

Advanced Dungeons & Dragons®

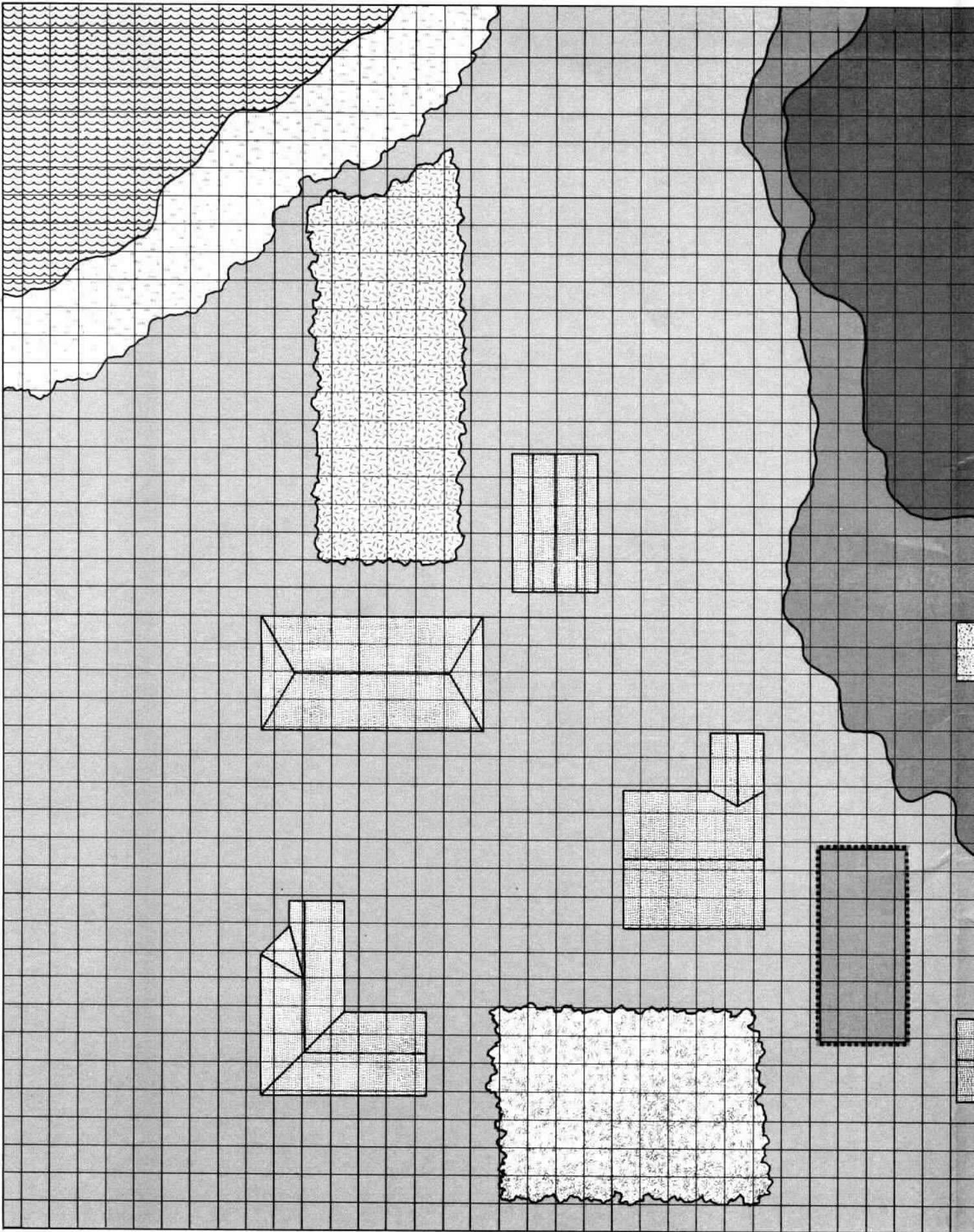
Official Game Adventure

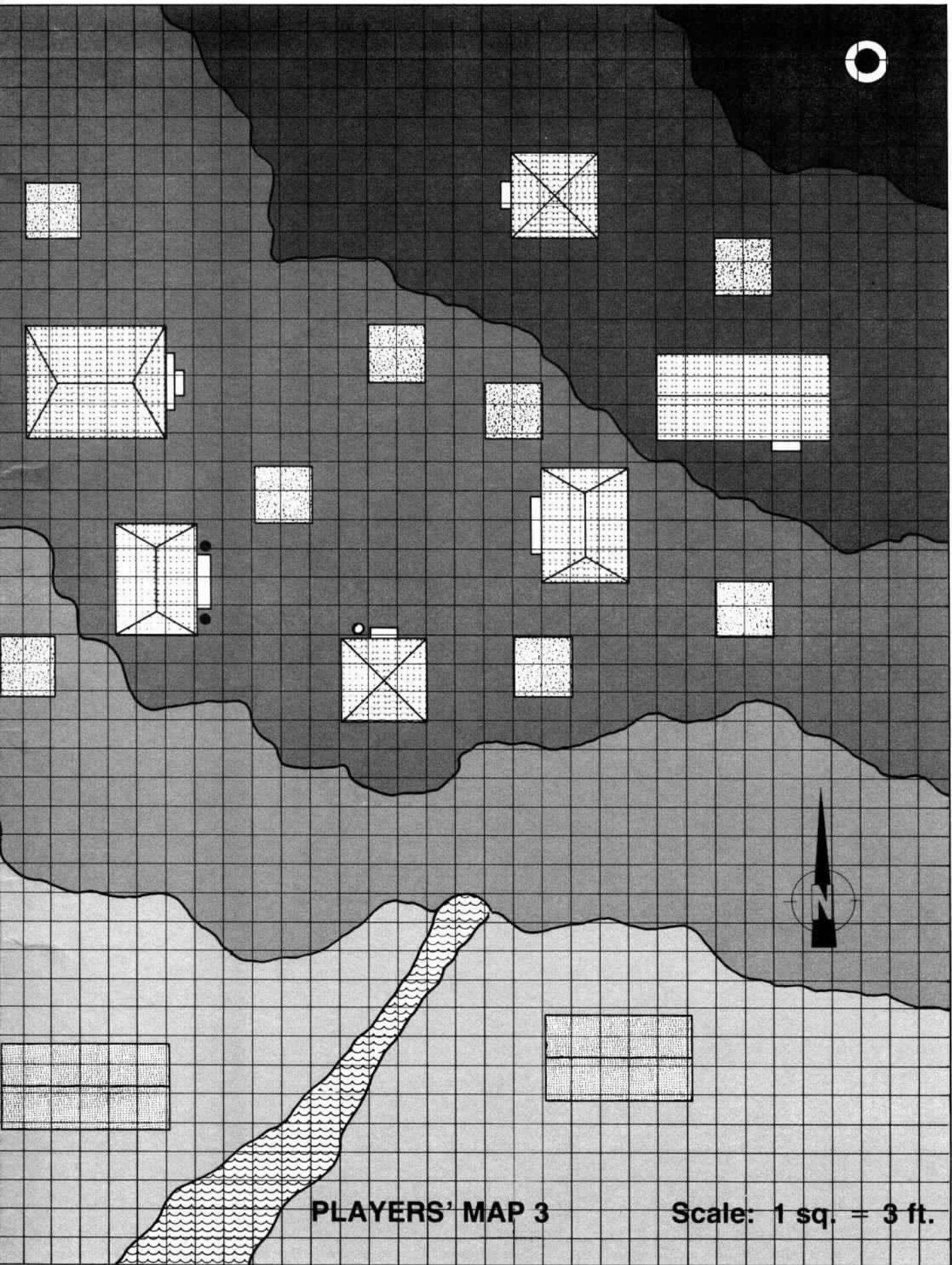
Red Sonja® Unconquered



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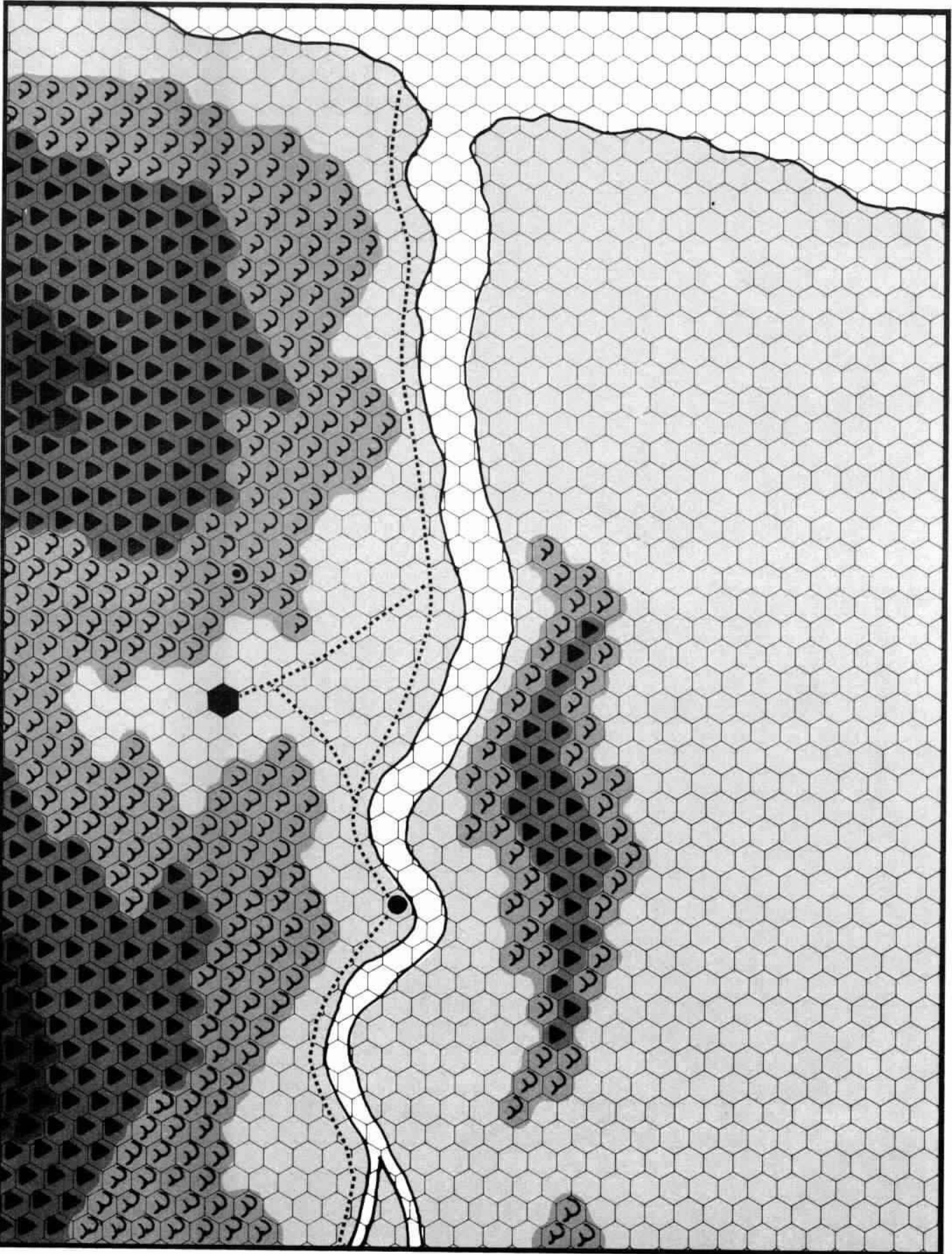




PLAYERS' MAP 3

Scale: 1 sq. = 3 ft.

PLAYER'S MAP 1



Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

An Adventure for Character Levels 10 - 14



RED SONJA® Unconquered

by Anne Gray McCready

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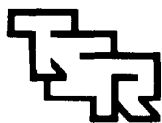
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Preparing for the Adventure



Red Sonja of Hyrkania

"If you but have the will, Sonja, you may use your strength to make the world your home. You may become a wanderer, the equal of any man or woman you meet."

Red Sonja #1, The Ring of Ikribu

Sonja was not yet 20 years old when the mercenaries came. Her father had been one of them once, but he'd lost his left leg in a campaign, and now it was all he could do to farm a small plot of land and feed his family. Over the years, Sonja's father taught her younger brothers the art of swordplay. She would watch very carefully, then steal away to the woods to practice on her own. And that fall, just shy of 20, Sonja promised herself that one day she would be her brothers' equal in battle. That was the fall the mercenaries came.

There were six of them in all. The leader had come to recruit Sonja's father for a winter campaign, but was refused. The leader ordered his men to kill the crippled man. And as they carried out their orders, Sonja's brothers rushed from the house in defense; they too were killed. To quiet her screams, Sonja's mother was slain as well.

The mercenaries found Sonja in the house and assaulted her, then set the house afire, leaving Sonja to die. But Sonja was strong, and she escaped the burning house just in time. She ran into the woods—her woods, her place among the ruins. And it was here, with the memory of her family etched into her mind, Sonja honed her battle skills...in preparation.

One night, a vision lit up the black sky above the woods and spoke to Sonja. "An inner strength has now been awakened in you, Sonja, and you will be the equal of any man or woman if you take this vow: you must never allow yourself to be loved by another man unless he can best you in fair battle." And then the vision offered to Sonja her father's sword.

And from that night forward, she became known across the lands of Hyboria as Red Sonja, the greatest woman warrior of all time.

Red Sonja is a character borrowed from Robert E. Howard of "Conan" fame. Originally, the character was known as "Red Sonya of Rogatine" and was a 16th century crusader who wielded dagger, saber, and pistols.

Adapted by Marvel Comics, Sonya became the character as she appears here, "Red Sonja of Hyrkania." In 1981, she made her debut in Ace Fantasy Books.

Suggested Reading

You may want to better familiarize yourself with some of the settings and characters of Red Sonja's world before running this adventure. The Red Sonja adventures from Marvel Comics are a good starting point, as are the following books by David C. Smith:

- Red Sonja #1: The Ring of Ikribu
- Red Sonja #2: Demon Light
- Red Sonja #3: When Hell Laughs
- Red Sonja #4: Endithor's Daughter
- Red Sonja #5: Against the Prince of Hell
- Red Sonja #6: Star of Doom

DM Background

This adventure is designed for four 10th to 14th level player characters (PCs) from the Hyborian world: Achmal, Kynon, Galon, and Red Sonja. Character profiles are provided in the PC pull-out section in the center of the booklet. Players may also use their own PCs for this adventure. However, make sure they understand that Hyboria is unlike other AD&D® game worlds; the PCs provided here are best suited to this adventure.

You must also be prepared for running this adventure in a new world. While basic rules are not affected, some new guidelines will affect how players approach the adventure. Carefully read the "AD&D® Rules in Hyboria" section before you start the adventure. Also let the players get familiar with the large fold-up map included with this adventure. This will give them a feel for the world in which they'll be adventuring. The adventure notes will outline when you should show other maps to the players.

Abbreviations Used in Statistics

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

AD&D® Rules in Hyboria

These rules modifications will help make your AD&D® adventure in Hyboria more exciting and challenging. Keep in mind that these rules are not official or binding, but need only apply when your PCs are adventuring in Hyboria.

Sonja's Vow

The vow Sonja took is that she will love no man who cannot defeat her fairly in battle. This means she may not compromise herself in any way to further her goals. She may use her feminine wiles to a certain extent, but the power of her beauty is likely to overcome many men, so this approach could work against Sonja.

Make sure that the person playing Sonja understands this vow. If Sonja abuses her power over men during the adventure, she will lose some of her exceptional abilities for the rest of the adventure. It's up to you to decide if such a situation arises. If it does, Sonja's Strength falls to 8, her Dexterity to 11, and her Constitution to 7. She also loses 8 Luck Points and 35 hit points. She can be surprised on 1-3 on 1d6.

Fear Factor

Many inhabitants of Hyboria are instinctively fearful of unnatural things, such as magic and unusual creatures. Such things are not commonplace in this world.

Because of this fear, some characters may "freeze up" or flee during the adventure. This fear lasts until the character overcomes it, or until he is somehow affected by what he fears (attacked by a creature or affected by a spell). Other characters, who are more familiar with unusual occurrences, are not affected by fear.

In the adventure, some characters and creatures have a Fear Statistic. This is a number from 1 to 10—the smaller the number, the more fearsome the object.

Use the Fear Statistic by having PCs make Fear Checks. Make these checks whenever:

1. the PCs encounter at close range a monster with a Fear Statistic;
2. a spellcaster with a Fear Statistic performs some magic action;
3. the encounter description calls for it.

Once a PC has made a Fear Check for a particular creature or object, he doesn't have to make another check if confronted again later in the adventure, even if the PC fails the first check.



How to Make a Fear Check:

Multiply the object's Fear Statistic by the PC's Wisdom. Then roll d100 (percentile dice). If the dice roll is equal to or less than the amount (FSxW), the PC passes the Fear Check. In some cases the PC's percentile score will be greater than 100. If so, the PC cannot be affected by that object's Fear Statistic.

A PC who passes a Fear Check can move and act normally. A PC who fails this check cannot act, unless he is attacked or distracted, or until he passes another Fear Check on the next round. Only one Fear Check may be made per round.

Heroism and Luck

The PCs may sometimes be able to perform feats that are beyond the range of AD&D[®] rules. These feats are governed by Luck Points.

Each PC begins the adventure with 10-20 Luck Points. Don't use Luck Points if the players are using their own PCs for this adventure.

Any time during the adventure, a PC may attempt some amazing feat (e.g., making more than the allowed number of attacks, striking a deathblow). To do so, the player

must clearly describe the intended action. Then you must decide if the PC succeeds by using the following guidelines:

1. Spending 1 Luck Point allows a PC to:
 - a. make one extra attack in a round;
 - b. automatically hit an opponent;
 - c. climb without falling;
 - d. catch something tossed to him;
 - e. leap a chasm or river;
 - f. tear a door off its hinges;
 - g. pick up a man-sized object.
2. Spending 2 Luck Points allows a PC to:
 - a. make two extra attacks in a round;
 - b. knock an opponent out cold with a fist or weapon;
 - c. spring back from a trap just in time;
 - d. climb while carrying another person;
3. Spending 3 Luck Points allows a PC to perform a heroic action beyond the scope of the rules (use your judgment).

A PC may try to deliver a deathblow (killing an opponent with one attack) by spending Luck Points equal to 1/2 the Hit Dice of his opponent. The PC then rolls a normal hit. If the result is 20 or higher (including modifications to the dice roll), the PC slays his opponent. If the dice roll is lower than 20, resolve the attack normally.

Luck Points can never be used to affect any of the following:

1. A dice roll that has already been made.
2. Any saving throw (Luck Points should be used to avoid situations before they occur).
3. Fear Check.

PC Luck Points

Before you begin the adventure, make sure you explain to the players how Luck Points work. Do not, however, tell them how many Luck Points their characters start the adventure with. The PCs should not know how many points a certain feat requires, nor should they know how many points they have remaining at any time during the adventure. After all, it's all up to luck! The PCs' Luck Points are outlined below.

- Red Sonja — 13 Luck Points
- Achmal — 16 Luck Points
- Kynon — 17 Luck Points
- Galon — 11 Luck Points

Some of the PCs' opponents in this adventure also have Luck Points. These are listed in the opponents' individual statistics.





If the players use their normal PCs for this adventure, don't use the opponents' Luck Points.

Healing

Most Hyborian deities will simply kill any mortal follower who calls upon them for assistance. Tarim and Erlik, commonly worshipped gods of this land, are known for their wickedness. Anyone who calls on them could be in for worse trouble than their current lot!

Because of this, clerics as they appear in the AD&D® rules are non-existent in Hyboria. While there is little magical healing of any type available here, the strange properties of Hyboria do allow beings to heal very quickly.

Characters adventuring in Hyboria heal 1 hit point per day, even if they do not rest. In addition, a character who rests one day will regain hit points equal to 1/2 his Constitution score (round fractions down).

If players use their own PCs, allow them to use this Healing rule only if there is no cleric in their party. If a cleric is present, the PCs must heal normally. However, all NPCs (non-player characters) will heal at the accelerated rate; this is because NPCs are natives to this world, and the players' own PCs are not.

