



Official Game Adventure

Blood Charge

by Troy Denning



Advanced Dungeons & Dragons
2nd Edition



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Introduction

There comes a moment in every man's life when he meets an overwhelming adversary. Whether he faces the merciless lackeys of a corrupt mayor, the slaving jaws of an angry bear, or the cold eyes of an evil sorcerer, he must look inward and see what his heart contains. What he finds may well determine whether he lives or dies. More importantly, the actions that result from this inner search will determine whether those who follow remember him as a hero or a coward.

A small group of adventurers, your Player Characters, are about to face their moments of soul-searching.

How to Use This Book

Blood Charge is the third installment in the Empires Adventure Trilogy, which includes two other adventures, *Storm Riders* and *The Black Courser*. The Empires Adventure Trilogy is a series of AD&D® Game Adventures set in the new FORGOTTEN REALMS™ campaign world territory described in *The Horde* campaign set. They concern events derived from the Empires Novel Trilogy: *Horselords*, *Dragonwall*, and *Crusade*, also published by TSR, Inc.

Blood Charge contains a 64-page adventure book (you're reading it now), a color mapsheet, and a cover gatefold. The gatefold and interior covers contain descriptions of Sandiraksiva (the black courser), Gaumahavi (the purple dragon), the dowagu (new monsters), and Ambuchar Devayam (the raja of Solon). Do not show these descriptions to your players. They are intended for your use only.

The color mapsheet shows the city of Solon and its subterranean facilities, to be used in *Part III*. This map is intended for your eyes only. Do not show it to your players.

The 64-page booklet is the heart of *Blood Charge*. Before beginning play, read this book to familiarize yourself with the plot of the adventure. Don't try to memorize it, however. Simply familiarizing yourself with the story and organization of the book will insure an enjoyable adventure. If you don't have time to read the entire book, read the introductory material and, before each session, the events you plan to use.

Portions of the adventure are made up of a series of *events*. Each event is divided into sections: boxed text, DM's notes, and statistics (when necessary). As an event begins, read the boxed text

aloud. This sets the scene for your players.

The DM's notes detail the action of the event, describing such things as combat tactics, NPCs, and treasure.

Statistics are located at the end of the encounter, where you can find them easily. Note that statistics do not include information on the monsters' morale. Unless indicated otherwise, all monsters in *Blood Charge* attack until destroyed—or until the party is destroyed!

Because *Blood Charge* occurs close to Kara-Tur, many of its characters and monsters are of an oriental nature. In many cases, you will find it useful, but not necessary, to refer to the *Oriental Adventures* reference book. Some spells listed for the NPCs in *Blood Charge* may be from the *Oriental Adventures* hardcover book. If necessary, substitute appropriate spells from the *Player's Handbook*.

Additionally, *Blood Charge* uses the martial arts rules in the *Oriental Adventures* hardcover book. If you do not have the *Oriental Adventures* hardcover, treat martial arts attacks as normal attacks. You may, if desired, improvise attacks and combat results based on the special maneuvers listed for the appropriate martial artists.

DM's Synopsis

Read this synopsis before beginning play.

In *Storm Riders*, a large force of Tuigan chased the PCs into a wealthy mountain kingdom named Ra-Khati. Unfortunately, Ra-Khati is rather xenophobic and seldom allows visitors to escape alive. Shortly after the PCs learned this, a messenger arrived from Ra-Khati's enemy, Raja Ambuchar Devayam of Solon. The raja threatened to invade the mountain kingdom unless Ra-Khati's leader, the Dalai Lama, sent his daughter Bhrokiti and the magical black stallion, Sandiraksiva, to Solon as gifts.

After learning that Devayam had awakened the sleeping dragon Gaumahavi, and mistaking the huge army which had chased the PCs into Ra-Khati for Devayam's, the Dalai Lama agreed. The Dalai Lama offered the PCs their freedom in return for taking his daughter and Sandiraksiva to the raja.

Before the PCs reached Solon, however, they were intercepted by the raja's ally, the purple dragon Gaumahavi. The purple dragon urged the PCs to take Bhrokiti to Solon, but the dragon wanted the Black Courser freed immediately. At this point, clever PCs realized that Sandiraksiva was a reincarnation of Gaumahavi's child, and that the dragon was working with the raja in re-



taliation for all the years the Dalai Lama had kept the magical courser in captivity.

When the PCs arrived at the deserted city of Kushk, the appointed place for meeting the raja's emissaries, they were intercepted by the same Tuigan army that had originally chased them into Ra-Khati. It quickly became clear that the army which the Dalai Lama feared did not belong to the Raja of Solon.

After inviting the PCs into his camp, Hubadai, the khan of the Tuigan army, showed them a diary which had come into his possession. The diary revealed the existence and approximate location of an artifact called the *Stone Sceptre of Shih*, supposedly the only means of destroying the raja. The adventure ended with Hubadai suggesting that the PCs guide him through Ra-Khati, then go to Shou Lung to recover the sceptre.

In *Black Courser*, the PCs guided Hubadai and the Tuigan army through Ra-Khati. During this trip, they were shadowed by some of the raja's more nefarious servants, the dowagu. The dowagu caused the PCs extensive trouble, most notably tattooing their heads (as well as the heads of Hubadai, Bhrokiti, and the nightguard) with the *Stamp of Tan Chin*. By the time this adventure ended, clever PCs had discovered that Tan Chin, an ancient show emperor, and the Raja Ambuchar Devayam were one and the same. They also discovered that the *Stamp of Tan Chin* marked them as Ambuchar Devayam/Tan Chin's property. Upon their deaths, they would become the raja's zombies, and the only way to avoid this grisly fate was to recover the *Stone Sceptre of Shih* and destroy the raja. By the end of this adventure, the PCs arrived at Kuo Meilan (Tan Chin's ancient capital) and recovered the *Stone Sceptre of Shih*.

As *Blood Charge* begins, the PCs are returning to Solon from Kuo Meilan. Coincidentally, the Tuigan army is leaving Shou Lung at about the same time, and the party will be invited to rejoin the barbarian horde. Princess Bhrokiti, who has fallen in love with Hubadai, highly recommends this option (whether she is with the party or the Tuigan).

A short time later, the PCs receive a visit from Gaumahavi, who urges them to gather an army and rush to Kushk. In order to do this, however, they must persuade Yamun Khahan to give them an army, which means mustering the support of his advisors. Before the khahan will agree to such a commitment, however, he wishes to know more about Ambuchar Devayam and his powers. The khahan's advisor, Kojia, suggests that the PCs might find the information they seek in the Red Mountain Monastery.

Part II concerns the party's efforts to enter the reclusive Red Mountain monastery. If they suc-

ceed, they should eventually work their way to the Great Temple in the center of the monastery, where they will be allowed to ask three ques-

tions of the Padhrasattva of Knowledge, Furo.

If they succeed in Part II, the PCs can convince Yamun Khahan to send an army to Ra-Khati's aid in Part III. In this case, they stand a good chance of saving Ra-Khati from the raja's forces. Otherwise, they will have to confront his army alone.

Whether or not the PCs gather the army, however, they arrive at the Great Chain Bridge just in time to see Gaumahavi and the raja engage in personal combat. Gaumahavi falls, and the raja is weakened so seriously that he must return to Solon. The PCs must follow him to his city and destroy him. This is more difficult than it sounds, however, for the raja keeps switching bodies (see his description for an explanation) and retreating deeper into the two subterranean levels of Solon. In order to finally destroy him, the PCs must hazard the many ancient traps of the buried Imaskari city, enter the Ebony Temple, recover the four Ebony Artifacts of the Imaskari, and throw them into the Bottomless Pool of Fire (located in the main room). However, they must discover the method of killing the raja themselves, as there will not be many hints available. Using Imaskari magic, the raja has made himself even more powerful than he was as Tan Chin. Unfortunately for the PCs, the magic of the Imaskari is as ancient as it is powerful, and many of the secrets regarding it have been lost in the mists of mystery and time.

If the PCs destroy the raja, the *Stamps of Tan Chin* will fade away and they will receive the greatest reward of all: release from his curse of eternal servitude.

Beginning the Adventure

The first encounter of *Blood Charge* assumes that the PCs have played the *Black Courser* and are returning to Solon to destroy the raja. If this is not the case, you will need to improvise a starting point for the PCs.

First, find a reason to move the party to the general region of Ra-Khati, an unexplored mountain wilderness in the east. As the PCs wander these wild lands, the dowagu track them for a few days. Eventually, the dowagu mark the party with the *Stamp of Tan Chin* and disappear.

A few days later, the party stumbles across the Tuigan army. Sentries intercept them and take them to Yamun Khahan, where they meet Princess Bhrokiti and Hubadai. Bhrokiti explains the



significance of the *Stamp of Tan Chin* to the party (see Ambuchar Devayam's description), and Hubadai will provide them with the *Stone Sceptre*

of *Shih* (if the PCs did not play the previous modules, he led a small contingent of soldiers to Kuo

Meilan and recovered it).

When Gaumahavi appears in Event 5 of Part I, she explains to the PCs that their coming "has been foretold," and that their fates are tied to Ra-Khati's fate. If they are to save themselves, they must save Ra-Khati—and that means destroying Ambuchar Devayam.

The adventure continues in the same way from this point forward regardless of whether the PCs played the first two modules.

Non-Player Character Statistics

Name	STR	DEX	WIS	CON	INT	CHA	AC	MV	hp	#AT	AL	THACO	Dmg
Batu Min Ho (F14)	15	14	16	16	17	16	6	12	75	2/1	LN	7	1d8 (sword)
Princess Bhrokiti	11	16	15	15	17	18	3	12	10	1	CG	20(19)	1d8+1 (foot)
Chanar (F14)	15	14	10	14	15	13	4	12	60	2/1	NE	7	1d8 (sword)
Hubadai (F16)	16	14	10	16	13	10	-2	12	112	2/1	CN	2	1d8+1 (sword +3)
Khan, typ. (F10)	14	12	12	14	12	11	4	12	42	3/2	LN	11	1d8 (sword)
Koja	8	10	18	14	15	10	4	12	20	1	NG	18	1d6 (club)
(priest 5, currently out of favor with god: no spells)													
Nightguard (F7)	14	14	10	14	12	10	5	12	35	3/2	LN	14	1d8 (sword)
Solonese Lt. (P5)	16	16	14	12	10	10	4	12	20	1	LE	18	1d6+1 (mace +2)
Spells: <i>command</i> , <i>cause light wounds</i> (x2), <i>invisibility to undead</i> , <i>sanctuary</i> ; <i>enthrall</i> , <i>hold person</i> , <i>aid</i> ; <i>animate dead</i> . Equipment: <i>amulet of undead control</i> , wights and zombies (as potion).													
Tuigan, typ. (F3)	12	11	10	13	10	10	5	12	12	1	LN	18	1d8 (sword)
Yamun Khahan (F18)	17	15	15	17	17	16	3	12	99	2/1	N	2	1d8+1 (sword)

Creatures

Wight, Typical: AC 5; MV 12; HD 4+3; hp 23; #AT 1; Dmg 1-4; THACO 15; AL LE; XP 975; SA and SD drain one level with successful hit; hit only by silver or magical +1 or better weapon, immune to *sleep*, *charm*, *hold*, cold-based spells, poison, and paralyzation; destroyed by *raise dead* spells. Ambuchar Devayam has trained his wights to tolerate sunlight.

Zombie, Typical: AC 8; MV 6; HD 2; hp 10; #AT 1; Dmg 1-8; THACO 19; AL N; XP 65; SA and SD immune to *sleep*, *charm*, *hold*, *death magic*, poisons and cold-based spells; vial of holy water inflicts 2-8 points of damage.

The Stone Sceptre of Shih

An unknown ally of the wizard Shih created the *Stone Sceptre of Shih* for the sole purpose of overthrowing the evil emperor and necromancer, Tan Chin (now known as Ambuchar Devayam). A simple wooden staff capped by a stone pommel, the sceptre must be wielded by a character of lawful good alignment to use its full benefit, although characters of any good alignment can use it to some effect as outlined below.

Minor Powers

- *Protection from Undead*: as scroll spell.
- Attack non-corporeal creatures: can be used as a normal weapon against creatures such as ghosts, spectres, groaning spirits, etc.
- Immunities: bearer is immune to level-draining and aging, paralysis, *fear*, *magic jar*, and *chill touch*.
- Hits at +5 in normal combat.
- Bestows 50% magic resistance upon bearer.

Major Powers

- Petrification: once per day, can cause any intelligent being of 7 HD or less looking upon it to turn to stone (save vs. petrification with -2 penalty).
- Destroy Undead: at will, can cause any undead creatures of 3 HD or less within 50 feet to burst into flames. Undead of 3 + 1 to 7 HD must save vs. rods or also be destroyed. Undead of more than 7 HD suffer 5d10 fire damage (save vs. rods for half damage).
- Rescue: at will, can negate effects of level draining and

aging attacks, paralysis, *fear*, *magic jar*, and *chill touch* for one individual.

Dangers

- User alignment restrictions are as follows.
 - Lawful good: can use any of the sceptre's powers.
 - Chaotic and neutral good: can use minor powers only.
 - Chaotic, lawful, and true neutral: can wield staff as normal weapon.
 - Chaotic and neutral evil: suffer 1d10 electrical damage/round when grasping staff (no powers).
 - Lawful evil: suffer 1d10 electrical damage/round, save vs. rod or fall unconscious for 1d10 rounds when grasping staff (each round).
- Minor Power Costs: any time a minor power is used or activated (even involuntarily), bearer loses 1d4 hp.
- Major Power Costs: any time a major power is used or activated (even involuntarily), bearer loses one point of Constitution (permanently). Not even a *restoration* or *wish* spell restores this loss.
- Use restrictions: If it becomes clear to the DM that the sceptre bearer does not intend to face Tan Chin/Ambuchar Devayam, the sceptre mysteriously stops functioning.
- Corrupting Effect: Bearer becomes increasingly distrustful of authority. Within one month, he cannot help insulting anyone who styles himself as emperor, king, raja, etc.
- Weakness: The *Stone Sceptre of Shih* can only be destroyed by submersion in molten rock.



Part I: Reunion

Event 1: Trail Dust

The hooves of a hundred-thousand horses stir up a cloud of yellow dust that stretches along the southern horizon for miles. It rises more than two hundred feet into the air before the chilly autumn winds whisk it away.

DM's Notes. The horses belong to what remains of Yamun Khahan's Tuigan army. The army penetrated as far east as Shou Kuan before a brilliant Shou general, Batu Min Ho, trapped the entire force inside the walls of Shou Kuan. After a lengthy siege, a peace treaty was finally arranged and Yamun Khahan agreed to withdraw with the remains of his army – now barely half the size it was when he invaded Shou Lung.

As part of the treaty terms, the two men responsible for the attempt on Yamun's life were turned over to him for punishment. Yamun therefore claims that the invasion was a success. Nevertheless, he was lucky to escape with even half his army, and both he and his men know it. Despite the officers' attempts to keep the atmosphere optimistic, the Tuigan riders are sullen and gloomy, and are looking for an excuse to vent their wrath.

The PCs. The player characters may have ended the last adventure, *The Black Courser*, by teleporting from Kuo Meilan to Shou Kuan. If so, they have endured a long siege with the Tuigan. By sharing this ordeal, they have gained a certain measure of respect and acceptance from the horsewarriors, and Yamun Khahan has invited them to ride back through Khazari with him. The khahan assumes (correctly or incorrectly) that the party intends to destroy Ambuchar Devayam. As he considers Devayam a potential rival, he is more than willing to provide the PCs with safe passage as far as possible.

On the other hand, the player characters may have ended *The Black Courser* without teleporting from Kuo Meilan to Shou Kuan. In this case, the party encounters the Tuigan horde near the border of Shou Lung. They meet a patrol of fifty surly outriders, who force the PCs to ride with them all day. Should the PCs flee the outriders, the horsewarriors will summon help (as much as needed) and hunt the party down. As evening falls, the outriders will escort the PCs toward Yamun Khahan's tent.

Bhrokiti. If Bhrokiti went to Kuo Meilan with the PCs, she is quite happy to return to the

Tuigan. As soon as the outriders take the PCs into the evening camp, she sends a messenger to inform Hubadai of her return. A few minutes later, the young khan rides up on Sandiraksiva. He dismounts and the couple embraces, then rides off into the camp. Any attempt to track down the princess will lead to Hubadai's well-guarded yurt – and the PCs will not be permitted inside.

Assuming that Bhrokiti did not go to Kuo Meilan with the PCs, however, she remained with Hubadai and the Tuigan armies. She and Hubadai will join the party in Yamun's yurt in the next event.

Statistics

Statistics for the Tuigan warriors (outriders) and Bhrokiti are found in the Introduction.

Event 2: The Khahan's Guests

As dusk falls, the dust begins to settle over the Tuigan column as it makes camp for the night. The outriders lead the way past thousands of campfires to a small ring of yurts standing in the middle of the vast camp. They announce your presence, and one of the khahan's black-armored nightguards enters Yamun's yurt. He returns a few minutes later, saying, "Yamun Khahan, emperor of the Tuigan empire and all that he can see, bids you enter his yurt to eat of his goats and drink of his *kumiss*."

DM's Notes. The summons is not an invitation. Should the party refuse, the 100 nightguards surrounding the yurt will drag the PCs into the yurt forcibly.

When the party is presented, Yamun greets the PCs with courtesy and welcomes them to his yurt. He offers them seats at the end of the line of advisors sitting to his left, then orders a quiver-bearer to bring food and drink for his "welcome guests." Despite his deliberately cheerful manner, he cannot hide the fact that he is troubled about the results of the events in Shou Lung.

He asks the party to tell him what befell them in Kuo Meilan, then listens to the report with interest. (If the party was trapped with him in Shou



Kuan, this is his first opportunity to hear a full account of what happened to them in the abandoned city.)

Bhrokiti and Hubadai.

As the party tells its tale, Princess Bhrokiti and Hubadai enter the yurt together. She takes a place on the women's side of the yurt, listening intently to the party's account of what they found in Kuo Meilan (whether or not she was there). She participates in the conversation as freely as any khan. Yamun clearly values her comments and insights as much as those of any of his two dozen advisors.

One advisor in particular may interest the PCs. A quiet man dressed in a freshly cleaned *kalat* sits directly to the khahan's left. He says nothing and drinks a bit too much plum wine, regarding the PCs with a stern, suspicious air. This is Batu Min Ho, the Shou general who trapped Yamun Khahan in Shou Kuan. His family was slain while under the emperor of Shou Lung's protection. When he returned from the war and discovered what had happened, he declared himself a renegade and left Shou Lung's service. The Grand Historian of the Tuigan Empire, Koja the Lama, happened to be present when this occurred. Knowing how much Yamun admired Batu's skill, he suggested that Batu seek a position with the Tuigan.

To Batu's left sits Chanar, a brawny, sharp-featured Tuigan with shifty eyes and a perpetual scowl. Any PC making a successful Wisdom check immediately senses that Chanar is resentful of Batu's seat next to the khahan. Behind Yamun Khahan sits Koja the Lama, furiously taking notes in his role as Grand Historian of the Tuigan Empire.

Several times during the PCs' account of their adventures, Chanar scoffs or snorts in derision, claiming that the party is exaggerating. On these occasions, Batu Min Ho simply nods his head and contradicts Chanar, either saying that he has seen similar things himself or has heard of them from reliable sources. Periodically, Koja the Lama also interrupts to clarify a point.

When the PCs finish their tale, the khahan nods his head and tells them they have done well. After expressing his conviction that the party will have no trouble defeating Ambuchar Devayam, he invites them to ride with him as far as Khazari's western border. He does not seem interested in sending any of his horsewarriors to help the PCs destroy the raja, claiming that doing so would only detract from the PCs' glory.

Statistics

Statistics for Yamun, Hubadai, Batu, Chanar, Koja, the khans, the twenty nightguards inside the yurt, and Bhrokiti are found in the Introduction.

Event 3: Taloc

After everyone has eaten his or her fill, Yamun Khahan brings forth a resonant belch, then says, "A man's greatest pleasure is to ride to a distant land named Cormyr, to meet interesting new people and to cut them down with his saber."

DM's Notes. Yamun Khahan has initiated the traditional Tuigan contest of proclamations, the *taloc*. The khans applaud the khahan's proclamation, voicing their agreement. Next, Batu Min Ho sets his goblet of plum wine aside, then stands on rather shaky feet. "A man's greatest pleasure is to ride into battle in a distant land, to see his men fighting gloriously all around him, and to die with his sword in his hand."

Bhrokiti speaks next, "A woman's greatest pleasure is to watch her man ride off to war, to hear the tales of his prowess in distant lands, and to welcome him into her yurt when he returns with plunder-laden horses." As she speaks, she fixes her eyes on Hubadai, who shifts in his seat uncomfortably.

The khahan beams at Bhrokiti. "It is well that women cannot win the *taloc*," he says, "or you would certainly steal my victory away."

Next, the khahan, Batu, Hubadai, and Bhrokiti look to the player characters, inviting them to participate in the contest. The rules are simple, though nobody explains them to the PCs. The proclamation must be spoken by a man, and it must start with the phrase "A man's greatest pleasure." It must also mention riding, distant lands, and fighting. Assuming one of the PCs utters a proclamation that follows the rules, the Tuigan applaud it loudly. If it doesn't follow the rules, the Tuigan laugh uproariously.

After the PCs make their proclamations, Yamun Khahan calls for a vote to determine who made the best proclamation. If no PC followed the contest rules, the khans declare Yamun Khahan the winner, and demand that they give him an appropriate prize. Should the party happen to be carrying treasure worth more than 20,000 gp, the appropriate prize is all their treasure in excess of 20,000 gp—and the constant presence of the khahan's nightguards serve as a reminder that it would be very foolish to argue.



Assuming any PC proclamation followed the rules of the contest, one of them is declared the winner. Yamun offers the winner a gift of his choosing. The khahan is thinking of something along the lines of a fine saber (magical, +2), a suit of armor (magical, +2), a dozen black stallions, a yurt, or some other item valued at 5,000 gp or less.

If a winning character asks for an item valued at more than 5,000 gp, the khahan frowns, then says, "Of course, no gift is too great for a winner of the khahan's *taloc* . . ." He lets the sentence trail off, allowing the PC an opportunity to adjust his request. If the player character does not ask for something closer to the range of what the khahan had in mind, the Tuigan ruler scowls, then grants the gift. He immediately launches into a second *taloc*, however, saying, "A man's greatest pleasure is to invite guests into his yurt, to feed them their fill of goat meat and *kumiss*, and to let them win at the *taloc*." No matter what the PCs say in response, the khahan is named the winner when he calls for the vote. As his prize, he then reclaims the gift granted earlier to the PC, plus one of the character's most cherished possessions. Considering that the khahan has the full force of the Tuigan army behind him, it would be very poor form (not to mention foolish) to refuse.

Statistics

Statistics for Yamun, Hubadai, Batu, Chanar, Koja, the khans, the twenty nightguards inside the yurt, and Bhrokiti are found in the Introduction of this adventure.

Event 4: Engagement

After the *taloc*, Hubadai rises and approaches his father. Bowing, he says, "Mighty Khahan, I wish to make a request."

The khahan raises an eyebrow at the formality of Hubadai's tone, then says, "Then ask it, Hubadai."

The younger khan gulps, then says, "I beg permission to lead my *tumens* to Ra-Khati."

"There is nothing in Ra-Khati that interests me," Yamun growls.

"But there is something there that interests me," Hubadai counters.

"What?" the khahan demands.

"A princess," Hubadai answers. "I wish to claim Bhrokiti as my own."

"Then claim her," Yamun growls, pointing at the princess. "She is here."

Bhrokiti steps forward, daring to address

Yamun herself. "Mighty Khahan, I am the princess of Ra-Khati," she says. "I cannot be claimed so easily. My father must be consulted, or he will view Hubadai's claim as a testimony of war."

"Let him," Yamun says. "He has five thousand men, and I have a hundred thousand."

"There is also the matter of Ambuchar Devayam," Bhrokiti says. "I have been promised to him."

"Not by me," Yamun says. "Besides, your friends will see to it that you do not have to worry about the raja much longer."

"And if they fail? Devayam will destroy my father's land, unless Hubadai destroys him first."

The khahan shakes his head sternly. "That is not my concern. Hubadai is one of my best generals, and I have need of his men. If you wish to share his yurt, that is good. But he may not ride to Ra-Khati to ask your father's approval or fight Ra-Khati's wars."

Bhrokiti turns to Hubadai. "Then I must return to Ra-Khati. It would be selfish to risk my father's kingdom to satisfy our love."

"What will you do there?" Hubadai asks.

Bhrokiti looks away. "If my friends do not defeat Devayam, then I must go to him."

"No!" Hubadai snaps.

"I must," Bhrokiti says sadly. "And if you love me, you must also give me the Black Courser. Mahavidi has said that he will protect Ra-Khati – but only if Sandiraksiva and I go to the raja."

Hubadai turns back to his father. "I must ride to Ra-Khati," he declares. "With or without your blessing."

Yamun scowls and shakes his head. "To defy me is to die."

"What must be must be," Hubadai declares, turning to leave the yurt.

"Guards!" Yamun shouts, pointing at Hubadai.

A dozen nightguards draw their sabers and surround Hubadai. "Your will, Mighty Khahan?"

DM's Notes. The khahan looks away and glances at the PCs, as if they had caused his current dilemma. "It is clear that Bhrokiti and my son do not believe you will destroy this Ambuchar



After chastising Batu, the khahan turns to the player characters. “What is an emperor to do?”

He’s offering the PCs a chance to advise him. No matter what they say, he nods and says, “Most wise. I will think on this for one week.” Under no circumstances will he execute Chanar, Batu, Hubadai, or anybody else upon the PCs’ recommendation. Note that if the PCs came to Batu’s defense either when Chanar attacked him or when the khahan asked their advice, they will have made a friend of the renegade Shou general – and an enemy of Chanar.

Statistics

Statistics for Yamun, Hubadai, Batu, Chanar, Koja, the khans, the twenty nightguards inside the yurt, and Bhrokiti are found in the Introduction of this adventure.

Event 5: Request for an Audience

After several hard days of dawn-to-dusk riding, the Silk Road steepens and begins to climb Repo La, Broken Wall Pass, which leads into the conquered kingdom of Khazari. When the dirt road passes beneath the shadows of the towering Twin Guardian Peaks, Nas Trango Shan and Ahs Trango Shan, Yamun Khahan orders an early camp and sends several patrols ahead to scout the path into the mountains. A small fortress is visible on the walls of Ahs Trango Shan, but the inhabitants remain inside with the gates securely locked.

