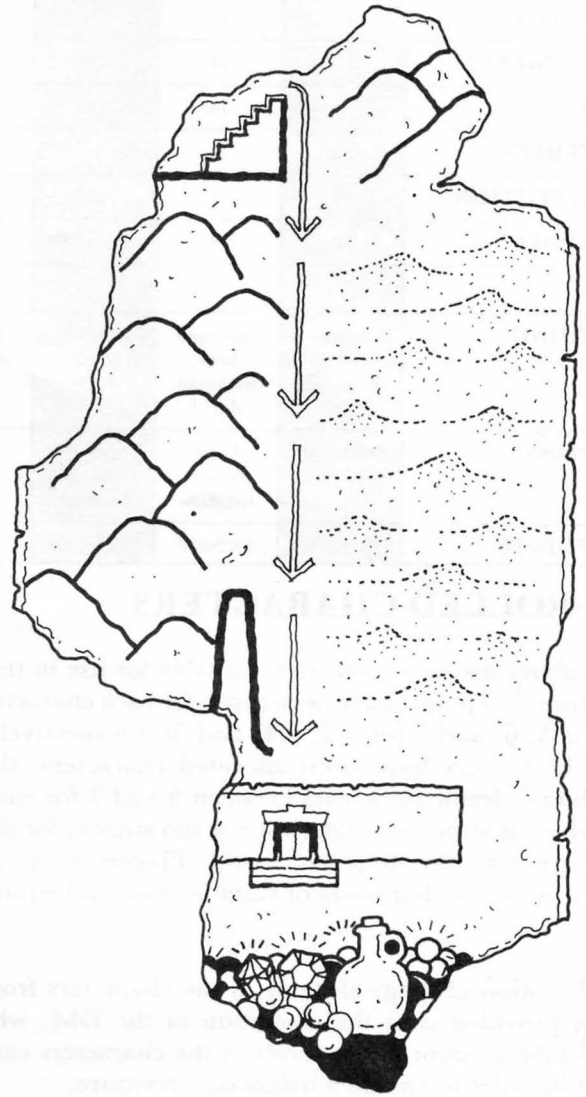
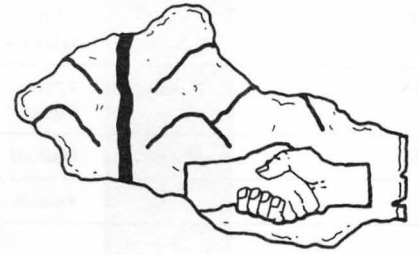
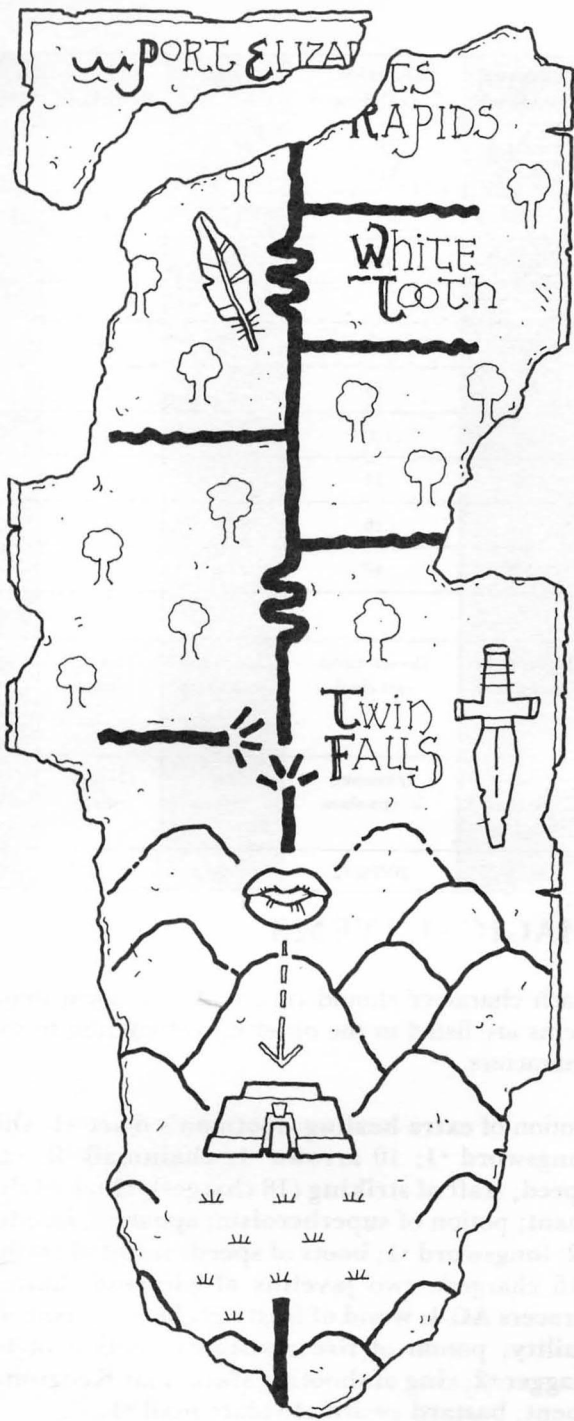
THE HEK