The Hyborian World

Read this section carefully before you begin play, as adventuring in Hyboria is quite different from other AD&D® game worlds. It's important that you share this information with the players throughout the course of the adventure; use some of the details to liven up routine conversations with NPCs. This give-and-take will help the PCs get a feel for adventuring in Hyboria, and will get them even more into the spirit of the game.

History and Geography

Red Sonja's adventures take place on our Earth, but it is an Earth of a much different time. It is a time between the fall of Atlantis and the rise of the known world. It is a land that bears little resemblance to our own. Since the time of Red Sonja, mountains have cracked, lands have sunk, and new islands have risen in the waves. And as the lands changed, so did the basic laws of the world. The arts of magic were lost, and the many fantastic creatures disappeared.

In the Hyborian Age, the world was a single, vast continent, populated by many kingdoms and races of people. Although

history gave this continent no official name, it is usually called the Hyborian World or the Hyborian Kingdoms. This name comes from the ancient race that originally settled the land, the Hybori.

The lands and climate of Hyboria range from the snowy wastes and tundras of Asgard and Turin, to the barren deserts of Southern Turan and the tropical jungles of Khitai. Much of this land is wilderness, broken only by small areas of settled farmland and caravan routes.

Many parts of the world are unexplored, and many areas that were once traveled have long since been forgotten. Hidden away throughout the continent are the remains of previous empires and civilizations; most are in ruins, although some are still occupied by dwindling numbers of ancient races.

Hyrkania

Hyrkania is the land of Red Sonja's birth. Located east of the Vilayet Sea, it is a land of forest, prairies, and tundra. It's best known, however, for its broad, barren steppes. Tribal warrior clans, led by khans, inhabit these steppes. Clad in sheepskin and fur caps, these warriors are skilled raiders who plunder villages on horseback, fighting with bow and arrow. The Kuagir Nomads are one of the steppes' largest tribes.

People

The borders in Hyboria are formed mostly by racial differences. There are many different races of people in Hyboria; while many of these races intermingle, it is easy for even outsiders to tell the basic differences between them.

One clearly identifiable difference between the races are the languages they speak. Each kingdom in Hyboria has its own language. Most people are able to speak several languages, however, and many of these tongues share common elements. These languages are not difficult to learn.

Different races also have easily recognizable attitudes and behavior patterns. Hyrkanians, for example, are hard-working, sometimes rebellious farmers and raiders. The Turanians prefer intrigue and luxury. The people of Stygia, noted for their interest in magic, have an evil reputation. And the Picts, barbaric and cruel, are given to warfare and feuding.

There is not a time in the Hyborian Age when some kingdom is not fighting with or plotting against another. Spies, sorcerers, and assassins are often the tools of kings and

princes. Quick PCs will keep their eyes out for NPCs from suspect areas.

Demi-humans and humanoid races are extremely rare in the Hyborian World. There are no elves or halflings, nor are there any organized races of dwarves or orc-like beings. Any humanoids that do turn up in this world are treated as freaks and oddities.

Technology

The crafts and skills of the Hyborian Age range from very primitive to highly advanced. Many craftsmen are quite skilled in working with metals, and can make steel weapons that are impossible to break. Armor, however, is a rarity here; warriors generally use little more than scale armor or chainmail. Leather armor is common. All normal medieval weapons are available. Siege weapons, such as catapults, are not uncommon; if necessary, PCs will be able to have them built.

Transportation is available in several different forms. Horses are common, except in the northern areas; where they are available, chariots are often used. Camels can be found only in the deserts. Almost any type of boat can be found in use, including rowboats, galleys, and sailing ships.

Equipment

The cost and availability of certain pieces of equipment are different in Hyboria. Use the following list as a guide.

Armor	
Banded	350 gp
Plate	1,500 gp
Splint	350 gp
Livestock	
Horse, draft	200 gp
Horse, heavy war	1,000 gp
Horse, medium war	800 gp
Horse, light war	600 gp
Horse, riding	400 gp
Pony	100 gp
Tack and Harness	
Barding, chain	1,000 gp
Barding, leather	300 gp
Barding, plate	5,000 gp
Bit and bridle	15 gp
Saddle	50 gp
Harness	5 gp
Transport	
Galley, war	25,000 gp
Ship, large merchant	(not available)
Ship, war	(not available)



Monsters

Monsters as they are known in the AD&D® game world are extremely rare in Hyboria. None live in or near the settled lands, unless magically bound to a specific site or kept as some powerful person's pet, and even these occurrences are uncommon.

In the wild, monsters aren't quite as rare. The creatures most likely to be found in these areas are the normal predators: wolves, bears, lions, and tigers. They are more ferocious than usual, however, and seldom flee a fight, particularly with humans (which, in their eyes, make for wonderful feasts!).

Small monsters, such as stirges, blink dogs, or owl bears, do not exist in Hyboria, with the exception of the occasional giant rat, snake, or spider.

Those monsters that PCs are most likely to encounter are truly powerful and dangerous: elementals, frost giants, and iron and stone golems. These creatures usually act alone, hunting for themselves or at the bidding of a spellcaster.

Some of the monsters to be found here have been summoned from other dimensions, and their existence in Hyboria would be impossible if not for this summoning.

In the end, the most fearsome foes the PCs will encounter in this adventure are NPC's. Keep this in mind if you run further adventures in the Hyborian world.

Spellcasters

While still practiced to some degree in the Hyborian World, magic is a fading art. Knowledge of the full power of magic is in decline, and much of its history has been forgotten or obscured. Only a few are willing to devote their lives to the study and travel necessary to gain true magical powers. Furthermore, it is a dangerous occupation; many things can go wrong for the unwary or ignorant student. As a result, there are very few spellcasters in this world, but those few are extremely powerful.

In Hyboria, the title "priest" may be used for any type of spellcaster. This title has little to do with religion, even though most of these spellcasters are associated with one form of religion or another.

There are two general types of spellcasters in this world: magic-users and illusionists.

Magic-Users

These spellcasters are more common in Hyboria. They gain their powers by studying carefully, traveling to distant lands to

gather rare powders and plants, and directing their agents to search ancient ruins for fabled objects of great power. They rarely get directly involved in the action, choosing instead to control and manipulate others through threats.

Years ago, these threats often were more powerful than the magic itself. All a crafty magic-user had to do was threaten to use his powers, and ordinary people would do whatever he wished. Many kingdoms fell under the indirect control of magic-users as a result.

When magic is now used in this world, the types of magic tends to be summoning, illusion, charming, and death-related. Magic as heavy artillery (fireballs, lightning bolts, etc.) is very rare.

Clerics

There are very few clerics in this world. Those clerics that do live here offer their services to the injured, but use most of their powers for the advancement of their deity. Any NPC cleric encountered in this adventure should be willing to offer assistance to the PCs only in the forms of information and detection.

Magical Items

Like spellcasters, magical items are rare in Hyboria. When they are found, they generally bring grief rather than help to those who hold them. These items are all left over from previous ages, and most people know nothing of them or have forgotten they ever existed.

These items are usually of use only to spellcasters, and it's extremely dangerous for anyone else to even attempt to use them. Since the items generally hold such black secrets and horrible histories, spellcasters must do careful research and study before using them. Failure to do this homework can lead to extremely unfortunate results.

The PCs shouldn't expect to acquire new magic items during this adventure. If a PC does find a new item, he will have a tough time figuring out how to use it correctly.

If the players are using characters from another world, any magic items those characters have at the start of the adventure will still function as expected.

Riddle of the Ruby



Djema! Mercenaries' Legacy

Use DM Map #1 for your reference while running this part of the adventure. Read the following boxed text to only the person who is playing Red Sonja.

Your blow flattens the sweaty mercenary against the crumbling wall. His bloodied chest heaves with each labored breath. Nearly dead, he reaches feebly to the sky to fend off your final blow. But you wait, and he falls back, crimson droplets trickling slowly from his wounds.

You stand silent, momentarily saddened by the waste of this well-muscled youth. But the shouts and screams of your companions quickly snap you back to attention. None of you are safe yet.

The PCs have crossed the trail of a wicked band of mercenaries who has ravaged and ruined many settlements in the area. These bloodthirsty killers have managed to avoid any armies so far, as they have stormed only small settlements in outlying areas that are not protected by any ruler's forces.

The tiny village on the outskirts of Djema! that the PCs now find themselves in is no different. There is no army here, and the mercenaries have done their work well. There are a few survivors, and only one who can give the PCs any information. In a partially destroyed hut, the PCs find a dying farmer who tells them the following:

"They come in search of a magic item, something very special. They say they will burn every settlement in the steppes to find it. But no one here knew what they were talking about. These animals, they have no hearts—they seem...possessed. When we begged for our lives, asked them whom they served, they just howled and went on killing. They...must be stopped." As the farmer expires, his eyes go wide and he points to a spot behind the PCs. Read the following boxed text to the PCs.

Still out of breath from your last battle, you whirl around to find three more mercenaries poised to attack. Black-haired and grimy, the three sneer at you and swing their blood-stained swords in the air. But their expressions change to awe when they notice Sonja, for not only is she a woman wielding a sword, she stands fully a head taller than all of them.

There are four dead mercenaries at your feet, and the house you're in is

crumbling to bits. A broken table lies crumpled in a corner, an intact wooden chair next to it. A wonderful stage for a fight...

Mercenaries (three 7th level fighters): AC 6; MV 12"; hp 18 each; #AT 1; Dmg 1-8

Because of the bodies and rubble on the floor of the hut, the PCs' and mercenaries' movement rates are cut in half. The mercenaries attack immediately, and will fight to the death.

At first, the mercenaries are careless in battle. Even though they're outnumbered, they make light of the situation: after all, one of the party is just a girl! If Sonja shouts instructions to the party, the mercenaries find this hysterical: a wench commanding troops?!? But as the battle progresses, the mercenaries become distracted as they watch Sonja in awe. They begin to realize that this isn't playtime; this is a serious battle.

If during the battle the PCs question their attackers about the magical item referred to by the farmer, they mention "some magic guy who wants it real bad." That's all any mercenary will say, unless a sword is being held to his throat, in which case he will say only, "the tablet." The mercenaries know nothing more than this. You can have the mercenaries say either of these things as dying words as well.

If the PCs search the mercenaries' bodies, all they find is a total of 72 gp. Their swords are worthless.

If the PCs search through the ruins of the settlement, they find only a few gp and several small gemstones. As the PCs search, the surviving villagers slowly return. Though they are timid, they stare in amazement at Sonja, who is unlike anyone they have ever seen.

If the PCs question the villagers about the mercenaries' raid, they aren't able to get much helpful information. The villagers are tired and broken; these raids are a common occurrence. One villager says that the raid was no doubt the work of "Sotha." If the PCs ask who that is, the villager replies, "you will know soon enough. He will find you." As the PCs continue to investigate, have one of the villagers say the following to the PCs:

"Why is it we stay here? They come and they raid and they burn our houses and slaughter our children. We should have moved to the city long ago...but this is our land, our farmland. And yet here we have

no protection from Sotha. Our army is gone; they scattered after the very first raid."

The villagers explain that their lands have been hit by floods, wind storms, and other strange events on a regular basis. "All of it," says a villager, "is the work of Sotha. He sends great creatures to destroy our crops."

If the PCs continue to ask who Sotha is, the villagers grow more uncomfortable. "Please, ask no more of him," says one. "We shouldn't even speak his name—he may hear us."

Sotha is a sorcerer who lives somewhere in the nearby mountains. He has indeed created monsters to ruin the farmers' crops, but the floods and storms are not his work. The farmers have chosen a plot of land situated in a valley that is susceptible to violent storms.

As the PCs continue to rummage through the ruined settlement, have Sonja find a small velvet pouch hanging on the belt of a dead mercenary. Then read the following to the PCs.

As you open the pouch, out falls a small stone. Precisely cut, this pale red ruby is streaked with three veins of gold that meet at certain point. There is a small hole in the back of the stone which enables the stone to be strung on a cord or chain.

The farmers know nothing about the stone. They have never seen it before.

The PCs find four horses belonging to the mercenaries. Tracks from the mercenaries who have already left this settlement behind lead off toward the northeast.

The PCs may take the mercenaries' horses, but the steeds are nearly exhausted. The horses will travel for only about 4 hours before they begin to stumble. If allowed to rest for 4 hours, the horses will be back to full strength. If the horses aren't allowed to rest, they collapse and won't move for another 8 hours.

The PCs may choose to follow the mercenaries' trail, which leads to the Zaporoska River. Or they may travel back the way they came: from the northwest, along a road that runs beside the river toward the Vilayet Sea. Go to the Trail of Blood regardless of their decision.



Trail of Blood

Give the players the maps found in the center of this booklet. The PCs should use Players' Map 1 to chart their journey during this adventure. Don't let the players look at the other maps yet.

Wolf Attack!

It's so quiet here that every step you take echoes through the countryside. The trail is hard and cracked; it seems to creak beneath your weight. But you can smell the river, and as you draw closer, the trail gets damp, then muddy. Then you see the footprints.

It looks like they were made by some doglike creature. They cross the trail in several places, then lead off into the bushes that surround the trail.

The tracks were made by wolves. If the PCs stop to listen, however, they hear nothing. No matter what precautions the PCs take to avoid wolves, they encounter a pack of seven wolves along the trail in 3 rounds. The wolves attack immediately. Neither the wolves nor the PCs can be surprised by this attack.

Wolves (7): AC 7; HD 2+2; hp 12 each; MV 18"; #AT 1; Dmg 2-5; SA Nil; SD Nil; MR Standard; AL N

The Stone Tablet

If the PCs continue down the trail in the same direction after the wolf attack, they discover the following in 2 turns. If the PCs turn back, they discover the following after 30 minutes of backtracking. Read the following to the PCs.

Sprawled face-down in an unnatural position beside the narrow dirt road is the motionless body of a young man. Dirty, tattered clothing partially covers his pale skin. A knee-length tunic of dull blue silk is clutched in his hand.

A trail of blood that has soaked the ground leads from a thick bush about 40 feet from the road up to the spot where the man now lies. Doglike tracks cover the road, but there are none closer than 4 feet to the man.

If the PCs examine the body, they find that the man's skin has been pierced by several strange, half-moon-shaped marks, each about 3 inches across. There is also a wide

gash across his chest. Blood has escaped only from this wound. Lying beneath the body is a small tablet of granite.

The chest wound is from a mercenary's dagger. The mercenaries stabbed the man and left him to die when he would not give them the information they sought. The man had hidden the tablet in the bushes when he heard the mercenaries coming. After they left him to die, the man managed to crawl back into the bushes to retrieve the tablet, but he died before he could get any farther up the road.

The man is Doma, Maren the sorcerer's apprentice (for details, see *Sotha's Story*). Make sure the PCs learn the man's identity at some point during this part of the adventure.

Doma was carrying the tablet to Djemal, where the priests there were to hold it for safe keeping.

The small tablet of granite has been crudely carved from a solid piece of stone. In its center is an oval indentation, which appears to have once held something. Dark veins emanate from the edges of the indentation, but they do not cross it.

If the PCs figure out that the ruby Sonja found in the village must fit into the tablet's indentation, point out Players' Map 2 (on the reverse side of Players' Map 1). Don't tell the PCs anything more about the tablet.

The half-moon-shape marks on Doma's body were caused by a nika (explained below). The nika came upon Doma after the mercenaries had left. If the PCs stay in this area for at least 6 rounds, the nika appears.

The Nika

Read the following to the PCs if they encounter the nika.

A violent gust of wind suddenly rips across the trail. Though the wind isn't cold, it makes you shiver. Slowly, right before you in the middle of the trail, a large cloud starts to take shape. About 30 feet across, the pale, reddish-brown cloud grows a strange head and four small appendages. The cloud creature makes no move to attack.

If the PCs attack the cloud, it suddenly begins darting about the area in an attempt to confuse the PCs. As the cloud moves, it shoots out painful streams of electricity through its "limbs" at the PCs. The electricity cannot kill the PCs, but wounds them with strange, half-moon-shaped marks. The wounds do not bleed, but they burn bright

red on flesh for several hours, then fade to pink. The markings will be visible for four days.

Nika: AC -1; HD 10; #AT 4; Dmg 1-6 each appendage; MV 12"/24"; SA electricity, energy drain; SD invisibility; MR 70%; AL LE

The nika has been put under a spell by Sotha, a sorcerer who lives in a cave nearby, so it doesn't attack the PCs if not provoked. The creature serves as the sorcerer's guard, but it occasionally strays from duty. When the sorcerer so desires, the nika lures travelers from the trail to the sorcerer's cave. If the nika fails to lure his prey to the cave, the sorcerer himself appears on the trail.

When the PCs encounter it, the nika is on one of his "luring" missions. The sorcerer has requested this of the nika because of all the trouble the mercenaries are causing; he wants to talk to anyone who travels this trail.

If the PCs continue to move on, the nika slowly drifts from the trail toward a nearby group of hills. The creature then tries to lead the PCs through the hills to a clearing surrounded by small rocks. The nika then disappears.

If the PCs do not follow the nika, go to *Meeting the Sorcerer*. If the PCs do follow the nika, go to *The Enchanted Trail*.



The Sorcerer Sotha The Enchanted Trail

This path twists so tightly through the hills that it's practically impossible to tell what direction you're heading. But that's not the bothersome part of this journey. Whenever you step off the path, the tall grasses along the way part to make way for you. Branches that hang in your way bend to allow you to pass. And the farther you go, the faster the landscape itself seems to move!

This area has been enchanted by Sotha the sorcerer. When the PCs are on the trail, everything is as normal. But when they step off the trail, strange things start to happen. If the PCs look down at the ground, they become dizzy. They are magically traveling at twice their normal speed. The trees and grasses along the trail will "help" the PCs travel for as long as they follow the nika.

If the PCs allow the nika to lead them all the way to Sotha's cave, go to *Sotha's Cave*.

Terror Terrain

If the PCs try to turn back, the terrain becomes hostile. Rocks trip them up, small landslides suddenly block their way, and tree branches reach down to entangle them. If the PCs are kept off the trail by this "terror terrain" for more than 4 turns, they suffer 1d4 points of damage each.

If the PCs are off the trail for more than 6 turns, a cold, hard rain begins to fall; then the rain turns to hail. If the PCs keep trying to move, they become disoriented, eventually ending up very near Sotha's cave. They then stumble onto a small trail that leads straight to the cave. At this point the nika reappears and tries to lead the PCs to Sotha. If the PCs stop, the hail worsens with each hour. In the midst of the storm, a "vision" (Sotha) appears and leads the PCs into his cave. Once the PCs are in Sotha's cave, the hail immediately stops.

Go to *Sotha's Cave*.

Meeting the Sorcerer

If the PCs don't follow the nika, Sotha appears in the middle of the trail. Read the following to the PCs.

A cool breeze sends a slight shiver down your spine. You look up to see a man dressed in a pale yellow robe materializ-

ing before you. Seconds later, the wind abruptly dies, and the man in yellow takes one step toward you.

His long gray hair reaches well past his shoulders. His wrinkled, weather-worn face has sharp features like a Stygian's, but it is softened by a slight smile. His eyes are a gray like his hair, and appear warm and trusting. He wears no shoes; his bare feet are clean. A wide leather belt sags around his slender waist and holds a small, clear glass orb caught by a woven net. Around his neck hangs a large blue stone on a silver, finely crafted chain that has tarnished somewhat.

"Please stop where you are," he asks pleasantly. "I must speak with you. I mean you no harm."

If the PCs do not stop, but continue to move toward Sotha, the sorcerer casts a *charm* spell on them so they will listen to what he has to say.

The sorcerer introduces himself by saying, "My name is Sotha. I dabble in the arts of magic. I am very glad to see you. I need your help. Would you be so kind as to dine with me this evening?"

If the PCs are friendly to Sotha, he leads them to his cave. Go to *Sotha's Cave*.

If the PCs refuse or attack Sotha, he casts a *suggestion* spell on them; the PCs suddenly find themselves traveling through the hills with the sorcerer. If three or more PCs save against this spell, Sotha continues to cast his spell until he has control of the PCs.

Sotha (15th level magic-user, 5th level illusionist): AC 10; HD 14; hp 105; #AT 1;

Dmg by weapon type; SA see spell list

See p. 32 for more information about Sotha.