DM’s Notes. No sooner has Yamun’s yurt been erected than a ferocious wind begins blowing out of the mountains. Yamun sends a messenger to summon the PCs to his yurt, then invites them to share a rugged dinner of dried horsemeat and *kumiss*. Princess Bhrokiti is dining at Hubadai’s yurt this evening – as always.

As soon as the PCs start eating, a terrified nightguard rushes into the yurt and prostrates himself before the khahan. Since nightguards are not even required to bow before the khahan, much less prostrate themselves, Yamun seems rather confused by the man’s peculiar behavior. “Get, up from the ground and report!” he orders.

When the nightguard obeys, he looks directly at the PCs. “Your presence is requested outside,” he says.

If questioned about who is requesting the party’s presence, the nightguard says nothing except that the party should see for themselves – he doesn’t quite know how to describe what awaits them. He doesn’t think the caller intends the PCs

any harm, but that is for them to judge.

Should the party prove reluctant to leave the yurt, Yamun eyes them spitefully and says, “If my guests are too timid to meet their caller, it falls upon the host to perform this duty.” The guard emphatically objects, saying that there is no reason for the khahan to trouble himself. The caller made it quite clear that she wanted to speak with the PCs and no one else.

In the event that the PCs still refuse, a terrible wail sounds outside, then a terrific wind batters the khahan’s yurt. Within three rounds, its frame will be completely stripped of felt.

Continue with Event 6 when the PCs are outside the yurt.

Event 6: An Old Friend

Outside, a massive, serpentine body of purple dust is coiled around the khahan’s yurt. A hundred terrified nightguards stand on the other side of the sinuous form, holding their useless sabers in their hands and staring at the dusty coil in confusion.

A massive, reptilian head snakes around to stare at you; then a forked tongue of reddish silt flicks and the dragon speaks:

*From abandoned Kushk have I come,
Across the miles to bring a warning,
And waiting is all the thanks you bring?
You are fortunate that allies we have become,
Or this visit to the khahan’s home
Would be a remembrance of earlier times.*

DM’s Notes. The dragon is, of course, Gaumahavi. She has been battling Ambuchar Devayam’s zombie horde as it marches toward Ra-Khati. Unfortunately, she has not been very successful, and has come to warn the PCs of her failure.

As Gaumahavi finishes chastising the player characters, Hubadai and Bhrokiti arrive from Hubadai’s tent. Gaumahavi glances at the khan, then says, “I trust you still have placed no bridle on Sandiraksiva?”

Hubadai scowls. “Who would insult Teylas by such an outrage? Not I!”

Thus reassured, Gaumahavi turns back to the PCs and gets down to business. “Many months have I battled the raja and his forces, but to little avail. When I left, they had almost reached the city that I destroyed so long ago in Devayam’s



name. I can hold him at the Great Chain bridge over the Jumpa Gorge for perhaps another week. You must have your army there before

I fall, or all is lost.”

If questioned carefully, Gau mahavi can provide the PCs with some additional information:

- The raja’s army numbers about 10,000 troops.
- It is made up mostly of zombies and other undead, though there are several units of onis, humans, and other living beings.
- The raja’s subcommanders seem to be humans imbued with certain spiritual powers (priests).
- The dragon alerted the Dalai Lama to Ra-Khati’s danger, but he seemed rather suspicious of her motives in warning him.
- The dragon has no idea whether the Dalai Lama intends to defend Ra-Khati, for he refused to discuss the matter with her.
- The raja is definitely with the army, for she has torn him apart several times.
- Each time they engage in combat, the raja appears in a different body.
- The raja seems to be much more powerful than the dragon remembers him, for he has actually wounded her on several occasions, and once he almost trapped her.
- This new-found power reminds her of Imaskari magic, and it doesn’t seem impossible that he has recovered some ancient artifact that is bestowing power upon him.

After answering the PCs’ questions, Gaumahavi looks to the south and growls. Again, she urges the PCs to hurry to the Great Chain Bridge with their army (she doesn’t appear to comprehend that they’re not in command of the army), then says she must return to the battle. A moment later, her body dissolves, leaving nothing but a ring of purple dust piled around the khahan’s yurt.

Statistics

Gaumahavi’s statistics are listed on the adventure’s inside cover. The statistics of the 100 nightguards always near (or inside) Yamun Khahan’s yurt are listed in the Introduction.

Event 7: Strategy Meeting

For several minutes, the Tuigan simply stare at the ring of purple dust surrounding the khahan’s yurt in dumbfounded silence. Finally, they raise their eyes to your faces with unmistakable awe and more than a little fear. Clearly, they are not accustomed to seeing magical creatures converse with mere humans.

Eventually, Yamun Khahan steps out of his yurt and examines the ring of purple dust. When he starts to step across the pile, a shaman rushes forward, saying, “No, mighty one! It could still be magic!”

Yamun thinks better of leaving his yurt and backs away from the dust, eyeing it suspiciously. “Then remove it!” he bellows. “How long do you intend to leave me a prisoner?”

DM’s Notes. The nightguards quickly gather some bags. Under the shaman’s animated supervision, they reluctantly begin scooping up the purple dust.

As the nervous guards clean up the purple dust, one of Hubadai’s quiver-bearers approaches the PCs. “Hubadai Khan and Princess Bhrokiti ask that you follow me.”

The young quiver-bearer leads the PCs on a twisting course through the camp, pausing often to make sure that they aren’t being followed.

Finally, after perhaps two miles of walking to reach a destination less than 500 yards away, he leads the PCs into Hubadai’s yurt via a concealed entrance in the rear.

The Proposal. Hubadai and Bhrokiti sit on rugs in the middle of the yurt. No one else, except the player characters, is in the tent. Bhrokiti serves the PCs some *kumiss*, then takes her place beside Hubadai.

“My apologies for the clandestine nature of my invitation,” Hubadai begins, “but if we are to succeed in the task that we must now undertake, secrecy is of the utmost importance.”

Hubadai is not referring to anything so foolish as seizing control of the horde from his father. Not only is he loyal to his father, but he knows that such a coup attempt would be destined to fail. Yamun Khahan is the glue that holds the Tuigan tribes together, and only a fool would believe that he could take the khahan’s place.

Rather, after witnessing Gaumahavi’s conversation with the player characters in Event 6, Hubadai realizes that his goals and those of the player characters are the same. They must convince his father to give him permission to take his *tumens*



south to defend Ra-Khati. Unfortunately, he realizes that his father is unlikely to allow this, as there is no profit in it for Ra-Khati.

The task that he wants the PCs to undertake with him is convincing his father to send his *tumens* south. Unfortunately, this is more complicated than simply reasoning with the khahan. He has invited the PCs to his yurt to discuss the best strategy for persuading his father to do as he asks.

He begins the discussion by asking the PCs for suggestions. He listens carefully to their ideas, then makes a few observations of his own. Convincing his father to do anything is more than a matter of pointing out its positive or negative points. One must almost always resort to politics, usually combined with an approach designed to appeal to the khahan's perception of himself as the rightful ruler of the entire world. He will ask the PCs to modify their plan according to these observations.

Hubadai also offers the following insights into the politics of his father's advisors. Although each khan is technically an advisor to the khahan, in reality, only three carry any weight with Yamun. If they are to convince Yamun to do as they wish, they will certainly have to line up the support of at least one of these three advisors, and probably two. First, there is Chanar.

Chanar is his father's *anda*, his blood-brother. Although there has been bad blood between Chanar and Yamun in the past, these problems seem to have passed now. Chanar is a cunning tactician, a jealous rival, and power-hungry. To be successful, any bid for his support will have to appeal to one or more of these traits.

Then there is Batu Min Ho. Batu was the general who saved Shou Lung from being conquered by the Tuigan. Although they were enemies, Yamun developed a certain respect for the Shou general's determination and daring plans. While Batu was battling the Tuigan, his family was under the Emperor of Shou Lung's protection. Unfortunately, they were murdered in a complicated plot involving Tuigan spies in the imperial court, and when Batu discovered the emperor's complicity in allowing this to happen, he declared himself a renegade. Of course, Yamun Khahan seized the chance to take the general into his own ranks. Batu is a difficult man to understand, for his grief is weighing on him heavily. What is clear is that he values bravery and combat above all else, caring little for material wealth, temporal power, or the trappings of luxury.

Koja the Lama is the third critical advisor. He is even more difficult to understand than Batu Min Ho, if that is possible. Originally an emissary to

the Tuigan from Khazari, he eventually betrayed his own country to become the Grand Historian of the Tuigan Empire. A soft-spoken, timid man, he is nevertheless quite courageous. He is also unswervingly loyal to Yamun Khahan personally, but at the same time despises all of the bloodshed and hardship caused by the khahan's wars of conquest. He often counsels reconciliation, mercy, and peace. Sometimes, the khahan even listens to him.

After Hubadai discusses the personalities of each man, Bhrokiti asks the PCs which advisor(s) they intend to approach for support. Should the PCs protest that Hubadai should be the one who approaches the advisors, Bhrokiti will say, "Oh no—that wouldn't do at all. Everybody already heard the khahan tell Hubadai that he couldn't go to Ra-Khati. Nobody is fool enough to take Hubadai's side in such a direct manner. I'm afraid that you must act as intermediaries."

Hubadai and Bhrokiti place their stamp of approval on any plan the PCs develop, but will point out that Chanar is sure to speak against any cause which Batu supports.

After the PCs have finalized their strategy, Hubadai offers to arrange an audience with the advisor(s) of the party's choice. The same servant who led the player characters to Hubadai's yurt will lead them to the appropriate advisor(s)' yurt. If the PCs go to see Chanar, proceed with Event 8; if they go to see Batu, proceed with Event 9; if they go to see Koja the Lama, proceed with Event 10.

Statistics

The statistics of Bhrokiti and Hubadai are listed in the Introduction of this adventure.

Event 8: Chanar

"Chanar Ong Kho, general of the Tuigan and *anda* to the khahan, bids you enter his yurt and be seated." The speaker is a brawny, sharp-featured Tuigan with shifty eyes and a suspicious frown. He sits at the far end of his yurt, opposite the door at which you stand. Two guards flank his seat, and a quiver-bearer stands ready to serve him.

DM's Notes. As soon as the PCs take their seats, Chanar orders the quiver-bearer to fetch *kumiss* for his guests. After the fermented mare's



milk is poured, Chanar gets down to business. "We are not friends, so I assume you have come to my yurt to ask something of me," he says. "What is it?"

Frowning, Chanar listens to the PCs' proposition without comment. If the player characters did not think to mention it in their initial pitch, he asks what he stands to gain by helping them. Generally speaking, it will be rather difficult to persuade Chanar to lend his support to the PCs' plan—and if they supported Batu Min Ho in Event 4, it will prove impossible, as Chanar now considers them adversaries.

If the PCs hope to win Chanar's support, they must appeal to his lust for power or his vindictiveness. There is a 50% chance that any plan designed to increase his own power with the khahan or to embarrass Batu Min Ho will win Chanar's support. If the plan is designed to accomplish both goals at once, the chance that Chanar will support the PCs increases to 75%. An example of a successful plan might include suggesting that Chanar persuade the khahan to send Batu along with Hubadai to fight in Ra-Khati, and promising to secretly kill the Shou general, thus removing one of Chanar's greatest rivals.

Under no circumstances will Chanar be moved by any argument involving the good of the empire. He is motivated solely by the thirst for personal power, and cares for the Tuigan nation only to the extent that it provides him with a vehicle for achieving his personal aggrandizement.

Even if the PCs convince Chanar to help them, he does not readily express his agreement. Instead, he acts suspicious and reluctant, pointing out that what the PCs ask involves risking a certain amount of prestige. He suggests that he should be compensated for this risk. At this point, Chanar is fishing for a bribe, pure and simple. Any "gift" valued at 5,000 gp or more is sufficient to win his support.

If the PCs go to Batu Min Ho after meeting with Chanar, or if they have already been to see the renegade general, Chanar's spies will inform him of the visit. In this case, he doublecrosses the PCs and withdraws his support when the PCs try to persuade the khahan to send Hubadai south (see Event 11).

Statistics

Chanar's statistics are listed in the Introduction.

Event 9: Batu

"You may enter and be seated." The speaker is a polite man in his mid-forties. Resembling



DM's Notes.

Ask the PC with the highest Wisdom score to make a Wisdom check. Success indicates that he realizes Koja's true mean-

ing. Reasoning that the PCs have come to ask for something, the lama is spelling out the limits to the help he is willing to offer: he will help the PCs by explaining Tuigan customs and providing other non-privileged information. He would prefer not to get involved in any political intrigue, however. Fortunately for the PCs, Koja is not known for his willpower. If the party uses the correct approach, they can probably persuade him to aid them.

After his servant pours the tea, Koja patiently waits for the PCs to explain the reason for their visit. When they begin to speak, he sips his tea and stares at the ground reflectively, not interrupting until they are finished. Unlike either Chanar or Batu, he will not ask what he stands to gain by helping them. Instead, he bases his decision solely on what the player characters have told him, not asking any questions whatsoever.

If the PCs stressed the fact that the raja's zombie army is going to attack a peaceful kingdom, and that thousands of innocent people are sure to die, Koja will lend his support to convincing the kahan to send Hubadai south to defend Ra-Khati. If the PCs did not address this matter, he will not support the PCs. No amount of bribery, cajolery, or persuasion will change his mind.

After agreeing or refusing to aid the PCs, Koja sips his tea in polite silence, waiting for the party to leave him in peace. When addressed directly, he will answer with simple yes, no, or perhaps replies, but it should be obvious to even the most dim-witted character that he wishes to be left alone.

Statistics

Koja's statistics are listed in the Introduction.

Event 11: Audience

For the next two days, the Tuigan army travels through the conquered land of Khazari. Yamun drives the horsewarriors hard, traveling from dawn until dark. Meals, consisting of dried meat and fruit, are taken in the saddle. In the evening, everyone except Yamun sleeps in the open. Once Yamun's yurt is erected, a con-

stant stream of Khazari dignitaries come and go, bearing gifts and messages for their land's new ruler.

Finally, on the third day of travel, the road crosses Jumpa Muren, a large river fed by a glacier in the north of Khazari. Yamun calls an early halt to rest and water the horses. In late afternoon, a nightguard comes around with an invitation to dine at the khahan's yurt that evening.

DM's Notes. If the PCs are going to persuade Yamun to send Hubadai south, now is the time. Within another two days, the Tuigan horde will reach Alashan and pass out of Khazari. At that point, Hubadai's tumens must turn south if they are to reach the Great Chain Bridge in time to save Ra-Khati. Princess Bhrokiti will send the PCs a message reminding them of this fact.

That evening, a nightguard escorts the PCs past a long line of jealous Khazari dignitaries and functionaries who have come seeking the khahan's approval for some plan or to plead for his intercession in some minor problem. As they enter the yurt, Yamun sits before two richly-clad Khazari prefects. Behind the khahan sits Koja, furiously scribbling with quill and ink as he tries to record the mighty one's words.

When the nightguard announces the PCs, Yamun looks up, then places a stocky hand over Koja's quill. "That is enough writing for today, lama," he says. "Now it is time to eat and drink with our friends." He looks away from the Khazari dignitaries to indicate that their interview has ended.

One man protests, "But Mighty Khahan—"

A pair of nightguards interrupt the dignitary by thumping him across the back of the head with the hilts of their sabers. Yamun doesn't appear to notice as they haul the man's unconscious form out of the yurt.

After the Khazari dignitaries are removed, the khahan turns to the PCs. "What a welcome sight you are, my friends. I cannot tell you how those bureaucrats have taxed me. It will be such a great pleasure to share a bowl of *kumiss* with those who are not seeking favor or pushing some secret agenda." He smiles at the PCs meaningfully.

Although he won't admit it, the khahan's spies have fully briefed him on Hubadai's plan to use the PCs to persuade the kahan to send an army south to aid Ra-Khati. In fact, the reason he took time out from his busy schedule with Khazari's emissaries was to give the player characters an opportunity to execute Hubadai's plan. He is not upset with the PCs in any way for allying with his



son in this matter, for he is well aware of the role politics plays in his command structure. At the same time, however, he isn't above having a little bit of fun watching them squirm.

Dinner. Chanar and Batu arrive a short time after the PCs, but Hubadai and Princess Bhrokiti are noticeably absent. The quiver-bearers bring in several platters of goat meat and fried vegetables, placing them in the center of the yurt. Taking a handful of rice in one filthy hand and a haunch of goat in the other, the khahan begins to eat, making light dinner conversation as he does. His topics include the following.

- Comments that the PCs will have to turn south after the army passes through Alashan.
- Questions about how the PCs intend to avoid becoming trapped by the war between Solon and Ra-Khati.
- Questions about how the PCs will see Princess Bhrokiti safely back to her father.
- Yamun wonders aloud whether Hubadai will actually give the Princess the Black Courser (he claims no son of his would give up such a magnificent horse just for a woman).
- Yamun offers his opinion that, even with the *Stone Sceptre of Shih*, the PCs stand little chance of defeating Ambuchar Devayam.

Generally, the khahan dances all around the topic of sending Hubadai south to defend Ra-Khati, without actually bringing it up himself. Whenever the PCs try to press the subject, Yamun skillfully changes the subject, commenting on the weather, explaining that the plum wine he is drinking was a gift from Batu, or asking the PCs if they know how far it is to Cormyr. Throughout the entire meal, Yamun will secretly be laughing at the PCs, especially when they try to shift the subject to the defense of Ra-Khati.

Taloc. When everyone has eaten their fill from the communal food piles, Yamun belches loudly, then says, "A man's greatest pleasure is to ride across the plains, to tread upon lands of which he has never heard, and to conquer all his eye sees."

All eyes turn to the PCs. Now is their chance to bring up the subject of sending Hubadai south. They should respond with a proclamation similar to the khahan's, beginning with the phrase "A man's greatest pleasure. . ." and mentioning horses or riding. The proclamation should also hint at the reasons the PCs hope to use to convince Yamun to send Hubadai south. (For example: "A man's greatest pleasure is to ride his horse across the world, to spread his fame as the greatest conqueror far and wide, and not allow

petty desert warlords to prevent victory.")

If the PCs fail to present their case in the form of a proclamation, Yamun laughs

heartily and tells them that they were meant to be adventurers, not khans. Nothing they can do will persuade him to send Hubadai south to aid Ra-Khati. Ambuchar Devayam/Tan Chin will successfully invade the Mountain Kingdom, and Ra-Khati's fate will weigh even more heavily on their shoulders.

On the other hand, if the PCs present their case in the form of a proclamation, anybody they lined up to support them will also speak out, saying, "A man's greatest pleasure is to hear his name whispered across the world, to know that none dare oppose his will, and to trample pretenders to his throne beneath the hooves of his horse."

If the PCs lined up a second supporter, the second supporter will say, "A man's greatest pleasure is to send his warriors to the aid of his subjects, to fulfill his duty as emperor of the world, and to see his enemies quiver when they hear the thundering hooves of his armies."

If the PCs did not win Chanar's support, or if they also sought Batu's support, Chanar says, "A man's greatest pleasure is to lead his armies to distant lands, to claim the horses of the men who live there, and not to be sidetracked by matters that should not concern him."

The Khahan's Word. After each advisor has been given an opportunity to make his proclamation, the khahan turns to the PCs. "Hubadai wishes me to send warriors to defend Ra-Khati, and so, apparently, do you. But I cannot see the wisdom in risking my *tumens* against zombies, ancient magic, and a mysterious sorcerer who defies death itself—all for a kingdom that means nothing to me. What can you say that will convince me otherwise?"

At this point, the PCs have a chance to restate their arguments for defending Ra-Khati. The most effective argument is that if Yamun allows Ambuchar Devayam to conquer Ra-Khati, the ancient emperor might actually go on to conquer Shou Lung—proving himself capable of doing what Yamun could not.

After allowing the PCs to state their arguments, Yamun falls silent. After a few moments of thought (and a die roll or two) the khahan looks up. He is still far from certain that he is going to send Hubadai to Ra-Khati's aid. He tells the PCs



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that before he makes his decision, he needs to know more about the raja's powers, his ability to appear in different bodies, and the

ancient Imaskari magic that Gaumahavi fears he may have found. No matter how much the PCs can tell him about these things, it is still not enough. The khahan insists that he must know more.

Fortunately for the PCs, Koja the Lama suggests that the answers might be found in the Red Mountain Monastery. The khahan will turn to the PCs and tell them that if they wish Hubadai's help in defending Ra-Khati and defeating the raja, they must go to the Red Mountain Monastery and seek the answers to his questions.

Statistics

The statistics of Yamun, Batu, Koja, and Chanar are listed in the Introduction.





Part II: Red Mountain Monastery

After Gaumahavi's visit in Part I, the PCs should realize that while they were searching for the *Stone Sceptre of Shih* in *Black Courser*, Ambuchar Devayam/Tan Chin recovered a powerful artifact of his own. While the nature of this artifact remains unknown, the PCs should suspect that it is an item of immense power. The raja has once again attacked Ra-Khati, and, although the Purple Dragon is opposing him instead of helping him this time, he stands a good chance of conquering the Hidden Kingdom.

Clearly, Devayam has grown in power. If the PCs are to stand a chance of defeating him (and saving themselves from a fate worse than death), it would certainly help to have a Tuigan army behind them. Presumably, the PCs have asked Yamun Khahan to send Hubadai and his *tumens* south to defend Ra-Khati. Even if the khahan has not already decided against this course of action, he is far from committed to it. He is too cautious a commander to send his men into such a dangerous situation without knowing a great deal about the enemy.

Without explaining exactly what he means, Koja has suggested that the PCs might find the information they need at the Red Mountain Monastery. Presumably, the PCs will assume that, as at many monasteries, there is a substantial library at the Red Mountain. While this is not exactly the case, it is close enough to the truth that, if pressed for information, this is what Koja will imply.

If the PCs do not accept Koja's recommendation to visit the monastery, it may prove necessary to skip this part of *Blood Charge*. In this case, go to Part III, Event 1 as the PCs approach the Great Chain Bridge outside the city of Kushk.

Event 1: Farewell

Read the following after the PCs have made the decision to depart for the Monastery.

Koja the Lama meets you at the edge of camp. "To reach the Red Mountain Monastery," Koja says, "follow Jumpa Muren south until the shadow of Rubilya Shan darkens your path. You will find the answers you need in the hollow of the mountain."

DM's Notes.

Even if Yamun Khahan remains undecided about defending Ra-Khati, he agrees with Koja. "By the breath of Teylas, you are determined ones," he says. "Go with the speed of the wind, for you will need it. If you do not meet us in Alashan in two days, my army will be gone and it will be too late to send Hubadai south."

Should the PCs ask, Koja can tell the PCs the following.

- Jumpa Muren means Jumpa River, and Rubilya Shan means "the Sacred Mountain of Ruby."
- The Red Mountain Monastery sits atop Rubilya Shan, in a hollow at the top of the mountain. This hollow was carved by the Padhrasattva Furo to shelter his worshipers (or so the legends say).
- Rubilya Shan is approximately seventy miles away, and it is about forty miles from the mountain to Alashan.

Koja will say nothing else about the Red Mountain Monastery. In joining the Tuigan, he turned away from the teachings of the Red Mountain, and his separation from the monastery is not a subject he cares to dwell upon.

Fortunately for the PCs, Hubadai has heard about the task set for them. He and Bhrokiti approach, leading a train of his finest horses. Hubadai loans three horses to each PC, explaining that by riding the mounts in shifts, the party should be able to cover up to 100 miles each day.

Should the party think to ask Bhrokiti what she knows about the Red Mountain Monastery, she can tell them that its priests worship Furo, the Padhrasattva of Knowledge, who is said to dwell at the heart of the monastery on Rubilya Shan. They are enemies of the monks of the Yellow Monastery, who follow a strange religion from Tabot. Before he betrayed his country and his teachings, Koja was a lama of the Red Mountain Order, though she does not know whether or not he actually lived at Rubilya Shan.

Statistics

The statistics of Yamun Khahan, Koja, Hubadai, and Princess Bhrokiti are located in the Introduction.



Event 2: Rubilya Shan

The foothills abruptly give way to a wall of mountains that rises directly

ahead. Jumpa Muren enters a gorge cut through the heart of the foreboding cliffs, disappearing into gloomy shadows. Across the trail falls the red-hued silhouette of a two-thousand foot pinnacle of rock. At the base of this spire are scattered dozens of broken and rusting weapons.

DM's Notes. The reason for the broken and rusting weapons will be become apparent in Events 5 and 6.

A narrow path leads away from the main trail, climbing high along the eastern cliff of the ravine. The path is too precarious for the horses to negotiate, but there is an empty corral at the intersection.

Two thousand feet above, the path reaches the hanging meadow which marks the top of the ravine. A narrow suspension bridge hangs between the meadow and a spur of rock jutting out from the cliffside. It is just barely possible to tell that a wall encloses the top of the spur. Another suspension bridge, this one a little longer, leads from the spur to the top of the rock pinnacle. Again, a barely visible wall encloses the top of the pinnacle.

The pinnacle is, of course, Rubilya Shan, the Sacred Mountain of Ruby. Despite its name, rubies are not found on Rubilya Shan. Rather, the mountain takes its name from the shards of iron-stained obsidian embedded in its surface. These shards cause the mountain to cast a red-hued shadow. Of course, should any greedy PCs mistake the red-tinged obsidian shards for rubies and spend a day or two digging instead of fulfilling the mission, they probably won't discover the error of their ways until they try to sell the worthless glass.

Across the river from Rubilya Shan is Ambilya Shan, the Sacred Mountain of Amber. Ambilya Shan takes its name from the sulfur-tinted shards of obsidian embedded in its surface. Like Rubilya Shan, Ambilya Shan's summit is heavily fortified. An ancient bridge, long since fallen into disrepair, crosses the river separating the two mountains. A forlorn trail leads from the abandoned

bridge to the base of Ambilya Shan, then slowly ascends the spire in a steep, hazardous spiral.

Inside the fortifications atop the two mountains sit the monasteries of the Yellow and the Red Mountains. Although they enjoyed friendly relations sometime in the (extremely) distant past, the two orders are now mortal enemies. Consequently, there are ten sohei posted at the base of the trails leading up to the summit of each mountain.