FREQUENCY: *Uncommon*
 NO. APPEARING: *20-40*
 ARMOUR CLASS: *7*
 MOVE: *6"*
 HIT DICE: *1d10*
 % IN LAIR: *15%*
 TREASURE TYPE: *None*
 NO. OF ATTACKS: *1*
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *+1 to hit*
 SPECIAL DEFENCES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Variable*
 ALIGNMENT: *Lawful Neutral*
 SIZE: *Small (4'+ tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defence Modes: *Nil*
 LEVEL/X.P. VALUE: *Variable*

epycott plant. This is a hardy plant that grows only in the Ash Mire. It has a vigorous root system that extends over many miles beneath the dust. At sporadic intervals the roots push towards the surface where bushes sprout rapidly. The bushes live for only a few days before being shrivelled by the sun. During this time the Hek locate the bushes, dig down and harvest the roots.

The roots are pounded to separate fibres from the hard outer skin, leaving the mushy flesh and a waxy juice. The fibres are used to produce clothing, footwear and tents. The flesh is used to feed the Hek's underground fungus gardens and their giant striders. The juice is used as body wax which, after a few hours exposure to the air, begins to smell very unpleasant to any non-Hek.





SUGGESTED CHARACTER ROSTER

NAME	Cascus	Lyr Ayllayn	Tula Meraly	Dunstill	Lacesso the Quick	Dwarkin Grizzlebeard	Illic the Grey	Delana Redblade	Sir Palimor
CLASS	Cleric	Cleric/ Fighter	Cleric/ Mage	Fighter	Fighter/ Mage	Fighter/ Thief	Mage	Thief	Paladin
RACE	Human	Half-elf	Half-elf	Human	Elf	Dwarf	Human	Human	Human
SEX	Male	Female	Female	Male	Male	Male	Male	Female	Male
STRENGTH	11	17	9	18/89	16	15	13	8	16
INTELLIGENCE	15	11	15	11	16	13	15	11	12
WISDOM	18	16	14	9	11	9	12	16	13
DEXTERITY	12	9	9	13	10	14	10	17	9
CONSTITUTION	16	9	15	15	13	16	17	15	15
CHARISMA	11	14	11	11	12	10	15	13	17
CLOTHING	Yellow surcoat over chainmail, shield	Blue tunic over chainmail, shield	Red leather armor, shield	Banded mail and shield	Elven chain and shield	Brown tunic and cloak	Grey tunic and cloak	Leather armor	Plate armor, shield
WEAPONS	Footman's mace	Long Sword, longbow	Footman's mace, hammer	Spear, lt. crossbow	Long sword, longbow	Hammer, lt. crossbow	Staff, dagger	Dagger, sling	Bastard sword
HIT POINTS	32/37/42	19/26/30	14/17/22	37/42/48	14/19/23	20/26/32	14/19/25	21/25/28	31/38/46

PRE-ROLLED CHARACTERS

Listed above are nine characters suitable for use in this adventure. Hit points have been given for each character at levels 5, 6, and 7 (or 3/3, 4/4, and 5/5) respectively. Once the players have been allocated characters, the DM should decide on a level between 5 and 7 for each one, which is strong enough (but not too strong) for the adventure (say 35-40 levels total). Players may, of course, use other characters of suitable level and equipment.