The glass orb that hangs from Sotha's belt is a small crystal in which the sorcerer can see slight glimmers of the future. While the size of the orb limits how much of the future Sotha can "see," the item does provide him with critical information when he needs it. To use the orb, Sotha must have 5 rounds of undisturbed concentration. Then he utters a strange, ancient spell. The PCs will not recognize or understand the spell; not even Sotha knows quite what it means. He can use this orb only twice a day.

The blue stone around Sotha's neck has no special powers. He wears it merely for its beauty. Sotha will often threaten to "unleash horrid powers" held in the stone to get his way in certain situations.

Sotha's Cave

If the PCs have not yet met Sotha, he emerges from his cave at this point to greet the PCs (see *Meeting the Sorcerer* for details). If the PCs resist, Sotha casts *suggestion* spell on the PCs and leads them inside.

Though you had to squeeze through a 4-foot-high opening to get in here, this cave is surprisingly large. It extends 30 feet from side to side and 50 feet to the back. The crudely carved out ceiling is 10 feet high.

The walls are lined with shelves filled with books, bottles, clothing, and food. A large round table, surrounded by four crude wooden chairs, sits off to the side of a stone fireplace that dominates the center of the cave. The embers of a dying fire flicker beneath a huge silver pot that rests on the fireplace's edge. The back wall of the cave is covered by a large straw curtain that looks as if it rolls up from the floor.

Large round globes hanging from the wall, each about 6 inches in diameter, give off an eerie, orangish glow in the cave. Everything looks discolored, almost diseased, here.

Sotha is eager to talk with the PCs, and answers all of their questions in great length and detail. He wants very much for the party to trust him, and will offer almost anything they ask for, except magical items.

If the PCs investigate Sotha's cave, the sorcerer doesn't get angry. In fact, he's quite helpful (see *Investigating the Cave*).

Sotha offers to feed the PCs and serves them a meal of cheeses, butter, bread, and fruit, washed down with a thin, watery wine. He apologizes for not having any meat, but says, "At least your bellies will be full. This is better for you anyway. Meat is not pure." When the PCs are ready, Sotha will begin his story (go to *Sotha's Story*).

If the PCs attack Sotha at any time, go to *If the PCs Attack Sotha*.

Investigating the Cave

If the PCs ask about the orange globes that light the room, Sotha says, "It is a fungus that grows in but one place high in the mountains. I make special trips there several times a year to replenish my supply. The light, it will burn this way and light my cave for 5 weeks."

If the PCs touch the orange fungus, it explodes into a fine dust that stains any surface it touches, including skin. The fungus





can be speared and thrown with a sword or stick, however. The fungus does no damage, although the dust can cause temporary blindness (3 rounds).

If the PCs investigate the silver pot, they find in it the powdery remains of three orange globes. Sotha explains, "I'm trying to determine if this fungus has any magical applications, but I'm afraid I've not been successful." The PCs, however, may discover that, when mixed with healing potions, the powder can increase the strength of these potions.

If Achmal tries to cover his *finger of Yajur* (listed on Achmal's Player Character sheet) with this powder, it stains the magical item. The glow from the powder then lasts 3 rounds, during which time the finger's effects are doubled. After 3 rounds, the glowing stain disappears.

Many of the items on Sotha's shelves are magical, but the sorcerer doesn't reveal which ones. Achmal may recognize a few of them as ordinary sleight-of-hand tricks, however.

If any PC tries to go behind the straw curtain at the back of the cave, Sotha rushes forward to plant himself between the PC and the curtain. "Do not trouble yourself with this! It is merely decoration."

If a PC acts quickly enough, however, he may get a glimpse behind the curtain. At first, the PC sees another hollowed out room that holds a small table and chair. But seconds later, an intense yellow light bursts forth from behind the curtain, momentarily blinding the PC. Sotha then steps away from the curtain. "If you are so curious, then step into the room. I warn you, you might not be able to step out." If the PCs heed Sotha's warning, nothing more happens. Sotha dismisses further questions about the room, saying, "I would not intrude on *your* temple. There is nothing here that would interest you."

If the PCs try to enter the small room, the yellow light becomes even more intense, sending jolts of pain through their bodies. They are barely able to stay standing. If the PCs close their eyes, the pain stops, and they may "feel" their way out of the room. When the PCs' eyes are open in this room, each suffers 1d4 points of damage for every 3 turns. After 4 turns, Achmal suddenly feels no more pain and is able to see in the room. Achmal will know this is where Sotha practices his magic. He won't be able to trace the source of the light.

Sotha's Story

"Very long ago, just before the time of the Prince's War, my father gave my brother and I to a local sorcerer who lived in the mountains outside Djemal. He did not do it because he hated us, for he loved us—very much so. And that is why he sent us to learn from this wise magic-user.

"At that time, men and boys were being forced into service in preparation for the great violence we all knew was about to erupt. I had not yet seen 12 summers, and my brother, only 10. My father did not wish to see his only children perish in a senseless conflict as his own father had many years earlier. He knew that soldiers would never dare even to come near the home of a sorcerer, so he knew we would be safe. Studying under a sorcerer wasn't exactly what my father wanted for us, but there was no other choice.

"My brother Maren and I, we were not good students; we spent most of our time quarreling with each other. Our teacher, T'Neya, would threaten to send us into the service of the prince, but we knew he had neither the strength nor the desire to send us to certain deaths. Besides, he had no children of his own—no other students. 'This is a lonely life,' he would say, 'be prepared to spend long hours studying your craft. It is the only thing that will fill the void.' T'Neya would tell us how people would avoid meeting our eyes, or even coming near us. He said that we would always be treated with *distrust*.

"Maren and I continued to fight over the years. But as we neared manhood, our anger grew to hatred. Soon, we could no longer bear to live under the same roof. We decided to leave. T'Neya was truly dismayed. He had tried for years to reconcile us, but he had failed. So as a last resort, he gave us each a thin sliver of a silver bracelet. Separately, they appeared to be nothing more than simple ornamentation, but when fit together, T'Neya said, they would create an incredible magical effect—one that would give its wearer amazing abilities.

"It was T'Neya's way—if we would but end our fighting, we would have this fantastic power. It seemed so easy, so simple, until we realized that it meant only one of us could have this power at

any one time. Naturally, we didn't trust each other. Over the many years, we have tried to come to an agreement, but we have failed every time.

"Now I have learned of my poor brother's death; I may obtain the bracelet to have this power myself. But it is not for selfish reasons that I desire this item. I wish to stop these marauding bands of desert scum, these barbarians that ruin our lands. Help me stop this destruction. I can offer you much in return."

If the PCs ask Sotha what he will offer them, the sorcerer gives Achmal a magical item, the belt of Marcol (see *New Magical Items*, p. 32). He offers the rest of the PCs several gemstones worth a total of 1,200 gp. "A simple matter, I think, to find this bracelet," Sotha says. "My brother is dead—what could possibly stop you?"

If the PCs ask where they might start looking for Maren's burial site, Sotha's face becomes clouded with concern. "I'm afraid I have no idea. In his efforts to avoid me, Maren moved many times over the past several years. I meant no harm to him anymore. I had grown weary of the struggle.

"I have heard word that there is a map which shows the burial grounds where Maren rests. His apprentice, Doma, probably has it. But Doma has apparently disappeared."

If the PCs show the stone tablet they found with Doma's body to Sotha, the sorcerer's eyes widen with excitement. His tone turns from concern to anger, and he questions the PCs viciously about how they came to possess the tablet. Beads of sweat form on his brow as he becomes increasingly frantic. Read the following to the PCs.

"Where is the rest of the map? I MUST have the rest of the map! I cannot find him without the rest of this tablet!" Sotha is going crazy—sweat is rolling down his face, and his hands are shaking! "Are you certain this is all you found? Was there any more? Did he have the rest? I will give you more gold if you have the rest of this map. I will give you great magical things! WHERE IS THE REST OF THIS MAP?"

If the PCs do not show Sotha the stone tablet or the ruby, or if they take them out but refuse to surrender them, go to *Withholding the Map*.

If the PCs don't show Sotha the ruby, the



meeting between the two parties ends; Sotha doesn't trust the PCs, however, and follows them when they leave.

If the PCs give Sotha the ruby that fits into the tablet, Sotha feverishly puts the ruby in place, then shows it to the PCs.

"Fools! You have done all the work for me now. This map tells me where my brother lies. It is not far from here—for me anyway. For you it is days away. Nothing can stop me now!"

If the PCs then question Sotha's involvement with the mercenaries, he admits what he has done.

"Ah, yes. I had almost forgotten the little errand I'd sent those stupid men on. They were upon this tablet and didn't even know it! But now I can build up their forces with the bracelet. My army will be the mightiest in the land—I will control all of Hyrkania one day. One day soon perhaps you will join me? You will not be safe in these lands otherwise."

If the PCs agree to join forces with Sotha for any reason, the sorcerer allows them to come with him to the burial site. He agrees to hold either the ruby or the map, and lets the PCs hold the other.

Sotha will not tell the PCs of his work with the mercenaries if he doesn't have both the tablet and ruby in his possession.

At this point, Sotha and the PCs begin their journey to the burial grounds. Go to the *Journey of Fear* section.

Withholding the Map

By now, the PCs should have determined that the stone tablet and the ruby together form a map of Maren's burial site. If the PCs don't show Sotha the map, they may try to find the burial grounds themselves. In this case, Sotha quietly follows the PCs on their journey. The PCs won't know that Sotha is on their tail, but they do feel the strange sensation of being watched and followed.

If the PCs take out the tablet and ruby, but refuse to give them to Sotha, the sorcerer remains calm, then plots to steal the items from the PCs as soon as possible. Sotha doesn't want to attack the PCs, since he is too close to getting what he wants to risk it by wasting his strength on these adventurers.

If Sotha successfully steals the map, the PCs can still reconstruct it correctly from memory (unless they have been foolish

enough to pay very little attention to it up until this point). Galon is familiar with the lands shown on the map.

If the PCs Arrack Sotha

If the PCs attack while in Sotha's cave, they're in for a rough time of it. This is Sotha's home turf, and he uses it to full advantage. Keep in mind while running this battle that Sotha's main objectives are:

- to escape to Maren's burial site (if he has the map);
- to steal the map from the PCs (if he knows they have it);
- to keep the PCs from following him.

Sotha (15th level magic-user, 5th level illusionist): AC 10; HD 14; hp 105; #AT 1; Dmg by weapon type; SA see spell list (p. 32)

Sotha's Escape

If Sotha has taken possession of the map, or if he is on the losing end of a battle with the PCs, he rushes to the back of his cave and disappears behind the straw curtain. The PCs hear the loud scraping of rock against rock, then the crash of a large stone slab.

If the PCs raise the straw curtain, they find a huge stone door blocking their way. The PCs cannot move or lift the door, as it is a magical doorway. Read the following to the PCs.

Bright yellow streams of light shine through the cracks in the stone door. You hear Sotha's muffled chanting. He is speaking in a strange tongue. His voice seems higher and more strained than before. The light is growing brighter and brighter...

Suddenly, the beams of light that are shining through the cracks converge into a massive beam in the main cave. The room starts to shake as an eerie wailing sound rises and a horrible, distorted human face—Sotha's—takes shape within the light. The face tries to speak, but all that comes out is this terrible wail.

If the PCs run out of the room at this point, they are safe. A few seconds later, they see a bright yellow light shoot out of the cave entrance and head northeast across the sky.

If the PCs stay in the room, read them the following.

The air pressure is building rapidly around you. Your head pounds with pain. The air is thinning and you can't breathe! The floor of the cave starts to quiver, feeling as if it is going to give way.

If any PC now tries to move, he must make a Dexterity check at -2 because the crumbling stone walls have left piles of rubble all across the cave. Read the following to the PCs.

Suddenly, the yellow light darts quickly around the room, then shoots out of the cave entrance. The noise and shaking stop immediately, and you can breathe normally again.

Sotha has escaped the cave in magical form. There is no other way for him to escape from behind the stone door. He does not try to escape the PCs while in human form.

The yellow light has a Fear Statistic of 2. The PCs must make Fear Checks when this light first appears inside the main cave from behind the curtain.

Sotha's cave has been badly damaged by his transformation, but the PCs can still get back inside after he has left. They may take anything they want. They cannot, however, get into the back room.

The only way the PCs can try to stop or delay Sotha is by using the *belt of Marcol* (see *New Magical Items* for details). They can try to stop Sotha only every 6 turns.

In his magical form, Sotha can reach the burial ground in 20 hours.

Sotha's yellow light leaves a wide trail in the sky that doesn't fade. The trail extends to the river, following its twists and turns until it ends near the site of Maren's tomb. If Sotha did not have the map when he escaped in his magical form, the yellow light circles back and follows the PCs. Sotha then waits until the PCs arrive at the burial grounds to confront them again.

Journey of Fear



The Zaporoska River

The river is unusually high for this time of year. The melting snows of the mountains have caused the muddy banks of the Zaporoska to narrow considerably. The hoof prints of several horses cover the soft banks. Tall grasses and bushes along the banks are trampled where the land has narrowed and made the passing of horses difficult.

An ominous yellow light streaks across the sky in a wide path, closely following the course of the river.

The PCs can continue traveling into the night, but they'll have to leave their horses behind after about 2 hours. As it is, the horses must be watered and rested periodically throughout the day, and they will need to rest through the night. The horses' movement has been slowed so much by the mud that, if the PCs want to leave them behind and travel on foot, they will still move at about the same rate.

The yellow light was created by Sotha. If Sotha escaped from the PCs earlier in the adventure, this yellow light represents Sotha's path toward Maren's burial site. If Sotha is traveling with the PCs, he has created the magical light as a guide based on the map, and as a means of keeping the PCs nervous and edgy.

The light doesn't drain physical strength, only mental. For each day the PCs suffer the effects of the light, they each lose 1 point of Constitution (which can go no lower than 5). As the light affects them, the PCs become irritable and less cooperative. One day after escaping the light's effects, however, the PCs' Constitutions are restored.

First Night's Camp

Shortly before nightfall, the PCs find a clearing about 30 feet by 40 feet. There is plenty of grass for the horses to graze on, and plenty of nearby trees to provide firewood. The PCs can catch a few fish in the river, or some small rabbits beyond the clearing. Setting up camp should be uneventful for the PCs.

The night sky is still lit by the yellow light, now bright as a moon as it stretches across the darkness, following the path of the river.

The night passes without incident. If one of the PCs is on guard duty, he sees nothing out of the ordinary, except that at different points during the night, each man in the group stirs uncomfortably as if having a bad

dream. Then he cries out quietly, and falls back asleep. Sonja sleeps soundly when she isn't on watch.

When the PCs awaken, the men find that they are unusually weak and tired, as if they never rested at all. Each had a disturbing dream during the night and can remember only vague details. Read the following to those who were attacked.

Your dream last night was vivid, but as you try to put it all together, it doesn't make any sense. You were on a long journey through treacherous territory, your body was weary and your mind numb. Then there was this woman—fair-haired and pale—naked but for the flowers in her hair. She spoke strange words and then all was dark. When you could see again, you saw her vanish into a fine mist.

The men have been attacked in their sleep by a succubus. The creature attacked each man only once and has drained one energy level from each. If Sotha is with the party, he is not attacked by this creature.

Succubus: AC 0; HD 6; hp 32; MV 12"/18"; #AT 2; Dmg 1-3/1-3; SA energy drain; SD +1 or better weapon to hit; MR 70%; AL CE

If the PCs take time to rest again sometime the next day, the succubus strikes again. The creature attacks whoever is asleep first, and then moves on to attack anyone who is awake. If all the PCs are on guard, the succubus attacks Kynon first, then Galon, and finally Achmal. If the PCs defeat the succubus before it has the chance to drain another energy level from each PC, the creature disappears and does not return.

If you want, you may choose to run ran-

dom encounters during the PCs' second day of journeying. Try to relate these encounters to the burial grounds, or to the mercenaries' attacks.

Second Night's Camp

The PCs are in for a more lively time the second night they camp. First, the PCs meet up with a pack of wild boars. Then the succubus from the first night returns (if she hasn't already attacked during a rest stop on the second day).

Wild Boar Attack

To start the action, give the PCs some clues that there is a pack of wild boars living in the surrounding brush (animal tracks, matted down grass, etc.). Also, give the PCs some clues that there is a band of wild boars living in the surrounding brush (animal tracks, matted down grass, etc.).

Then, if they are alert, the PCs may hear muffled grunts coming from the nearby brush. If the PCs move quickly, they may surprise the boars, attacking them before they emerge from the brush.

Wild Boars (2): AC 7; HD 3+3; MV 15"; #AT 1; Dmg 3-12; SA Nil; SD Nil; MR Standard; AL N

The boars squeal horribly if wounded, and this sound brings two more of the creatures to help. If the PCs wound the second two boars, their squeals bring three more boars. No more boars appear after that.

The boars attack until they they are killed. They are perfectly suitable to eat, although the meat is tough.





Player Characters



Red Sonja

Fighter:	11
Strength:	14
Intelligence:	17
Wisdom:	10
Dexterity:	17
Constitution:	11
Charisma:	18
Hit Points:	75

Red Sonja of Hyrkania, your power lies solely in the promise you made years ago. You shall let no man love you unless he bests you in battle. Keep to that promise and your strength shall hold. Forget that promise, and you will be like any other other powerless wench, caught by the grip of helplessness and servitude.

Do not be foolish in your youth. You have much to lose. The world awaits you.

Sonja is surprised only on a 1 in 1d6.