Should the player characters begin digging at the base of either mountain, the guards come over to investigate. The Rubilya Shan sohei simply watch with interest, taking steps to stop the PCs only if they do something that looks like they might actually topple the mountain. The Ambilya Shan sohei attack the PCs immediately, however, cursing them for daring to despoil the Yellow Mountain.

Assuming the PCs are not foolish enough to dig at the base of either mountain, the sohei simply remain at their station and wait for the party to approach. Proceed with Event 3 if the PCs approach Ambilya Shan. Proceed with Event 4 if they approach Rubilya Shan.

Statistics

Ten Yellow Mountain Sohei (5th level sohei): AC 3 (lamellar armor); MV 12; hp 25 each; #AT 1; Dmg 1-8 + 1 (sang kauw); THAC0 17 (includes + 1 bonus to hit); Str 13, Dex 11, Con 11, Int 12, Wis 12, Cha 10; AL NE; XP Value 270 each. SA: + 1 to hit and damage with sang kauw; once per day, focus ki energy for one turn, improving AC by 1, increasing movement by 3, and modifying hit, damage, and saving throw rolls by + 1; continue to fight after death, gaining +2 bonus on hit and damage rolls, until reaching -10 hit points. Yellow Mountain martial arts style: #AT 2/ 1; Dmg 1-6; AC 6; Principal Attacks elbows, feet; Special Maneuvers circle kick, locking block.

The statistics for the Red Mountain Sohei are listed in Event 4.

Event 3: Yellow Mountain

The guards stationed at the base of the mountain step across the trail, using their sang kauws to block the way. "What do you seek in the Yellow Mountain Temple?"

DM's Notes. Unless the PCs claim to be enemies of the Red Mountain Monastery, the



sohei will not let them pass. Should they claim to be enemies of the Red Mountain, however, the sohei ask the PCs to discard any items of red clothing that they happen to be wearing. Eight guards escort the PCs up the precarious path to the outer courtyard of the Yellow Mountain Monastery.

The Amber Lama. As the PCs step into the courtyard, an ancient man dressed in yellow lama's robes materializes before their eyes. His long hair is coarse and gray, his tanned skin is weathered and leathery, and his watery eyes are highlighted by yellow pupils. As he looks over the PCs, he seems almost incorporeal, although that is far from the case. "Why do you dare disturb the sacred sanctity of Ambilya Shan?"

As the PCs explain their reason for coming to the Yellow Monastery, the lama watches them with an expression of ultimate serenity upon his face. Nevertheless, observant PCs will notice a malevolent twinkle in his eyes.

If the PCs explain that they wish to sneak or break into the Red Mountain Monastery, the Amber Lama agrees to help them, provided they will do him one little favor while they are there. He refuses to say what the favor is. He guarantees, however, that it will place them in no greater danger than they already intend to place themselves in—providing, of course, they can follow a simple set of instructions.

Assuming the PCs agree to the request, he gives a random PC two identical crystal bowls, each covered with a seal of glass. He instructs the party to place the first bowl in the Hidden Fountain at the Red Mountain Monastery, and to place the second bowl in the Temple Font. It is very important, he explains, to place the correct bowl in the correct fountain, but won't say what happens if the PCs fail to do so.

Make a secret Wisdom check for the PC to whom the bowls were given. Success indicates that he correctly remembers the order in which the bowls were given to him. Failure indicates that the PC remembers the order incorrectly. Make a note of whether the character remembered the order correctly or incorrectly. Ask the PCs if they intend to take any precautions to keep the bowls separated or to identify which one was given to them first.

After giving the bowls to the PCs, the Amber Lama gives each PC two identical vials containing clear liquids. He will not say what is in the vials, except that they will help the party enter the Red Mountain Monastery unobserved. (One vial contains a *potion of invisibility* and the

other contains a *potion of climbing*.)

The Amber Lama asks the PCs to promise that they will do as he asks with the crystal

bowls, simultaneously casting a *quest* spell on the PC to whom he gave the bowls. (The terms of the *quest* are to place the bowls in the correct fountains as outlined above, then return to inform the Amber Lama of completing the task.) If the spell is successful and the party agrees to the promise, he nods and fades away, instructing the sohei to show them back to the bottom of Ambilya Shan. If the party will not make the promise, he fades away, instructing the sohei to "make the pagans pay for their bad faith." The sohei attack immediately, sparing only the person upon whom the *quest* spell was placed. The Amber Lama himself, however, will not participate in combat unless taken by surprise, in which case he will fight to the death.

Guidelines for Exploring The Yellow Mountain. The PCs might decide to explore the Yellow Mountain Monastery. First, they will have to overcome their sohei guards (but not the Amber Lama, who simply retires from combat). In this case, use the Red Mountain Monastery map on the large mapsheet for the Yellow Mountain Monastery. Both monasteries were built about the same time by the same architects and are similar in design. However, the Yellow Mountain Monastery is rather deserted (the monks are away on a pillaging expedition), so none of the events outlined for the Red Mountain Monastery will occur at the Yellow Mountain Monastery.

If they gain entrance to the Yellow Mountain Monastery, the PCs are free to wander through it. Every other turn, they will encounter a patrol of ten sohei, until they have encountered a maximum of 50 sohei.

Unfortunately for the PCs, all of the treasure is locked up in the central temple, which they will not be able to find. Unlike the temple at the Red Mountain, the central temple in the Yellow Mountain is completely concealed inside the mountain, and it is not even visible from above. In addition, the *teleport* function of the Hidden Fountain has been temporarily disconnected. If the PCs step into the fountain, they simply get wet. Under no circumstances will they be able to reactivate it or track down the Amber Lama.



Statistics

The Amber Lama (15th level shukenja): AC 2; MV 12; hp 33; #AT 1; Dmg 1-6 (staff); THAC0 12; Str 11, Dex 18, Con 13, Int 14, Wis 15, Cha 15; AL NE; XP Value 6,000; SA Yellow Mountain Martial Arts style: #AT 2/1; Damage 1-6; AC 6; Principal Attacks: elbows, feet; Special Maneuvers: circle kick, flying kick, locking block, missile deflection, iron fist, weapon breaker; SD focus ki to modify saving throw by +3.

Spells: *cause light wounds* (x2), *command* (x2), *detect magic*, *detect poison*, *magical stone*, *remove fear*, *sanctuary*; *find traps*, *hold person*, *know alignment*, *resist fire*, *resist cold*, *spiritual hammer*; *dispel magic* (x2), *locate object*, *prayer*; *cause serious wounds*, *detect lie*, *spell immunity*; *cause critical wounds*, *quest*; *anti-animal shell*, *heal*.

The statistics of the Yellow Mountain Sohei are found in Event 2.

Event 4: Rubilya Shan Path

The sohei guarding the trail leading to Rubilya Shan step across the trail, their naginatas barring the way. "Who wishes to enter the Red Mountain Monastery?"

DM's Notes. If the PCs are wearing anything yellow, they will not be allowed to pass no matter what they answer. Additionally, they will not be allowed past the guards if they say anything about being friends of Koja the Lama. (Upon being named Grand Historian of the Tuigan Empire, Koja was declared a persona-non-grata at the Red Mountain Monastery. Nobody claiming friendship with him is willingly permitted upon Rubilya Shan.) As long as the PCs present themselves openly and do not violate either of these two strictures, the sohei permit them to climb the path. The sohei politely decline to answer any of the PCs' questions regarding the monastery, replying that they are only humble soldiers.

PCs wearing yellow or acknowledging friendship with Koja will be turned away here. Attempts to bypass the guards will be dealt with forcibly, even to the point of killing the offenders if necessary. Any invisible character attempting to sneak up the trail past the guards must make a Dexterity check. Failure indicates that he stumbles on a loose rock and the sohei realize what is happening. They automatically assume that anyone using such magic to sneak past them is an agent of the Yellow Mountain Monastery, and attack with-



out mercy (use normal rules for determining attack rolls against invisible opponents).

Unless someone falls off the cliffside, the sohei stand only a 10% chance of noticing any character climbing the pinnacle of Rubilya Shan itself (this chance falls to 1% if the character is invisible). Of course, if they do notice anyone climbing the mountain, they attack with their naginatas if at all possible. Otherwise, they rush to the top of the mountain and attack by hurling missiles down at the infiltrators.

Proceed with Event 5 when the PCs reach the top of the precarious path. Note that they cannot lead horses up the trail.

Statistics

Ten Red Mountain Sohei (5th level sohei): AC 3 (lamellar armor); MV 12; hp 25 each; #AT 1; Dmg 1-8 + 1 (naginata); THAC0 17 (includes + 1 bonus to hit); Str 13, Dex 11, Con 11, Int 12, Wis, 12, Cha 10; AL NG; XP Value 270 each. SA + 1 to hit and damage with naginata; once per day, focus ki energy for one turn, improving AC by 1, increasing movement by 3, and modifying hit, damage, and saving throw rolls by + 1; continue to fight after death, gaining +2 bonus on to hit and damage rolls, until reaching - 10 hit points. Red Mountain martial arts style: #AT 2/1; Dmg 1-6; AC 6; Principal Attack: feet; Special maneuvers circle kick, flying kick.

Event 5: The First Bridge

After a 2,000 foot ascent, the precarious footpath reaches a narrow suspension bridge that stretches thirty feet from the mountain-side to a spur of rock. The perimeter of the rock spur is rimmed by a fortification wall. The opposite end of the bridge enters a small guard tower. A second tower rises on the other side of the small rock spur. Forty feet beyond this tower, across a second bridge, stands the pinnacle of Rubilya Shan, the top of which is also guarded by a fortified wall and towers.

DM's Notes. The suspension bridge leads into a guard tower in which five sohei are stationed. Upon seeing the PCs, one of them calls out, "Who seeks to follow the path of Rubilya Shan?" Again, the PCs will be turned away if they are wearing any yellow clothing or profess friendship with Koja the Lama. Additionally, if they are being chased by the sohei from the base of the trail, the sohei inside the tower do not permit the party to enter the monastery (and the PCs will soon find

themselves engaged with two separate parties of sohei. If this happens, the bridge will be cut from the tower side to prevent them from reaching the rock spur.)

Otherwise, the tower guards instruct the PCs to cross the bridge one at a time. If more than one character attempts to cross the bridge at once, there is a 10% chance per extra character that the bridge snaps. In this event, all characters on the bridge must make Dexterity checks with a -5 modifier or be sent plunging toward the base of the mountain, suffering 20d6 damage when they hit bottom. Those making successful checks manage to grab onto the broken bridge and hold on until someone thinks of a way to rescue them.

In addition, because the bridge sways so much, any character crossing it must use both hands to steady himself (and therefore cannot carry anything in his arms or hands). Characters not using their hands to steady themselves must make a Dexterity check or fall off the bridge and suffer the same results as above. If they pass the first check, they must make a second Dexterity check or drop anything they were carrying.

As each PC enters the tower at the other end of the bridge, he is greeted by the five sohei guarding the tower. The sohei ask each PC for his weapons and armor, then ask him to await his friends in the courtyard (see Event 6). The sohei politely decline to explain either the reason for their request or anything about the monastery itself, saying only that "all will become clear."

Important: The only weapon the sohei will not take from the PCs is the *Stone Sceptre of Shih*, sensing that it has some spiritual significance.

If the PCs possess the crystal bowls they received in the Yellow Mountain Monastery, the sohei make no notice nor recognize any significance about these bowls and simply place them among the PCs' other possessions.

PCs refusing to yield their weapons and armor (for any reason) are asked to return to the other side of the suspension bridge. Under no circumstances will the sohei allow the PCs to progress further into the monastery while carrying their weapons or armor. They will resort to force if necessary.

When all of the PCs have yielded their weapons and armor and stepped into the courtyard, continue with Event 6.



Sneaky PCs.

It is unlikely that a party would intentionally sneak into the guardpost on the rock spur rather than into the monastery.

PCs attempting to do so, however, have a reasonable chance of succeeding, providing they exhibit a certain amount of wisdom. Obviously, the sohei inside the tower have a clear view of the bridge and will see any person visibly attempting to cross it. However, they are not expecting anyone to scale the mountainside and climb over the wall. There is only a 50% chance that they will detect any party attempting to do so. This chance is reduced to 5% if the entire party is invisible, or if they are climbing the wall at night. (Determine chances of falling during the 2,000' ascent normally, except that there is a -2 modifier on proficiency and ability checks if the PCs are invisible or climbing at night.)

The sohei are prepared to discover characters trying to infiltrate their courtyard by air. There is a 75% chance that they will detect PCs approaching via this route, as the monks of the Yellow Mountain have previously used this approach to attack. This chance is reduced to 5% if the PCs are invisible.

Invisible PCs crossing the bridge stand a 50% chance of being detected since the bridge sways under their weight. Additionally, they must also make a Dexterity check at -2 to retain their footing, since it is difficult to make such a precarious crossing without being able to see one's own feet and hands. This modifier is in addition to any other ability check modifiers the PCs suffer while crossing the bridge.

Detection. Parties successfully sneaking past the guard tower will find themselves in the Red Mountain monastery's reception yard. In this case, continue with Event 6.

If the sohei detect an attempt to sneak into the Red Mountain monastery or its guard post, they first attempt to warn the would-be infiltrators. If this doesn't work, they will try to turn the intruders back by cutting the bridge, dumping rocks or hot oil on them, firing at them with bows and arrows, etc. Should this situation arise, the sohei will summon help and the PCs will be attacked by a number of sohei equal to twice the total number of PCs in the party.

If the PCs surrender or are captured inside the rock spur's fortifications, they will be taken to

the Ruby Lama for interrogation. In this case, continue with Event 12.

Statistics

Five Red Mountain Sohei (6th level sohei): AC 3 (lamellar armor); MV 12; hp 30 each; #AT 1; Dmg 1-8 + 1 (naginata); THAC0 17 (includes + 1 bonus to hit); Str 13, Dex 11, Con 11, Int 12, Wis 12, Cha 10; AL NG; XP Value 270 each. SA: + 1 to hit and damage with naginata; once per day, focus ki energy for one turn, improving AC by 1, increasing movement by 3, and modifying hit, damage, and saving throw rolls by + 1; continue to fight after death, gaining +2 bonus on hit and damage rolls, until reaching - 10 hit points. Red Mountain martial arts style: #AT 2/ 1; Dmg 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick. Spells (one per each sohei): *cure light wounds*, *detect magic*, *entangle*, *endure cold/heat*, *light*.

Event 6: Courtyard

Beyond the bridge tower is a stone-paved courtyard. Roughly forty feet in diameter, the compound is surrounded on all sides by the interior of the fortification wall. A second tower stands on the far side of the courtyard. Several red-robed monks step out of the far tower. At the same time, a tremendous clatter sounds from the first bridge tower. It sounds as though someone has dropped a cartload of pots and pans down the mountainside.

DM's Notes. Actually, if the PCs gave their weapons and armor to the sohei in the first bridge tower, the clatter was the sound of their weapons and armor being thrown over the edge of the cliff. All weapons must save vs. disintegration or be irreparably destroyed by the 2,000' fall. Armor must save vs. crushing blow or be irreparably destroyed. Unless a natural 20 is rolled to make a successful save for the armor, however, a professional armorer will have to repair it before it can be worn again. All items, intact or otherwise, will be found at the bottom of the mountain whenever the PCs return to that location.

In the minds of the sohei, who are responsible for throwing the armor away, everybody who comes to the Red Mountain monastery is here to become a monk. Monks have no need for weapons or armor. If asked, the sohei will be happy to explain this to the PCs. Should the PCs object and state that they have no wish to become monks, the sohei ask, "Then why come to Rubilya Shan?"



Disrobing. Shortly after the clatter, the monks (one for each party member) approach the PCs, including any women, and ask them to remove their clothes (the PCs will be permitted to retain their undergarments and personal jewelry, such as amulets and rings, but nothing else). The monks politely refuse to reveal the reason for their request, or anything about the Red Mountain Monastery, saying that “it is Furo’s place alone” to answer questions.

If the PCs do not comply, the monks ask them to leave. Should the need arise, the monks use force, calling upon the five sohei in the first bridge tower and the five in the second bridge tower for aid. Under no circumstances will the monks willingly permit the PCs to continue into the monastery if they are not dressed appropriately. Objections are met with the comment, “If you do not wish to become to a monk, why did you come to Rubilya Shan?”

Assuming the player characters comply and undress themselves, the monks escort them into the second bridge tower. The five sohei in this tower wait with red robes and razors. The guards give each PC a red robe and insist upon shaving their heads (females, too) before the party can continue. Again, those refusing are invited (or forced) to leave the monastery — though they will find that their clothes have already been whisked away. Nobody in the monastery seems to know what happened to the clothing; in fact, it has already been taken to a collection point for redistribution to the poor. The monks will, reluctantly, allow angry PCs to go through the massive pile of filthy rags in the basement of the first tower to recover their own clothing.

After the PCs have donned red robes and their heads have been shaved, they are allowed to step out of the second bridge tower onto the bridge leading to the monastery itself.

Sneaky PCs. Once they have entered the outer courtyard or the second bridge tower, the only way for the PCs to remain hidden is to become invisible. Even then, there is a 10% chance that some alert sohei or monk will hear a whisper, a foot scrape across the cobblestones, or use his ki to sense the party’s presence. If the PCs are detected, all ten sohei and the monks move to capture the party. Captured PCs are taken before the Ruby Lama (see Event 12).

Otherwise, undetected parties must sneak through the second bridge tower, requiring a successful Dexterity check for each PC. Assuming the entire party makes it through the second tower, the Highest Bridge, leading from the rock spur to the monastery proper, poses a separate

problem for the party. If more than one character attempts to cross the bridge at once, there is a 10% chance per extra character that the bridge snaps. In this event, all characters on the bridge must make Dexterity checks with a -5 modifier or be sent plunging toward the base of the mountain, suffering 20d6 damage when they hit bottom. Those making successful checks manage to grab onto the broken bridge and can hold on until someone thinks of a way to rescue them.

In addition, because the bridge sways so much, any character crossing it must use both hands to steady himself (and therefore cannot carry anything in his arms or hands). Characters not using their hands to steady themselves must make a Dexterity check or fall off the bridge and suffer the same results as above. If they pass the first check, they must make a second Dexterity check or drop anything they were carrying.

The final obstacle presented by the bridge is the fact that even if the characters are invisible, there is a 50% chance that a guard will notice the bridge swaying as they attempt to cross. In this case, a pair of pendulums will swing out from the Twin Towers of the Highest Bridge and cut the bridge ropes. Any PC on the bridge must make a Dexterity check as if the bridge had broken (as outlined above).

Assuming the PCs make it across the bridge one way or another, continue with Event 7.

Statistics

Monks (one per PC): (5th level shukenjas) AC 6; MV 12; hp 15; #AT 2/1; Dmg 1-6 (foot or hand); THAC0 18; Str 10, Dex 12, Con 11, Int 10, Wis 12, Cha 9; AL NG; XP Value 650 each; SA Red Mountain martial arts style: #AT 2/ 1; Dmg 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick. SD focus ki to improve saving throw by +3.

Spells (each monk): *command*, *cure light wounds*, *detect magic*; *hold person*, *silence 15' radius*.

See Event 5 for the statistics of sixth level sohei (there are ten available for this encounter).



Event 7: Into the Red Mountain Monastery

The swaying
bridge from the
courtyard leads

between a pair of impregnable rock towers,
stopping before a huge iron gate.

DM's Notes. Assuming the PCs are approaching the iron gate with shaved heads and clad in itchy red robes, each time one of them crosses the bridge, the gates part to admit him into the Red Mountain monastery. Once the PCs are inside the monastery, they see that the Red Mountain Monastery has been literally carved out of the top of Rubilya Shan. A wide road runs around the inside perimeter of the exterior walls. Inside the perimeter road, narrower lanes have been carved through the rock. From the gate, it is possible to see the monks' cave-like meditation chambers that have been hollowed out of the rock, but none of the grander buildings located in the monastery. The main temple remains hidden behind the cliff-face containing the meditation chambers. It cannot be seen from anywhere inside the Red

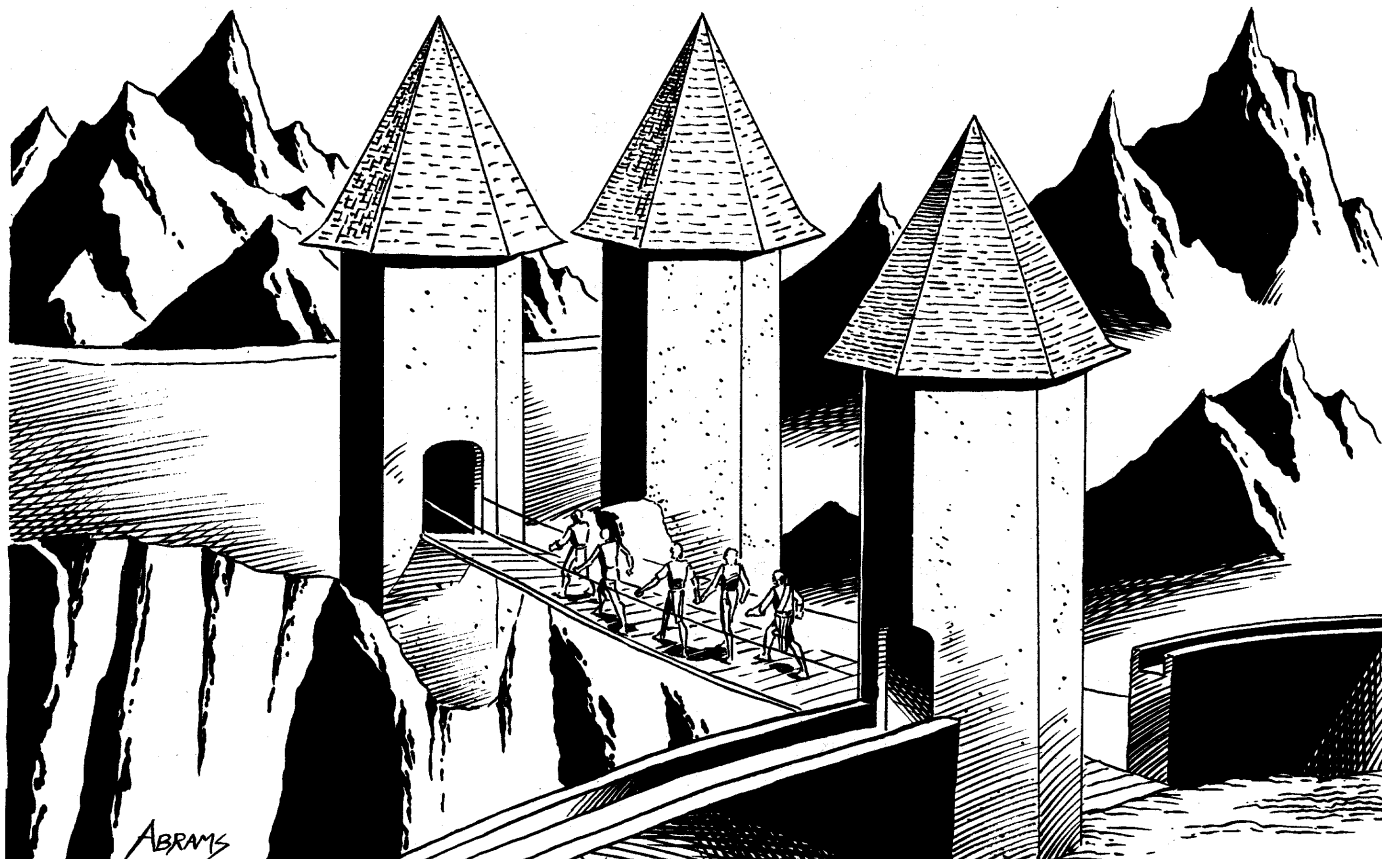
Mountain except its own courtyard (or from above.)

The monk who has been admitting the PCs bows deeply. "Welcome to our ranks, brothers (and sisters)," he says. "I'm certain that you must be very tired. I will show you to your meditation chambers."

The monk does not ask the names of the PCs or offer his own. If asked his name, he shakes his head and says, "You must separate yourselves from the things that bind you to the world."

Observant PCs will notice that the monastery seems almost deserted. The nameless monk will be glad to explain; this is the "hour of meditation." Most of the residents of the monastery are in their cells contemplating their insignificance in the vastness of the universe. He then asks the PCs to follow him to their own meditation cells, forestalling answers to the party's questions with an irritated "ssshhhh!" The most that he will say is that their questions will be answered in time.

Should the PCs find some way to coerce the monk into telling them about the monastery, he can reveal that it is dedicated to Furo, the Padhrasattva of Knowledge. Though he has not actually been accorded the privilege himself, it is rumored that through great devotion and careful study, one may actually be afforded the privilege of asking the Padhrasattva three questions. He





does not know how this is done, save that those who speak with Furo disappear into the Room of Unearthly Chants. The monk knows who Ambuchar Devayam and Tan Chin are, and can tell them that the Imaskari civilization once ruled Solon, but little else. He will seem puzzled by any reference to a library, but does not deny that it might exist deeper within the monastery.

Assuming the PCs follow the nameless monk, continue with Event 8. If the PCs sneak away (or in some other way disobey the monk), they are free to go anywhere they wish inside the monastery. As they move about, consult the event corresponding to the number on the map.

The Iron Gate. This gate is controlled from within the Twin Towers of the Highest Bridge. The guards within the towers open it only to admit new converts into the monastery, never to let them out. PCs attempting to scale it, pry it open, break it down, or bypass it magically will hear a voice from inside the Twin Towers of the Highest Bridge ordering them to cease and desist. Should the PCs continue their behavior, the twenty sohei in the towers rush out to force the player characters to obey. Party members captured during this confrontation will be taken before the Ruby Lama (see Event 12).

Sneaky PCs. PCs attempting to sneak into the monastery via this route must be very careful. If they open the iron gate, approach visibly (day or night), or make any noise, the guards in the Twin Towers automatically detect the intrusion and rush out to capture the party. If they are invisible and find some way to pass the gate without opening it, there is still a 20% chance that the guards will hear or otherwise sense the intrusion. If the PCs are using disguises to gain entry to the monastery, there is 35% chance that the sohei will not be fooled by the disguise. If the PCs have not shaved their heads, this chance increases to 75%.