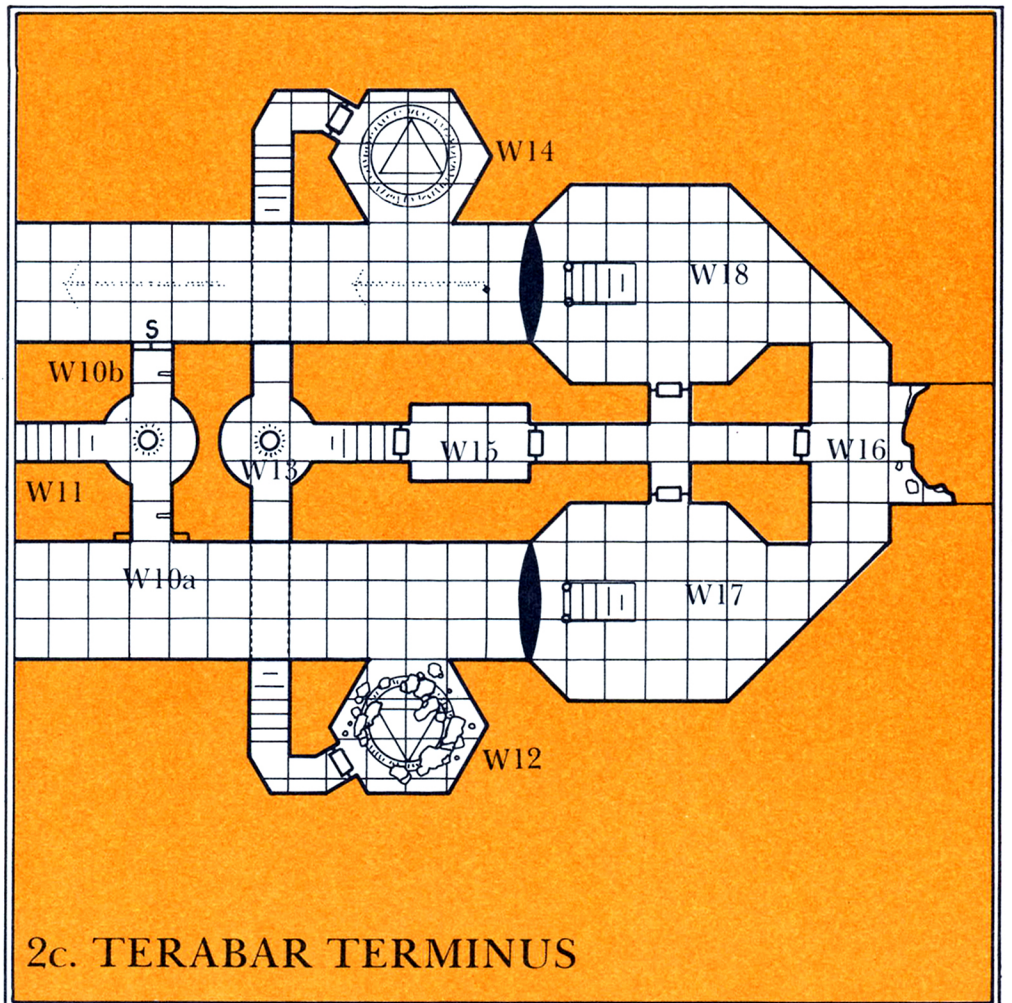
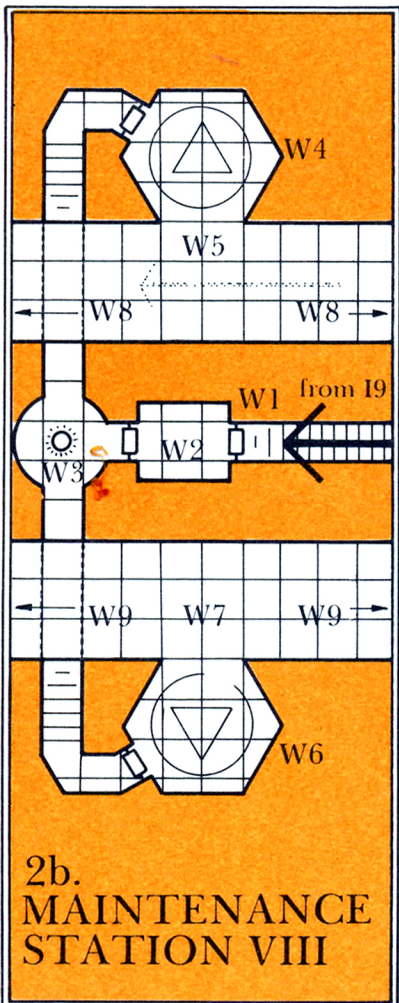
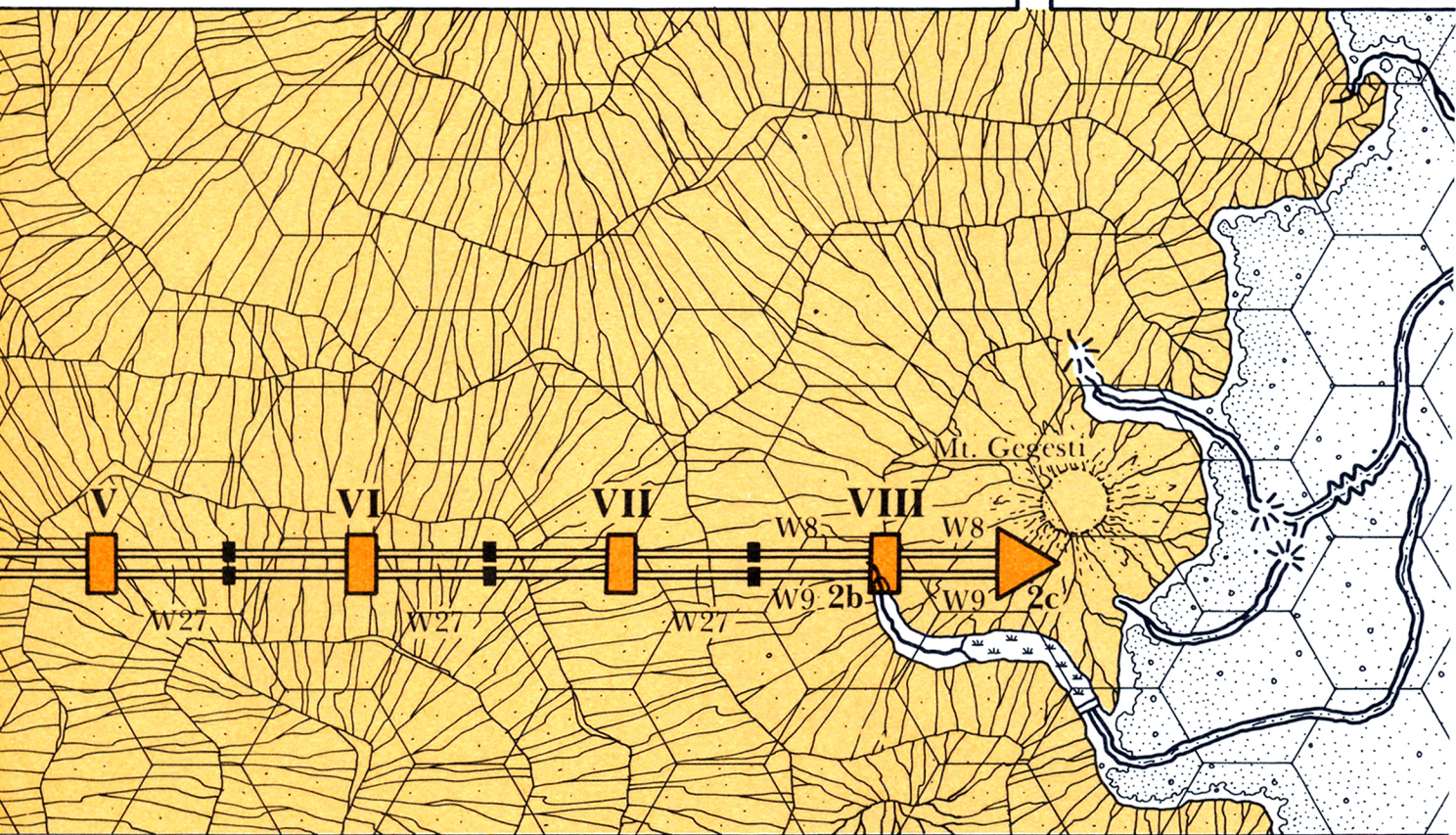
The allocation of magical items to the characters from the list provided is at the discretion of the DM, who should take account of the levels of the characters concerned in order to ensure a balanced adventure.