Equipment: broadsword, dagger, leather armor

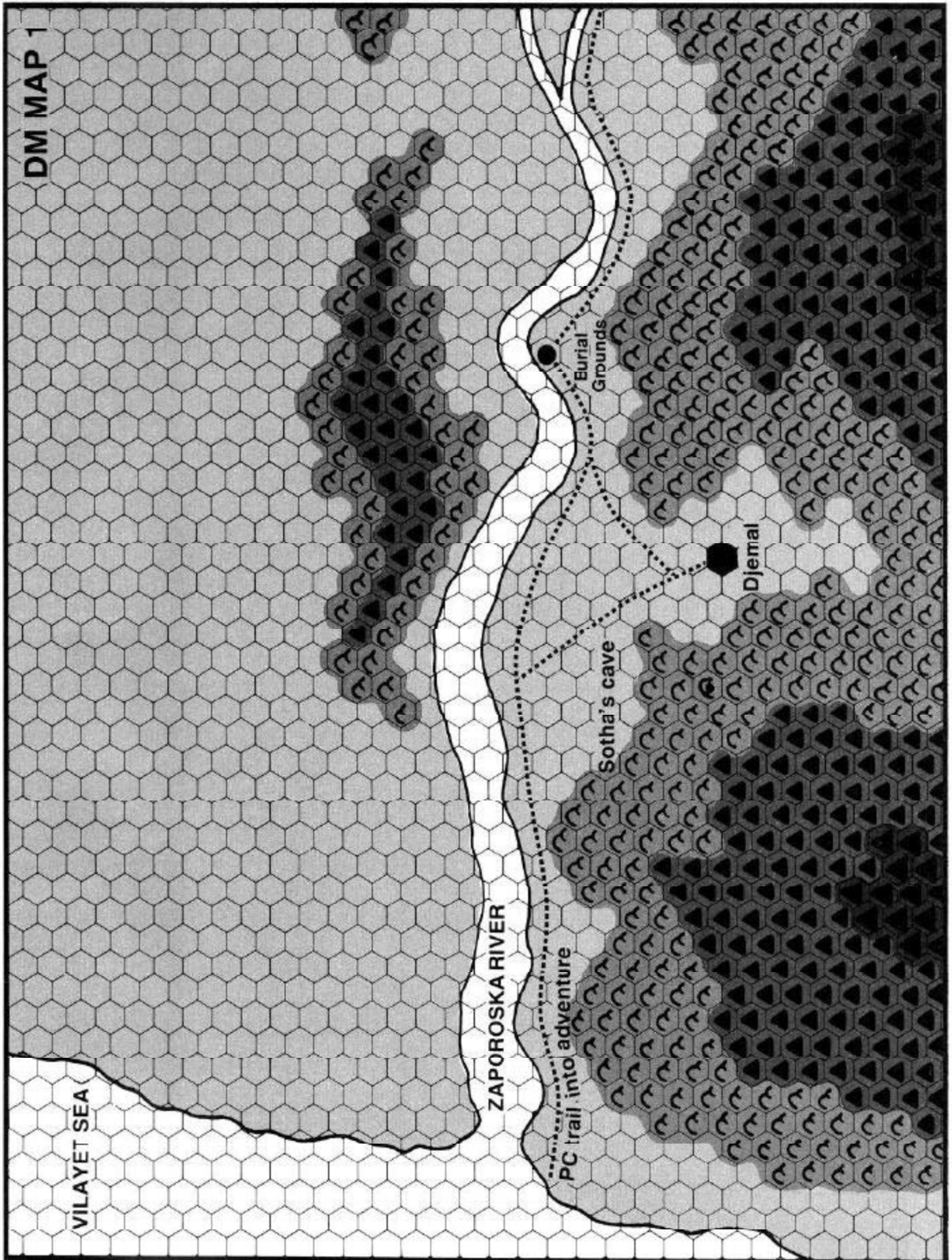
Galon

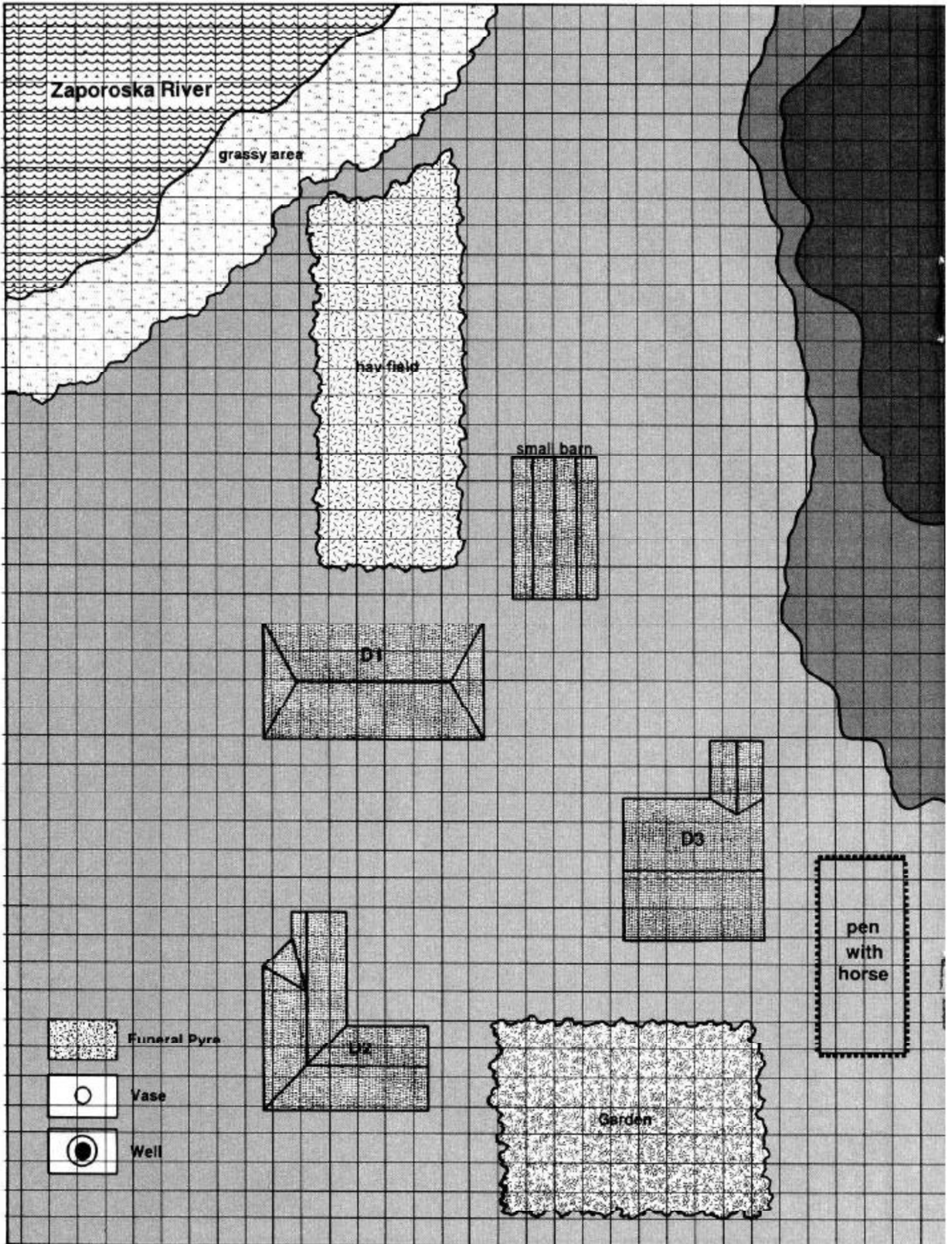
Fighter:	14
Thief:	4
Strength:	17
Intelligence:	13
Wisdom:	12
Dexterity:	15
Constitution:	17
Charisma:	15
Hit Points:	70

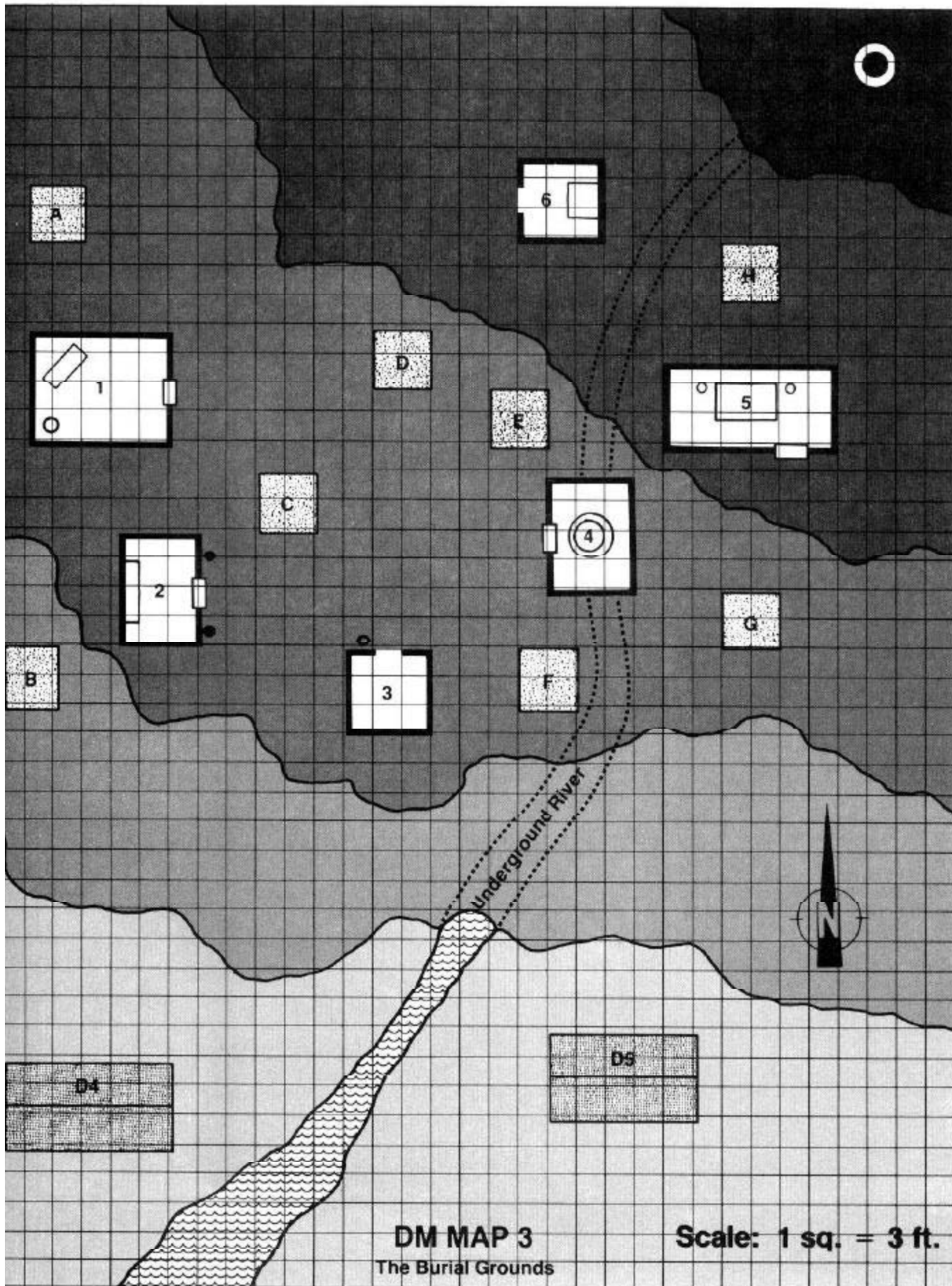
You are a seasoned fighter who will often come to the aid of those who seem to need it most. You thought at one time that Red Sonja may need it, so you agreed to venture forth into the wilds with her—only because you were convinced she couldn't handle a sword. You thought it would be a terrible waste that such a beauty might not survive on its own.

Now you have witnessed her great skill with a sword and, out of respect and admiration, you travel with her to this day. Hardly any man, you know, could fight the way she does.

DM MAP 1



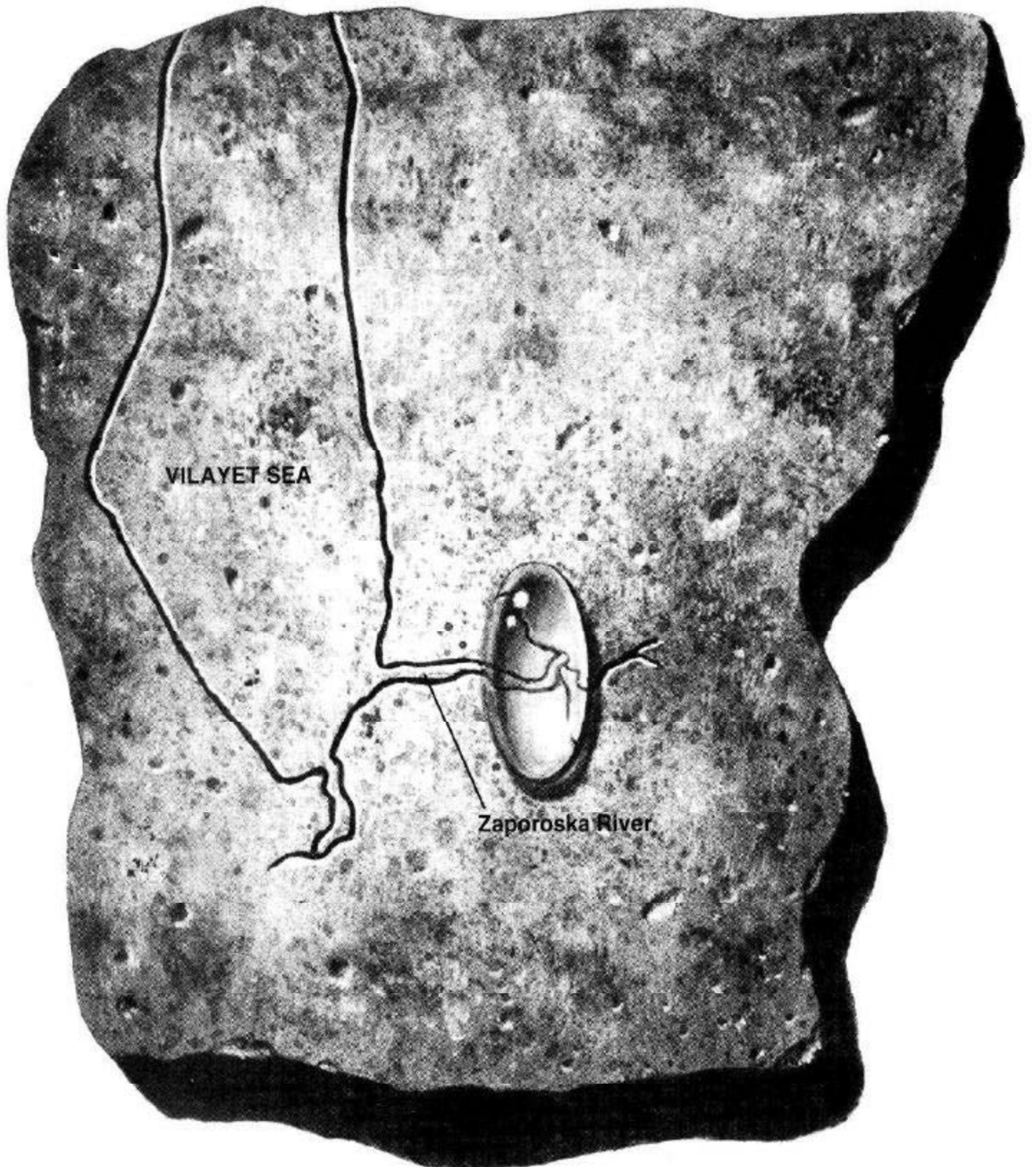




DM MAP 3
The Burial Grounds

Scale: 1 sq. = 3 ft.

DM MAP 2



The Stone Tablet and Ruby





Kynon

Fighter:	11
Thief:	6
Strength:	14
Intelligence:	12
Wisdom:	10
Dexterity:	10
Constitution:	18
Charisma:	16
Hit Points:	64

Quiet, observant, and obedient, you were trained to be a nobleman, but have little use for those skills now. You stole away at a tender age when you realized there might be no other way to see the world.

Then you stumbled across Sonja, literally, at an inn, spilling ale down her armor. In your haste to make amends, you endeared yourself to her. Now you are always ready to aid the beautiful Sonja, patiently waiting for her approval.

Can you hide the glimmer in your eye when she is near?

Achmal

Magic-User:	10
Illusionist:	4
Strength:	12
Intelligence:	7
Wisdom:	12
Dexterity:	14
Constitution:	11
Charisma:	15
Hit Points:	40

Magic-User Spells:

1st level: *detect magic* (x3), *protection from evil*

2nd level: *detect evil* (x2), *ESP*, *locate object*

3rd level: *clairvoyance*, *haste*, *hold person*

4th level: *fumble*, *polymorph self*

5th level: *animate dead*, *teleport*

Illusionist Spells:

1st level: *detect illusion*, *light*, *wall of fog*

2nd level: *detect magic* (x2)

Magical Items:

Beads of the Night: Achmal has a string of black beads that can be thrown, or simply pinched, one at a time, to create a dark cloud wherever he chooses. The cloud covers a 50-foot-square area and lasts for 3 turns.

Finger of Yajur: This well-preserved digit has the power to either heal or wound, but the user doesn't know which it's going to do at any given time.

The finger heals or causes 1 point of damage each use. It can be used only five times a day. To determine if the finger heals or wounds, roll 1d6. On 1 or 2, the finger wounds. On 3-6, the finger heals.

You are a young sorcerer who hadn't traveled extensively until you met up with Red Sonja. You needed new challenges and ways to test and practice all you had learned.

You are confident—perhaps too much so. You sometimes rush into situations before you've thought them through. But Sonja is a good traveling partner. Together, you balance each other well.



Nearing the Burial Ground

As you draw closer to the burial ground, the yellow light overhead grows brighter and brighter—and you feel worse and worse. Your skin feels like it's crawling with thousands of insects. You are edgy, impatient, and anxious. Even the horses are restless.

As the PCs near the end of the yellow light, they see a small settlement resting at the side of a hill about a mile away. The settlement is near a large curve in the river. A smaller river flows from the base of the hill and feeds into the Zaporoska.

The PCs continue to feel discomfort. They sweat profusely, and stopping to rest doesn't seem to help at all. A magical spell may help relieve the crawling sensation, but the effect only lasts 2 turns.

The Royal Army of Djemal

Tiny flickers of movement catch your eye as you survey the riverbanks and the nearby settlement. All is quiet, however; nothing seems amiss. In fact, the last two miles have been unusually quiet—no animal sounds, not even the wind. The air is slowly growing thicker, more humid. The yellow streak in the sky casts a garish tint on everything; the grass, the trees, the water, it all looks diseased.

As you draw closer to the settlement, the flickers of movement become more obvious. Flashes of light—as when sunlight glints off metal—catch your eyes.

No matter what precautions the PCs take, they suddenly find themselves surrounded by a group of men on horseback. If the PCs try to split up, the men quickly round them up.

These soldiers are dressed in tunics of many different colors: gray, green, and brown. At first it appears that these men are all from different armies, but all of their tunics are decorated with the same emblem. Thin, rusty brown armor covers the soldiers' bare thighs; flimsy leather boots are pulled up to their knees. They wear simple, silver helmets that extend down over their foreheads, eyes, and noses. The soldiers each carry a sheathed longsword.

"Make no move!" a soldier's voice booms, shattering the calm. "Make no move and you will live. Who are you?" You can't tell who is speaking at first,

then two horsemen move aside and a rider comes toward you. With some difficulty, he removes his helmet to reveal a thin, haggard face framed by long, black curls that are matted and unruly. While he speaks, he keeps his eyes on Sonja.

"What business have you here? Identify yourselves or be bloody stew for the vultures...except maybe for this one." The commander winks lecherously at Sonja. "We could all dine nicely on her!"

If the PCs reveal their identities to the soldiers, the commander explains that his men are the Royal Army of Djemal. He doesn't immediately trust the PCs, so he orders his men to guard them closely while the army returns to camp. Go to *The Army's Camp*.

If the PCs attack the soldiers, they are in for a rough fight, as they are severely outnumbered. The commander of the army orders his men to take the PCs prisoner, but not to harm them.

Djemal Soldiers (90 3d level fighters): AC 6; HD 3; hp 16 each; MV 12"/24" mounted; #AT 1; Dmg 1-8

Commander (8th level fighter): AC 5; HD 8; hp 43; MV 12"/24" mounted; #AT 1; Dmg 1-8 + 2

Though the soldiers will try not to hurt the PCs, they may still draw blood.

If Achmal uses any spells against the soldiers, they are momentarily stunned and frightened. The commander quickly restores order, however. If Sotha is with the PCs, he uses no spells in this battle; in fact, he doesn't even resist, as he doesn't want to reveal his terrific powers at this point.

If any PCs manage to escape, the commander sends two soldiers to follow, but not capture the PCs.

If all of the PCs somehow manage to escape the soldiers and head for the burial ground, the soldiers follow them and wait to see what happens. The soldiers are fearful of entering the burial grounds and will avoid it at all costs.

If the soldiers capture all of the PCs, they secure them tightly with ropes and chains. Then the army sets out for its camp. Every turn, each PC has a chance to loosen the ropes that bind him. During the first turn, he may be able to loosen the ropes by rolling his Dexterity (modified by -3) or less. On the second turn, a successful roll means the PC loosens his rope a little more, and on the third turn, a successful roll means the the

PC is free of the ropes. Modify the second and third Dexterity rolls by -2.

The Army's Camp

The soldiers herd you on horseback to a grassy area surrounded by trees. The area appears large enough to serve as a camp for the entire army. A few tents are staked, but most of the soldiers apparently sleep in the open air. Several smoldering fires dot the campsite. Two saddled horses are tied to a tree behind a large tent.

As the soldiers enter the camp, the commander dismounts and enters a large, flimsy tent that stands about 50 feet away.

If Sotha is with the PCs, the soldiers take him into the tent for questioning first. Go to *Sotha's Interrogation*. Otherwise, the soldiers take Sonja to the tent. Go to *Sonja's Interrogation*.

Sotha's Interrogation

Do not run this section if Sotha is not traveling with the PCs.

Sotha causes great fear among the soldiers, and they are quite nervous when they are forced to be around him. Sotha doesn't help matters much by tossing off the occasional showy incantation designed to conjure up some great evil; everything he says and does is harmless, but the soldiers don't know that.

Sotha doesn't reveal who he is to the soldiers, since it is his name that is most mentioned in conjunction with the mercenaries' raids over the past several years. He wants the army's cooperation.

Sotha remains in the tent with the commander and two soldiers for 1 turn. During this time, the PCs hear the commander's loud, raucous laughter coming from the tent. After the turn, Sotha emerges from the tent with a slight grin on his usually expressionless face.

As Sotha walks toward the PCs, the yellow light overhead begins to swirl furiously, flinging out across the sky as far as the eye can see. A fierce wind kicks up, and the soldiers' horses rear up in terror. Suddenly, the wind dies down and the yellow glow stops swirling, settling all across the sky from horizon to horizon.