Statistics

Nameless Monk (8th level shukenja): AC 6; MV 12; hp 24; #AT 2/1; Dmg 1-6 (hand and feet); THAC0 16; Str 12, Dex 11, Con 13, Int 12, Wis 14, Cha 13; AL NG; XP Value 2,000. SA Red Mountain martial arts style: #AT 2/1; Damage 1-6; AC 6; Principal Attack feet; Special maneuvers: circle kick, flying kick, back kick, choke hold, locking block. SD focus ki to improve saving throw by +3.

Spells: *command* (x2), *detect magic*, *faerie fire* (x2), *silence* 15' radius; *hold person*, *spiritual hammer*, *wyvern watch*; *prayer*, *detect lie*; *spell immunity*.

The statistics of the sohei inside the Twin Towers of the Highest Bridge are listed in Event 9.

Event 8: Meditation Chambers

The meditation chambers consist of nothing more than small, box-like caves carved directly into the side of the mountain. Each cave is six feet wide, six feet high, and six-feet deep, and has a steel door at the entrance. Since they are stacked four caves high, a ladder leading to the higher ones is carved into the rock right next to the caves.

DM's Notes. The nameless monk shows each PC into a cave and tells them not to trouble themselves with concerns about meals or work time. Someone will fetch them when the hour comes.

Should any PC object that he did not come here to meditate or to become a monk, the nameless monk simply shrugs his shoulders and says, "Well, it's too late now."

Unless a PC objects, the monk will shut the steel door at the entrance to the meditation chamber. These doors cannot be opened easily from the inside, though anyone making a successful lockpicking attempt has no trouble doing so. Otherwise, it is a simple matter to keep the door from locking by slipping some foreign article—such as the hem of a robe—into the latch. The nameless monk notices this, of course, but does not protest. If the PC had only asked, he would have been glad to leave the door open.

Leaving the Meditation Chambers. The "hour of meditation" that the monk spoke of continues for far longer than an hour. In fact, it never ends, at least while the PCs are in the monastery. Allow the PCs to stay in the chambers until they decide to leave. When they finally do, they will find everything in the monastery exactly the same as when they entered it—except, perhaps, that it will be night instead of day, or vice-versa. They are free to wander around the monastery at their leisure.

Sneaky PCs. PCs inside the monastery without permission have little to fear from the meditation chambers. All of the chambers with open doors are empty. Even if the PCs open one of the closed chambers, the monk inside is in such a deep trance that he won't even notice the PCs. The



only way the PCs can cause themselves any trouble is by physically disturbing one of the monks. Even then, the monk will not shout the

alarm unless the PCs are not wearing red robes and do not have shaved heads. (In this case, one of the guards in the Twin Towers will notice the trouble and have the alarm gong sounded. See Event 9.) There is nothing of any value in the chambers, and the only thing any monk will tell the party is to be quiet.

If the Alarm has been Sounded. Two monks will be busily opening the doors to the meditation chambers and summoning their fellows to arms. Unless the PCs are disguised or invisible, the monks will attack (to subdue) the PCs. There will be 1d10 standard monks available for combat per round, up to 300 monks. Of course, these monks will be in no mood to answer questions.

If coerced, however, they can tell the PCs little about the monastery save that it is dedicated to Furo, the Padhrasattva of Knowledge, and they have chosen to devote themselves to his worship in the hope of asking "the three questions." Monks of levels four and five know who Ambuchar Devayam and Tan Chin are, and are well-acquainted with legends about the magical might of the Imaskari, but can tell the PCs little that they do not already know.

Should the PCs be disguised, there is a 35% chance per turn that the monks will detect the disguise and attack as described previously. This chance goes up to 75% if the PCs' heads are not shaved, and down to 10% if the PCs are invisible.

Captured PCs will be taken before the Ruby Lama. See Event 12.

Statistics

Standard Monk (1st to 5th level Shukenja): AC 6; MV 12; hp 3 per level; #AT 2/ 1; Dmg 1-6 (feet); THAC0 20 (levels 1-3), 18 (levels 4-5); Str 11, Dex 13, Con 12, Int 11, Wis 13, Cha 12; AL NG; XP Value 120 (1st), 175 (2nd), 270 (3rd), 420 (4th), 650 (5th). SA Red Mountain martial arts style: #AT 2/ 1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick (1st, 2nd, 3rd, 4th, 5th), flying kick (2nd, 3rd, 4th, 5th), back kick (3rd, 4th, 5th), choke hold (4th, 5th), locking block (5th). SD focus ki to improve saving throw by +3.

Spells

First Level Monk: *command, protection from evil.*
Second Level Monk: *cure light wounds, detect magic, detect poison.*

Third Level: *entangle, faerie fire, magical stone, protection from evil.*

Fourth Level Monk: *command, cure light wounds, endure heat/endure cold, faerie fire; hold person.*

Fifth Level Monk: *command, cure light wounds, magical stone, sanctuary; hold person, wyvern watch.*

Event 9:

Twin Towers of the Highest Bridge

The two towers guarding the great iron gate stand about thirty feet tall and fifteen feet in diameter. Made of square-cut blocks of stone, they are ringed by small arrow slits, from which peer many watchful eyes. There are two entrances to each tower, one from the rampart walkway, and one from the perimeter road inside the wall.

DM's Notes. Inside, each tower consists of three levels: ground, wall, and lookout. The ground level contains several benches and tables. This is where the sohei meet at the beginning of each shift to receive their assignments. The door opening onto the perimeter road is guarded by two sohei, who will not allow anyone but another sohei into the tower.

The second floor is the armory. It contains 100 long bows (daikyu bows), 10,000 arrows, 100 naginatas, 100 bastard swords, and 100 daggers. On the wall closest to the iron gate, there is a large slit-type opening overlooking the suspension bridge. An eight-foot pendulum is secured into the slot by a hinge at its bottom. A hemp rope holds the pendulum in place and keeps it from swinging through the slot to sever the suspension bridge.

On the wall opposite the pendulum is a door leading to the top of the fortification wall surrounding the monastery. Directly outside the door is a six-foot gong, which is used only to sound a general alarm.

The door leading out to the rampart is guarded by two sohei. A third sohei is stationed in this room. His responsibility is to cut the rope holding the pendulum in place (upon being ordered to do so). Upon seeing any intruders, the guards call for help, then attack immediately. They do not send anyone to strike the gong outside the door, however, until it becomes apparent that the in-



truders are going to overpower them.

The third floor is the watchroom. Four sohei stand at windows located every 90 degrees around the room. A fifth sohei, the tower commander, stands in the center of this room, making sure the lookouts remain alert. They will attack any intruder coming into this room.

The sohei would die before revealing anything about the monastery, and in any case know very little except that it is dedicated to Furo, the Padhrasattva of Knowledge. Even the officers have never heard of Ambuchar Devayam, Tan Chin, or the Imaskari.

Alarm. Should one of the lookouts witness or hear a scuffle, or notice any intruders, the watch commander orders a man to ring the gong outside the second floor door. Once this alarm has been sounded, the PCs will find their task much more difficult (as outlined in each encounter).

Sneaky PCs. The only way the PCs will be permitted into either of the towers is if they are invisible. Even in this case, each PC entering a tower must make a successful Move Silently check or be detected.

If the Alarm has been Sounded. In the event that the gong has already been rung before the PCs reach the tower, all the exterior doors are shut and barred from the inside. The ten sohei inside each tower are manning the arrow slits, and fire at anybody within range who obviously does not belong in the Red Mountain monastery.

If it appears likely that the defenders could capture the intruders, the ten sohei in each tower will leave their posts to do so.

Statistics

Red Mountain Sohei (9 in each tower), (3rd level sohei): AC 3 (lamellar armor); MV 12; hp 15 each; #AT 1; Dmg 1-8 + 1 (naginata); THAC0 19 (includes + 1 bonus to hit); Str 13, Dex 11, Con 11, Int 12, Wis 12, Cha 10; AL NG; XP Value 120 each. SA: + 1 to hit and damage with naginata; once per day, focus ki energy for one turn, improving AC by 1, increasing movement by 3, and modifying to hit, damage, and saving throw rolls by + 1. Red Mountain martial arts style: #AT 2/ 1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick.

Red Mountain Sohei Commander (one in each tower), (7th level sohei): AC 3 (lamellar armor); MV 12; hp 35; #AT 1; Dmg 1-8 + 1 (bastard sword); THAC0 17 (includes + 1 bonus to hit); Str 13, Dex 11, Con 11, Int 12, Wis 12, Cha 10; AL NG; XP Value 270 each. SA: + 1 to hit and damage

with naginata; once per day, focus ki energy for one turn, improving AC by 1, increasing movement by 3, and modifying to hit, damage, and saving throw rolls by + 1; continue to fight after death, gaining +2 bonus on to hit and damage rolls, until reaching - 10 hit points. Red Mountain martial arts style: #AT 2/1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick, locking block. Spells: *remove fear* or *command*; *hold person* or *enthrall*.

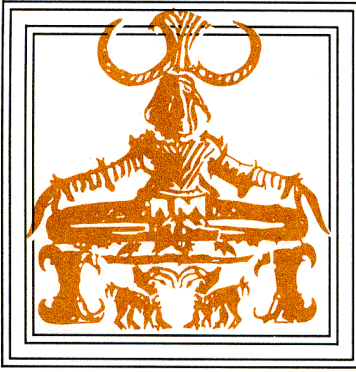
Event 10: Fortification Wall

The monastery's fortification wall stands fifteen feet tall. A pair of sentries armed with naginatas is stationed every fifty yards.

DM's Notes. There are sixteen pairs of sentries stationed along the entire length of the wall. One sentry watches outward and the other watches inward. However, because of the poor lines of sight inside the monastery, there is only a 10% chance that the sentries watching inward will notice any unusual or violent actions taken by the PCs, unless those actions occur on the perimeter road. This chance increases to 90% if the action creates even a moderate amount of noise, such as shouting, clanging weapons, magical noises or effects, etc.

In the event that the sentries do notice the PCs doing something wrong, they take the appropriate corrective measures. In the case of a minor infraction, such as continually opening meditation chamber doors, the appropriate corrective measure usually consists of sending a single sohei to explain that the PCs are behaving in an inappropriate manner. For serious infractions, such as ignoring warnings about minor infractions, entering the monastery without permission, or committing a violent act, the sentries sound the alarm and rush to attack.

If questioned, the sohei on the walls politely inform the PCs that they are not allowed to speak with the residents of the monastery except in the direct line of duty. Even if somehow coerced into conversation, they can tell the PCs nothing of the monastery except that it is dedicated to Furo, the Padhrasattva of Knowledge. They have dedicated their lives to protecting the monastery and those



within it, but as warriors they are not privileged to know its innermost secrets. The sohei know nothing of Ambuchar Devayam, Tan Chin, or the Imaskari.

Sneaky PCs. There is an 85% chance that the wall guards notice PCs attempting to scale the walls or fly into or out of the monastery. This chance falls to 15% if the PCs are invisible or if it is nighttime. The sohei treat such infiltrations as serious offenses, as outlined previously.

If the Alarm has been Sounded. Once someone has rung a gong, the duty of the sohei on the wall is to watch for trouble from the outside. They turn their attention outside the monastery, increasing their chance of spotting PCs attempting to scale the walls or fly into the monastery to 100% (50% if the PCs are invisible or if it is nighttime). In the event of a violent confrontation, one sohei at every post runs toward the fight. The other stays at his position, in case the fight is merely a diversion. Fearing diversionary tactics, the sohei on the walls do not react to any disturbances inside the monastery.

Statistics

The 16 guards on the walls are all 3rd level sohei. See Event 9 for the statistics of 3rd level sohei.

Event 11: Granary

A series of closed two-foot by two-foot wooden doors hang on a rough-hewn rock face. At the opposite end of the walkway, an ancient old man in the faded robes of a monk sits beneath one of the doors, his eyes closed in sleep.

DM's Notes. This is the monastery's granary, and the old man is the monastery's quartermaster. Should the PCs touch any of the wooden doors, the old man *teleports* to their side in the blink of an eye. What happens next depends upon how the PCs are dressed.

If they are wearing the robes of monks, the old man demands, "Where are your bowls?" Should the PCs present him anything but a wooden bowl, he frowns, then casually tosses it over his shoulder. The bowl sails over the wall and clear out of the monastery, disappearing into the junk pile at the bottom of Rubilya Shan.

If the PCs don't present any bowls (or incorrect bowls), the old man says, "Wait here," then *teleports* down to the opposite end of the walkway, opens one of the wooden doors and extracts a wooden bowl for each PC, then *teleports* back to



their side. "Rye, barley, wheat, what?" he asks. Assuming the PCs reply with the name of a grain, he opens one of the wooden doors and fills the bowl with the appropriate grain. Otherwise, he says, "Oats," then opens a door and fills each bowl with oats. After each PC's bowl is filled, he *teleports* back to his previous position and resumes his nap.

Exterminators. If the PCs are not dressed in monks' robes, the old man asks, "Did you come to take care of the rat problem?" Upon receiving a positive answer, the old man leads the PCs to the fifth wooden door and opens it for them, reminding them not to strike any fires.

Player characters crawling through the door find themselves wading through a dark, cavernous room filled chest-high with assorted grains. As the old man warned, PCs should think twice about starting a fire in here. Doing so causes the grain dust to explode for 4d10 points of damage to everybody inside (save vs. breath weapon for half-damage). Magical sources of light do not have this effect.

Two rounds after entering the cavernous chamber, five osquips in the room move to attack the PCs. If the cavern has been illuminated, PCs see five distinct ridges in the grain moving toward them, and do not have to roll for surprise. Otherwise, they suffer a -5 modifier to their surprise roll. During the battle, the PCs suffer a -2 modifier on their attack and damage rolls, due to impaired movement in the deep grain. The osquips suffer no such modifier.

Assuming the PCs destroy the osquips, they have made the old man very happy, and he will gladly tell them all he knows about the monastery. See "Old Man" below.

If the PCs answer negatively to the old man's question about coming to take care of the rat problem, or if they refuse to enter the granary, he grows suspicious. "Say," he says, "if you didn't come about the rats . . ." Before finishing the sentence, he *teleports* to the bridge towers and sounds the alarm gong.

Old Man. The old man is one of the monastery's oldest residents, and was with the party excavating the Great Temple when they stumbled upon Furo (see Event 20, The Great Temple). Unfortunately, the experience unbalanced him slightly, and he has been rather confused ever since. His fellow monks gave him the job of watching over the monastery's grain supplies, a position he has held now for several hundred years.

If the PCs get on his good side by destroying the osquips, he will gladly tell them all he knows

about the Red Mountain Monastery. He starts by describing how it was founded a thousand years ago as a refuge for those wishing to seek spiritual enlightenment, and then weaves a long and wearisome narrative. Finally, however, he will describe the excavation of the Great Temple and how they stumbled upon a great crystal-lined chamber containing "he who is not seen, but who is only felt, and who is the source of all knowledge."

If asked where this Great Temple is, the old man points at the column of (seemingly) solid rock in which the Meditation Caves have been carved. Further questioning reveals that the route to the Great Temple lies through the Room of Unearthly Chants and into the Hidden Fountain, "a journey of many decades."

The old man can provide no more useful information to the PCs. He does tell them that his "gifts" were bestowed upon him when he met Furo.

Should the old man be attacked, he defends himself for two rounds, then *teleports* away to sound the alarm.

Sneaky PCs. In his confusion, the old man assumes that any strangers sneaking through this area are the exterminators he has been begging the Ruby Lama to summon, and treats them as outlined above. Since he can automatically detect *invisibility*, he assumes invisible PCs to be exterminators as well.

If the Alarm has been Sounded. Once the gongs outside the bridge towers have been rung, the old man retreats into the granary and locks all the doors from the inside. He avoids the osquips by using his *invisibility to animals* spell. Both he and the osquips attack anybody breaking into the granary.

Statistics

Old Man (12th level shukenja): AC 6; MV 12; hp 30; #AT 2/ 1; Dmg 1-6 (feet); THAC0 14; Str 11, Dex 13, Con 12, Int 11, Wis 13, Cha 12; AL NG; XP Value 4,000. SA Red Mountain martial arts style: #AT 2/ 1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick, choke hold, locking block. SD focus ki to improve saving throw by +3, *teleport* at will (gift from Furo), *detect invisibility* at all times (gift from Furo).



Spells: *command, cure light wounds, detect magic, entangle, faerie fire, invisibility to animals, protection from evil; enthrall, find traps,*

hold person, slow poison; dispel magic, locate object, speak with dead; detect lie, neutralize poison, repel insects; cure critical wounds, dispel evil.

Osquips (5): AC 7; MV 12, burrow 1/2; HD 3 + 1; hp 16 each; #AT 1; Dmg 2-12; THAC0 16; AL nil; XP 120 each; SA and SD nil.

Event 12: Humble Abode of the Ruby Lama

On three different sides, magnificent alabaster stairways lead into this building of polished red marble. From inside comes a terrific, sonorous “hmmmm” that never varies in volume, pitch, or tone.

DM’s Notes. Unless the PCs have managed to get themselves captured and are being brought here under guard, they are free to enter the marble building as they choose.

Inside, thirty monks kneel on the cold marble floor. Although their eyes are closed, their attention seems to be focused on a dais at the east end of the room. There, a solitary man in a red robe sits in a cross-legged posture, his eyes closed and his arms held in a relaxed, palms-up posture. The blaring sonorous “hmm” comes from his throat alone.

Whether the PCs have been brought here as captives or have come of their own free will, the Ruby Lama reacts the same. As soon as the PCs enter the room, he asks, in a droning voice that exactly matches his humming, “What is it you wish in the Red Mountain Monastery?” He never opens his eyes.

Assuming the PCs answer truthfully (telling him that they have come to learn what Imaskari magic Ambuchar Devayam has recovered), the Ruby Lama replies, “If I answer your questions, do you promise to go in peace, never to tell anybody what you have seen here, and never to return?” As he speaks, the Ruby Lama uses his spells almost absent-mindedly to heal the party’s wounds (it’s a matter of hospitality).

A positive answer brings the following reply

from the Ruby Lama (spoken in a humming, nasal voice):

Ambuchar Devayam, one in the same as Tan Chin, has for centuries been digging in the ancient city of Solon, pursuing ancient Imaskari artifacts that will bestow even greater power and greater evil upon him. At last, he has found one, and now he marches upon Ra-Khati, hoping its power will prove enough to conquer the mountain kingdom.

The Ruby Lama stops, for that is all he personally knows of Ambuchar Devayam, and he is hoping that the PCs will require no more to assuage their curiosity. However, should the PCs press for more details, he will make up a few answers in the hope of sending them away without having to resort to violence. His most likely responses to the appropriate questions are listed below.

- **The Imaskari Empire:** an ancient kingdom of necromancers who delighted in playing nasty tricks upon their subjects. Their foul ceremonies and magical practices were responsible for bringing much of the evil that haunts the world into existence. They live on today in the many wicked artifacts that they created, which are known to take possession of the spirits of those who are foolish enough to wield them. (Partially false; the Imaskari weren’t necessarily necromancers; there was plenty of evil in the world before they arrived on the scene; and although their artifacts are undeniably wicked, the Imaskari themselves do not “live on” in the items—except, perhaps, in a few isolated cases.)

- **Ambuchar Devayam:** has recovered the *Bowl of Habba Rami*, which bestows upon him the ability to animate the dead and psychically control them. What he doesn’t realize, however, is that Habba Rami’s spirit is slowing taking over his own. (Completely false—the Ruby Lama is making an educated guess, and he’s way off the mark.)

- **Switching bodies:** this subject seems to confuse the Ruby Lama. He hesitates, faltering in his humming, then says, “Oh yeah—switching bodies. That’s always been one of Devayam’s abilities, even when he was Tan Chin.” According to the Ruby Lama, this is nothing new for the raja, although most sages are not aware of the fact. It can easily be countered, the lama claims, by using a mirror to reflect sunlight into his face. If he is struck down while the sunlight is reflected at him, he won’t be able to flee. (Again, incorrect—the Ruby Lama is making this up.)

- **Ambuchar’s Other Powers:** the Ruby Lama claims that these can be summed up in one word:



Lich. (Not true, although there are certain superficial similarities.)

The Ruby Lama does not mean to be cruel by misleading the PCs, and is, in fact, doing his best to provide them with educated guesses to their questions. Knowing that the PCs are a powerful force in their own right, and that he can never hope to force them to stay in the Red Mountain monastery against their will, he's trying to avoid bloodshed.

According to monastery rules, only monks who have proven their worthiness through long years of study and devotion may enter the Great Temple to speak with Furo. Thus, the PCs cannot be permitted to enter the Great Temple. By providing them with the answers above, the Ruby Lama hopes to send them away satisfied.

Unfortunately, the Ruby Lama doesn't practice dishonesty much, and the PCs stand a good chance of catching him in his lies. They can easily fluster him if they press him beyond the details outlined above. A *detect lie* spell will also reveal the Ruby Lama's dishonesty.

The Ruby Lama and his thirty standard monk disciples will make no move against the PCs unless they are foolish enough to attack first. The monks will, however, defend the Ruby Lama to the death if necessary, and the lama will use his full abilities to defend himself and his disciples.

When the PCs leave the Humble Abode of the Ruby Lama, the twenty sohei from the bridge towers wait outside to escort them out of the Red Mountain Monastery.

Statistics

Ruby Lama (20th level Shukenja): AC 6; MV 12; hp 45; #AT 2/1; Dmg 1-6 (feet); THAC0 8; Str 10, Dex 17, Con 15, Int 16, Wis 18, Cha 18; AL NG; XP Value 12,000. SA Red Mountain martial arts style: #AT 2/ 1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick, choke hold, locking block, fall, instant stand, hurl, great throw, pain touch, stunning touch, paralyzing touch. SD focus ki to improve saving throw by +3.

Spells: *bless, combine, command (x2), create water, detect evil, purify food and drink, protection from evil (x2), remove fear; augury, barkskin, chant, detect charm, enthrall, hold person, know alignment, silence 15' radius, slow poison; dispel magic, glyph of warding, locate object, remove curse, speak with dead, stone shape, water walk; cloak of bravery, cure serious wounds, detect lie, imbue with spell ability, neutralize poison; air*

walk, cure critical wounds, quest, true seeing; find the path, heal, stone tell; confusion, exaction.

Event 13: Room of Unearthly Chants

A cacophony of raucous squeals and wails drifts out of this dark tunnel. Despite the maddening quality of the clamor, a haunting rhythm and a rather eery melody underlie the racket.

DM's Notes. The tunnel continues only ten feet before reaching a filmy curtain of black gossamer. In addition to concealing the room beyond, the curtain gives the tunnel an impression of almost infinite depth.

Once the PCs slip past the curtain, it falls back into position and in its place appears a rock wall. The tunnel through which the PCs entered the room simply disappears. At this point, no other exits are visible to the party. (This is the result of permanent *veil* spells.)

In the center of the 30' x 30' room is a large table laden with honey bread and sweet drinks. Around the table are ten monks, each chanting and squealing his own peculiar mantra.

What happens next depends upon how the PCs are dressed. If they are wearing their normal clothes, and especially if they are carrying weapons, the monks rise and politely ask them to leave (repeating the request several times if necessary). Of course, even if the party desires to leave, it may not be able to comply since the exit has disappeared. Should the party refuse to do as asked (for any reason), the monks attack, striking to subdue. Prisoners are taken before the Ruby Lama (see Event 12). Should the party defeat all of the monks, they will have to use a *true seeing* spell, a *gem of seeing*, or a similar magical aid to detect the presence of the three doors in the room. Searching for secret doors will not reveal the veiled doors, and, as no saving throw is permitted against the veil spell, disbelieving the illusion has no effect.

Parties disguised as monks do not face such difficulties. When the PCs enter the room, one of the monks, this one dressed in a red silk robe, rises and bows to them, welcoming them to the Room of Unearthly Chanting. Guiding them to the table in the center of the room, he asks them to



eat, noting that it may be their last repast in quite some time. Each piece of bread eaten acts as a *cure light wounds* spell, and each

glass of liquid consumed acts as a *cure serious wounds spell*. The DM must take careful note of how much the PCs eat and drink and whether or not they treat the monk politely. Neither the bread nor the drink has any magical effect outside of this room.

After the PCs have eaten, the monk guides them to a spot on the hard rock floor, urging them to close their eyes in meditation and find their songs. He fully expects the PCs to remain in their meditation for a month or more, and ignores them for as long as they remain seated. The instant they rise, or indicate that they're looking for an exit, he joins them and asks, "Do you truly believe you are prepared for the next level of knowledge?"

After the PCs respond, the monk silences his fellows. If the PCs treated him with respect and partook of the food he offered with modest appetites, the *veil* guarding the door on the south side of the room is temporarily lifted, and the PCs may

enter the Chamber of a Thousand Temptations (see Event 15). On the other hand, if the PCs did not treat the monk politely, refused to partake of the food he offered, or made gluttons of themselves, the *veil* guarding the room on the north side of the room is temporarily lifted. The PCs may enter the Chamber of a Thousand Lessons (see Event 14).