MAGICAL ITEMS

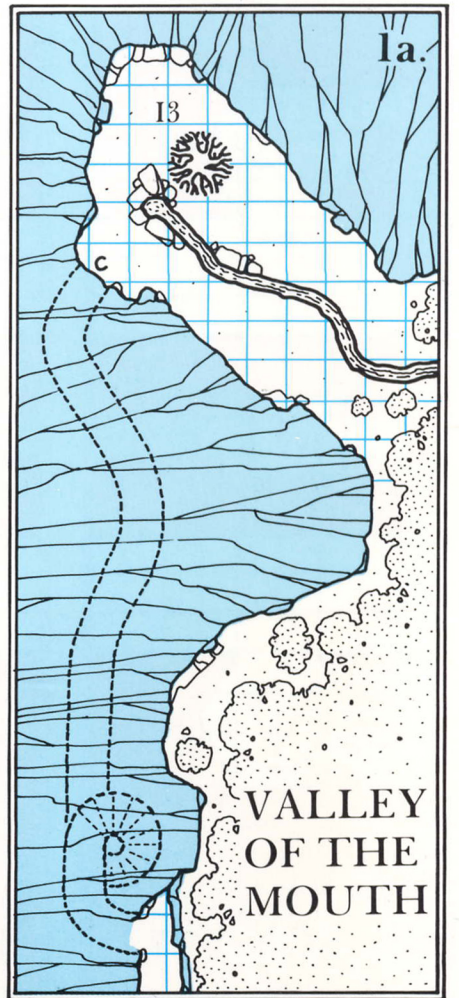
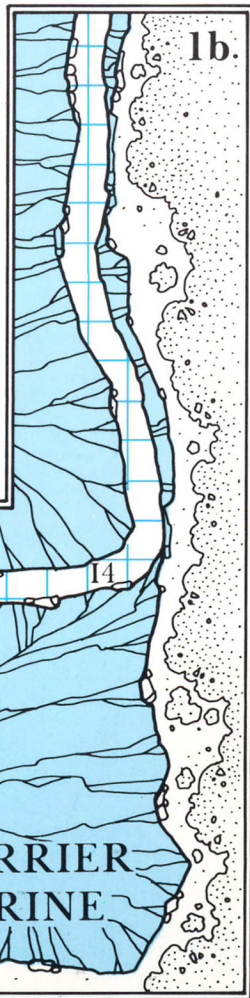
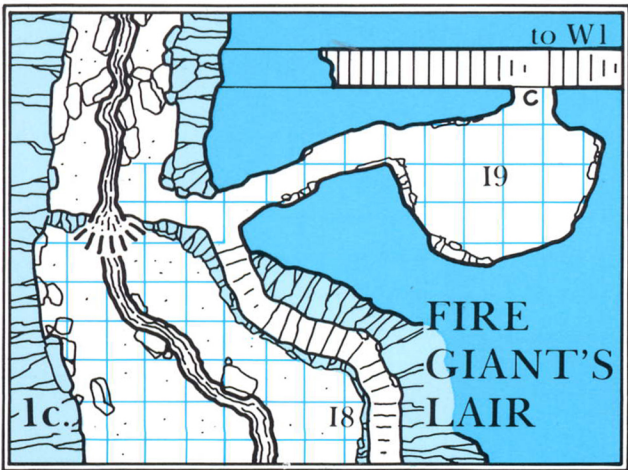