Sotha smiles at the PCs, who should be able to figure out that he has put on this little demonstration merely to frighten the Djemal soldiers.



The commander emerges from the tent to see what is causing the disturbance. He, like the men, is visibly shaken by the incident. Hesitantly, he calls for Sonja to be brought to his tent.

Sotha tells the PCs that he has told the commander nothing, which is true.

Sotha can manipulate the yellow light, as he created it, but he cannot remove it. See *The Yellow Light* for details.

Sonja's Interrogation

Read the following to the player who is running Sonja.

A single guard leads you roughly to the commander's tent. "I suppose he'll be wantin' to take more time with you," he mutters in your ear. "He never seen one quite like you. Just don't put up a struggle, or you'll be sorry."

If Sonja tries to free herself from the soldier, he simply gets rougher and propels her toward the tent. He shoves her inside so that she loses her balance and lands on the ground.

"Bravo, bravo! What a fine entrance! I had no idea you were so skilled an entertainer." As your eyes adjust to the dim light in the tent, you see a man seated on a wooden frame chair slung with leather skin. "Now, if you are quite finished with this exhibition, we will proceed."

The man in the tent is the army's commander, Gaven. He is the same man who ordered that the PCs be brought back to the camp.

Scattered about the tent are crumpled blankets and two sleeping cots. If Sonja looks behind her, she notices that a single soldier stands just to the right of the entrance to the tent. The commander appears to be unarmed, but in fact he has a sword in a sheath across his back.

The commander eyes your sword. He stands and steps slowly toward you, his hand outstretched to take your sword. "I don't think you'll be needing this anymore. A woman with such a fine sword, what a waste..."

If Sonja makes a move to protect her sword,

the soldier by the door rushes forward and stops her cold even before she can react. If she struggles, Gaven tells the soldier to bring her to him. He draws his sword and holds it to Sonja's throat. "Would you rather cooperate, or would you rather I simply spilled your blood?"

If Sonja is cooperative, Gaven seems surprised. He becomes less threatening, and questions her calmly. He wonders aloud how a woman can handle a great sword such as hers; he seems unconvinced that she can use it or even defend herself properly.

If Sonja is offended, Gaven smiles and suggests that she display her skill in a sword match with one of his soldiers.

He motions to the guard to lead Sonja outside. Gaven returns her sword as another soldier steps forward with his. "Show me what you can do," Gaven prods. "I could use some entertainment." With that, Gaven sweeps his hand up in a grand gesture and shouts, "Let the games begin!"

The soldier clutches his sword with both hands and rushes toward Sonja. He exerts himself only enough to parry her blows—until Sonja gets the upper hand. Then he fights with all his strength, but he will not kill Sonja if he has the chance.

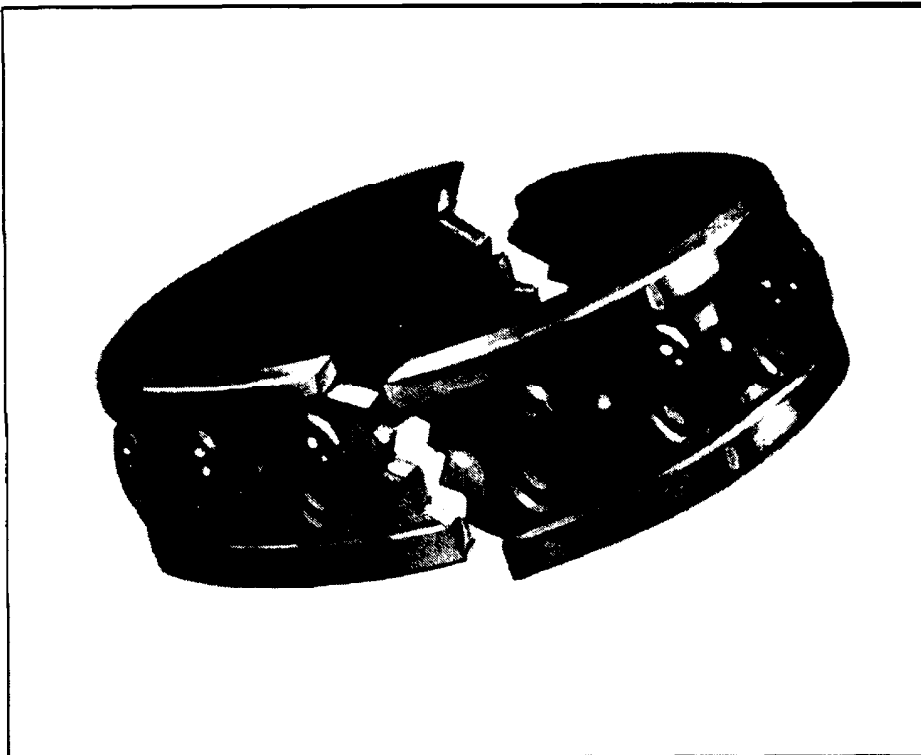
Soldier (3rd level fighter): AC 6; HD 3; hp 16; MV 12"; #AT 1; Dmg 1-8

If Sonja wounds the soldier, Gaven stops the fight, suitably impressed with her skills. "You have proven yourself worthy of even my army, by Eriik. I think it is time we listen to what her people have to say if they have a woman among them who can fight like this."

If Sonja kills the soldier or accidentally harms anyone else during the battle, she causes enough confusion to allow her to escape. The other PCs should also be able to capitalize on this confusion if they think quickly enough.

In this case, Gaven doesn't try to recapture the PCs, but instead sends two scouts to follow them. If the PCs head for the burial grounds, the army surrounds the grounds, but does not enter.

If Sonja has not seriously harmed anyone during her brief battle, and if she truthfully explains her group's mission, Gaven becomes more cooperative. He then makes sure that all of the PCs have their weapons returned to them. He agrees to discuss their plan of action, but only if Sotha is not nearby.





The Commander's Story

Read the following to the PCs when the commander has assembled them all in his tent.

"Much is happening here that we do not understand. But I see you feel the anxiety we do; it is heavy in the air. Its power is undeniable. It drains us even as we stand here." Gaven points toward the burial grounds. "Something evil is causing it. Something evil is about to show itself here. I only hope we can stop it."

If the PCs question Gaven further about what he has seen, he tells them the following.

"My army was returning from the Himeilian Mountains after giving chase to a small band of marauding cutthroats who entered Djemal and left with blood on their swords and gold in their purses—Djemal blood and gold. We managed to overtake them, only to learn they had been sent by a much larger group to act as decoys. Well, it worked. We received word yesterday that the second group moved in and wiped out the outer reaches of the city. Those who were unable to flee were slaughtered.

"We found and killed the band we sought. When we find the others, they too will die."

The mercenaries that confronted the PCs at the beginning of the adventure were part of the large band that raided Djemal. If the PCs tell Gaven that they helped lessen the mercenaries' numbers, he is very appreciative. He knows now that he has found allies.

"On our return, we watched as that evil yellow streak in the sky headed toward us. I've never seen anything move so quickly. We feared that it was some horrible spirit coming to claim us, but then it stopped here.

"Something horrible is going to happen. I feel it. My men feel it. The feeling crawls across our skin like a thousand angry flies.

"We need your help in vanquishing this danger. Who knows where this yellow stretch of evil will go, and what it will do. We can offer you but a modest reward from the city of Djemal. I hope you will accept the offer, not only because of the dread that hangs over our

land, but because of the threat that it poses to all of us. Already we feel the weakness in our bodies. Is this how we are all to die? Like helpless plants withering under a scorching summer sun? We must do something before it is too late for all of us."

If they want, the PCs may tell Gaven what they know of Sotha's quest.

The PCs can now discuss with the commander what to do next. Gaven guarantees that his army will cooperate completely with whatever plan the PCs devise. All he knows is that Sotha is the cause of all this evil, and he is willing to do anything to help stop him.

By now, the PCs should also be clearly aware that Sotha is the source of all the trouble. They may have set out at the beginning of the adventure with the innocent plan of helping the sorcerer, but it should now be plain to the PCs that they must stop him.

The PCs may agree that the best way to do this is keep Sotha in sight, and so the army may become the PCs' "escort" to the holy burial grounds. After the PCs have formulated a plan, go to *The Burial Grounds*.

Gaven knows that his army cannot actually enter the burial grounds, at least as a combined force; he feels helpless, since he can do nothing to assist the PCs once they get to that point.

Gaven's only other concern is the PCs' plans for the bracelet if they manage to get both halves of it. He is most relieved if the PCs tell him they plan to destroy it, or at least use it for good purposes only.

If Sotha is not with the party, but has followed them here, he now materializes in the army's camp. Go to *Sotha's Appearance*.

If Sotha escaped his cave with the complete map to the burial grounds in his possession, he is now prepared to enter the burial ground in search of Maren's tomb. He has waited until the PCs and the army are in close proximity, so he can use them for his purposes once he has claimed the bracelet as his own. Go to *Sotha's Appearance*.

Sotha's Appearance

Read the following to the PCs only if Sotha has not been journeying with them.

The yellow light that streaks the sky overhead suddenly begins to pulsate, as an icy, violent wind tears through the camp. The soldiers, aware only that they are somehow about to be attacked, pre-

pare to do battle. The fierce gale rips tents from their stakes and sends horses galloping off in terror.

The wind rises to a piercing, high-pitched howl, then suddenly stops. The yellow light fades, but doesn't disappear, as a small swirl of dust in the center of the campsite slowly takes a solid form—a human form. It is the sorcerer Sotha.

"Well, well! We are all together again, eh? My hearty adventurers and their vicious she-warrior! You have been a great help to me. I had suspected my brother Maren was buried near here, but you have confirmed it for me. Now—you and your ragged army will wait here while I search the ground for Mar—MY bracelet. And entertain no thoughts of stopping me—" Sotha casually lifts a finger and all the campfires burning nearby suddenly flare up in a blaze of sparks—"or I'll be forced to do something really spectacular." Still facing you, Sotha walks slowly backward toward the burial grounds.

Sotha has cast a *shield* spell to guard against attack. He does what he can to ward off any offensive the PCs and the army may mount, but his chief objective is to get into the burial grounds and find Maren's tomb. The spell wears off after 10 minutes, but Sotha is too engrossed in his search to cast another spell.

The PCs and the commander must now decide how they are going to keep Sotha from getting the bracelet. Go to *The Burial Grounds*.

The Yellow Light

Sotha conjured this yellow light in his cave first as means to escape the PCs, then as a way to frighten those who might prevent him from finding Maren's tomb. While Sotha can alter the light's shape and intensity, he cannot remove it. In conjuring the light, Sotha accidentally allowed the spiritual essences of his brother's life force to intermingle with its power.

If Sotha tries to remove the light, a great struggle ensues between himself and the unseen forces of his brother. Use this as an event whenever Sotha threatens to get too much of an upper hand over the PCs, or if Sotha is about to take possession of the entire bracelet. When Sotha tries to remove the light, he becomes involved in a terrific struggle for at least 2 turns. Sotha loses the battle and collapses in an exhausted heap for 5 rounds.

The Burial Grounds



Use DM Map 3 while running this section. Allow the players to open up their map sheet to Players' Map 3. They should use this map as their guide during this part of the adventure.

Investigating the Dwellings

If the PCs enter this area by crossing the river (running north and south along the right-hand side of DM Map 3), they find the shallow river to be easy going.

D1. Rheya's Home

This spacious home is sparsely decorated with crude furniture. It has no interior walls, and the roof sags in the middle as a result. An uneven table sits exactly in the middle of the home.

In the shadows of a corner is a bed strewn with clothing: two long gray robes, and three white cotton tunics. Under the bed is a large wooden box that holds 27 gp and 37 sp.

A small, crude barn, apparently recently built, stands outside the home. A pile of freshly-cut vines lies just outside the barn door. Inside the barn is a large, healthy horse munching on dried grass and straw. Vine baskets line the walls. More piles of vines are stacked along the wall.

A large field of hay covers the gently rolling land north of the house. Tall grasses grow beyond the field, and the Zaporoska River cuts through the land several feet away. North of the river, the hills grow into mountains, as they do to the south.

Rheya, a retired advisor to the Djemal Army, lives here. Valued for her tactical expertise, she held this position for many decades. Through the years she honed her fighting skills and, despite her age, remains taut and muscular from the training. If Gaven so requests, she is glad to help any way she can. She helps the PCs only if they are with the army.

Rheya (3d level fighter): AC 6; HD 4; hp 28; MV 12"; #AT 1; Dmg 1-8

D2. Hunter's Shack

This poorly built shack made of logs and mud is in danger of falling down. The aging wood is rotten in many places, and there are huge gaps and holes in the walls.

To the east of the shack is a large vegetable garden.

The occupant of this shack is Jeb, a hunter who was sent here by the Djemal priests to grow food and hunt for those on duty. He

supplies the occupants of the other nearby dwellings. Though Jeb is no fighter, he is a deadly aim with a bow and arrow.

Jeb (1st level human): AC 8; HD 1; hp 7; MV 12"; #AT 1; Dmg by weapon type

D3. Horseman's Hut

The main room of this simple hut holds only a carved table and two chairs. A large bucket of water, half full, sits in the corner to the right of the door. A small room in the northeast corner of the hut is furnished with a bed and a carved wooden chest. The chest holds only clothes, but beneath the chest is a wooden trap door that covers a hole. In the hole is a battered stone box that contains 53 gp and a fine woven necklace of gold.

To the east of the hut is a horse pen that holds one well-mannered, healthy horse.

If the PCs ask Rheya (D1) who lives here, she tells them it is a man by the name of Tyler. He tends horses for the local residents. Tyler has been gone for several days, traveling to Djemal to find young horses to replace two that recently died.

If the PCs ask about the necklace of gold, Rheya tells them it belongs to Tyler's late wife. If the PCs have been foolish enough to throw about items they have lifted from other's homes, Rheya gets extremely angry and tells Gaven about the incident. Make sure the PCs realize they've made a costly blunder and are about to lose 90 well-armed allies.

D4. Magic-User's Retreat

A pale, reclusive young man lives in this small, well-built dwelling. The walls of this home are built of stone packed with a very hard, strange substance between them.

The man leaves his home only once a day—in the morning, when he takes a bucket and disappears into the mountains for several hours. He returns before noon, his bucket full of strange plants, and does not venture out again the rest of the day. No one in this settlement knows his name.

If the PCs try to enter the home when the man isn't in, they find the heavy thatched door unlocked. Inside, a straw mat and blanket are spread out on the floor, an open book lying nearby. Several bunches of drying herbs hang from wooden beams along the edge of the ceiling. A black cooking pot supported by iron rods hangs over a small brick fireplace that stands in the center of the room.

If the PCs investigate the book, they find that it is written in an unfamiliar language. If Sotha is with the PCs, he doesn't recog-

nize the writing, either, but the book itself is similar to one Sotha used as a boy. It contains recipes for concocting potions that produce mild magical effects.

The young man who lives here is named Timmerear. If the PCs enter his house while he is in, they find him mixing dried herbs together in the cooking pot. He speaks many languages, trying several before he finds one the PCs understand. He asks to be left alone, and refuses to help the PCs unless they threaten him or his store or hard-to-replace herbs.

Timmerear has lived here for more than a year, gathering these herbs and testing his recipes. He claims the potions are harmless. He doesn't resist if the PCs take the recipe book from him.

Timmerear knows nothing about the burial ground, as he pays no attention to it. The yellow light overhead doesn't seem to frighten him.

D5. Priest of Djemal

There is always at least one priest of Djemal on duty here, standing watch over the holy burial grounds. A trio of priests shares this "guard duty" on a weekly basis.

The priest here tries to prevent the PCs from entering the grounds. Because they are armed, the PCs appear to the priest to be looters. The priest tells them, "Be gone, mercenaries. You have the look of murderers; you have spilled blood. There has been enough tragedy here already. Leave these grounds their peace." If the Djemal army is accompanying the PCs, the priest absolutely forbids the warriors entrance.

The PCs can enter the grounds if they sneak in quietly, one by one. If a PC approaches the priest alone, he can convince the priest that he is here on a holy visit.

If the PCs explain their quest to the priest, he is reluctant. If Sotha is with the PCs, the priest does not recognize him, but is very skittish around the party. But he does agree to lead the PCs into the holy grounds.

If Sotha is not with the party and the PCs mention him, the priest gets very nervous. "My powers are not great enough to withstand the strength of Sotha. We will be destroyed if we anger him." Once the PCs explain the danger of Sotha finding Maren's half of the bracelet, the priest reluctantly agrees to allow the PCs entrance to the grounds.

The priest will explain the history of the various areas of the grounds to the PCs, but he doesn't know any more than anyone else in this area.



On the Burial Grounds

Funeral Pyres (A-H)

These areas are the charred remains of funeral pyres. Pyres A, B, C, E, and H hold nothing but ashes and bits of brittle, burned wood.

Fresh ash covers pyres F and G. The PCs may find a few pieces of melted copper among the ashes, but little else.

Pyre D is where Maren, Sotha's brother, was burned. His remains are now held in a vase in crypt 4. If the PCs sift through the ashes of this pyre, they find two small pieces of silver that have melted into indistinguishable forms. (They are merely melted silver coins). The PCs also find a small red ruby cut in a way similar to the ruby veined with gold that makes up part of the map to these grounds. This small ruby holds no special powers, and is worth 150 gp.

River Cavern (Area I)

At this point, water flows from the mountain into an underground river that runs beneath the burial grounds, emerging again at the base of the hill (near dwelling D5). The opening at area I is large enough for one person to squeeze through. Once inside the underground river cavern, a person can float down the river, but may receive serious injuries from the sharp rocks that jut up from the riverbed.

Since the water is not high at this time of year, small banks line the edge of this river. These banks, which vary from 1 to 2 feet wide, are solid enough for PCs to walk on. The top of this underground cavern, however, is only 4 feet high in its tallest places, so no normal-size human will be able to walk upright.

Burial Crypts

1. Chamber of Izak

This pale stone chamber is 12 feet wide. The stones that make up its walls are finely finished; there are no gaps between them. Two slabs of stone at the entrance serve as steps that lead up to the chamber floor. The stone roof slants upward to form a conical roof, the top of which is flattened off.

Tangled, overgrown branches surround the chamber, intruding on the steps. They appear to have been in bloom not long ago, but now all that remains are a few wilted leaves and some withered purple berries.

The entrance to the chamber is blocked by two stone slabs. Small indentations are carved into the stones where they meet, forming a circle.

The flat roof of this tomb is open. Though PCs can see through this opening, they can't fit through it. The PCs can see part of the coffin through this opening, but nothing else.

The bushes are normal; if a PC eats the berries, however, he must make a successful saving throw vs. poison or be incapacitated for 2 turns.

The small indentations in the stone slabs can be used to slide the slabs sideways. A combined Strength of 32 is needed to move these slabs.

The chamber holds the remains of a high priest, Izak of Djemal. His remains lie in an ornately carved coffin that rests in the northwest corner of the chamber. If the PCs open the coffin, they find only bones and a small necklace decorated with the symbol of the Djemal priests. The symbol of the priests is a circle with a vertical line crossed at the top and bottom by two horizontal lines. The necklace is made of silver and is not magical. It is worth only a few copper pieces to most; in the priests' eyes, however, it is worth many gold pieces to see that the necklace remains in their hands. The priests fear the wrath of their gods if such a necklace touches the hands of one not in their order.

If Sotha is with the PCs, he tries to take the necklace, but it burns his hands and clothing.

If the PCs take the necklace, many minor misfortunes begin to befall them. These irritations should not be life-threatening, but should continue until the PCs either return the necklace to the crypt or give it to a Djemal priest. When a PC has the necklace, roll 1d6 and refer to the following table to see what happens to that PC.

EFFECTS OF HOLY NECKLACE

Die Roll	Effect
1	Severe, incapacitating headache for 6 rounds
2	Bitten by small snake (1 point of damage)
3	Nothing happens
4	Twist ankle (reduce MV to 1/2 for 6 rounds)
5	Severe, incapacitating nausea for 6 rounds)
6	Lose voice for 6 rounds

In the southwest corner of the crypt is a large, 4-foot-high vase. The red glaze that covers the ceramic piece is badly cracked and faded. The vase is sealed with a crumbling piece of wood, which turns to powder if the PCs touch it.