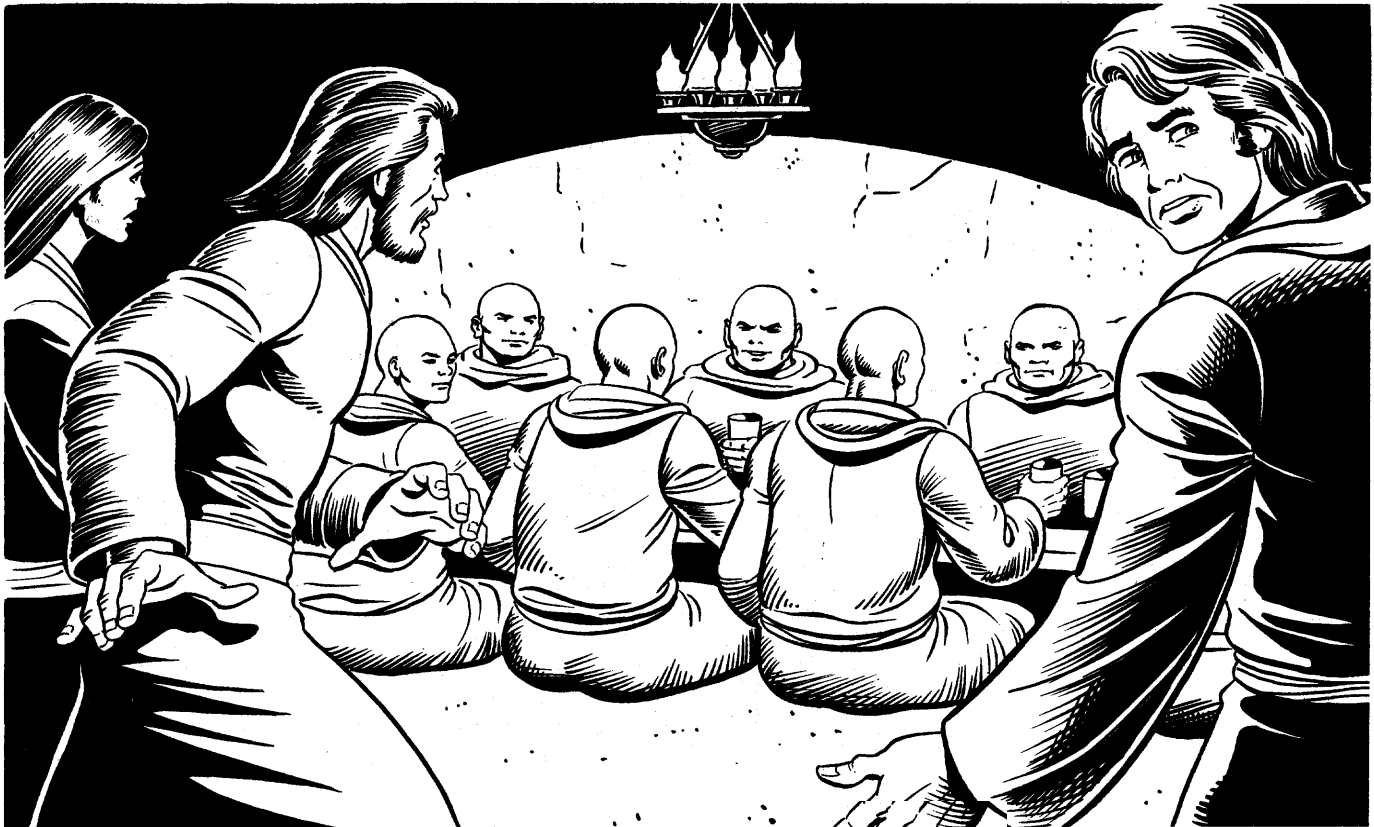
Sneaky PCs. There is a 15% chance per turn that the monks will notice invisible PCs. If the PCs are not invisible, they are noticed automatically. Parties that are noticed will be treated as outlined above.

If the Alarm has been Sounded. The alarm gongs cannot be heard in this room. The PCs will be treated as outlined above.

Statistics

Silk-robed Monk (7th level shukenja): AC 6; MV 12; hp 21; #AT 2/ 1; Dmg 1-6 (hand and feet); THAC0 16; Str 12, Dex 11, Con 13, Int 12, Wis 14, Cha 13; AL NG; XP Value 1,400. SA Red Mountain martial arts style: #AT 2/ 1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick, choke hold, locking block. SD focus ki to improve saving throw by +3.

Spells: *command*, *detect magic*, *detect poison*, *faerie fire*, *protection from evil*, *silence* 15' radius;





hold person, spiritual hammer, wyvern watch; detect lie, prayer.

See Event 8 for the statistics of the nine standard monks in this chamber.

Event 14: Chamber of a Thousand Lessons

Twenty feet down the tunnel, a glowing light shines from the window of a wooden door. Beneath the window is a brass knocker.

DM's Notes. Behind the PCs, the entrance to the Room of Unearthly Chants is sealed by another permanent *veil* spell.

Ahead of them, a clay golem waits on the other side of the door. It was created to teach manners to uncultured monks and, unlike most golems, it can speak. Additionally, it strikes for half-damage, unless it has been attacked. If the PCs fail to knock on the door when they enter the room, the golem attempts once to strike the first PC, chiding, "Knock first." Similarly, it attacks each PC who does not remember to say "Thank You" when entering the room. As it attacks, it admonishes them, saying "Say Thank-You." After the last PC enters the room, the door disappears behind him, concealed by a *veil* spell.

Next, the golem invites the PCs to take a seat at a dining table in the center of the room. If the gentlemen do not remember to hold the chairs for the ladies, the golem again attempts to hit them, reminding them of their duties. From a magical cabinet on the north end of the room, it proceeds to serve a meal of potato soup and goat's milk, always attacking PCs who behave with anything less than the politest courtesy, chiding them to remember their manners. Fortunately for the PCs, drinking a glass of goat's milk acts as a *cure serious wounds* spell and eating a bowl of the soup acts as a *cure critical wounds* spell. Neither the stew nor the milk have any magical effects outside this room. Should any PC attempt to drink more than one glass of goat's milk or eat more than one bowl of soup, the golem attacks, saying, "Don't be a glutton."

Should the PCs attack the golem at any time, it takes the blows without flinching, then says, "Now say you're sorry." If the PCs refuse, the golem attacks at full force. Since the door is concealed behind a *veil* spell, the party will find it difficult to flee.

As soon as the PCs demonstrate that they are capable of behaving in a polite manner, the *veil* spell concealing the exit is temporarily dispersed.

They may return to the Room of Unearthly Chants, where they will be greeted as in Event 13.

Sneaky PCs and If the Alarm has been Sounded. The golem treats all visitors to this room alike, whether or not they are visible, wearing monk's robes, or the alarm has been sounded.

Statistics

Clay Golem (1): AC 7; MV 7; HD 11; hp 50; #AT 1; Dmg 3-30; THAC0 9; AL N; XP 8,000; SA and SD struck only by magical blunt weapons; unaffected by magic spells except: *move earth*, which drives it back against the wall and inflicts 3d12 points of damage; *disintegrate*, which slows the golem for 1-6 rounds; *earthquake*, which inflicts 5d10 points of damage. Once per day and after one round of combat, can use the effects of a *haste* spell on itself for three rounds. Damage done by the golem can only be cured by the *heal* spell of cleric of level 17 or higher, or by any of the magical food in the Red Mountain monastery.

Event 15: Chamber of a Thousand Temptations

The short tunnel opens into a well-lit, 40' x 40' room. Two dozen monks sit cross-legged in meditation upon the floor. In the center of the room sits a table laden with golden, glowing apples and pears.

DM's Notes. After the PCs enter the room, the exit behind them is hidden by a permanent *veil* spell, as is the exit on the opposite side of the room.

If the PCs are not disguised as monks, and the occupants of the room can see them, the monks immediately attack to subdue. Prisoners are taken before the Ruby Lama (see Event 12).

Assuming the PCs appear to be monks, a monk dressed in robes of red silk rises to meet them. "As true monks of the Red Mountain Temple," he says, looking each PC over with a skeptical frown, "You are welcome to partake of the Fruit of Life before joining us in our meditations."

If the PCs were true monks of the Red Mountain Temple, the apples on the table would act as a *restoration* spell and the pears as a *heal* spell.



Unfortunately, unless they have decided to devote their lives to the Red Mountain monastery, the PCs are not true monks.

Therefore, if they eat the fruit, the effects are not beneficial. Anyone biting one of the apples loses life experience (as if he had been hit by a spectre, except that the loss of life experience is only one level). Anyone biting into a pear must save vs. poison or suffer the effects of Type I poisoning, suffering 30 points of damage (save vs. poison again for half-damage) within 2-12 minutes. As soon as the monks in this room witness any ill effects of the apples or pears on the PCs, they realize that the party members are impostors and attack to subdue.

On the other hand, if the PCs are wise enough not to eat the fruit, the *veiled* exit on the opposite side of the room becomes temporarily visible, and they can leave immediately (proceed with Event 16).

Sneaky PCs. There is a 25% chance per turn that invisible PCs will be detected in this room. If they are not invisible, they are detected immediately, and the monks react as outlined above.

If the Alarm has been Sounded. The alarm gongs are not audible in this room.

Statistics

Silk-robed Monk (10th level shukenja): AC 6; MV 12; hp 28; #AT 2/1; Dmg 1-6 (hand and feet); THAC0 16; Str 12, Dex 11, Con 13, Int 12, Wis 14, Cha 13; AL NG; XP Value 2,000. SA Red Mountain martial arts style: #AT 2/1; Damage 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick, choke hold, locking block, incapacitator, immobilizing. SD focus ki to improve saving throw by +3.

Spells: *command*, *cure light wounds*, *detect magic*, *detect poison*, *faerie fire*, *remove fear*, *silence 15' radius*; *hold person*, *slow poison*, *spiritual hammer*, *wyvern watch*; *cure disease*, *prayer*; *detect lie*, *neutralize poison*; *cure critical wounds*.

See Event 8 for the statistics of the nine standard monks in this chamber.

Event 16: Chamber of Silk

A film of luminous, sticky gossamer guards the exit to this tunnel.

DM's Notes. Behind the PCs, the entrance to the Chamber of a Thousand Temptations is sealed by a *veil* spell. Ahead of them, the Chamber of Silk is filled top to bottom with thick, sticky cords of silk. The luminous web is strung so thickly that it is impossible to see more than two feet in front of one's face. As the PCs enter the room, they hear the muffled voices of monks proudly proclaiming that they've found the exit.

The web is so thick and powerful that the character in the lead must make a successful Strength check to take each step (which advances him about 2½ feet.) Assuming the rest of the party is close behind, they can follow the hole he creates and are not required to make Strength checks. As the party progresses through the room, a huge spider scurries up behind them and immediately repairs the hole they have made in the web. It leaves the party alone unless attacked. Should the spider be attacked, or if the party tries to burn the web, one spider for each party member appears at the beginning of the next round and joins the fray.

The webs are so sticky that they will not catch fire unless exposed to flame for at least three rounds. Only flames of intensity greater than a torch or of magical nature will light the webs. The webs then smolder for one round and burn out, leaving a hole one foot in diameter and an unbearable, choking stench.

After the party has advanced ten feet, ask the character in the lead which direction he is going. He must make a successful Wisdom check to actually be traveling in the desired direction. Otherwise, roll 1d4. On a roll of 1, he veers 90 degrees to the left; on a 2, he veers 45 degrees to the left; on a 3, he veers 45 degrees to the right; and on a 4, he veers 90 degrees to the right. The leader must make a similar ability check every ten feet.

No matter where he is when he finally reaches a wall, he sees a tunnel ahead of him. Unless he has actually reached the exit in the southwest corner of the room, the tunnel is the result of a permanent *hallucinatory terrain* spell. The leader and his entire party can proceed down the winding "tunnel" as far as they like and it never ends. In fact, the PCs are simply marching in place in the Chamber of Silk. They find a similar "tunnel" at any wall they reach.

If the *hallucinatory terrain* spell is avoided in one of the normal ways, the only tunnel that the PCs will find along the walls is the true exit. For purposes of *dispelling the hallucinatory terrain*, treat it as if the spell had been cast by an 10th-level wizard.



Sneaky PCs and If the Alarm has Been Sounded. The effects of this room are the same no matter how the PCs are dressed, whether or not they are invisible, and whether or not the alarm gong has been sounded.

Statistics

Huge Spiders (one for each PC): AC 6; MV 18; HD 2 +2; hp 12 each; #AT 1; Dmg 1-6; THAC0 19; AL N; XP 270; SA and SD type A poison, 15/0 damage, with + 1 modifier to victim's saving throw.

Event 17: Tunnel of Fear

This tunnel is as cold and dark as a lich's heart. Behind you, the luminous web of the Chamber of Silk glows with soft, reassuring light.

DM's Notes. The web does not disappear when the PCs leave the room. As they advance down the corridor, they meet a series of horrors at the first four turns: a ghoul, a carrion crawler, a hell hound, and a vampire. Any character retreating from any one of these horrors must make a save vs. paralyzation or flee to the Chamber of Silk. Once he reaches the Chamber, he must roll 1d10 to determine the distance in feet he fled into the chamber before regaining control. Of course, a huge spider appears right behind him and repairs the web, and he must once again find his way out of the room as outlined in Event 16.

PCs who continue resolutely forward when encountering these horrors meet no resistance, and discover that each monster was an illusion. After the fourth corner, they meet no more horrors until reaching the T-intersection in the corridor.

At the T-intersection, however, they meet a hungry dire wolf. As before, any PC retreating from it must save vs. paralyzation or flee into the Chamber of Silk. Unlike the previous creatures, this wolf is real, and attacks anybody attempting to move past it.

After the PCs are past the dire wolf, they encounter a werewolf. Again, anybody retreating must save vs. paralyzation or return to the Chamber of Silk (if the dire wolf is still alive, it attacks as they pass). If they turned north (right) at the T-intersection, the werewolf is real and attacks. (In this corridor, the werewolf may be hit and damaged by hands and feet as well as silver weapons.) If they turned south (left), the werewolf is an illusion and allows them to pass. Once the PCs suc-

cessfully negotiate this corridor, continue with Event 18.

Statistics

Dire Wolf (1): AC 6; MV 18; HD 4+4; hp 24; #AT 1; Dmg 2-8; THAC0 15; AL N; XP 175; SA and SD nil.

Werewolf (1): AC 5; MV 15; HD 4 +3; hp 23; #AT 1; Dmg 2-8; THAC0 15; AL CE; XP 420; SA and SD hit only by hands, feet, and silver weapons.

Event 18: The Hidden Fountain

The tunnel opens into a steamy room lit by the glowing waters of a boiling font. A small staircase leads up the exterior wall of the basin, ending at a small wooden platform that extends three feet over the pool.

DM's Notes. The golden waters of the font are indeed boiling, and inflict 1d6 points of damage on anybody placing bare skin in contact with them. They are also magical, acting as a *heal* spell on anybody drinking them. (If a PC attempts to drink the water while it is still boiling, the character suffers 1d6 points of damage followed immediately by the effects of the *heal* spell. If the water is allowed to cool to a tolerable temperature, the character receives the benefits of the *heal* spell without suffering damage as long as the water is not taken out of the room.) The waters lose their color and have no magical effect if removed from this room.

The platform is made of a rather flexible and springy wood, but it isn't a diving board. Anyone stepping off the platform does not fall into the water. Instead, he is *teleported* to a similar font in the Inner Court Before the Great Temple. As a PC completes his step, he finds himself on a similar platform before the Great Temple itself (see Event 19).

Anybody diving head-first off the board is *teleported* to the font as above, but since he cannot step onto the platform there, he is immediately *teleported* back. From the perspective of any on-lookers, he keeps appearing above the font every half-second or so. The unfortunate victim remains in this infinite loop until one of his friends attempts to grab him and makes a successful Dexterity check at - 4. Alternatively, the individual may free himself by grabbing onto one of the



the loop in the Inner Court before the Great Temple, and the other is bumped out in this room.

Statistics

Water Weirds (6): AC 4; MV 12; HD 3 +3; hp 25, 23, 20, 17, 14, 9; #AT 0; Dmg Nil; SA Drowning; SD disrupted if reduced to 0 hp, reforming after two rounds; MR None; XP 420 each; AL CE; THAC0 15.

Event 19: Inner Court Before the Great Temple

You appear over a font of boiling, golden water. This font sits in the middle of a large courtyard of polished stone. Ten feet away stands a great temple carved out of solid rock.

DM's Notes. PCs standing upright may step onto the wooden platform extending over the font, then descend the short stairway into the courtyard. PCs not standing upright are immediately *teleported* back to the Hidden Fountain, then back here, then back there, ad infinitum. See Event 18 for guidelines on breaking the loop.

There are several monks relaxing in this courtyard (one per PC). The monks do not bother the PCs unless the PCs bother them. They politely decline to answer any questions, pointing to a sign which hangs over the entrance to a tunnel. The sign, written in ancient Imaskari, appeared there mysteriously one day after Furo grew weary of constantly having the limits of his knowledge tested by mere mortals. It says, "If I don't know it, it isn't knowledge."

Unfortunately, in Khazari, the sign also reads, "Silence is golden." The monks of the Red Mountain Temple interpreted the sign to mean that Furo wanted to answer no more questions, and are patiently waiting for the day that it disappears so that they may ask the three questions that they have struggled so long and hard to be permitted to ask. Because he finds the monks' mistake ironically funny, Furo has not bothered to correct the error.

If the PCs received the crystal bowls in the Yellow Mountain Monastery, follow the same procedure as outlined in Event 18. Only the bowl that was not placed in the first fountain will be available to be placed in this fountain.

Sneaky PCs and If the Alarm has been Sounded. The monks assume that the party, having advanced through the tests between the Room of Unearthly Chants and the Hidden Fountain, has every right to be here. Even if they are dressed inappropriately and behave strangely,

the monks do not bother them. The only exception to this is if the PCs enter the courtyard from above (such as by climbing or flying). In this case, speaking in hushed voices, the monks politely inform the PCs that they must seek admittance through normal channels. They will fight to enforce this one rule if they must.

Statistics

Advanced Monks (one per PC) (12th level shukenjas): AC 6; MV 12; hp 30; #AT 2/ 1; Dmg 1-6 (hand and feet); THAC0 16; Str 12, Dex 11, Con 13, Int 12, Wis 14, Cha 13; AL NG; XP Value 4,000. SA Red Mountain martial arts style: #AT 2/ 1; Dmg 1-6; AC 6; Principal Attack: feet; Special maneuvers: circle kick, flying kick, back kick, choke hold, locking block, incapacitator, immobilizing, fall, instant stand, hurl, great throw. SD focus ki to improve saving throw by +3.

Spells: *bless, command, cure light wounds, detect magic, faerie fire, endure heat/endure cold, protection from evil, silence 15' radius; barkskin, hold person, resist fire, spiritual hammer; dispel magic, prayer, remove paralysis; detect lie, neutralize poison, protection from lightning; cure critical wounds, quest.*

Event 20: The Great Temple

The interior of the Great Temple is lit with a soft, alabaster light that doesn't seem to come from any particular source. Directly ahead is a magnificent room capped by a sparkling dome of gold. On the other side of the room, a curtain of rubies guards the entrance to a chamber in the back of the temple.

DM's Notes. From this point forward, the manner in which the PCs reached the Great Temple is not important—only their present actions. Therefore, there are no longer any *Sneaky PCs* or *If the Alarm has been Sounded* subsections from this point onward.

The dome ahead of the PCs is made of fool's gold and the curtain is made of colored glass. When the Great Temple was originally carved, the dome was made of genuine gold and the curtain was strung with real rubies, but Furo, who has no use for such ostentation, changed them to gaudy imitations—his way of reminding the monks of



the Red Mountain that all wealth is illusory.

Each time a PC steps into the domed room in the center of the temple, he finds him-

self wandering around the inner courtyard outside (having been *teleported* there by Furo). The only way to reach the ruby curtain is to circumvent the domed room by moving through the rooms on the side of the temple. In each room, the PCs face a subtle test. Although they can continue advancing if they fail the test, achieving their goal will be much less costly if they perform well in these trials.

Event 21: The Shining Sword

A huge, shining sword rests upon a pedestal in the center of this room. A mighty voice says, "This is the path of battle. To walk it, you must have Strength, Courage, and Stamina."

DM's Notes. Any PC entering the room may grasp the sword. As soon as he does so, he is confronted by a tiny (4' tall) umber hulk. When describing the creature, be sure to emphasize the diminutive size of the umber hulk.

The umber hulk attacks immediately, always placing itself between the PC(s) and the exit to the room. Despite its slow speed, this attempt is always successful.

For purposes of attack rolls, the sword acts as a +5 sword against the umber hulk. However, while wielding the sword, none of the PCs do any damage to the umber hulk. As soon as the bearer casts the sword aside, however, and attacks the umber hulk successfully in a different manner, it drops dead and crumbles to dust. The same voice that spoke earlier says, "Place your faith in yourself, not your weapons."

Any damage caused by the umber hulk is real.

If no PC picks up the sword, the umber hulk does not appear. The voice simply says, "It is wise to place faith in yourself and not your weapons."

Statistics

Umbur Hulk (1): AC 2; MV 6; HD 8 +8; hp 16; #AT 3; Dmg 2-8/2-8/ 1-6; THAC0 11; AL CE; XP 4,000; SA and SD nil.

Event 22: The Impassable Chasm

A narrow rift runs down the center of this room. Though no more than four feet wide, it appears to be immeasurably deep. Propped against one wall is a sturdy ladder.

DM's Notes. An invisible *wall of force* hangs vertically over the center of the chasm. Any PC attempting to leap the rift smashes into this wall, taking one point of damage for each point of Strength he possesses. He must also make a Dexterity check to grab onto the edge of the chasm. Unless the party has taken precautions against such eventualities, the PC falls into the rift, suffering 20d6 damage when he lands on the floor a thousand feet below. The bottom of the rift is so dark that the PC cannot be seen from the top of the rift.

When any PC hits the *wall of force*, a voice says, "Look before you leap."

The *wall of force* can be detected normally. Fortunately for the PCs, it can also be easily avoided. The wall ends three feet above the chasm. If the ladder is laid across the chasm, the PCs can crawl across it, easily remaining beneath the wall. From the other side of the chasm, the *wall of force* is visible. There is a message written in Imaskari upon it: "It is wise to look before you leap." Unfortunately, this message could be mistaken for "Lover's Leap" in Khazari.

Event 23: The Penned Hulk

Most of this room is filled by a golden fence. Inside this peculiar pen is what looks like a large—in fact, huge—umber hulk. There are two routes to the far side of the room—through a gate leading into the giant, enormous umber hulk's pen, or by following a narrow path of yellow bricks that circumvents the pen and runs around the perimeter of the room.

DM's Notes. If the PCs follow the yellow brick path, the hulk cannot reach them. It comes over to the edge of the pen and, in eloquent Common, says, "It is wise not to place *too* much faith in yourself." If the PCs step into the pen, however, the umber hulk attacks immediately and ferociously. In this case, a voice says, "Do not place *too* much faith in yourselves,"

From this room, the PCs may slip along the edge of the domed chamber and step through the ruby curtain. Continue with Event 27.



Umbur Hulk (1): AC 2; MV 6; HD 8 + 8; hp 58; #AT 3; Dmg 3-12/3-12/1-10; THAC0 11; AL CE; XP 4,000; SA and SD nil.

Event 24: Strange Followers

In the middle of this room, a golden crown floats in the air. A resonant voice says, "This is the path of leadership. To walk it, you must have conviction, patience and understanding."

DM's Notes. As the PCs enter the room, a dozen bugbears appear on the far side. They face the PC with the highest Charisma and bow to him respectfully.

If the PC puts the crown on his head, the bugbears laugh, then say, "It takes more than a crown to make a chief!" They attack, stopping only after at least half of their number have been disabled, at which time the survivors stop fighting and declare that they have a new chief.

If the PC does not take the crown, the bugbears nod approvingly, saying to each other, "He knows it takes more than a crown to make a chief."

Statistics

Bugbears (12): AC 5; MV 9; HD 3 + 1; hp 16; #AT 1; Dmg 2-8; THAC0 17; AL CE; XP 120; SA and SD +2 to damage.

Event 25: The Only Way to Lead

In the center of this room stands a rather peculiar lion. In addition to its own head, it also has the head of a goat and the head of a dragon. Its back legs appear to belong to a goat rather than a lion, and from its back sprouts a pair of leathery wings.

DM's Notes. There is clearly no way around the chimera. Assuming the PC with the highest Charisma leads the charge, the bugbears leap into the fray ahead of him and take the brunt of the damage. However, if their "chief" does not personally lead the attack, the bugbears say "the heck with this program" and flee (they will not return). The PCs will then have to work their way past the chimera alone.

Regardless of the outcome of the battle, a resonant voice says, "The only way to lead is by example."

Statistics

Chimera (1): AC 6/5/2; MV 9; HD 9; hp 45; #AT 6; Dmg 1-3/ 1-3/ 1-4/ 1-4/ 2-8/3-12; THAC0 11; AL CE; XP 5,000; SA and SD dragon breath (3d8).

Event 26: Bargain

In the corner of this room is a humanoid with long pointy ears, hunched shoulders, long lanky arms, short spindly legs, and a large pot-belly. Its hands have only a thumb and three long fingers that end in razor-sharp claws. The ugly brute is looming over a frightened young woman whom it seems to have caught in a vicious-looking man-trap.

DM's Notes. When the ettercap sees the PCs, it turns and frowns at them. Then it says, "I have no quarrel with you. Let us leave each other in peace."

Under no circumstances does the ettercap agree to release the girl, and it is quite open about the fact that it intends to have her for its dinner.

Any surviving bugbears are all in favor of leaving the ettercap alone. At the first sign of combat, they step back and fold their arms, saying they want no part of risking their lives for "noble causes."

Should the PCs be foolish enough to agree to the ettercap's terms, it attacks the leader as soon as his back is turned. The bugbears make no move to help, commenting that anybody foolish enough to trust an ettercap deserves what he gets. No matter how this encounter turns out, they leave as soon as it has ended.

When the event ends, a resonant voice says, "Make of this what you will."

Statistics

Ettercap (1): AC 6; MV 12; HD 5; hp 25; #AT 3; Dmg 1-3/ 1-3/ 1-8; THAC0 15; AL NE; XP 975; SA and SD poison, save vs. death or die in 1-4 turns.



Event 27: Furo

As the curtains of ruby-colored glass part, the air is filled with the sweet tones of a harp. A short

tunnel leads to a spherical room bathed in purple light. Scattered over the floor are a dozen fluffy cushions. Beyond this room is what appears to be a bubble in the mountain filled with glowing crystals of purple amethyst.

DM's Notes. The PCs have reached Furo's audience chamber. When the original monks were carving the Great Temple out of the Rubilya Shan, they inadvertently exposed the home of the Padhrasattva of knowledge, Furo. Fortunately for them, Furo is not given to fits of anger. Instead, he graciously allowed them to dedicate their Great Temple, and eventually the entire Red Mountain monastery, to him. Occasionally, he even answers a few questions for those who have proven themselves worthy.

Furo's form is insubstantial; therefore, he can neither be seen nor touched, but his presence is clearly felt in this room. He welcomes the PCs to

his chamber by greeting them each by name, then saying, "Welcome. You have come far. I hope you will consider my instruction well. It should prove useful in the days to come." (He is, of course, referring to the series of trials the PCs underwent within the Great Temple.)

After the PCs respond, Furo says, "Of course, I know why you are here. You have many questions, but I will answer only three, so choose carefully."

Furo will indeed answer three questions for the PCs. If asked anything that the Padhrasattva of knowledge could not answer, his standard response is, "I do not know the answer to your question. What you seek is not knowledge." Should the PCs ask Furo for the answer to any question that would bestow too much power upon them, or which the DM would rather not answer for reasons of his own campaign, Furo's standard answer is, "My knowledge is infinite, so I realize that you are not capable of understanding the answer to this question at this time."