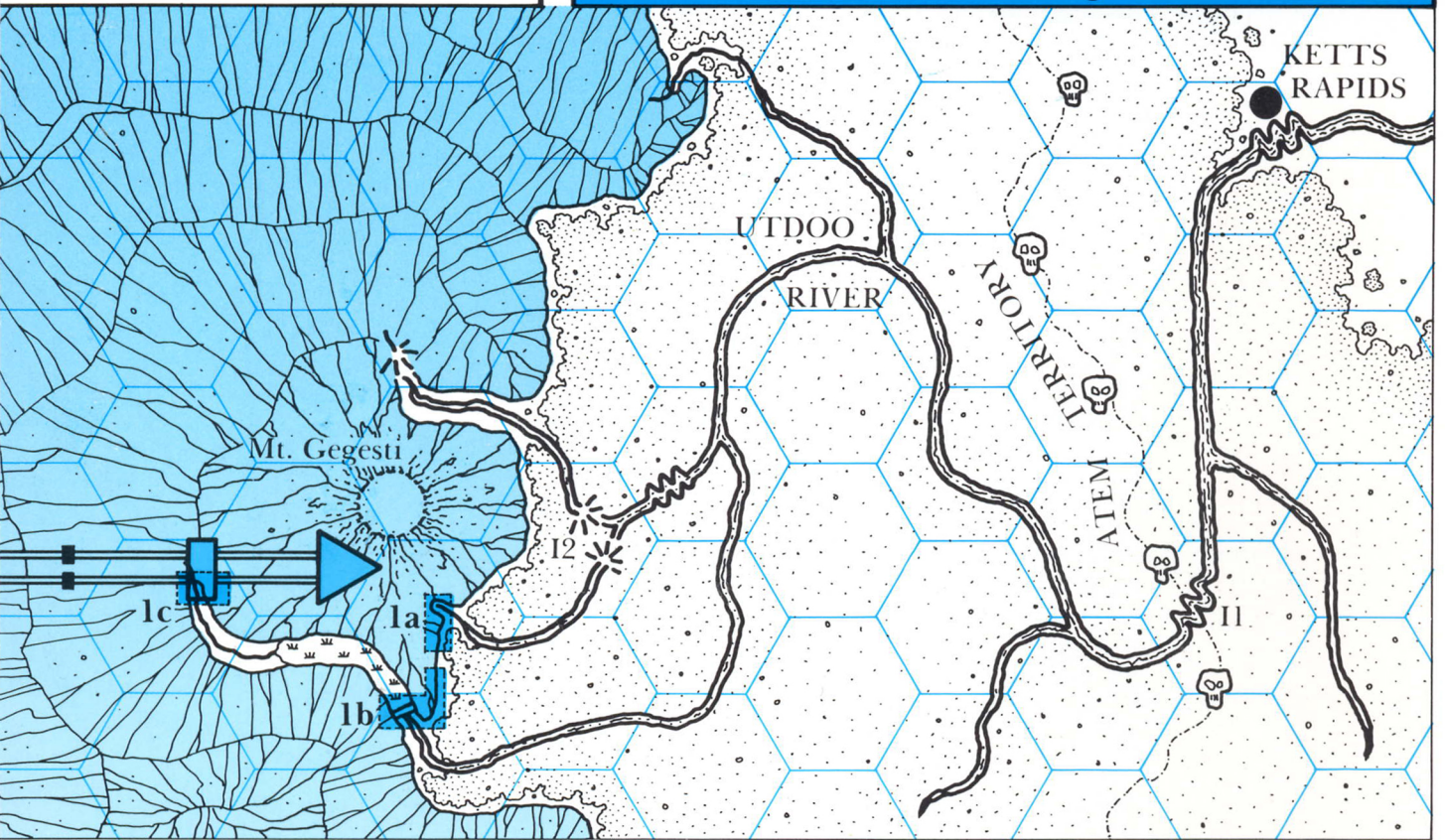
Each character should receive 1-3 magical items. The items are listed in the order corresponding to the listed characters.