Inside the vase are the bones of a cat and a cat's collar made of fine silver. The priest apparently chose this pet to accompany him on his death journey, and had him placed in a vase and sealed in the chamber with him.

Along the sides of the dusty floor are narrow slits that allow the drainage of water from the chamber that might seep in through the opening.

2. Crypt of Meninoa

This small stone crypt is crudely built of rough, grayish stone. There are many gaps between the stones, and thousands of insects crawl through the gaps to their nests built into the side of the tomb.

The door is a flat stone slab that rests against the outside of the crypt. Another flat stone slab makes up the roof. Because the walls are irregular, the door and roof do not fit together properly.

Gargoyles carved from pale white stone stand on each side of the door. Their horrid expressions show fear more than anger of viciousness. The craftsmanship of these gargoyles is poor.

The ground to the north of this crypt is black and sooty from a nearby pyre. Ashes are scattered near the corner of the building, which has been blackened by the nearby fire.

The gargoyles are carved out of a soft stone that has gradually deteriorated over the years. They do not attack if the PCs enter the crypt quietly and reverently. If the PCs are noisy or disrespectful, however, the gargoyles will attack.

Gargoyles (2): AC 5; HD 4 + 4; hp 30 each; MV 9"/15"; #AT 4; Dmg 1-3/1-3/1-6/1-4; SA Nil; SD +1 weapon or better to hit; MR Standard; AL CE; FS 9

The crypt holds only a child-size coffin. Crawling insects, similar to centipedes, cover the crypt floor.

Inside the coffin is the body of a young girl no more than 10 years old. The body looks as if it's been here no longer than 5 years. The girl wears a fine off-white robe of silk and velvet. Small pearl earrings dangle from her ears, and fine satin slippers cover her feet.



The girl is the illegitimate daughter of a nobleman from Djemal. She is kept in such poor surroundings as a disguise. Although she was her father's favorite, her identity could not be revealed. He visits her often, claiming that she was one of his beloved servants.

If it is a holy day (roll 1d6; 1-2 means it is), there is a 50% chance that this nobleman will be here when the PCs arrive.

Lord Rekam: AC 7; HD 2; hp 12; MV 12"; #AT 1; Dmg 1-4 or by weapon

Lord Rekam has 10 Luck points. He wears a small dagger inside his right boot.

Rekam can give the PCs only brief information about most of the burial chambers. He will not enter chamber 3 because of the rumors he has heard about it. If the PCs press him, Rekam explains the history of that particular vault (see crypt 3 for information). Rekam also tells the PCs that crypt 4 seemed to appear from nowhere, and can tell them nothing about it, as he refuses to enter it.

3. Empty Vault

This vault is constructed of small, red, brick-like stones stacked in an irregular pattern and interspersed with pale, beige stones. No door blocks the entrance, which is level with the ground. The vault's stone roof slants up to a squared-off point.

To the right of the entrance is a life-size statue of a man dressed in ordinary clothes. His expression is one of great fear, as if he had been frozen in horror.

Nothing grows around the outer walls of this vault; the ground nearby is bare dirt.

The vault is empty, except for some dead leaves and other debris. The dirt floor has been dug below the wall line, as if a stone floor were yet to be laid.

The vault is well-built, and appears fairly new. The beginnings of a decorative design have been carved into one stone on the back wall.

If the PCs ask someone about the statue, they learn that according to legend, the vault was being built by an elderly peasant for himself. The peasant secretly dabbled in the art of sorcery and put a curse on the vault so that, while he was building it, no one would break in and remove his fine

stonework. One night, another peasant tried to steal into the vault and, as a result of the curse, was turned to stone. The elderly peasant died soon thereafter, but no one dared place his body in the vault, so it remains unfinished and vacant.

If the PCs enter the vault, they aren't affected by any curse—because there never was one. The old peasant carved the statue and placed it outside the vault and then created the story to keep out looters while he worked.

4. Maren's Crypt

Go to *The Crypt of Maren* when the PCs enter this area.

5. Tomb of Alaryn

The corner of this tomb lies a mere 4 feet from the one to the southwest, but it is on somewhat higher ground. It's built of gray stones that are fit tightly together. The construction is strikingly similar to the other nearby tomb.

A yellow marble-like stone extends from the building on the southeast side. The stone is hard and slick; it appears to curve as a step into the entranceway, which is made of the same yellow stone.



Small horizontal slits are cut into the top of the walls near the roof of this tomb, allowing some light to filter in.

Inside the tomb is an elaborately carved casket, made with several kinds of inlaid wood that form an unusual design. The casket holds the remains of Alaryn, another priest of Djemal.

Two 3-foot-tall vases made of glazed ceramic flank the casket. One is white, the other brown. Both are similarly shaped. Marble disks, sealed with a hard wax, cover the vases. It takes a Strength of 15 to pry open one of the vases. There is nothing in either vase.

6. Chamber of Dareal

This small chamber is made of stone walls supported by wooden poles that have been driven into the ground. There is no door blocking the entrance, and there are no decorations or plantings outside the crypt.

Inside the chamber is a simple wood casket in which an upright arrow is embedded. Jeb's uncle Dareal (see dwelling D2) is entombed here. Dareal was a practiced archer who was the victim of a hunting accident in which an arrow backfired, killing him.

There is nothing of value in this chamber.

The Crypt of Maren

Read the following to the PCs when they enter Maren's crypt.

This crypt is constructed of mottled gray stones neatly fit together to form thick, solid-looking walls. A wide piece of stone serves as a step up to the crypt's entrance. Two small bushes with tiny leaves flank the step.

The entrance to the crypt is unusual. Two stone slabs, each with a single, large round hole at the top, hang from rounded, cylindrical stones that extend out from the building above the doors. The doors themselves are slightly angled, so it appears that the stone slabs swing to the sides to allow entrance. Wide slits, which would appear to allow these slabs to slide into place when the door was opened, are built into each side of the entranceway.

This is Maren's crypt. A Strength of 16 is required to move aside each of the stone slabs. The doors don't stay open, falling back into place quickly, so any PC who doesn't get out

of the way of these slabs will suffer 1d4 points of damage if he fails a Dexterity check. If the PCs have no light, they'll have to find a way to prop open the doors to investigate the tomb (the tomb itself has no light source). The PCs can remove the stone slabs from their pegs. A combined Strength of 40 is required to remove each of these slabs.

The leaves on the bushes outside the crypt may be dried and brewed into a tea. If brewed strongly enough, the tea can cause hallucinations that will make whoever drinks it think he is seeing into the future. Even when the effects of the tea have worn out, the victim will still believe that whatever he hallucinated is really going to happen. There are enough leaves on the bushes to brew 25 cups of very strong tea.

When the PCs enter the crypt, they hear the sound of rushing water. If they have a light source, they find that the water rushes down from the ceiling into a well.

Carved into the well is a repeating pattern that may look familiar to the PCs. Sotha will recognize it, but say nothing to the PCs. If a PC makes a successful Intelligence check, he recognizes the pattern as being similar to the design of Sotha's half of the bracelet. There is nothing else in the crypt.

The crypt's walls are made of a shiny, marble-like gray stone heavily veined with black. The floor is made of a similar shiny stone.

The water flowing from the ceiling appears to have no visible source. It looks as though it simply pours out of the ceiling. And in fact, it does. The water is a magical effect created by Maren's apprentice. The apprentice knew that the sound of running water had a calming effect of Maren, so as a precaution to appease Maren's restless spirit, he created this indoor waterfall.

The water from the ceiling falls into the well, and then runs underground. Maren's apprentice built the crypt above the river that surfaces at the base of the hill. The water flows from the well and down into the underground river.

As the water falls from the ceiling, some of it splashes onto the floor, making the shiny stone extremely slippery. If the PCs are barefoot, they'll get good footing. Or they can throw down some kind of rug or cloth. Otherwise, the PCs must each make a successful Dexterity check each round they are in the crypt. On a roll of 1 or 2 on 1d6, a PC slips on the water and takes 1d4 points of damage.

If the PCs (or Sotha, if he is with them) are able to stop or redirect the flow of water, they can see down the well and into the ca-

vern below. They can then lower themselves, if they want to investigate.

Because the river flows directly below the well, the PCs can jump down the well and suffer no damage. The river flows rapidly, however, so the PCs must move quickly to get to the banks after they have jumped. A PC with a Dexterity of lower than 12 must check to see if he manages to reach the bank safely. If the check fails, the PC is carried along by the river until he makes a successful Dexterity check. If he continues to fail these checks, the PC is eventually deposited at the base of the hill where the river surfaces. He then suffers 2d4 points of damage from the sharp rocks at the outlet.

The jump down from the crypt to the river is 10 feet. The water here is about 3 feet deep.

The Burial Grounds



The Underground Cavern

Read the following to the PCs who have successfully fallen into the cavern below Maren's tomb.

Your steps echo throughout this dark chamber. You feel your feet squishing into the mud. From the dim light above, you can see that banks run along both sides of the river.

If the PCs have no light, this is all they can see. If the PCs do have light (for example, Sotha's waterproof fungus, if the sorcerer is with the PCs), they can see the area clearly.

The river is about 10 feet across. Its muddy banks are each 6 feet wide. The cavern begins to narrow gradually about 40 feet downriver. The banks shrink down to nothing at 50 feet from where the PCs now stand. The cavern roof is lower here, so the PCs must crawl through the cavern to reach the river's outlet.

Standing about 20 feet from the PCs, on each bank, is a large vase. The vase on the west bank is black; the vase on the east is dark blue. The vases are similar in shape, and both are sealed with a tight-fitting circular stone.

If the PCs walk through the water near the vases, or if they somehow disturb the water in this area, read them the following.

The waters of the stream suddenly shift from their gentle course. The water churns up, splashing against the banks. You can't see anything below the surface of the water, but the thrashing just grows more pronounced.

Drowners are attacking the PCs. Any PC who is in the water at this point is immediately covered with these creatures. If a PC isn't actually in the water, but gets splashed, the drowners attach to his body as well. The drowners then start crawling out of the stream to attack any dry PCs.

Drowners (35): AC 7; HD 2; hp 9 each; MV 12"/24"; Dmg 1-4; #AT 1; SA none; SD none; AL N; FS 7

At first, the PCs will feel as if water is running up their legs. Their clothes are suddenly soaked. When the PCs discover that they are being attacked by the jelly-like creatures, they must act quickly to remove them. Otherwise, the PCs will drown 6 rounds after coming in contact with the

drowners.

Fire is useless against drowners; it doesn't even slow them down. If the PCs cut the drowners up, they merely create more of them; no matter how small a piece a drowner is cut into, it grows back to normal size (within 8-12 hours).

The PCs can peel the drowners off their skin and clothes, but the watery creatures move rapidly, so merely knocking them away won't help the PCs in the long run.

The PCs can destroy these creatures by drying them out. If the PCs create a wind or light breeze (magical or otherwise), the drowners shrivel up and die. If Sotha is with the PCs, he creates a gust of wind to kill the drowners.

The PCs can also use cloth to dry the creatures out.

If Sotha is with the PCs, he now makes a move for the black vase. He hasn't noticed the blue vase, nor does he notice if the PCs go to inspect it. He's obsessed with the black vase, sure that it contains what he seeks. Go to *The Black Vase*.

If Sotha is not with the PCs, go to *Sotha's Return*.

Sotha's Return

At this point, Sotha's path must again cross with the PCs' (if he is still alive, of course).

Sotha (15th level magic-user, 5th level illusionist): AC 10; HD 14; hp 105; MV 12"; #AT 1; Dmg by weapon type; SA see spell list (p. 32)

If some of the PCs are in the cavern and others are still aboveground in Maren's tomb, Sotha approaches the PCs in the tomb (go to *Sotha in the Tomb*).

If all of the PCs are in the underground cavern, Sotha appears on the west bank of the cavern 4 rounds after the PCs enter the area (go to *Sotha Underground*).

Sotha in the Tomb

Sotha is now hot on the trail of his brother's half of the bracelet, and is in no mood for pleasantries. He demands to know where the other PCs are. If the PCs have somehow stopped the flow of water from the ceiling, Sotha has an idea of where to look for the missing PCs.

If the PCs know that Sotha has been on their trail, they can set a trap for him here. Sotha won't attack the PCs unless he is attacked first. Because he is so focused, Sotha uses up as little time and energy as possible

in battling the PCs.

If Sotha is somehow prevented from entering the cavern below the tomb, he casts a disintegrate spell, which causes the crypt to start shaking violently. The intensity of the shaking increases every turn for 3 turns, until the crypt starts to crumble.

If any PCs still in the area (aboveground and in the cavern below) haven't retreated after 6 turns, the walls start to tumble down around them. After two more turns, the aboveground well will be blocked. Sotha will continue to destroy the crypt and cavern until he's gained access to the cavern.

If the well is blocked, the PCs' only means of escape in this situation is by floating downstream and out to the river's outlet. If the PCs try to take the vases with them, they discover that the vases have become firmly attached to the ground, and they can't budge them at all.

As the cavern collapses, it sinks into the earth, making it impossible to dig for the vases. The river washes over the collapsed cavern, filling the hole where it once stood. After a short time, the hole fills up completely, and the river changes course to surface here, rather than farther down the hill.

If Sotha does get into the cavern after casting his *disintegrate* spell, read the following to the PCs.

The walls suddenly begin to rumble and shake violently. You can hardly stand your ground. Rocks loosen and tumble down from the walls. Suddenly, amid all the noise and falling rubble, Sotha appears. With a mad gleam in his eyes, the sorcerer races toward the black vase.

If the PCs are near the black vase, they can physically keep Sotha from it for 3 rounds. After that, Sotha gains enough composure to use some of his magic. Then go to *The Black Vase*.

Sotha Underground

Here, Sotha confronts all of the PCs in the underground cavern. He makes no move to attack, but instead lunges for the black vase. He hasn't even seen the blue vase. Sotha uses magic if the PCs try to keep him from the vase.

If Sotha gets the vase, he pauses a moment to laugh in a twisted, strange way. Then he prepares to open it. Sotha isn't concerned with the PCs at all; he knows he can keep them at bay if necessary.

So obsessed is Sotha that he won't even notice if the PCs make a move on the blue vase on the other bank.



Go to *The Black Vase* when Sotha or the PCs are about to open the vase.

The Black Vase

The vase is veined with small cracks, making it appear less than sturdy. The seal on the vase is tight, but comes loose easily if pried open with some kind of sharp object. The cracks on the vase grow larger from this intrusion, and the vase eventually crumbles into small pieces.

The vase holds only a small pile of horrible smelling ashes. These are the remains of Maren. The vase was constructed so that, if disturbed, it would fall apart.

If Sotha has opened this vase and found nothing, he now notices the blue vase (if the PCs haven't already opened it).

The Blue Vase

This heavy vase is thick and solid. The seal is extremely tight. No matter what the PCs try, they cannot open the vase from the top.

If the PCs try cracking the vase, it takes them 7 rounds to make even a small hole in it. It takes them another 3 rounds to crack it completely open.

Sotha will try his magic on the vase, but that too will be unsuccessful. Sotha must use the same means to open the vase that the PCs use. It will take Sotha 10 rounds to crack the vase open.

Read the following to the PCs once they have opened the vase.

Inside the vase is an intricately carved wooden box, which is inlaid with a white stone in an ornamental geometric pattern. The box is 12 inches square. Its dark wood shines as if it has been polished with rich oils.

Small, blackened metal hinges are attached to the back of the box. A heavy, blackened metal latch holds the lid closed.

There is nothing else in the vase.

When someone tries to open the box, read the following.

The lid to the box springs open when the latch is released. Inside is a padded brown velvet lining, upon which rests a pale blue silk bag. The bag is tightly tied with a white, shiny cord.

The silk bag holds Maren's half of the magic bracelet.

If the PCs close the box without examin-

ing or disturbing the silk bag, nothing happens. If they remove the bag, or if they keep the box open for longer than 6 rounds, read the following to the PCs.

A low moaning rises up, engulfing you and bouncing off the walls of the cavern. Its drone is almost hypnotizing. You find yourself becoming more relaxed; it seems as though your motions have been involuntarily slowed. Your mind dulls and drifts to other thoughts.

Seconds later, though, the volume and pitch of the moaning increase. You are jarred from your trance, mentally and physically. The sound continues to build, higher and higher, louder and louder, until you're practically driven mad by its intensity.

If the PCs stay in the cavern and don't block their ears, they suffer permanent hearing damage (hearing half as well as before, changing chances for surprise to 1-5 on 1d6). This damage can be healed magically, however. Sotha is magically able to block the noise from his ears.

No PC can magically stop the sound; to cast such a spell requires more concentration than the sound will allow.

The painful sound in the cavern also affects the PCs' ability to move. The PCs can move at only half their normal speed while the noise continues. Sotha's movement is not affected.

After 12 rounds, the sound fades and the PCs can faintly hear a voice speaking very rapidly. Eventually, the words slow down and become understandable.

If Sotha is not in the cave, read the following to the PCs. If Sotha is here, go to *Maren's Revenge*.

"He who dares pass this way must be prepared to suffer greatly, suffer often, or suffer death," wails the loud, inhuman voice. A quick, cold gust of wind carries the voice away temporarily, but it only returns stronger and more urgent moments later to repeat the same message.

If the PCs stay in the cavern, they don't hear the voice anymore. Try to create anxiety in the PCs by telling them, "your punishment must be waiting for you later," or "maybe the voice is deciding how to make you suffer." Create an atmosphere so mentally and physically uncomfortable that the PCs will be in a hurry to leave.

For every round the PCs stay in the cavern, each loses 1 hit point.

If Sotha is dead, the PCs can take the bracelet with them when they leave. Nothing happens to them; the threats on their lives were merely that: threats.

If Sotha is alive but not with the PCs, the PCs may leave the cavern, but anyone holding the bracelet is magically shielded from leaving. An invisible barrier has appeared. If the PCs try to throw the bracelet through the barrier, it simply bounces off. No magic or weapon can remove this barrier. The bracelet must be left behind. This is one of Maren's ways of preventing the bracelet from falling into Sotha's hands. The PCs may want to destroy the bracelet if they can't take it with them. They can either hammer it flat or use some magical means to destroy it.

If, after the PCs leave the cavern, Sotha tries to enter and retrieve the bracelet, he can't find it. The cavern collapses, sinking into the ground. Sotha is trapped and can't escape.

Once the PCs are ready to leave the burial grounds, go to *Ending the Adventure*.

Maren's Revenge

"That which is not yours, you cannot claim," the voice moans. The source of the voice seems to have moved closer to Sotha. A cool gust of wind kicks up loose dirt from the floor and sends it spiraling around the sorcerer, but the dirt doesn't touch him.

Sotha tries to be unafraid, but the beads of sweat forming on his brow say something else altogether. His neck muscles tighten as he turns his face to the sky and closes his eyes. "Brother, if it be you and not one of your mangled creations, I have come to make a plea. I have come to claim your bracelet for unselfish reasons. I need it to help extinguish a great evil that threatens to despoil our land."

"I know of the evil that passes through this land," booms the voice. "I know, too, that you cannot be trusted, my brother. Even in death I cannot be fooled."

With that, the bracelet is wrenched from the hands of whoever holds it. The bracelet hovers in the air momentarily, 20 feet away from the party. Sotha begs Maren to let him have the bracelet. If the PCs ask for the bracelet, they are thrown against the cavern wall with such force that they are stunned for 3 rounds.

Sotha continues to plead for the bracelet. Read the following to the PCs.



"Very well, evil one, you shall have your bracelet." With a great whirling motion, the bracelet spins and hurtles toward Sotha. It makes a high-pitched screaming sound as it approaches him. Sotha reaches forward to grab it, but he misses. Instead, the bracelet whips around Sotha's neck, sticking to the sorcerer like a magnet to iron. Before Sotha can react, the bracelet, with a terrible screeching noise, starts to strangle the sorcerer to death.

Fear floods Sotha's face. He falls to his knees, the life force draining quickly from him. Strange choking sounds gurgle up from his throat. He begs with his eyes for you to help him.

"It is yours, my brother. Yours!" the voice cackles. "Are you satisfied now?"