Presumably, the PCs have come to ask questions about Ambuchar Devayam/Tan Chin. Consult the raja's description on the interior gatefold to answer these questions. There is nothing in this description that Furo does not tell the PCs if properly asked. However, he will not directly convey game statistics. Instead, he speaks in com-





parisons, describing a Strength of 19 as “that of a hill giant,” etc.

Coercing Yamun with Furo’s help. Clever PCs may realize that there is a surer way to convince Yamun Khahan to do as they ask than gathering information about Ambuchar Devayam. If they ask Furo to tell them some private detail about the khahan that he would not want revealed, the Padhrasattva of knowledge rolls with laughter, causing the amethyst crystals in his home to flash and sparkle.

Finally, he observes, “Truly, it is a foolish man who believes that the shortest way from one point to another is a straight line.” He then warns the PCs that they must be very careful when threatening the khahan, for the easiest way to deal with a blackmailer is to eliminate him. Nevertheless, Furo tells the PCs that Yamun’s greatest fear is that someone will realize he started the war against Shou Lung not because they tried to assassinate him, but simply because he was afraid that without someone to fight, his empire would fall apart. If he had succeeded in capturing Shou Lung, this would have been an acceptable reason that no one would have questioned. But since he failed, it might go badly for his plans to invade Cormyr if someone were to press this particular subject.

Parting Gift. After the PCs have asked their last question, Furo tells them that he has enjoyed their company, and he has a gift for them. The first thing he does is *heal* the entire party, *neutralizing* any poison that anyone may be suffering. However, he will not restore any lost levels or permanently lowered Attribute scores.

Next, a purple gem floats out to each party member (to a maximum of eight). In order of appearance, the gems are: *gem of seeing*, *gem of Lawful Good* alignment (converts possessor to Lawful Good alignment and bestows a Strength of 18/51 for as long as the gem is possessed; owner reverts to his previous alignment if the gem passes out of his possession; owner suffers loss of 10% to his experience point total if he performs an act contradictory to lawful good alignment), *gem of insight*, *gem of brightness*, *gem of power* (same as *pearl of power*), *gem of life protection* (same as *amulet of life protection*), *gem of wound closure* (same as *periapt of wound closure*), *gem of protection* (same as *scarab of protection*).

Furo will give out a maximum of one gem per PC. Under no circumstances will any PC be given more than one gem.

After the PCs have received their rewards, Furo produces a scroll and gives it to the party’s high-

est ranking wizard. On the scroll is a special *teleport* spell that will allow the wizard to *teleport* the entire party to any point he can see—once.

Furo tells the wizard that he will have need of the scroll and should not waste it, then dismisses the party without answering any further questions.

Upon leaving the audience chamber, the PCs’ bodies glow with a bright purple light—Furo’s sign to the monks that the PCs are not to be harassed. They may leave in peace. Aided by the *gem of true seeing*, they will encounter no trouble when they retrace their steps from the Hidden Fountain to the Room of Unearthly Chants. They will be permitted to leave the monastery without any trouble, though most monks will fall prone and touch their foreheads to the ground as the PCs pass.

At the bottom of Rubilya Shan, they may recover their horses. Continue with Part III.





Part III: Blood Charge

What the PCs choose to do after leaving the Red Mountain monastery depends upon how long they spent within its confines. When they left the horde, Yamun Khahan warned them that they had less than two days to meet him in Alashan, or the horde would be gone. In addition to penetrating the very core of the Red Mountain Monastery, they must travel a total of more than a hundred miles during that short time.

There is a very real possibility that the party has already missed its deadline and decided not to return to Alashan. It is even possible that in Part I, they decided they did not need the Tuigan army that Gaumahavi requested in Part I. In either of these cases, they will probably ride south alone. If they go to the Great Chain Bridge outside the Deserted City of Kushk, begin Part III with Event 1. If they go directly to Solon, begin Part III with Event 6.

Assuming the PCs took Kojā's advice and went to the Red Mountain Monastery to see what they

could learn about Ambuchar Devayam, and that they decided to return to Alashan when they finished, begin Part III with Event 2.

Event 1: Ra-Khati Falls

Several miles to the southwest, the snowy spire of the Sacred Mountain of Kus scrapes the sky. In this desolate land, it seems a permanent grave-marking for the once-great City of Kushk, commemorating tiny Ra-Khati's victory over the encroachment of Solon's evil raja.

Unfortunately, the cloud of dust at the Great Chain Bridge evinces the Hidden Kingdom's need to defend itself once again. This time, it may not prevail. A mass of 10,000 soldiers—most of them in rather advanced states of decay—is pressing onto the Great Chain Bridge. On the far side of the bridge, a meager force of 2,000 orange-clad monks opposes them.





DM's Notes. The PCs are within one turn's ride of the rear ranks of the undead column. In the confusion of battle, it is impossible to pick out minor commanders or the dalai lama. PCs looking for Ambuchar Devayam, however, notice a gaunt individual standing upon a hillock that overlooks the battle. He is surrounded by six shadowy forms (his dowagu bodyguards). PCs somehow capable of getting a better look at the figure see that his white hair is coarse and brittle, his skin is ivory white, and in place of eyes he has glowing golden orbs.

As the PCs approach the battle, or after a few minutes of watching, a snaky trail of purple dust coalesces in the air above the bridge. Almost immediately, Gaumahavi assumes corporeal form and lands in the midst of the undead. Though she looks terribly weak and tired, within seconds, she is hurling zombies and wights off the bridge in all directions.

Devayam's form disappears into a sphere of blackness (20' diameter). Escorted by the writhing dowagu, the dark ball soars over the battlefield and descends on the purple dragon. An instant later, the dark ball rises high into the air above the chasm. Judging by the eighty feet of Gaumahavi's body visible protruding from the sphere, it is clear that she and the raja are having a terrible battle. The dowagu are certainly doing their part, whirling around the visible parts of her body like mower blades.

Give the PCs a chance to aid Gaumahavi. Reaching the fight will prove difficult, unless the PCs have some means of flying over the army gathered in front of the bridge, so they may elect to charge into battle. In this case, each PC will be attacked by four zombies and one wight each round. Should the PCs use the *Stone Sceptre of Shih* or some other form of protection to keep the undead at bay, each one will be attacked by one of the lieutenants who commands the Solonese units (each round). Unfortunately, nothing the PCs can do will alter the tide of battle (though they might destroy a considerable portion of the raja's army) and events will proceed as outlined under "The Tide of Battle" below.

Assuming they go to aid Gaumahavi, several dowagu wither and plunge into the chasm below as they approach. A moment later, however, Gaumahavi is the one that falls out of the dark sphere. Her limp body plummets into the chasm.

Gaumahavi's Last Words. Should the PCs go after the purple dragon, they find her broken body lying across several boulders that stick out of the Jumpa River. As they approach, she looks at them out of one weary eye, then, in a voice that sounds like the sick whisper of a dying wind she says, "Where is your army?"

After the PCs reply, Gaumahavi sighs. "Then all is lost—the raja will win—" she is interrupted by a cough that sends whirlwinds of powdery purple silt spinning through the canyon. Finally, recovering her strength, she says, "There is only one chance. I have injured Devayam badly. If you attack him now, perhaps you can . . ." Her voice trails off. Her body dissolves into purple dust and is carried off by the river.

The PCs can do nothing to aid the purple dragon.

The Tide of Battle. After Gaumahavi falls, the monks of Ra-Khati lose heart. The Raja's undead army gains the other side of the bridge, then, led by the three surviving dowagu, spills into the Hidden Kingdom like a plague of locusts.

PCs searching for Devayam notice a black sphere drifting away from the battle. As they watch, the sphere dissolves. In its place is the limp, lifeless body that Ambuchar Devayam had been occupying. Lying on its back in the air, its head and limbs dangling toward the earth, the lifeless body floats toward Solon with ever increasing speed.

After his body was destroyed battling Gaumahavi, Devayam stayed around long enough to be sure his forces could exploit his victory. He is now returning to Solon to change bodies.

If Princess Bhrokiti is with the PCs at this point, she begs them to find a safe way to return her to her people. Should the PCs think of a way of doing this (such as *teleporting* her to the other side of the chasm), she thanks them profusely and wishes them the best of luck in Solon. Otherwise, she reluctantly remains with the party, sadly voicing her wish to join her countrymen in defense of Ra-Khati.

Statistics

See "Ambuchar Devayam" on the interior gatefold for the raja's statistics. See the inside cover for the dowagu's statistics, and the outside gatefold for Gaumahavi's statistics. For the statistics of standard zombies, wights, and Solonese lieutenants, see the Introduction.

Event 2: Convincing Yamun to Help

Alashan sits astride the Silk Road, where it crosses the only pass through the rugged mountains guarding Khazari's western frontier. Although the western side of the city is heavily



fortified, it is flanked on both sides by impassable mountains, so its eastern side is guarded by only a small wall.

DM's Notes. If the PCs have reached Alashan within three days (72 hours) of parting ways with the Tuigan, they find Yamun Khahan preparing to get underway. (Hubadai convinced his father to wait an extra day.)

Yamun receives the PCs in the mayor's palace, which he has commandeered (after all, he is the emperor of Khazari). With him are his advisors. "What have you discovered?" he asks.

If the PCs' report does not contain most of the basic information included in the description of Ambuchar Devayam in the Introduction, Yamun frowns and says, "Your report does not agree with what my priests have learned from Teylas. We will not send any troops south to help Ra-Khati, for I will not send my men into a death trap."

An Accurate Report. Assuming the PCs' report agrees with the basic facts outlined in Ambuchar Devayam's description (which it should if they succeeded in reaching Furo at the Red Monastery), the khahan looks thoughtful. Finally, he says, "Your report agrees with what I have learned." Turning to his advisors, he asks, "What do you think?"

Initially, Yamun is not inclined to send Hubadai south to aid Ra-Khati. However, if the PCs did well in lining up support in Part I, the khahan's advisors may change his mind. Batu, Chanar, and Koja each speak in turn, supporting, opposing, or remaining neutral according to the bargains struck with the PCs in Part I. (Remember that Chanar does not support aiding Ra-Khati if Batu supports this idea.)

There is a base 0% chance that Yamun will do as the PCs ask. Modify this by +25% if Chanar supported the PCs, by +50% if Batu supported the PCs, and by +45% if Koja supported them. All modifiers are cumulative. (There are no negative modifiers for advisors who do not support the PCs.)

If the roll goes the PCs' way, Yamun says, "A man's greatest pleasure is to ride from sea to sea and never leave his kingdom. If I do not punish this arrogant raja from Solon, there are those who may doubt my rightful claim to the title of Emperor of the Whole World. Hubadai is to take two *tumens* and make my wrath known to this Ambuchar Devayam. Let all who question you

know that this is by the will of Yamun Khahan." Continue with Event 3.

If the roll goes against the PCs, Yamun says, "A man's greatest pleasure to ride across the world, to gallop into unknown lands, and to crush them under the heel of his oppression. This I cannot do without Hubadai. He will stay at my side." He gestures to the PCs. "Besides, there is no need to concern ourselves with this Ambuchar Devayam. Our friends will surely destroy him, for which they will be richly rewarded."

If the decision goes against them, nothing the PCs say can change Yamun's mind. Bhrokiti consoles the party by telling them that they should not feel bad for trying, then suggests that they might still save Ra-Khati and themselves by finding the raja and destroying him. Hubadai asks for, and receives, permission to escort Bhrokiti to Ra-Khati's northern border. There, he will turn the Black Courser over to her, promising to return for her after his father conquers Cormyr. If the PCs go to the Great Chain Bridge alone, continue with Event 1. If they go straight to Solon, continue with Event 6.

Statistics

The statistics for Yamun Khahan, his advisors, Hubadai, and the princess are listed in the Introduction.

Event 3: Assault on a Bridge

Several miles to the southwest, the snowy spire of the Sacred Mountain of Kus scrapes the sky. In this desolate land, it seems a permanent grave-marking for the once-great City of Kushk, commemorating tiny Ra-Khati's victory over the encroachment of Solon's evil raja.

Unfortunately, the cloud of dust at the Great Chain Bridge evinces the Hidden Kingdom's need to defend itself once again. This time, it may not prevail. A mass of 10,000 soldiers—most of them in rather advanced states of decay—is pressing onto the Great Chain Bridge. On the far side of the bridge, a meager force of 2,000 orange-clad monks opposes them.

DM's Notes. The PCs and Hubadai's army are within one turn's ride of the rear ranks of the undead column. In the confusion of battle, it is impossible to pick out minor commanders or the dalai lama. PCs looking for Ambuchar Devayam, however, notice a gaunt individual standing upon a hillock that overlooks the battle. He is surrounded by six shadowy forms (his dowagu bodyguards). PCs somehow capable of getting a better



look at the figure see that his white hair is coarse and brittle, his skin is ivory white, and in place of eyes he has glowing golden orbs.

As the PCs approach the battle, a snaky trail of purple dust coalesces in the air above the bridge. Almost immediately, Gaumahavi assumes corporeal form and lands in the midst of the undead. Though she looks terribly weak and tired, within seconds, she is hurling zombies and wights off the bridge in all directions.

Devayam's form disappears into a sphere of blackness (20' diameter). Escorted by the writhing dowagu, the dark ball soars over the battlefield and descends on the purple dragon. An instant later, the dark ball rises high into the air above the chasm. Judging by the eighty feet of Gaumahavi's body visible protruding from the sphere, it is clear that she and the raja are having a terrible battle. The dowagu are certainly doing their part, whirling around the visible parts of her body like mower blades.

At this point, Hubadai draws his saber and rises in his saddle, a signal to his men to prepare to join the battle. The PCs must now make a choice. If they have a means of flying (or otherwise traveling across the battle), they may go to aid Gaumahavi. Continue with Event 4 if the PCs choose this option. The party's other choice is to leave the raja to Gaumahavi and join Hubadai's charge. In this case, continue with Event 5.

Statistics

See "Ambuchar Devayam" on the interior gatefold for the raja's statistics. See the outside gatefold for the statistics of Gaumahavi, and the inside cover for the dowagu's statistics. The statistics of standard zombies, wights, standard Tuigan warriors, Hubadai, and Bhrokiti are listed in the Introduction.

Event 4: Falling Dragon

For many seconds, the terrible battle between Gaumahavi and Ambuchar Devayam continues to rage. The shadowy forms of first one, then two, then three dowagu plunge into the Jumpa River Gorge. Purple claws and fangs periodically appear outside of the dark sphere, while Gaumahavi's massive tail waves and thrashes through the air like a massive whip.

DM's Notes. As the PCs reach a position to help, Gaumahavi falls out of the dark sphere. Her limp body plummets into the chasm.

Assuming the PCs go after the purple dragon, they find her broken body lying across several boulders that stick out of the Jumpa River. As

they approach, she looks at them out of one weary eye, then, in a voice that sounds like the sick whisper of a dying wind, she says, "What are

you doing? You should be with the Tuigan—forget about me and go after Devayam—I injured him badly, so you may be able to destroy . . ."

She is interrupted by a cough that sends whirlwinds of powdery purple silt spinning through the canyon. Her body dissolves into purple dust and is carried off by the river. The PCs can do nothing to aid the purple dragon.

Bodies— both Tuigan and undead— begin raining down around the PCs as Hubadai's Tuigan charge into the rear ranks of the undead army. Unfortunately, the monks on the far side of the bridge are unable to forestall the advance, and Solon's army breaks through into Ra-Khati. By the time the PCs return to the top of the chasm, the situation has become a disorganized, running battle. The undead are chasing the monks into Ra-Khati, and Hubadai's riders are chasing them. Both Hubadai and Bhrokiti have disappeared into the chaos and cannot be seen anywhere.

What the PCs can see, however, is a black sphere drifting away from the battle. As they watch, the sphere dissolves. In its place is the limp, lifeless body that Ambuchar Devayam had been occupying. Lying on its back in the air, its head and limbs dangling toward the earth, the lifeless body floats toward Solon with ever increasing speed.

After his body was destroyed battling Gaumahavi, Devayam stayed around long enough to be sure his forces could exploit his victory. He is now returning to Solon to change bodies.

Continue with Event 6 when the PCs pursue Devayam to Solon. (Note that even if they catch and annihilate the body, Devayam is still not destroyed. His golden eyes merely appear in the air, then fly off toward Solon. To destroy the raja, they must find and demolish his phylactery—in Solon.)

Statistics

The raja's statistics are listed in the interior gatefold and Gaumahavi's statistics are listed on the outside gatefold.

Event 5: The Hammer

As Hubadai rises in his saddle, a thundering battle cry rises from the troops behind. Unfortunately, it appears the Tuigan charge may be



too late. The monks of Ra-Khati are falling by the hundreds. The survivors are falling back rapidly, and their line is

clearly in danger of breaking.

DM's Notes. Hubadai turns to the PCs. "Any last thoughts before we charge?"

This is the PCs' chance to save Ra-Khati from invasion. The monks on the far side of the bridge are exhausted and badly outnumbered. Their lines are about to collapse. When the Tuigan charge the Solonese rear, the undead army will inevitably surge ahead as the horsewarriors force the rear units forward. The added pressure will break Ra-Khati's lines, and the raja's armies will spill into the Hidden Kingdom.

On the other hand, if the PCs can reach the far side of the bridge, they should be able to use the *Stone Sceptre of Shih* and their own abilities to halt the undead army in its tracks. Should they suggest this plan to Hubadai, he smiles and yells, "Go! I will be the hammer, and you will be the anvil. We will smash this abominable army between us."

Combat. Whether the PCs ride with the Tuigan or go to the far side of the bridge, the combat will be a maelstrom of flying arrows, axes, slashing swords, and magical spells. Each PC will be attacked by four zombies and a wight every round. Should they use the *Stone Sceptre of Shih* or some other means to protect themselves from undead, they will be attacked by one lieutenant from Solon's army each round.

The battle continues for a total of seven rounds before the issue is decided. If the PCs went to the other end of the bridge to act as an anvil, the Tuigan cavalry breaks through to them at that point, effectively destroying the Solonese army. If the PCs did not go the opposite end of the bridge to act as an anvil, the raja's army breaks through the Ra-Khatian lines and spills into the Hidden Kingdom.

After the Battle. Once the issue is decided, the PCs may wish to turn their attention to other details. There is no sign of Gaumahavi, except for a few wisps of purple silt coating the boulders in the bottom of the chasm. She has fallen to the raja, never to return to the world of men.

Ambuchar Devayam, however, has survived. A black sphere is drifting away from the battle. As the party watches, the sphere dissolves. In its place is the limp, lifeless body that Ambuchar

Devayam had been occupying. Lying on its back in the air, its head and limbs dangling toward the earth, the lifeless body floats toward Solon with ever increasing speed.

After his body was destroyed battling Gaumahavi, Devayam stayed around long enough to be sure his forces could exploit his victory. He is now returning to Solon to change bodies.

The charge took its toll on the Tuigan army. The survivors are too exhausted and disorganized to go to Solon—even if Hubadai could convince his superstitious subordinates to tangle an army of undead again. Besides, the Tuigan army is still needed here. Thousands of zombies and wights either escaped the battle or are spilling into Ra-Khati. They must be tracked down and destroyed before they regroup. The PCs must go to Solon by themselves.

Continue with Event 6 when the PCs pursue Devayam to Solon. (Note that even if they catch and annihilate the body, Devayam is still not destroyed. His golden eyes merely appear in the air, then fly off toward Solon. To destroy the raja, they must find and demolish his phylactery—in Solon.)

Statistics

See "Ambuchar Devayam" on the interior gatefold for the raja's statistics. For the statistics of Gaumahavi, see the exterior gatefold. The dowa-gu's statistics are listed on the inside cover, those of standard zombies, wights, and Solonese lieutenants are listed in the Introduction.

Event 6: Solon

After several thirsty days of travel through the purple dusts of the Raurin Desert, the Iron Road finally turns northward toward the high mountains of the Raurin Alta. Nestled at the base of the parched, foreboding mountains, rising out of the purple silt like a mirage, is the star-shaped city of Solon. Even from this distance, it is easy to see that the metropolis is crawling with life—or unlife, as the case may be.

DM's Notes. Although the PCs have met many messengers, reinforcements, and supply caravans rushing toward the battle at the Great Chain Bridge, no one has challenged the party. Like everyone they have met in the Raurin Desert and will meet from this point forward, the PCs bear the *Stamp of Tan Chin* upon their foreheads. Ironically, the tattoo that will eventually enslave them now bestows upon them the right of free passage into and out of Solon.

As the party moves closer to the city, they see that it is surrounded on all sides by tremendous



piles of pumice, ash, and silt. A never-ending river of slaves streams out of the city gates, heavy baskets of rock and silt loaded upon their backs. After emptying the baskets, they re-enter the city via the same gate, returning for another load. A wide perimeter of oni guards encircles the city, just in case any slave is foolish enough to attempt an escape. Because of their positions, they would certainly see any slaves attempting to scale the city walls.

The Iron Road (which is the only route from the edge of the Raurin Desert to Solon) leads to the southern gate. At this gate and at all other gates stand four yuan-ti guards. Ambuchar Devayam created these yuan-ti for a specific purpose. They are all abominations with similar bodies: snake's body, human torso and arms, scales instead of skin, and a huge snake's head filled with canine fangs. They are all armed with huge katanas. Although the yuan-ti allow the slave trains to enter the city without close examination, they are careful to scrutinize all messengers, couriers, and other non-slave travelers entering Solon.

Allow the PCs to observe Solon for as long as they like. Although they might be in plain view of the city and its defenders, nobody will find such behavior unusual. Almost everyone hesitates before entering Solon.

Being Detected. Unless they have done something extremely foolish, it is unlikely that Ambuchar Devayam knows that the party is following him. (It has not even occurred to him that anyone would dare to challenge him on his own terrain.) Of course, it will be to the PCs' advantage if he remains unaware of this. Unfortunately for them, however, this is the raja's city, and they can do many things to bring themselves to Devayam's attention.

When the PCs approach Solon, there is a base 0% chance that the raja has noticed them. As they make their way through the city, they will almost certainly do something to increase this chance. Keep a running tally of the current percentile chance that the raja notices them. Periodically, when the PCs make a foolish mistake or try something particularly bold, you will be instructed to increase this chance by a certain percentage. When this happens, secretly roll percentile dice. A result higher than the current chance means the raja has not yet noticed the PCs. A result equal to or less than the current chance means that the raja has noticed them.

When he notices the PCs, the raja will not take immediate action. Rather, he will observe them, waiting for the party to step into his trap—which he will spring in the appropriate event, as noted.

Entering Solon. It is likely that the PCs will develop one of three basic plans for entering Solon: pose as messengers and walk straight past

the yuan-ti; enter the city posing as slaves; or try to sneak over the city walls without being noticed by the ring of oni encircling the city. If the PCs try to walk straight past the yuan-ti (this includes invisibly), continue with Event 7. If they pose as slaves, continue with Event 8. If they try to sneak over (or through or under) the city walls, continue with Event 9.

Statistics

The yuan-tis' statistics are listed in Event 7, and the onis' statistics are listed in Event 9.

Event 7: City Gates

A pair of 10'-long snakes is coiled to each side of the gate—or at least their bodies are mostly those of snakes. They have the torsos and arms of men, and snouts filled with sharp, canine-like teeth. Except for these features, they are giant snakes.

DM's Notes. The snakes are speaking with each other in their own sibilant, hiss-filled language. Occasionally, one of them reaches out with his long katana and stops a slave, flicking his forked tongue over the wretch and eyeing him suspiciously.

If the PCs approach boldly and visibly, the snakes bar the way with their katanas. "Who are you? To whom are you reporting? Where do you come from?" The proper responses to these questions are, in order: "None of your business," "None of your business," and "None of your business." Less trouble will befall the PCs if they speak confidently and use a derogatory term when addressing the yuan-ti, but the snakes will let them pass even if they respond politely—as long as the response is non-informative.

Should the PCs respond to any of the questions with true or false answers, the yuan-tis' narrow eyes grow even narrower. Their forked tongues flicking in excitement, they question the PCs further. They are trying to learn as much about the party as possible before attacking it. No one but slaves or strangers ever answer their questions, so this will tell the yuan-ti that the party doesn't belong here. After a few minutes of interrogation, the yuan-ti decide they have learned all there is to learn from the party. They order the PCs to surrender, attacking if the party does not obey.

Should the PCs try to sneak past the yuan-ti



invisibly, they must all make successful Dexterity checks. Success indicates that they succeeded. Failure indicates the yuan-ti heard them stumble, kick a rock, bump into a slave, etc. They immediately bar the gate and search for the invisible intruders, attacking when the opportunity presents itself.

An altercation with the yuan-ti increases the chance (by 20%) that Ambuchar Devayam/Tan Chin becomes aware of the PCs' presence. Should any PCs be captured, they are forced into slavery (see Event 8) and all their possessions are taken to the Northern Star House for cataloguing and examination (Event 13).

Statistics

Yuan-ti (4 per gate): AC 0; MV 12; HD 9; hp 45 each; #AT 2; Dmg 1-10 + 1 (sword), 1-10 (bite); THAC0 11; AL CE; XP 1,400 each. SA and SD nil.

Event 8: Slaves

The oni sentries guarding the perimeter of the city are positioned at fifty-yard intervals. They are a ferocious-looking lot, standing seven to eight feet tall, with thick coarse hair—often red or blue—covering their arms and legs. All of the sentries have one, two, or three horns growing from their heads, as well as one to three eyes beneath their heavy brows. They have no weapons except the long talons on their hands, which they do not hesitate to use on hapless slaves who move too slowly to suit their taste.

DM's Notes. Unless the PCs do something to attract attention to themselves, the oni pay them no mind. Approaching the slaves will definitely attract attention to the PCs, however, and the oni will suspiciously move to prevent any contact between the PCs and the slaves. Should the PCs insist upon visiting the slaves, the oni will resort to force. PCs captured alive will lose all their possessions and be placed into slavery.

A much easier way to join a slave gang is to sneak past the oni. During the daylight, this is impossible (unless the party has developed an exceedingly clever plan) without the use of magic. The oni automatically see and attempt to restrain any visible person trying to join the slaves. On the other hand, there is no chance (other than normal) that they will detect invisible or otherwise magically hidden characters.