Potion of **extra healing**; **footman's mace +1**; **shield +2**; **longsword +1**; **10 arrows +1**; **chainmail +2**; **potion of speed**; **staff of striking** (18 charges); **cloak of displacement**; **potion of superheroism**; **spear +1**; **banded mail +2**; **longsword +1**; **boots of speed**; **wand of conjuration** (16 charges); **two javelins of piercing**; **hammer +2**; **bracers AC 4**; **wand of frost** (20 charges); **ring of invisibility**; **potion of fire resistance**; **potion of healing**; **dagger +2**; **ring of shooting stars**; **1 jar Keogtom's ointment**; **bastard sword +1**; **plate mail +1**.

RS' PASSAGES

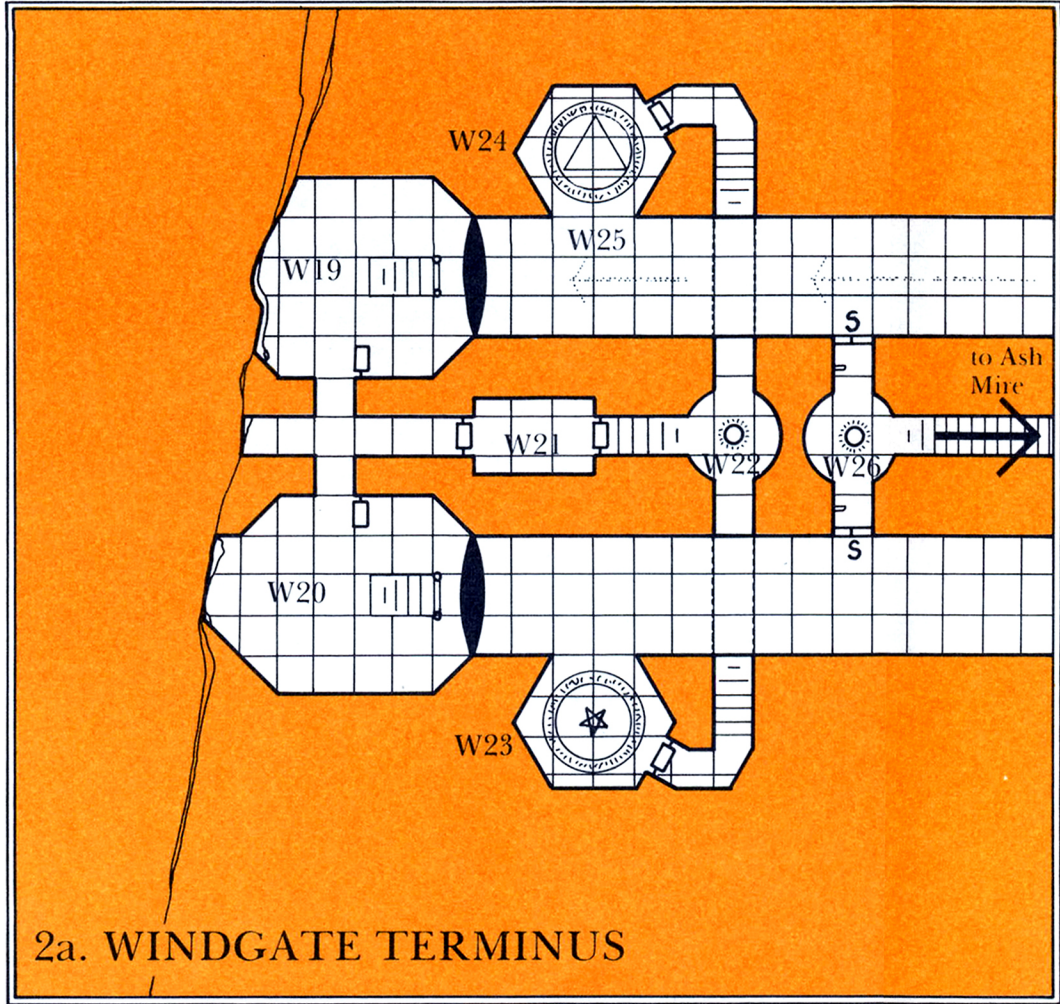
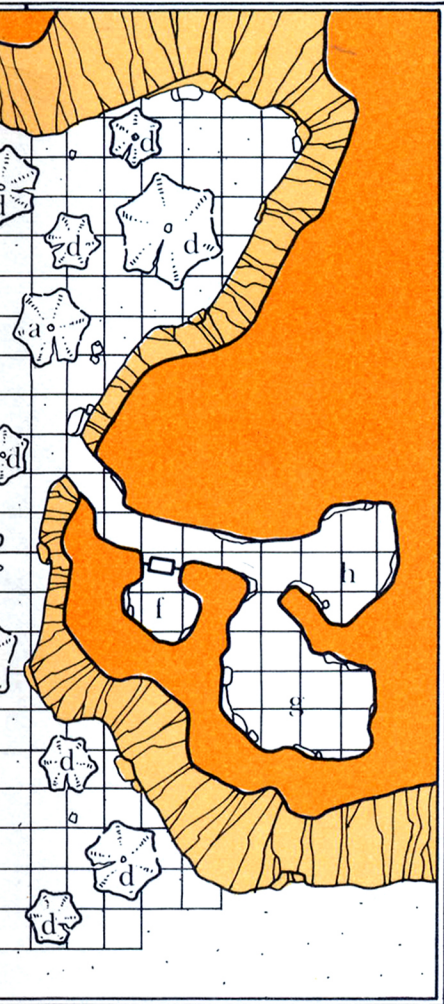
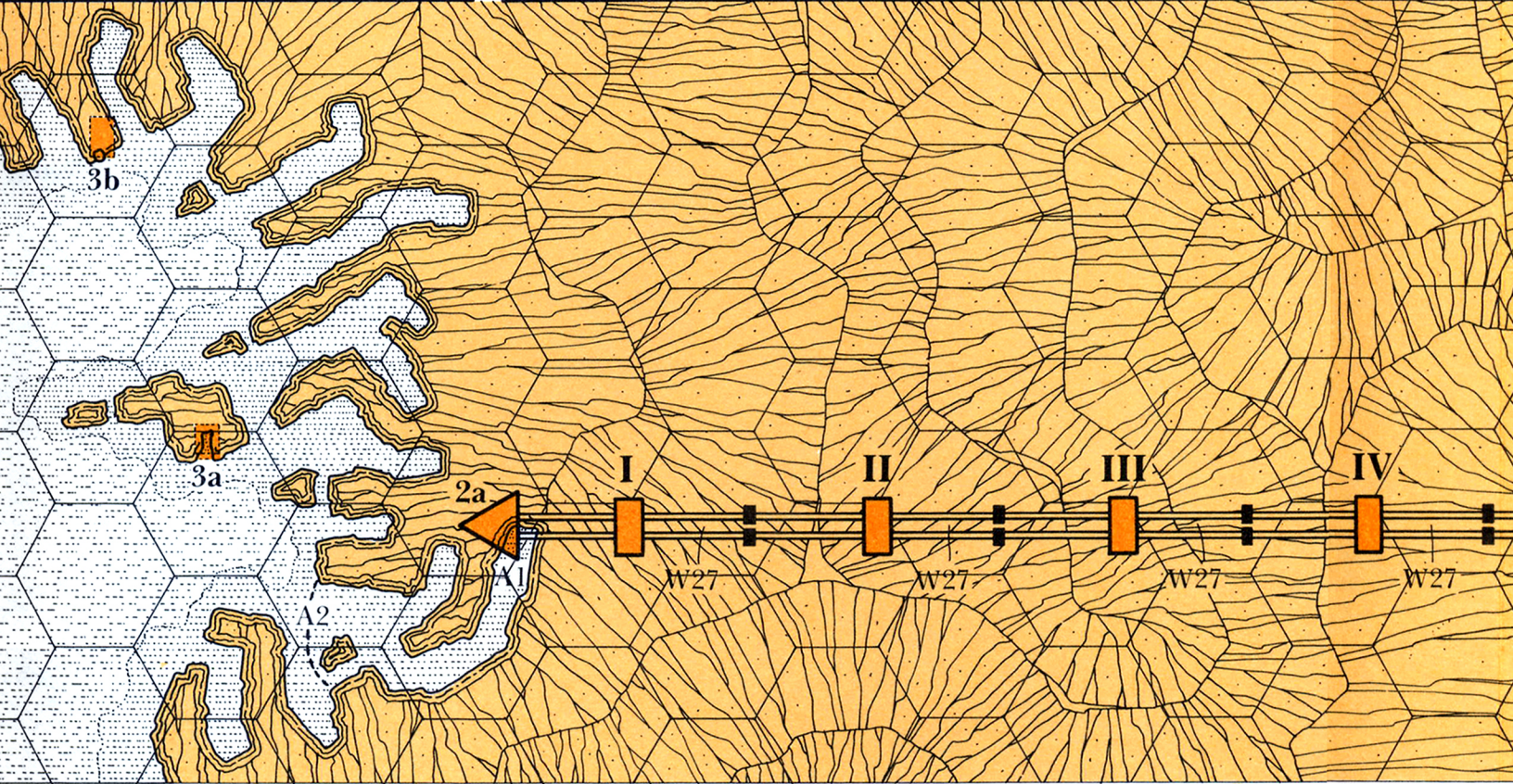


I. INDICARA JUNGLE



ASH MIRE

2.WIND WALKER



2a. WINDGATE TERMINUS

Advanced Dungeons & Dragons®

Official Game Adventure

ALL THAT GLITTERS...

by Jim Bamba

The dark jungle trees loom above you and the scent of tropical blooms hangs heavy on the windless air. Overhead, brightly coloured birds wheel and dip through the branches. Swarming mosquitoes buzz angrily as you raise a waterskin to your lips.

Still you push on, carefully following the riverbank and the fragments of your map. Those scraps of parchment came from this jungle — of that you are sure — the carving they had been carelessly wrapped around were the work of local natives. Now you have left those peaceful craftsmen far behind and the map has led you on toward the uncharted territory of the murderous Atem.

Ahead the river breaks into white water. These must be the rapids marked on the map. Reaching into your pouch, you draw out the fragments of parchment, and once again your mind drifts ahead to your ultimate goal — the treasures promised at the journey's end. Riches! And hopefully an end to this stifling, humid jungle.

Can you unravel the map's mysteries and find your way to the promised treasure? Or will your dreams end only in death and an unmarked grave far from home!

Only the bravest characters of levels 5-7 will live to discover that all that glitters is not gold, but much, much more!

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