If Achmal acts within 3 rounds, he may be able to prolong Sotha's life, but he won't be able to keep him alive for long, as the sorcerer's windpipe has been severely damaged.

Sotha collapses, dying after 10 rounds if the bracelet is not removed or if he isn't kept alive magically. The bracelet can be removed only by separating Sotha's head from his body and sliding the bracelet off.

If the PCs search Sotha's body, they find the other half of the bracelet and two small cloth bags of strange herbs. The herbs,

when ground, brew into a strong healing potion (one cup heals 1 point of damage; herbs applied directly to a wound heal 2 points). There are enough herbs to heal a total of 10 points of damage.

The blue stone around Sotha's neck is of no value. The glass orb hanging from his waist may be of use to Achmal, who may be able to use it to see into the future in some limited fashion.

If the PCs fit the two halves of the bracelet together, they hear a demented, twisted laugh fill the room and then slowly fade away to silence. Nothing else happens; T'Neya made the bracelet so only Maren or Sotha, or their blood off-spring could use it to its fullest powers.

The water that flows from the ceiling in Maren's tomb ceases; an eerie silence envelops the PCs. What's left of the two vases slowly deteriorates into piles of dust. Maren's ashes disintegrate and disappear into the deep, black earth as if they were melting ice. Only the bracelet and the box that held it now remain.

Ending the Adventure

If the PCs prevent Sotha from fusing the two halves of the bracelet together (either by destroying the bracelet, or by seeing that Sotha is destroyed), the yellow light that hung over the land suddenly disappears, as

do all of its horrible effects. If this occurs, the Djemal army will insist on escorting the PCs back to Djemal, where they will be rewarded handsomely with two huge diamonds, a strangely shaped blue sapphire, three rubies, and 150 gp.

If the PCs return to Sotha's cave, they find that it has collapsed. They find nothing here.

If the PCs want to continue adventuring in Hyboria, here are a few extensions of this adventure:

1. **Sotha's Revenge:** The PCs are tracked down and attacked by Sotha's two sons, who know of the bracelet and intend to claim it for themselves.
2. **Spirit of Maren:** The PCs, through the teachings of Maren's spirit, learn how to use the bracelet in a limited fashion.
3. **Conquest of the Raiders:** Sotha's marauding raiders continue to ravage the countryside, unaware their leader has perished. The PCs must stop these deadly bands.
4. **Diamonds of Djemal:** The treasures given the PCs by the Djemal Army are actually magical items of great power. The PCs could try to determine how to use the items, while their previous owner, a banned evil priest of Djemal, plots to regain them.



New Monsters

Nika

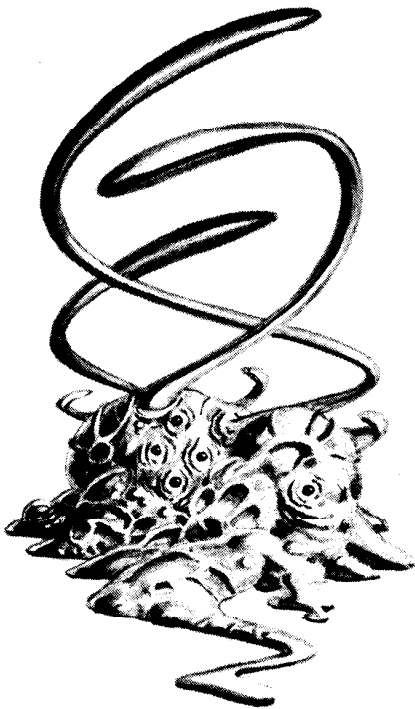
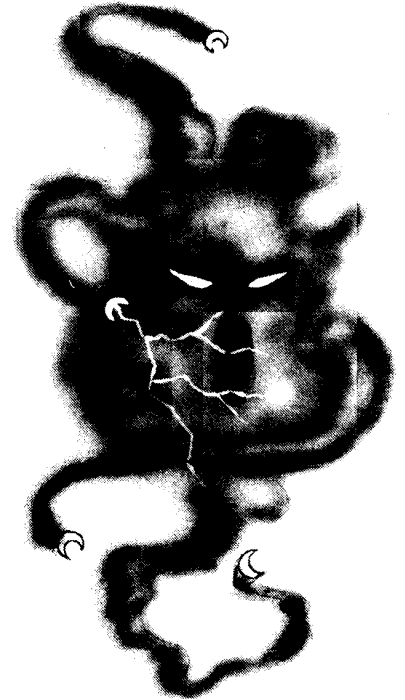
Frequency: Rare
No. Appearing: 1
Armor Class: -1
Move: 12"/24"
100" when invisible
Hit Dice: 10
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 4
Damage/Attack: 1-6 each appendage
Special Attacks: Electricity, energy drain
Special Defenses: Invisibility
Magic Resistance: 70%
Intelligence: Medium
Alignment: Lawful Evil
Size: L (30')
Psionic Ability: Nil
Attack/Defense Modes: Nil

The nika is an immense monster who has no solid physical form. It appears as a large, reddish-brown cloud with four indistinct appendages that taper to a point. The nika is a summoned creature who, although of medium intelligence, can be controlled and manipulated easily by magic-users.

When it travels, the nika becomes invisible, allowing it to move at speeds of up to 100 feet per round. Otherwise, it moves normally.

Because the nika lacks a solid form, it cannot be damaged by normal weapons.

The nika's appendages each end in a narrow, half-moon-shaped tip. These appendages can shoot electricity out to cause half-moon-shaped wounds that will eventually kill a victim. If a nika manages to simply wound a victim, it can draw energy from the victim's body with its appendages.



Drowners

Frequency: Rare
No. Appearing: 10-45
Armor Class: 7
Move: 12"/24"
Hit Dice: 2
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 1
Damage/Attack: 1-4
Special Attacks: Nil
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Low
Alignment: Lawful Neutral
Size: S
Psionic Ability: Nil
Attack/Defense Modes: Nil

These transparent creatures look like flat globs of jelly. When mature, they are about the size of plate. Most are colorless, but larger drowners may have slight tints of blue or green. The creatures feed on small microorganisms present in water.

Drowners reproduce by sections that break off periodically throughout their lives. If cut into pieces, a drowner becomes several independent drowners. These pieces will reach full size in 8 to 12 hours if they have a source of food. If taken out of water for more than 4 hours, drowners begin to dehydrate.

Drowners attack by seeking sources of moisture on a body, filling the orifices, and suffocating the victim. A standing victim can be suffocated within 6 rounds if he doesn't defend against the creatures. A prone victim can drown within 3 rounds.

New Magic

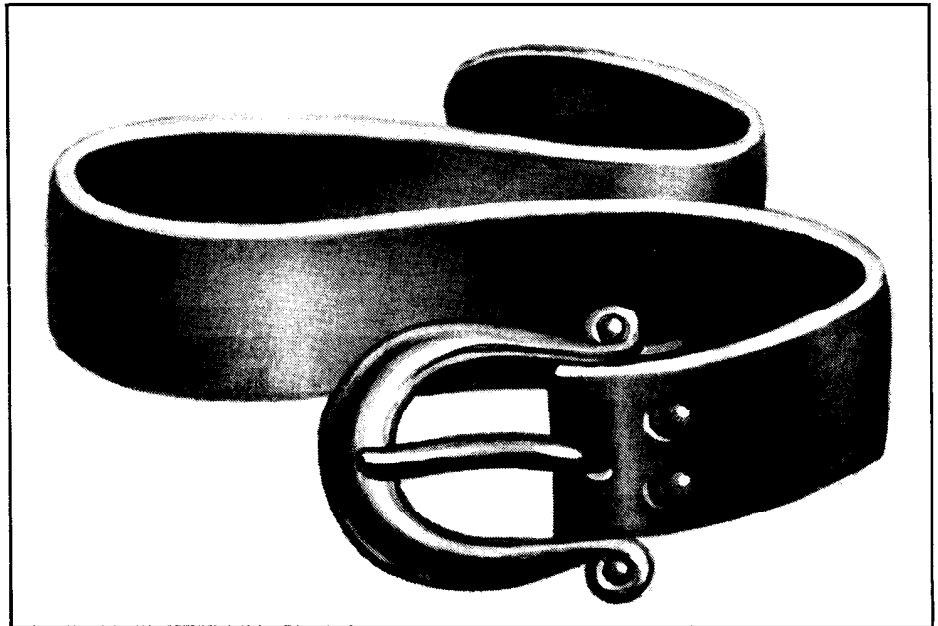


Belt of Marcol

The belt of Marcol is a simple magical item with simple magical powers. It can be used to slow a person or object, or hold something if it is in close range. The belt is made of a piece of heavily-oiled, aged brown leather with a tarnished, horseshoe-shaped brass buckle.

The belt can be used once every 3 turns by its wearer. To slow a person, the wearer tightens the belt one notch and concentrates on the effect he wishes to have on his victim. The effect lasts 3 turns. To slow a person repeatedly, the wearer must keep tightening the belt. Obviously, a thin person will have more chances to use the effect.

If the victim is within 30 feet, the slowing effect is powerful enough to hold the person for 3 turns.



Non-Player Character

Sotha

Magic-User:	15
Illusionist:	5
Strength:	9
Intelligence:	16
Wisdom:	15
Dexterity:	8
Constitution:	10
Charisma:	11

Hit Points: 105

Magic-User Spells:

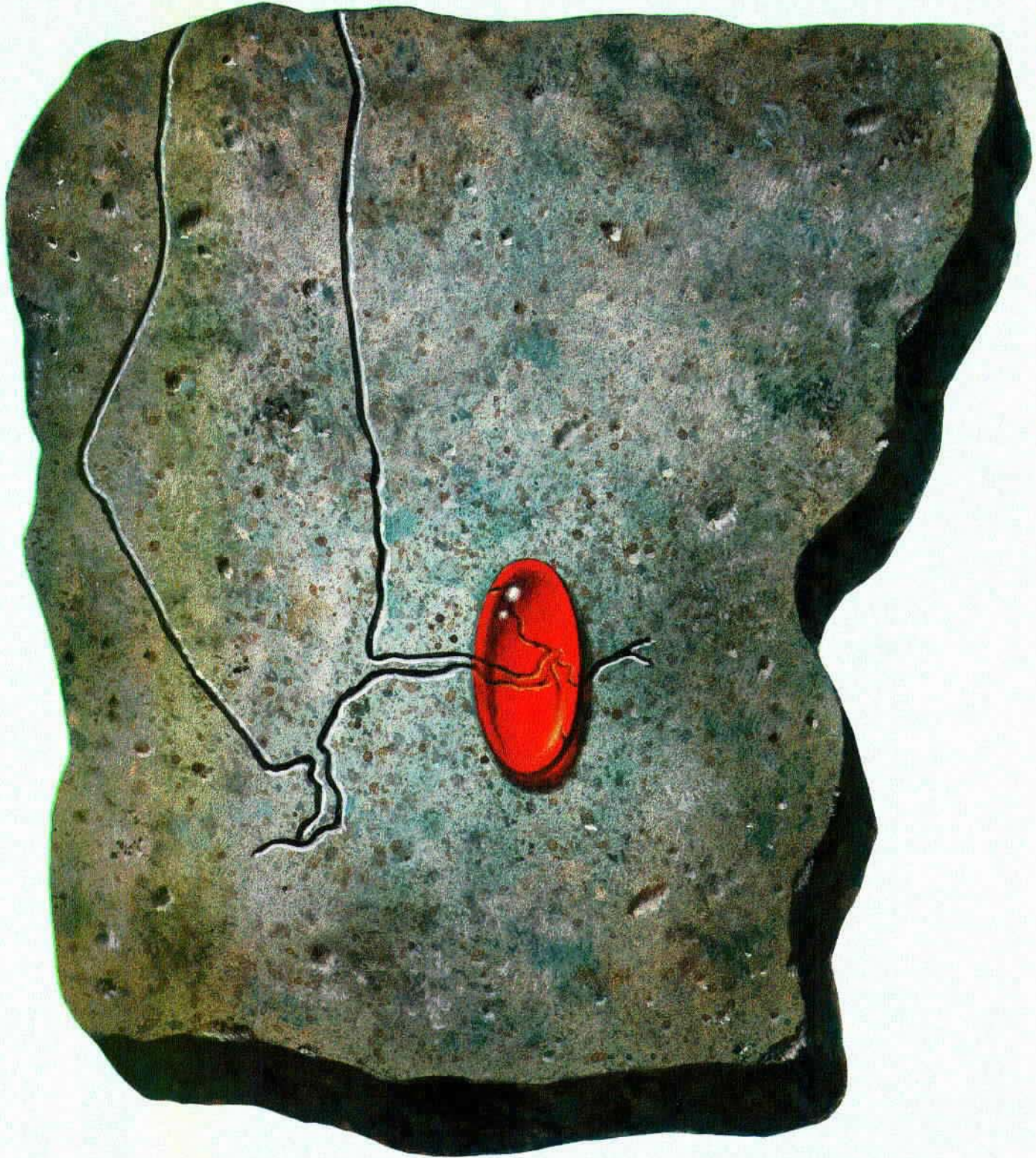
- 1st level: *charm person* (x2), *protection from evil*, *shield* (x2)
- 2nd level: *invisibility* (x3), *levitate*, *web*
- 3rd level: *haste* (x2), *suggestion* (x2)
- 4th level: *confusion* (x2), *dig*, *remove curse*
- 5th level: *stone shape*, *teleport*
- 6th level: *disintegrate*, *move earth*
- 7th level: *charm plants*, *Mordenkainen's sword*

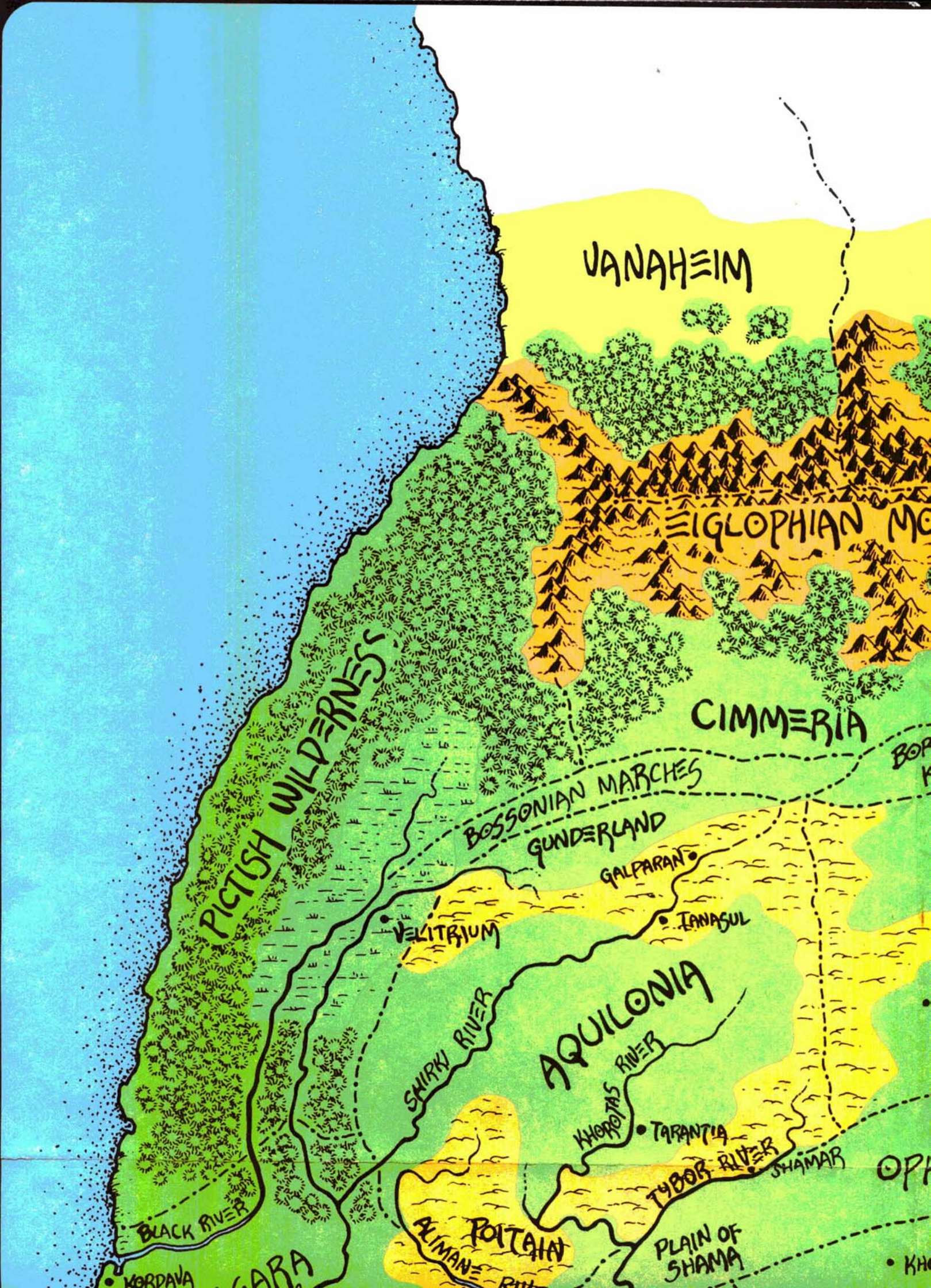
Illusionist Spells:

- 1st level: *change self* (x2), *detect illusion*, *light*
- 2nd level: *misdirection*, *ventriloquism*
- 3rd level: *paralyzation*