At night, there are no oni guards, but there are no slaves, either. The PCs could easily hide among the rubble piles and wait for the slaves to return in the morning without risk of being detected.



At the piles of pumice and ash, the party will find that the slaves are divided into gangs of fifty to sixty men and women. Each gang is overseen by a pair of burly humans armed with whips. Fortunately for the PCs, it is clear that the overseers pay little attention to their charges, as they often get mixed up about who is in what gang. They usually resolve such arguments by yelling at each other and whipping the disputed slaves until the unfortunate victims collapse.

It will be a simple task for PCs to find an empty basket and join a slave gang while the overseer's back is turned. However, the PCs must take care to make sure they look like slaves, dressing in rags, smearing their bodies with dust, and taking care not to appear healthy. Under no circumstances will the guards overlook armor, weapons, fine clothing, etc. All such items must be abandoned before joining the slaves or somehow hidden (easily concealed in a basket if the item is three feet or less in length). Should the overseers notice something amiss, they summon the oni guards (who arrive in one round). Five oni guards arrive to help every round. A PC who is singled out is placed into a slave gang and his possessions are taken to the Northern Star House for cataloguing and examination.

The other slaves will not give away the PCs' identities, and will even help them to conceal their weapons. They will caution the PCs against speaking or asking questions, however.

Enslaved. After the PCs join the slave gang, they will walk down to the gate at the inner wall. Here, they will exchange their empty baskets for full ones (should a weapon or item be hidden in the empty basket, it is possible to dump dirt into the empty basket instead of trading it). Then the baskets are carried out to the piles of pumice and dirt outside the city.

The slave gang continues this activity all day, never stopping to rest, drink, or eat. Slaves drop by the hundreds. The overseers kick a fallen slave once. If he (or she) does not rise, the overseer kills the slave. The body immediately rises and starts walking toward the armory, to be outfitted for Devayam's army of zombies.

The PCs may attempt to escape inside the city. There is a base 50% chance that the overseers notice the attempt. Thieves may subtract their hide-in-shadows score from this chance, and non-thieves may subtract their Dexterity scores from the overseers' percentile chance of noticing them. Should an overseer notice an escape attempt, he whips the offender for three rounds, rolling attacks and damage normally. If the PC(s) resist, five other overseers arrive every other round to aid them. Should the PCs have one round when they are not opposed by any living overseers, they can flee into the slave quarter of

the city and escape pursuit. See Event 10.

Finally, after dark, the city gates are sealed and a few oni guards are posted along the walls. The slaves scurry to their homes, located in the crowded tenements in the points of Solon's star. One wizened old fellow motions to the PCs that they should follow him into the slave quarters.

Should the PCs have an altercation with the oni, the chance that Ambuchar Devayam becomes aware of their presence increases by 20%. If they have an altercation with the overseers, the chance that Ambuchar Devayam knows of their presence increases by 10%. Continue with Event 10 when the PCs reach Solon's slave quarters.

Statistics

Common Oni sentries (one per fifty yards of city wall): AC 4; MV 9; HD 8; hp 40 each; #AT 2; Dmg 3-10/3-10 (claws); THAC0 13; AL LE; XP 1,400 each; SA and SD *polymorph self, fly* (both three times per day), *invisibility* (two times per day), *cloud trapeze* (once per day), *cause fear at will*.

Human Overseers (two per slave gang) (3rd level fighters): AC 8; MV 12; hp 15; #AT 1; Dmg 1-2 (whip) or 1-4 (dagger); THAC0 18; Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 5; AL LE; XP Value 65 each.

Event 9: Over the Wall

There doesn't seem to be a part of Solon's wall that isn't surrounded by piles of ash and pumice. The entire perimeter is crawling with slaves and, consequently, guards.

DM's Notes. During the daytime, it is quite difficult to scale Solon's walls without being seen. Outside the walls, over a thousand oni stand guard over the slaves, and there are easily that many overseers supervising the slave gangs.

However, parties with a magical means of staying hidden (such as a *mass invisibility* spell) might be able to successfully climb the wall. In such cases, each member of the party should make a Dexterity check with a +2 modifier to reach the wall without stumbling, bumping into another PC, or doing something else that would alert the oni sentries to their presence. Should someone fail this check, two oni investigate the disturbance. If the oni save vs. spells, they notice



the PCs and call five more oni per round to help capture the party.

At night, the PCs will find it easy to reach the wall.

Unless they take

precautions to assure their silence, however, there is a 50% chance that the oni atop the wall will hear them scaling the wall. Five oni will come to investigate, with five more arriving every other round after combat is joined. If the PCs have a round in which there are no oni to harass them, they may slip down the interior of Solon's wall and disappear into the slave quarters. The oni will not pursue.

On the other hand, if the party members are captured alive, all of their possessions will be confiscated and taken to the Northern Star House for examination and cataloguing (see Event 13). They will be placed into slavery (see Event 8).

Assuming the PCs manage to reach the interior of the outer wall without raising an alarm, they find themselves in the crowded slave quarter of the city. Continue with Event 10.

Statistics

The statistics of the oni are found in Event 8.

Event 10: Slave Quarter

In this section of the city, the tenements are filthy, crowded, and small. The streets are strangely bare and empty of life.

DM's Notes. If it is daytime, the streets are empty because almost all the inhabitants of this section of the city are working as slaves, hauling pumice and ash from the inner wall to the piles outside the city. If it is nighttime, the streets are empty because all the inhabitants are hiding inside their hovels, shivering in fear of the terrible beasts that prey upon them at night.

Daylight. The overseers have a very simple method for collecting slaves for work each day. They drive wagons filled with large pots of maggoty gruel up and down the main street. Since food is extremely scarce in Solon, the slaves must come out and fill their wooden bowls with the gruel. After allowing the slaves a few minutes to choke down the terrible stuff, the overseers drive them off to work. In the meantime, parties of oni wander the back streets of the quarter, looking for slackards who have not gone to collect their bowls of gruel.

PCs wandering these streets during daylight

hours will meet a party of four oni. Roll surprise normally; if the PCs surprise the oni, they may choose to hide instead of confronting the oni. Otherwise, the oni attempt to inflict the death penalty on them. If any of the oni survive the encounter, Devayam's chance of noticing the party increases by 10%.

If the party investigates some of the tenements, they generally find nothing except a few filthy rags, some rotten furniture, and signs of incredible poverty. In the third house they enter, they will find an old man, too decrepit to work and half-starved to death, cowering beneath a filthy bed.

At first, the man is too frightened to speak, believing the PCs have come to take him away. After he sees that they intend him no harm, however, he can tell the PCs that he has been a slave in Solon for as long as he can remember. When he was young, he labored in the fields outside the city. But when the raja began digging in the inner city, his subjects were forced to carry pumice and ash out of the city and dump it upon the once-fertile fields. He doesn't know why the raja has ordered this, of course, but there are rumors of lost cities, temples of black despair, and unspeakable evils.

The old man believes the rumors he has heard, for he has seen some of the abominations that come out of the inner city.

The old man can also tell the PCs the following.

- The strongest and healthiest slaves are taken to work in the inner city and never return. (This selection is made each morning when the gruel is distributed.)
- At night, the slave quarter is haunted by all manner of undead. These abominations prey on those foolish enough to leave their abodes.
- The overseers and the oni live in walled compounds between the inner and outer cities, and it is rumored that many of the treasures of the lost cities are stored in these compounds.

If it becomes obvious that the PCs are not slaves themselves, the old man asks if they have come to overthrow Solon's oppressors. No matter what the PCs answer, he eventually convinces himself that they have been sent by a divine agent to deliver him and his people from their slavery. Unless the PCs take steps to permanently silence the old man, by nightfall the city will be rife with rumors of the mysterious "liberators." This will increase Devayam's chance of noticing the PCs by 10%.

Nighttime. At night, the muffled voices of frightened slaves drift from the tenements. Under no circumstances will the slaves willingly open their doors to PCs not known to them. Fearing



vampires, they will never invite PCs inside whom they have not seen during daylight hours.

In order to have any interaction with the slaves at all, the PCs may have to resort to *charm* spells or other forms of magic. If the PCs joined a slave gang (see Event 8) to sneak into the city, the task of meeting the slaves is not as complicated. A wizened old slave named Akubar summons them into his hovel at dusk. After introducing himself, he asks the PCs who they are and why in the heavens they would want to sneak into Solon.

Once the PCs have made contact with the slaves, their hosts can tell them the same things as the old man above (see "Daylight"). They also make the mistake of assuming the party has been sent to liberate Solon. By morning, the city is filled with rumors of the mysterious heroes who will overthrow the raja. Fortunately for the PCs, such rumors are common, so they increase Devayam's chance of noticing the PCs by only 5%.

Trouble. If the PCs spend more than one turn wandering about the streets of the slave quarter at night, they meet a pair of hungry vampires (male and female). Needless to say, the party looks like the juiciest morsel the bloodsuckers have seen in quite some time. They attack, attempting to take the party by surprise. Surviving this encounter increases Devayam's chance of noticing the PCs by 5%. (Even if the vampires survive, they are reluctant to admit their failure.)

From this Event, the PCs may go to several places. If they are in the western or eastern slave quarter, they may attempt to investigate the Western or Eastern Pagoda of the Avatar of Light (as appropriate); in either of these cases, see Event 11. Parties in the western or eastern slave quarter may also wish to investigate the Twin Towers of Elation and Pain (Western or Eastern, as appropriate); in either of these cases, see Event 12.

Parties in the northern or southern slave quarter may wish to investigate the Northern or Southern Star Houses (as appropriate); see Event 13. Such parties may also visit the Triple Palaces of the Three Earthly Delights; see Event 14.

No matter which slave quarter they are in, the PCs will eventually wish to leave the arms of Solon's star and enter the inner city. When this happens, continue with Event 15.

Statistics

Common Oni (4): AC 4; MV 9; HD 8; hp 40 each; #AT 2; Dmg 3-10/3-10 (claws); THAC0 13; AL LE; XP 1,400 each; SA and SD *polymorph self, fly* (both three times per day), *invisibility* (two times per day), *cloud trapeze* (once per day), *cause fear at will*.

Vampires (2): AC 1; MV 12, Fl 18 (C); HD 8 +3; hp 45 (male), 40 (female); #AT 1; Dmg 5-10; THAC0

13; AL CE; XP 3,000; SA and SD drain two life levels with a successful hit; +1 or better magical weapon to hit, regenerate 3 hp/round, *charm, gaseous form, shape change, spider climb, immune to sleep, hold, and charm spells*.

Event 11: Pagodas of the Avatar of Light

Behind a high brick wall, a pagoda of opaque glass rises a hundred feet into the air. Atop the cylindrical tower sits a crystal sphere of translucent glass.

DM's Notes. The nefarious inhabitants of Solon, who include nearly everyone of any power, avoid the Pagodas of the Avatar of Light like the plague. This makes them an ideal place for weary adventurers to rest—providing they can reach the tower.

The Eastern Pagoda of the Avatar of Light is dedicated to the morning sun, and the Western Pagoda of the Avatar of Light is dedicated to the setting sun. The Eastern Pagoda's courtyard may be crossed in the hour after dawn, and the Western Pagoda's an hour before dusk, without incident.

At any other time, however, both courtyards are filled with traps. As a party moves from the gate to the pagoda, it encounters the following three traps: a trip wire which causes the crystal sphere to emit a *sunray* focused on the wire; a loose stone which, when stepped upon, triggers a *fireball*; and an overhanging branch on a hinge which, when brushed even slightly, causes a *fire storm* centered on the area. Any thief making the proper skill checks may guide his companions safely around these traps. Otherwise, each PC must make both a Wisdom and a Dexterity check as he passes each trap. The first character to fail either check activates that trap. (Subsequent PCs can automatically avoid the trap.) Activation of the *sunray* increases Devayam's chance of noticing the PCs by 10%.

Only characters of non-evil alignments may enter the pagodas freely. Treat evil characters as if they were trying to enter an area protected by a *protection from evil, 10' radius spell*.

Inside, the Pagodas are lit by an indirect incandescent glow stored from the morning or evening sun. The interiors are equipped with dusty but comfortable furnishings. PCs taking the time to search their surroundings may discover some



Event 13: Star Houses

Inside a brick-walled courtyard stands a three-story building constructed in the shape of a star.

Tower and a female in the Eastern Tower. (Note: both towers have been enchanted to prevent *teleport* spells from working.)

Many inhabitants of Solon, especially the rakshasa next door, enjoy tormenting the poor beasts. When the PCs reach the unicorn's area, the unicorn assumes they are coming to torture it and attacks. It will not stop until it no longer smells the party's presence or until they find a way to communicate with it and explain who they are.

Assuming the PCs find a way to free the unicorn, it leads them to a corner of the courtyard, then begins pawing at a cobblestone. Beneath the cobblestones lies the corpse of a recently deceased paladin (a male at the Western Tower and a female at the Eastern Tower). The paladin still wears *plate armor +2* and clutches a *sword (+2 ghost slayer* for the man, *+3 spectre slayer* for woman—any successful hit destroys the named creature). The unicorn will not mind if PCs of good alignments take the armor and weapon, though it will not permit anyone of neutral—and especially not of evil—alignments near the bodies.

If the PCs use *cure blindness* to heal the unicorn's eyes, he remains with PCs of good alignment at all times, not abandoning them until they descend into the Solonese city in Event 17. Should the PCs rescue the unicorns from both Towers of Pain, it becomes obvious that they are a mated pair. They both select PCs of good alignments as their new masters and, providing these PCs survive the undercities, the unicorns will be waiting when the PCs leave Solon.

Statistics

Rakshasa (one in each Tower of Elation): AC -4; MV 15; HD 7; hp 35; #AT 3; Dmg 1-3/1-3/2-5; THAC0 13; AL LE; XP 4,000; SA and SD illusion, spells, immune to all spells lower than 8th level, hit only by magical weapons; +1 and +2 weapons do only half damage; any hit by a *blessed* crossbow bolt kills the rakshasa instantly.

Wizard spells: *change self*, *charm person*, *hypnotism*, *magic missile* (seventh level of ability); *blindness*, *mirror image*, *ray of enfeeblement*; *hold person*, *wraithform*. Priest spells: *command*, *faerie fire*, *invisibility to undead*.

Unicorn (one in each Tower of Pain): AC 2; MV 24; HD 4 +4; hp 24; #AT 3; Dmg 1-6/ 1-6/ 1-12; THAC0 15; AL CG; XP 650; SA and SD permanent magical +2 bonus to hit and damage, opponents penalized -6 on surprise rolls, charge for 3-36 points of damage, *teleport* up to 360 yards, immune to poison, *charm*, *hold*, and *death* spells, save vs. spells as 7th-level wizard.

DM's Notes. At both the Northern Star House and the Southern Star House, the gates are guarded by two ogres dressed in samfus (pajama-like tunics and pants) made of purple silk. They are the door guards of the Raja's Royal Collectory. Only persons bringing something for the curator are allowed inside, so the ogres will challenge any PC attempting to enter the courtyard.

If the party is disguised as a group of guards, overseers, or other Solonese officials, the ogres demand to see what they deem worthy of the "Imperial Curator's regal attention." Assuming the party can present some magic item of at least a slightly unusual nature, the ogres nod and say, "Yeah, dat's de stuff dey want. Give it here and I'll see dat dey gets it."

The ogres try this trick on everybody, though most people are too smart to fall for it. Should the PCs oblige, the ogres send them away and keep whatever the PCs presented for themselves. PCs insisting that they want to present the item to the curators themselves are allowed to do so, however, after undergoing a few hassles from the ogres.

Should the PCs attempt to enter the courtyard by scaling or flying over the walls, or without being disguised as Solonese officials, the ogres attack. Captured PCs will be sent to the slave gangs. Their possessions will be stored in the Northern Star House for examination and cataloguing. An altercation with the ogres increases Devayam's chance of noticing the party by 10%.

Inside the Star House, each floor has six rooms; five of which are located in the points of the star, and the sixth in the central area. The room in the central area is filled nearly to the top with shards of pottery, broken weapons, and other debris—none of it useful.

Have any PC searching this room make a Wisdom check. Success indicates that he sees a tentacle slithering about in the rubble; failure indicates that he doesn't notice anything. One round later, a neo-otyugh pops out of the pile and attacks.

Each of the "point" rooms is filled with rows of tables containing hundreds of curious items and weapons of every description. There are bronze



weapons (all -1 to damage), full suits of copper armor (AC 7), bowls of black obsidian, square glasses of green crystal, and so forth. Many of

the items are broken or in such bad repair that a mere touch will break them.

In each room, one of Devayam's wizards is laboring over the items, trying to determine the properties of each one. Assuming the PCs are disguised as Solonese officials, he impatiently asks them what they have brought him. Should the PCs give him something, he throws it on a table and tells them to leave.

If the PCs do not obey or if they are not disguised as Solonese officials, the wizard calls for the ogre guards stationed at the gate (if he is able to do so). Then he attacks with an appropriate spell. Two rounds later, the ogres (if they are still available) arrive. On every following round, three wizards arrive from other parts of the building, also attacking. Any wizard who loses more than half his hit points, casts all his spells, or who appears seriously threatened flees immediately. A fight with the wizards increases Devayam's chance of noticing the party by 20%.

Tons of treasure fill these rooms, most of it in the form of strange Imaskari relics; most items are worth 1-10 gp. If the PCs search the room for magical treasure, roll one d10 each round and consult the table below to determine what they find (maximum of 100 rounds). If the room is on the second floor of the tower, add 1 to the die roll; if it is on the third floor, add 2 to the die roll. Any item may be found any number of times.

1. Leather boots in character's size, 2 gp value. Characters wearing the boots for longer than one turn develop a terrible case of athlete's foot.
2. Matched set of copper bracelets, very tarnished, emitting magical green glow (the entire extent of their magic); 1 sp value.
3. Pair of golden gloves. When worn, they slowly constrict, crushing the wearer's hands into useless, mangled stumps if not removed within two rounds; 1 gp value.
4. Girdle of gender alteration. When a wearer puts this girdle on, nothing happens. When he/she removes it, he/she becomes a member of the opposite sex, although this fact is apparent only to observers and not to the wearer. The girdle no longer functions after its first use. No value.
5. Conical hat made of iron pyrite (fool's gold). Any person putting it on loses 1d6 points of

- Intelligence permanently. Value 1 cp.
6. In Northern Star House only: any one item that may have been taken from the PCs by Solonese officials. Otherwise, a copper flask that will provide up to 10 gallons of water per day. The water will be green and foul-smelling. Value 100 gp.
7. A half-rotten bag containing one cp, one sp, one gp, and one pp. Whenever one of these coins is spent, it returns to the bag within 24 hours. Value 12 gp.
8. Shovel. Whenever this shovel is touched, it *teleports* to another location in the room, leaving behind a small, mushroom-shaped fireball. The one who touched it begins to emit a green glow, and somewhere else in the room a small cylindrical tube begins to tick rapidly (the closer to the PC, the more it ticks). There are no harmful effects, though the green glow is permanent. Value 10 gp.
9. *Mirror of Flattery*. A small hand-held mirror which shows the holder any scene he wishes to see. Unfortunately, it always attempts to please its holder by showing things in the best possible light. For example, if the PCs were looking for Ambuchar Devayam, it might show him snoozing in a throne when he is actually preparing an ambush. Value 100 gp.
10. Roll on "Dangerous Imaskari Relics" subtable below.
11. Horn of black ivory. When blown, this horn makes no sound audible to human ears. Ten rounds later, however, an ancient black Dragonne arrives, searching for its long lost master. When it finds whoever blew the horn instead, it attacks. Value 20 gp.
12. A pair of horseshoes made from black obsidian. When placed on any horse, the beast becomes totally black and completely invisible during nighttime hours. However, if the creature ever takes so much as one hp in damage, it shatters like glass. Value 5 gp.

Dangerous Imaskari Relics

Roll 1d4. No more than one of each item is in each Star House.

1. *The Black Sword*. A lawful neutral obsidian *bastard sword* +3/+6 against emperors, this is a truly magnificent weapon—and a truly dangerous one to wield. Its other properties: Intelligence 17, communicates telepathically and through speech (but only in Imaskari); *dispel magic* three times per day as 15th-level wizard, *darkness*, 15' radius at will, *silence*, 15' radius at will. It was created at the height of the Imaskari empire to overthrow the emperor, and has been the weapon behind



dozens of regicides since that time. It will use its Ego of 18 (see ego rules on p. 188 of the *Dungeon Master's Guide*) to force its wielder to attack Ambuchar Devayam whenever they meet.

2. *The Black Bow*. Whenever a character draws this bow, he automatically hits his target (provided the target is visible and within a range of one mile). The shot inflicts the maximum damage according to the type of arrow fired, so this weapon will be truly devastating if *The Black Quiver* is found. Unfortunately, every time the bow is drawn, it permanently drains one point of Constitution (the PC doesn't realize this until after he has fired the first shot).
3. *The Black Quiver*. This quiver contains one black arrow +3, which is replaced whenever it is used. After a hit is made, roll 1d4 to determine the arrow's effect: 1 – death (save vs. death for 3d10 damage); 2 – magic drain (victim's magic armor becomes normal armor, ability to cast spells is lost for 24 hours); 3 – victim paralyzed for 1d10 turns; 4 – victim explodes (save vs. death for 5d10 fire damage). Unfortunately, every time one of these arrows is fired, the archer's hand blackens and withers slightly, reducing his Dexterity by one point permanently.
4. *The Black Mace*. This mace +5 renders the wielder invisible to undead and spirits, including Ambuchar Devayam/Tan Chin. The wielder does not become visible to undead upon attacking. In addition, a successful hit is treated as a "turn undead" attempt as if by a 10th-level priest. (Ambuchar Devayam is treated as a special undead.)

Statistics

Ogres (2): AC 5; MV 9; HD 4 + 1; hp 21; #AT 1; Dmg 1-10; THAC0 17; AL CE; XP 175; SA and SD +2 to damage.

Wizards (15) (3rd-level wizards): AC 10; MV 12; hp 7 each; #AT 1; Dmg 1-4 (dagger); THAC0 20; Str 11, Dex 12, Con 12, Int 12, Wis 10, Cha 10; AL LE; XP Value 120 each.

Spells: *identify* x2 (all); each wizard has one of the following 2nd-level spells: *bind*, *blindness*, *blur*, *flaming sphere*, *fog cloud*, *Melf's acid arrow*, *pyrotechnics*, *ray of enfeeblement*, *scare*, *shatter*, *spectral hand*, *stinking cloud*, *summon swarm*, *Tasha's uncontrollable hideous laughter*, *web*.

Dragonne (1): AC 6/2; MV 15 Fl 9 (E); HD 9; hp 45; #AT 3; Dmg 1-8/1-8/3-18; THAC0 12; AL N; XP 5,000; SA and SD roar three times/day, causing all within 120 feet to lose 50% of their Strength for 2d6 rounds (save vs. paralyzation to negate);

all creatures within 30 feet are deafened for 2d6 rounds (no saving throw).

Event 14: Triple Palace of Three Earthly Delights

Three gaudy, overly ornate spires tower over the streets. Three moon-shaped gates lead into a once-beautiful courtyard garden, which now is the victim of neglect and has been left to the weeds.

DM's Notes. When Solon was ruled by the Kao empire (of ancient Shou Lung), these three ten-story palaces were once dedicated to the Three Earthly Delights: beauty, love, and peace. Under Ambuchar Devayam's neglect, they have deteriorated into husks of dank-smelling stone.

In both the southern and northern quarters, the northern and southern towers serve as the residences of the oni guards, slave overseers, and other minor Solonese officials. During daylight hours, there will only be 1d10 residents in each tower. PCs taking reasonable precautions while searching a tower during daylight hours stand only a 10% chance of meeting a resident, who will generally flee if he is outnumbered. Such a meeting will increase Devayam's chance of noticing the PCs by 15%, however.

Because the residents of the towers are generally untrustworthy, individual rooms are always locked. Thirty percent of the time, they are also trapped with type M poison (takes effect in 1d4 minutes, causing 20 points of damage, saving throw to reduce damage to 5 points). Once the PCs enter a room, they can usually find 1d10 gp hidden somewhere, a dagger, sword, or whip, and spare clothing. There is a 15% chance that the clothing will fit a particular party member well enough to be used as a disguise.

PCs exploring the center palaces find the walls covered with mildewed tapestries and moldy paintings. The floors are strewn with broken furniture and shattered ceramics. While the PCs are inside this tower, roll 1d10 every five rounds and compare the result to the table below.

- 1-5 No event
- 6 Floor collapses (second story or higher only), party falls to floor below, suffers 1d6 falling damage. There is a 50% chance this floor also collapses, sending the party to the floor below.



- 7 Ceiling collapses, causing 1d12 damage to anybody in the room.
- 8 Behir drops through the rotting ceiling

and attacks (treasure of one *potion of healing* in stomach).

- 9 Six carrion crawlers burst through the rotten floor and attack (treasure of two scrolls bearing restoration spells in room below).
- 10 PCs find a stash of 1d10 x 10 gems, each worth 1d10 x 10 gp.

Statistics

Behir: AC 4; MV 15; HD 12; hp 60; #AT 2 or 7; Dmg 2-8/2-5 (bite/squeeze) or 2-8/1-6/ 1-6/ 1-6/ 1-6/ 1-6 (bite, six claws); THAC0 9; AL NE; XP 10,000; SA and SD lightning bolt for 24 points damage, swallow whole, immune to electricity and poison.

Carrion Crawlers (6): AC 3/7; MV 12; HD 3 + 1; hp 16; #AT 8; Dmg 1-2; THAC0 17; AL N; XP 270; SA and SD paralyze victim on hit for 2-12 turns (save vs. paralysis to negate).