PLAYERS' MAP 2





VANAHEIM

IGLOPHIAN MOUNTAINS

CIMMERIA

BOSSONIAN MARCHES
GUNDERLAND

GALPARAN

TANASUL

AQUILONIA

KHOPOTAS RIVER

TARANTIA

PLAIN OF SHAMA

SHAMAR

OPH

KH

PICTISH WILDERNESS

SNIRKI RIVER

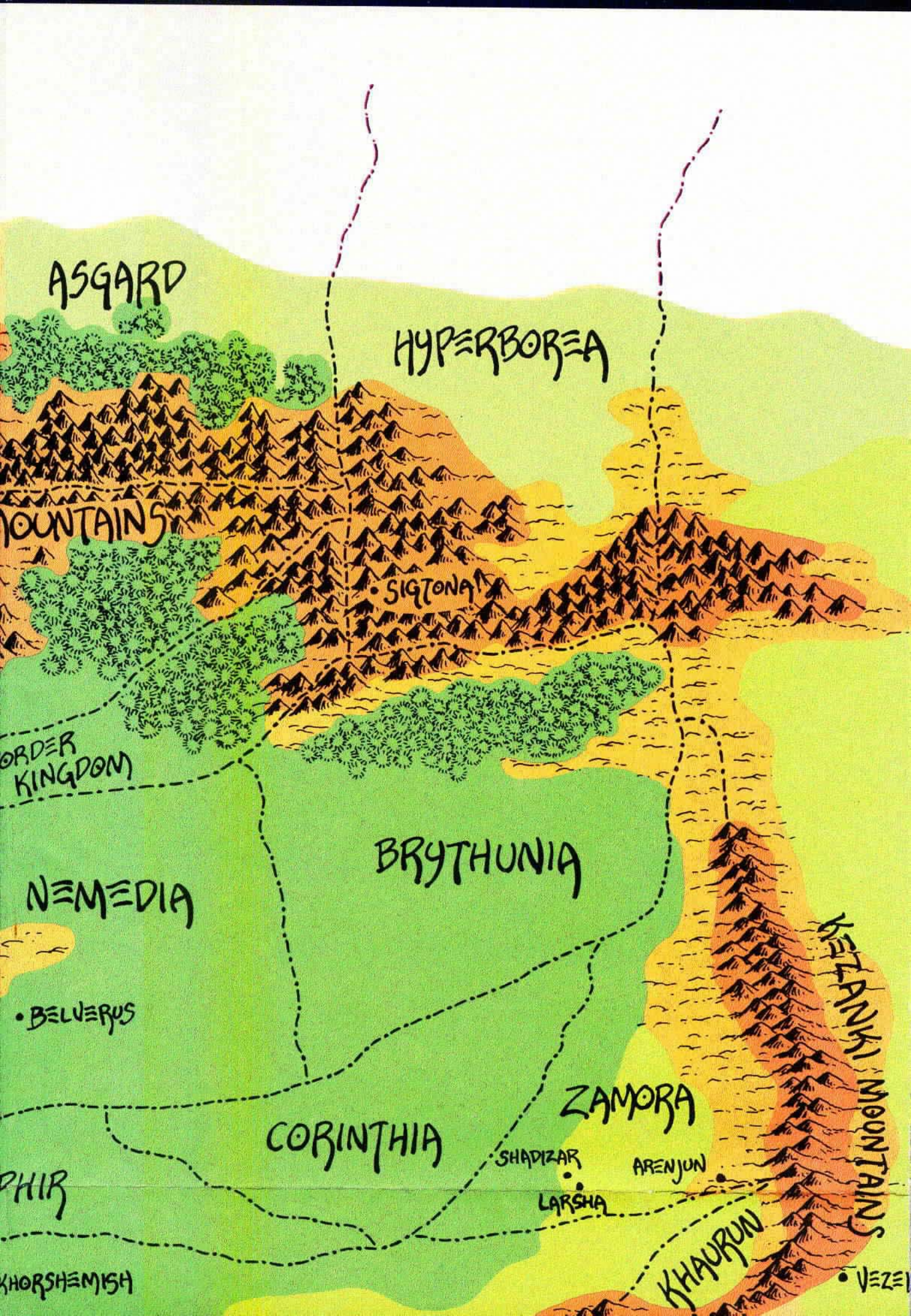
BLACK RIVER

ALIMAN RIVER

POITAIN

KORDAVA

CARA



ASGARD

HYPERBOREA

MOUNTAINS

• SIGTONA

BORDER KINGDOM

BRYTHUNIA

NEMEDIA

• BELVERUS

ZAMORA

CORINTHIA

SHADIZAR

ARENJUN

PHIR

LARSHA

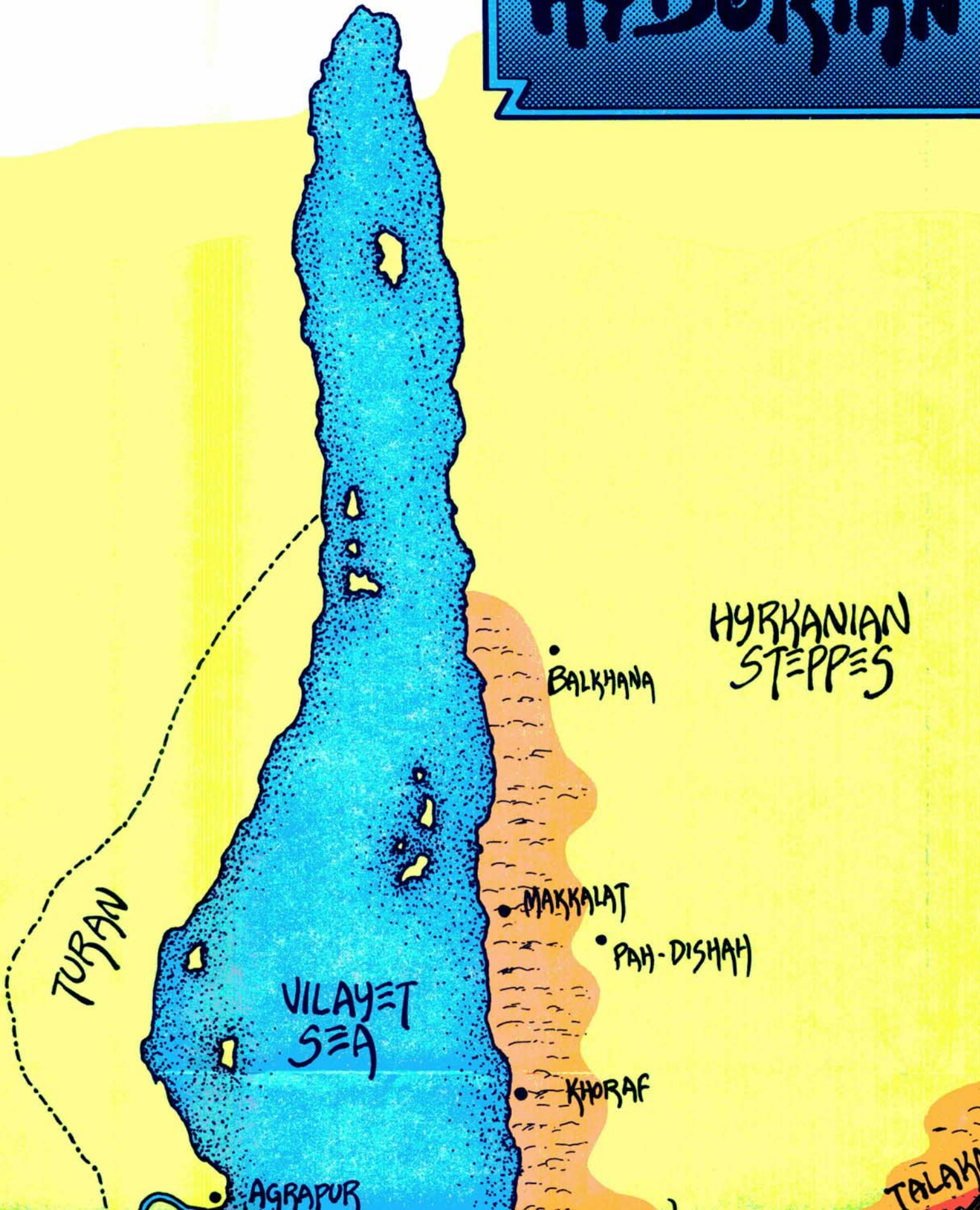
KHORSEMISH

KHOURSEMISH

RETTANKI MOUNTAINS

• VEZEI

HYBORIAN



HYRKANIAN
STEPPES

BALKHANA

MAKKALAT

PAH-DISHAH

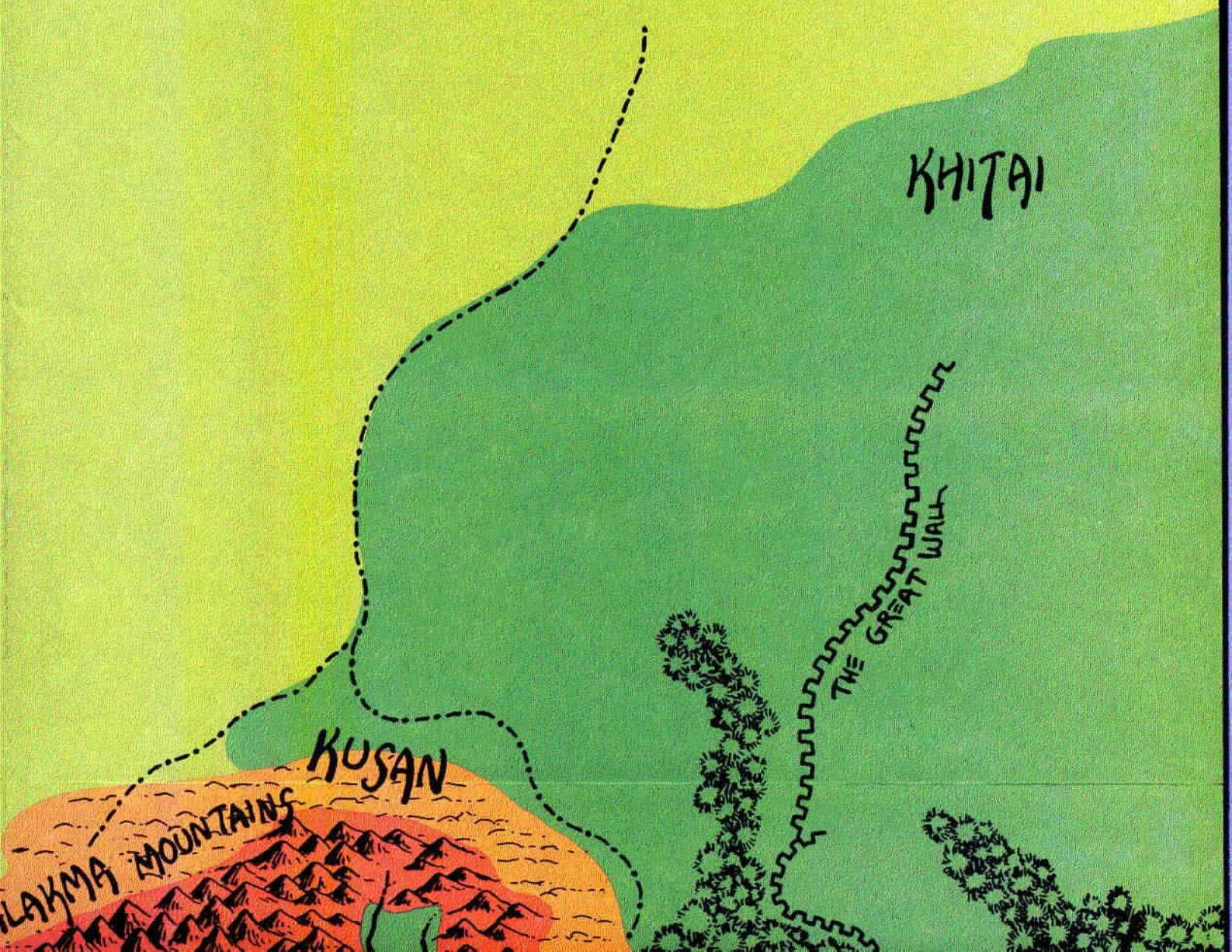
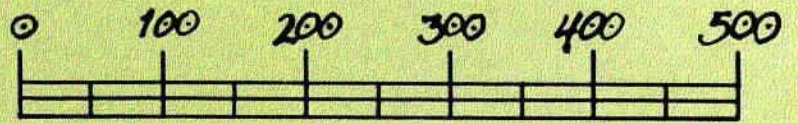
KHORAF

AGRAPUR

TALAKA

N WORLD

SCALE





WESTERN
OCEAN

BLACK RIVER

KORDAVA

ZINGARA

THUNDER RIVER

ALIMANE RIVER

POITAIN

SMIRKI RIVER

KHODOTAS RIVER

TYBOR RIVER

PLAIN OF SHAMA

ARGOS

MESSANTIA

KHEMI

KUSH

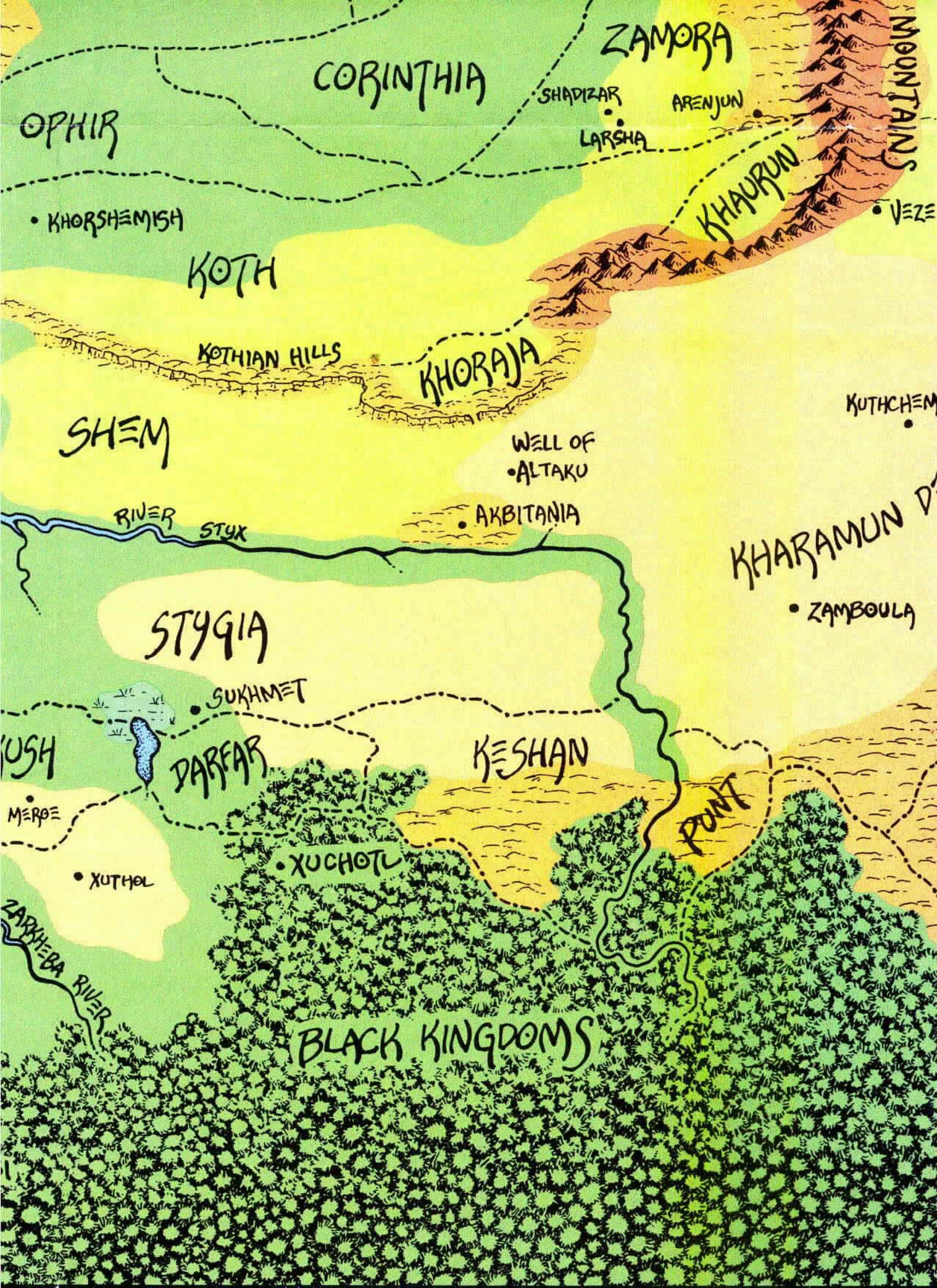
ZABHELA

MEROE

ZARKHEBA

ABOMBI

TORTAGE



OPHIR

CORINTHIA

ZAMORA

MOUNTAINS

SHADIZAR

ARENJUN

LARSHA

KHAURUN

VEZE

• KHORSEMISH

KOTH

KOTHIAN HILLS

KHORAJA

KUTHCHEM

SHEM

WELL OF
• ALTAKU

• AKBITANIA

RIVER
STYX

KHARAMUN D

• ZAMBOULA

STYGIA

• SUKHMET

USH

DARFAR

KESHAN

PONT

• MERPE

• XUTHOL

• XUCHOTL

ZARHEBA RIVER

BLACK KINGDOMS



PAH-DISHAH

VILAYET SEA

KHORAF

AGRAPUR

KHORUSUN

RHANDUN

SECUNDERAM

ONAGRAL

XAPUR

ZAPROSKA RIVER

DJEMAL

FORT GHORI

PESHKAURI

ILBAR MOUNTAINS

COLCHIAN MOUNTAINS

KOSALA

YOTA-PENG

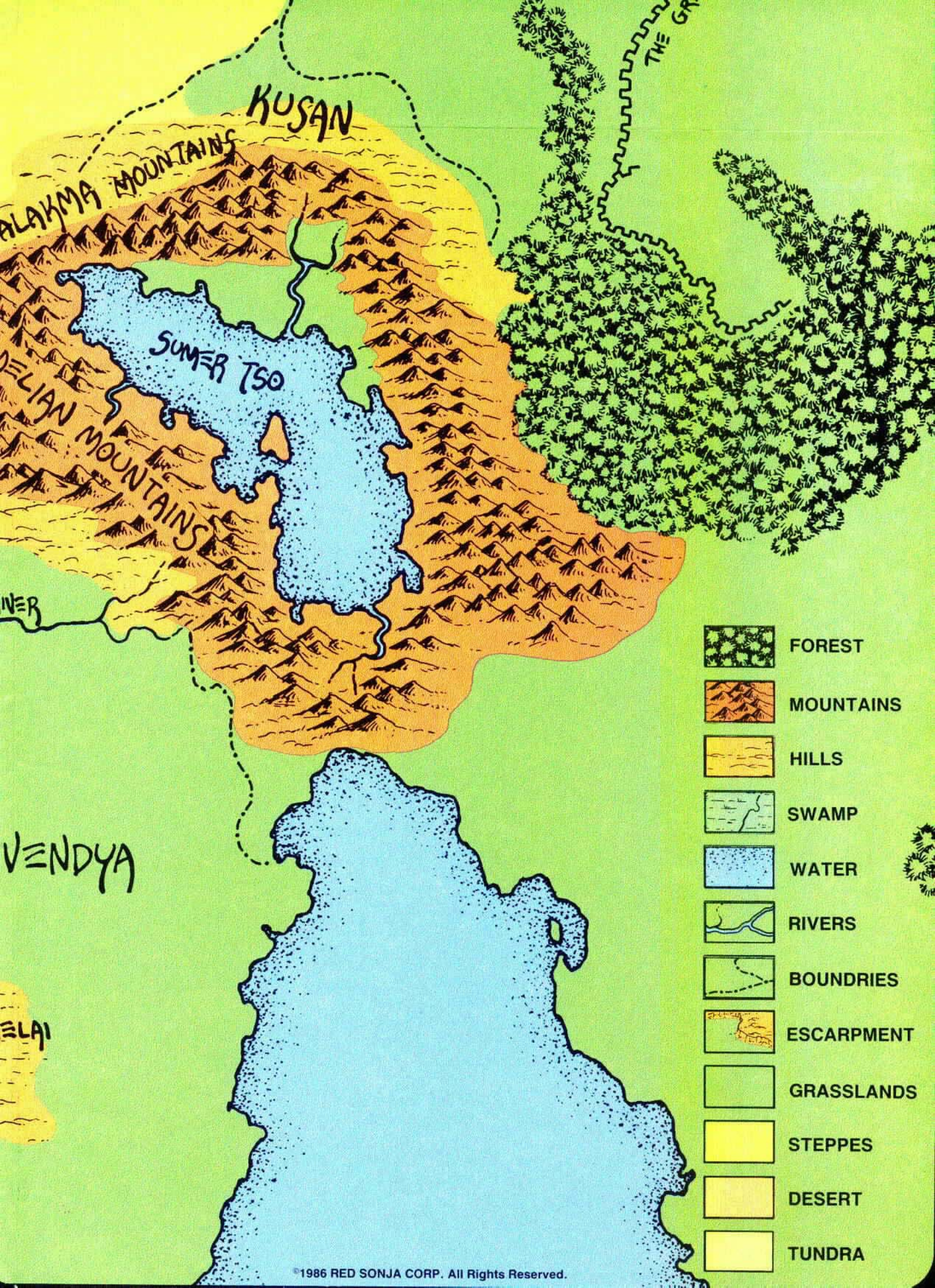
JHUMDA RIVER

DRUHSTAN

IRANISTAN

ISLANDS OF PEARL

JEL



KUSAN

ALAKMA MOUNTAINS

SUMER TSO




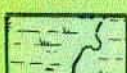


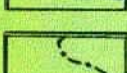
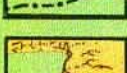

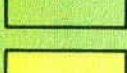
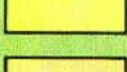

DELIAN MOUNTAINS

THE GR

RIVER

VENDYA

ELAI

-  FOREST
-  MOUNTAINS
-  HILLS
-  SWAMP
-  WATER
-  RIVERS
-  BOUNDRIES
-  ESCARPMENT
-  GRASSLANDS
-  STEPPES
-  DESERT
-  TUNDRA

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Red Sonja® Unconquered

by Anne Gray McCready

If you but have the will Sonja, you may use your strength to make the world your home. You may become a wanderer, the equal of any man or woman you meet.

*(The Ring of Ikribu)
Red Sonja #1*

Steel met steel as Sonja slashed wildly before her. Sparks flew into the air; the mercenary's sword flew to the ground. Her arms vibrated with the contact and her hands grew numb as she tightened her grip on the mighty sword. Still they came—only four in all, but with deadly intent shining deep within their hungry eyes.

What do these men seek? Why would they rather die than run?

This adventure is for use with the **ADVANCED DUNGEONS & DRAGONS®** rules, and cannot be played without the **AD&D®** rules produced by **TSR, Inc.**

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