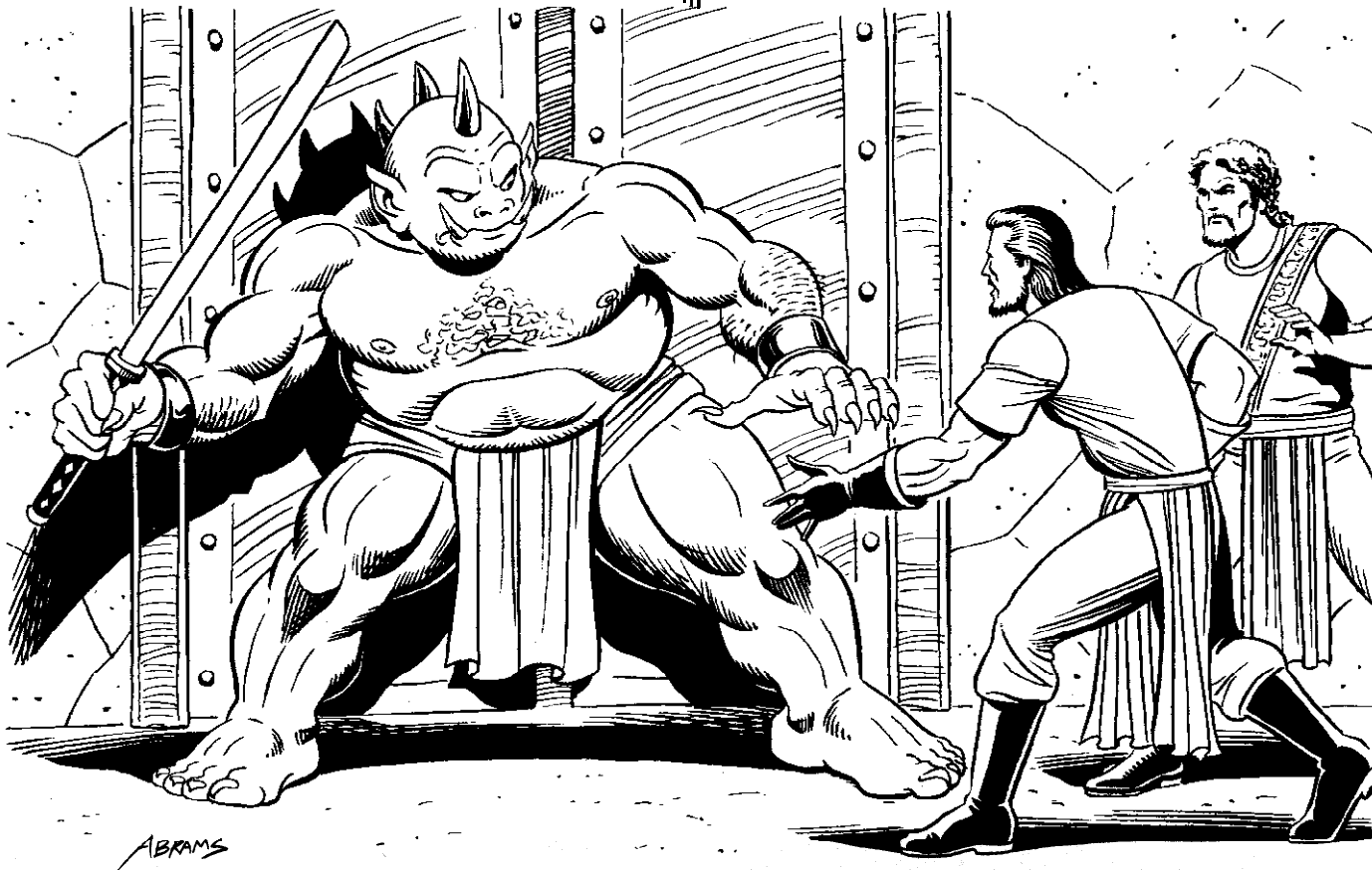
The statistics of the overseers and the oni guards are listed in Event 8.

Event 15: The Inner City

The inner circle of Solon is barred by a pair of bronze gates standing more than fifteen feet tall. In front of the gates, an ugly brute with mahogany skin, yellow hair, ivory horns, and alabaster tusks stands with a huge katana in his hands.

DM's Notes. If Devayam knows the PCs are in Solon, he has possessed the ogre mage. He allows the party to come as close as possible, then attacks with all his fury. (Use Devayam's statistics, not those of the ogre mage.)

If Devayam does not yet know that the PCs are in Solon, the ogre mage is simply an ogre mage. He questions PCs disguised as Solonese officials about their business in the inner city. Acceptable answers involve bringing slaves, coming to report a new discovery to Tan Chin (not the raja or Ambuchar Devayam—those with business in the inner city use his old name), or answering a summons. Generally, any other answer brings a denial of entry.





Should the PCs attempt to sneak or force their way past the ogre mage, it attacks. Since it can fly, and it wears a ring that allows it to *detect invisibility* at all times, it will be able to counter almost any attempt to sneak past it. Combat in the air will attract the attention of the ogre mages guarding the other three entrances to the inner city, and they will come to the aid of their compatriot.

Fighting the ogre mage increases Ambuchar Devayam's chance of detecting the party by 25% (if he has not already done so).

Statistics

Ogre Mage (1-4): AC 4; MV 9, Fl 15 (B); HD 5+2; hp 27; #AT 1; Dmg 1-12; THAC0 15; AL LE; XP 420; SA and SD fly for 12 turns, *invisibility* at will, *cause darkness* 10' radius, *polymorph* to a human or similar creature, *regenerate* 1 hp per round. Once per day, can use the following powers: *charm person*, *sleep*, *gaseous form*, and create a *cone of cold* 60' long with terminal diameter of 20', inflicting 8d8 damage (save vs. spells for half-damage).

Event 16: The Great Pit

The walls guarding the inner city conceal nothing except a great pit nearly half a mile in diameter. In the center of the pit, a black monolith rises out of the dirt.

DM's Notes. During the day, thousands of zombies labor in the pit. The zombies are controlled by a hundred Solonese lieutenants. Unless the PCs drew a great deal of attention to themselves in getting past the ogre mage in Event 15, neither the zombies nor the lieutenants will pay the party any attention when they enter the pit.

Should the PCs have been too obvious about the manner in which they dealt with the ogre mage, or if Tan Chin/Devayam knows they are in Solon, the zombies and lieutenants attack as soon as the PCs are within range. In this case, they will probably need to use the *Stone Sceptre of Shih* just to survive.

During the day, the two ladders leading down to the Solonese level of Solon are each guarded by two yuan-ti. They will not allow the PCs to descend the ladders. An altercation with these yuan-ti increases Devayam's chance of detecting the PCs' presence by 20%.

At night, the zombies wander around this area aimlessly, attacking any living being they meet. There is also a 10% chance per round that the PCs meet another form of undead. When this happens, roll 1d4. On a result of one, they meet a

wight; on a result of two, a spectre; on a result of three, a mummy; and on a result of four, a vampire.

By night or day, examination of the black monolith in the center of the pit yields little information about what it is. Other than the fact that it appears to be made of black obsidian, the PCs can learn little about it.

Continue with Event 17 when the PCs descend the ladders.

Statistics

The statistics of the wights, zombies, and Solonese lieutenants are listed in the Introduction. The statistics of vampires are listed in Event 10, and the statistics of the yuan-ti are in Event 6.

Spectre: AC 2; MV 15, Fl 30 (8); HD 7 +3; hp 38; #AT 1; Dmg 1-8; THAC0 13; AL LE; XP 3,000; SA and SD hit drains two life levels of energy; immune to *sleep*, *charm*, *hold*, cold-based spells, *poison*, and *paralysis*; *raise dead* destroys immediately if saving throw is not made.

Mummy: AC 3; MV 6; HD 6 + 3; hp 33; #AT 1; Dmg 1-12; THAC0 13; AL LE; XP 3,000; SA and SD inflicts disease with successful hit; save vs. spell or flee in fear for 1-4 rounds (+2 bonus for humans, and an additional +1 bonus for every six members in the party, round down); immune to *sleep*, *charm*, *hold*, cold-based spells, *poison*, and *paralysis*. *Resurrection* spell will restore to human status if mummy is not older than the maximum age the caster can *resurrect* (this mummy is 2,000 years old).

Event 17: Into the Depths

The ladder leading into the pit seems to descend forever into the dark. Strange, eerie groans drift out of the hole, as does the unmistakable odor of rotting flesh.

DM's Notes. When the PCs descend the ladders, they find themselves in what Tan Chin/Ambuchar has excavated of the strange, ancient city of the Solonese Empire. Because there was little on this level that interested Tan Chin, the excavations here are sloppy and incomplete. As the PCs move through the city, they will find most of the mud-plastered rooms still half-filled with dirt. Any ancient items that might prove interesting or useful have long since rotted away, so the most important thing for them to find on this



level is the route down to the Imaskari section of the city.

Unfortunately, this is easier said than done. The undead which

haunt Solon's slave quarters each night make their homes in the clammy depths of this lost city, where they are eternally safe from the cruel light of day. As the PCs wander through this strange city, consult the chart below whenever they reach a numbered room. Statistics are listed with the room descriptions.

1. When the PCs enter this room, it is empty, though a well-worn path in the dirt floor leads out the door. If Tan Chin knows the PCs are in Solon, five clouds of mist drift into the room, materialize into vampires, and attack.

Vampires (5): AC 1; MV 12, Fl 18 (C); HD 8 +3; hp 40; #AT 1; Dmg 5-10; THAC0 13; AL CE; XP 3,000; SA and SD drain two life levels with a successful hit; hit only by +1 or better magical weapons, *charm*, regenerate 3 hp/round, *gaseous form*, *shape change*, *spider climb*, immune to *sleep*, *hold*, and *charm* spells.

2. When the PCs enter this room, it is empty, though a well-worn path in the dirt floor leads out the door. Along the five walls without doors are piles of dirt approximately six feet long and three feet deep and wide. If Tan Chin knows the PCs are in Solon, as soon as the last PC steps off the ladder, five wights spring out of the dirt piles and attack.

Wights (5): AC 5; MV 12; HD 4+3; hp 23 each; #AT 1; Dmg 1-4; THAC0 15; AL LE; XP 975; SA and SD successful hit drains one level, hit only by silver or +1 or better magical weapons.

3. When the PCs enter this room, they are greeted by the radiant, transparent form of a beautiful elf maiden. The groaning spirit attacks immediately.

Groaning Spirit: AC 0; MV 15; HD 7; hp 35; #AT 1; Dmg 1-8; THAC0 13; AL CE; XP 4,000; SA and SD wail once/day (save vs. death or die), hit only by +1 or better weapons, MR 50%.

4. A well-worn path leads to the door of this room, but ends there. Inside, a layer of dirt three feet thick fills the room. A shiny black object protrudes from the dirt in one corner. PCs uncovering the object discover it is a tablet of obsidian bearing a Solonese inscription. The tablet radiates *protection from evil*, 10' radius.

Any character using a *read magic* or *comprehend languages* spell on the tablet realizes that it has a magical spell engraved on it. Roll 1d4: on a

one, the spell is *raise dead*; on a two, the spell is *restoration*; on a three, the spell changes the reader's alignment to lawful good (this is apparent before reading the spell); on a four, the spell is *heal*. If the tablet's spell is used, all its magic fades and its *protection from evil* power no longer works.

5. The PCs meet a haunt that came to Solon a century ago in order to destroy Tan Chin. It attempts to possess the first PC to enter the room. If it succeeds, it will gladly join the rest of the party in attempting to destroy Tan Chin.

Haunt: AC 0; MV 6; HD 5; hp 25; #AT 1/ 1 as 5 HD monster; Dmg see below; THAC0 15/15; AL NG; XP 2,000; SA and SD hit only by +1 or better magical weapons, suffer only 1 point of damage plus magical bonus when hit by a weapon, normal fire inflicts only 1 point of damage/round; haunt's hit drains two points of Dexterity; if Dexterity reaches 0, haunt possesses victim's body; possessed body retains all statistics of victim, but attacks as a haunt. Haunt automatically dispossesses victim's body when Tan Chin is destroyed, or victim may be freed by a *hold person* or *dispel good* spell.

The haunt will show parties that choose to work with him where to find four *potions of cure serious wounds* he buried when he was alive.

6. There are a dozen human skeletons armed with rusty shortswords lying in the dust of this room. They rise and attack when the last PC enters. Buried in the dirt is a scroll that once belonged to one of the skeletons; it has one *raise dead* spell.

Skeletons (12): AC 7; MV 12; HD 1; hp 5 each; #AT 1; Dmg 1-6; THAC0 19; AL N; XP 65 each; SA and SD immune to *sleep*, *charm*, *fear*, and *hold* spells; edged or piercing weapons inflict half-damage; holy water inflicts 1-8 points of damage.

7. The first time the PCs enter a room numbered seven, one ghoul per round comes into the room from each of its entrances. This continues until a total of two ghouls per PC have entered the room. Of course, they are hungry and attack immediately. The same thing happens the second and subsequent times the PCs enter a room numbered seven, except that the creatures they encounter are ghouls.

Ghouls (two per PC): AC 6; MV 9; HD 2; hp 10 each; #AT 3; Dmg 1-3/ 1-3/ 1-6; THAC0 19; AL CE; XP 175 each; SA and SD when hit, victim saves vs. paralyzation or remains immobile for 3-8 rounds; immune to *sleep*, *charm* spells; *protection from evil* keeps them completely at bay.

Ghosts (two per PC): AC 4; MV 15; HD 4; hp 20 each; #AT 3; Dmg 1-4/1-4/1-8; THAC0 17; AL CE; XP 650 each; SA and SD all victims within 10'



must save vs. poison or attack with penalty of -2; when hit, victim must save vs. paralyzation or remain immobile for 5-10 rounds; immune to *sleep*, *charm* spells; cold forged iron does double normal damage to them.

8. A ghost materializes in this room and does not willingly allow the PCs to pass.

Ghost: AC 0 or 8; MV 9; HD 10; hp 50; #AT 1; Dmg ages victim 10-40 years; THAC0 11; AL LE; XP 7,000; SA and SD save vs. spells or age 10 years and flee for 2d6 turns upon first sight; *magic jar*; struck only when semi-materialized and by silver (half-damage) or magical weapons.

9. There are a dozen human skeletons (heucuvus) lying in the dust of this room. They rise and attack when the last PC enters. Buried in the dirt is a scroll that once belonged to one of the undead; it has one *restoration* spell.

Heucuvus (12): AC 3; MV 9; HD 2; hp 10 each; #AT 1; Dmg 1-6; THAC0 16; AL CE; XP 270 each; SA and SD when hit, victim must save vs. poison (disease) or suffer a daily loss of one point of Strength and Constitution; treated as wights for purposes of turning.

10. Twelve closets, six feet high and three feet wide, line the walls of this dusty room. If any closet is opened, the mummy lurking inside attacks immediately. Should more than four closets be opened, the remaining eight mummies fling open their doors and join the fray immediately. Each mummy has a scroll in his closet; roll 1d12 to determine the spell it contains: 1 = *blade barrier*, 2 = *neutralize poison*, 3 = *heal*, 4 = *cure disease*, 5 = *raise dead*, 6 = *restoration*, 7 = *dispel evil*, 8 = *sunray*, 9 = *true seeing*, 10 = *chain lightning*, 11 = *demand*, 12 = *control undead*.

Mummies (12): AC 3; MV 6; HD 6 +3; hp 38 each; #AT 1; Dmg 1-12; THAC0 13; AL LE; XP 3,000; SA and SD when hit, victim suffers disease causing loss of 2 points of Charisma per month; save vs. spell or victim is paralyzed for 1-4 rounds (+ 1 bonus per six party members present, humans receive additional +2 bonus); harmed only by magical weapons, immune to *sleep*, *hold*, and cold-based spells; raising any creature killed by a mummy requires both a *cure disease* and *raise dead* spell.

11. This room is filled with clay amphorae, large two-handled jars with narrow necks. All are filled with a thick, foul-smelling liquid that may have once been olive oil or wine. As soon as the last PC enters the room, the poltergeist living here starts throwing the amphorae at the PCs. Anybody struck by one of the amphorae is coated with the foul liquid inside, and suffers a -5 penalty to his Dexterity for 1d10 turns or until he bathes. The poltergeist follows the PCs through-

out the rest of this level, throwing things at them at the most inconvenient times. In the bottom of the 15th amphora thrown at the PCs (or searched by them), there is a *ring of protection* +3, 5' radius.

Poltergeist: AC 10; MV 6; HD 1/2; hp 3; #AT 1; Dmg none; THAC0 15; AL LE; XP 65; SA and SD those hit by amphora must save vs. spells or flee in fear for 2d12 rounds, 50% chance of dropping anything held in hand; poltergeist is always invisible, harmed only by silver or magical weapons, turned as ghouls.

12. In the center of this room is a lamp with a magical golden flame that never goes out. It is surrounded by six small, hand-carved wooden idols that cast man-sized shadows on the walls. When the last party member enters the room, the shadows attack. The lamp is worth 1,000 gp, but, since its flame cannot be extinguished, PCs must be very careful when transporting it. Buried beneath the lamp is a scroll with two *raise dead*, two *restoration* spells, and one spell that changes a designated targets alignment to lawful good.

Shadows (12): AC 7; MV 12; HD 3 +3; hp 18; #AT 1; Dmg 2-5 + special; THAC0 17; AL CE; XP 650; SA and SD when hit, victim loses one Strength point for 2-8 turns, immune to *sleep*, *hold*, and *charm*.

13. Three spectres follow the PCs into this sand-filled room and attack. Even if the PCs flee, they continue to attack until destroyed or turned.

Spectres (3): AC 2; MV 15 Fl 30 (B); HD 7 +3; hp 38 each; #AT 1; Dmg 1-8; THAC0 13; AL LE; XP 3,000 each; SA and SD successful hit drains two life levels from victim; immune to *sleep*, *hold*, *charm*, and cold-based spells; only hit by + 1 or better magical weapons.

14. When the PCs attempt to cross this room, four wraiths drift up from the sand and attack.

Wraiths (4): AC 4; MV 12 Fl 24 (B); HD 5 +3; hp 28 each; #AT 1; Dmg 1-6; THAC0 15; AL LE; XP 3,000; SA and SD hit drains one level; immune to poison, paralyzation, *sleep*, *hold*, *charm*, *death*, and cold-based spells. *Raise dead* destroys wraiths completely.

15. This room is nearly filled by a huge round table, in the middle of which is placed a large golden cup (anyone drinking from the cup is cursed as if he had claimed a *peript of foul rotting*). Around the table, in 24 oak chairs, sit 24 zombies. If Tan Chin is aware of the PCs' presence, the zombies attack when the party enters



the room. Otherwise, they do not attack unless the PCs move the golden chalice in the middle of the table.

Zombies (24):

AC 8; MV 6; HD 2; hp 10 each; #AT 1; Dmg 1-8; THAC0 19; AL N; XP 65 each; SA and SD immune to poison, sleep, charm, hold, death magic, and cold-based spells.

16. A well-worn path leads through the center of this small courtyard to a well. Above the well is a sign which reads, in ancient Solonese, "The Well of Despair." Water drawn from the well contains so much rust that it has the color and smell of blood.

If Tan Chin is aware of the PCs' presence in Solon, a lich guards this well and will not allow the PCs to descend. Otherwise, it is unguarded.

Lich: AC 0; MV 6; HD 11; hp 55; #AT 1; Dmg 1-10; THAC0 10; AL LE; XP 7,000; SA and SD spells, characters below 5th level must save vs. spell or flee in terror for 5d4 rounds; when hit, victim must save vs. paralysis or be unable to move until paralysis is dispelled by a *bleed*, *remove fear*, or *remove paralysis* spell; hit only by + 1 or better

weapons; immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, and death spells.

Spells (as 18th-level mage): 1) *audible glamer*, *change self*, *phantasmal force*, *spook*, *ventriloquism*; 2) *blindness*, *blur*, *hypnotic pattern*, *invisibility*, *mirror image*; 3) *illusionary script*, *invisibility 10' radius*, *phantom steed*, *spectral force*, *wraithform*; 4) *fear*, *illusionary wall*, *improved invisibility*, *phantasmal killer*, *rainbow pattern*; 5) *advanced illusion*, *demi-shadow monster*, *dream*, *major creation*, *shadow magic*; 6) *eyebite*, *mislead*, *shades*; 7) *sequester*, *shadow walk*, *simulacrum*; 8) *screen*, *prismatic wall*; 9) *weird*.

17. A well-worn path leads through the center of this small courtyard to a well. Above the well is a sign which reads, in ancient Solonese, "The Well of Sorrow." Water drawn from the well contains so much rust that it has the color and smell of blood.

If Tan Chin is aware of the PCs' presence in Solon, a withered man with golden eyes guards this well and will not allow the PCs to descend. Otherwise, it is unguarded. The man is, of course, currently possessed by Tan Chin. See the interior gatefold for Tan Chin's statistics.

When the PCs descend either the Well of Sorrow or the Well of Despair, continue with Event 18.





Event 18: Imaskari Solon

The shaft drops into a pool of warm, fetid water located in a public square. The square is dimly lit by flickering red lights that shine from the windows of the buildings lining the plaza.

DM's Notes. The PCs have reached the lowest level of Tan Chin's Solonese excavations, which was built ages ago by the Imaskari. Tan Chin currently makes his home in the palace, and the surrounding city is occupied by his closest supporters.

If Tan Chin is aware of the PCs' presence in Solon, a dowagu ambushes the party immediately. It tries to kill the person carrying the *Stone Sceptre of Shih*. If Tan Chin is unaware of the PCs' presence in Solon, they find nothing extraordinary in this square.

If the party descended to this level through the Well of Sorrow, continue with Event 19. If they descended through the Well of Despair, continue with Event 20.

Statistics

The dowagu's statistics are on the inside cover.

Event 19: Minotaur City

This section of the city is marked by a maze of narrow alleys running between a labyrinth of small square houses.

DM's Notes. Although the houses are neatly kept, it is apparent that they have suffered centuries of neglect. At one time, the houses were decorated with elaborate paintings of daily life in Imaskari, but these have long since faded into pale ghosts of their past splendor. PCs taking the time to examine them can make out the picture of a priest drinking at a pond shaped like a four-petaled flower.

As the PCs move through this section of the city, at every corner there is a 25% likelihood that they will encounter one of the many minotaurs that make their homes in the small buildings. Should the PCs be using a magical light source to light their way, this chance increases to 50%. PCs entering any of the small buildings are 75% likely to encounter a minotaur each time they do so. Always hungry, the minotaurs attack immediately.

In any building that the PCs search, they find 100 gp worth of assorted gems. There is also a 30% chance that they will find one of the following (roll 3d6): 3-4-5 = *cure serious wounds* potion, 6-7 = *restoration* scroll, 8-9 = *neutralize*

poison scroll, 10-11 = *raise dead* scroll, 12-13 = *sunray* scroll, 14 = *continual light* scroll, 15 = *periapt of wound closure*, 16 = *bracers of archery*, 17 = *wand of illumination*, 18 = *staff of power* with 25 charges.

Unusual Shortcuts. PCs attempting to smash or blast their way through any walls in this section of the city attract 2d6 angry minotaurs.

The circular wall guarding the temple complex is made of polished granite and stands 40 feet high. This imposes a -20% penalty on anybody attempting to climb it without help from above. When anyone attempts to scale or otherwise bypass the wall, ten gargoyles arrive and land on top of it. They attack any character reaching the top or other side of the wall.

Continue with Event 20 when the PCs reach the wells on the outskirts of the wealthy side of town.

Statistics

Minotaurs: AC 6; MV 12; HD 6 +3; hp 33; #AT 2; Dmg 2-8/2-8 (head butt) or 1-4/by weapon +2; THAC0 13; AL CE; XP 1,400; SA and SD if more than 30' from opponent, may charge for double head butt damage; *infravision*, receive +2 bonus on surprise rolls, can track prey by scent with 50% accuracy, immune to *maze* spells.

See Event 21 for the gargoyles' statistics.

Event 20: Naga Ward

In the center of this square is a pool filled with a steaming red liquid.

DM's Notes. The steaming red liquid is water heated by geothermal energy beneath the city. Its color comes from the high concentration of high grade iron ore near Solon, which was once famous for its iron mines.

Every time the PCs turn a corner in this section of the city, there is a 20% chance that they will meet a female spirit naga. If they are using a magical light source or making a great deal of noise, this chance increases to 30%. The spirit naga does not attack immediately; instead, she attempts to *charm* the party members. She leads victims to her house to become her slaves. If the other party members do not interfere, or if all the PCs resist her gaze, the naga leaves them alone. Should they attempt to save their friend(s), the naga fights with all methods at her disposal.

PCs entering any house in this section of the



city automatically encounter the spirit naga who resides there. She attacks any intruders immediately. Inside, if PCs search the building

carefully, they find 10d10 x 100 gp worth of jewelry and gems. There is also a 50% chance that they will find one of the following magic items (roll 1d10 to determine which): 1 = *potion of cure serious wounds*, 2 = *restoration scroll*, 3 = *neutralize poison scroll*, 4 = *raise dead scroll*, 5 = *leather armor of blending +2* (halfling or dwarf size), 6 = *hammer of thunderbolts*, 7 = *javelin of lightning*, 8 = *spear, cursed backbiter*, 9 = *crossbow of accuracy*, 10 = *dagger +2, longtooth*.

PCs will not encounter any nagas inside the shops of this part of the city, though they will find many curious items. Each shop was dedicated to selling one particular item, as outlined below. There is a 5% chance that the PCs will discover the sole magic item in each shop (this chance increases to 100% if a *detect magic* spell is used).

The Shops of Imaskari Solon

Shop Items	Value ea.	Magic Item
A grotesque bowls	1-10 gp	<i>bowl of watery death</i>
B ridiculous hats	1 gp	<i>hat of disguise</i>
C weird bottles	1 cp	<i>flask of curses</i>
D twisted candles	1 cp	<i>candle of invocation</i>
E colored mirrors	1-10 gp	<i>mirror of opposition</i>
F peculiar musical instruments	100 gp	<i>pipes of the sewers</i>
G floppy shoes	10 gp	<i>boots of dancing</i>
H stones	1 cp	<i>stone of weight</i>

When the PCs reach the gates to the temple complex, continue with Event 21.

Statistics

Spirit Naga: AC 4; MV 12; HD 10; hp 50; #AT 1; Dmg 1-3; THAC0 11; AL CE; XP 5,000; SA and SD *charm gaze*, *poison* (type C, inflicts 25 points of damage, save vs. poison reduces damage to 2-8); use wizard spells at 5th level of ability and priest spells at 4th level of ability.

Wizard spells: 1) *burning hands*, *hypnotism*, *magic missile*, *shocking grasp*; 2) *flaming sphere*, *stinking cloud*; 3) *fireball*.

Priest spells: *command*, *faerie fire*, *sanctuary*; *hold person*, *spiritual hammer*.

Event 21: Inner Temple

Between two battered and long-abandoned towers, a huge pair of tarnished bronze gates hands cockeyed on hinges. A huge slab of black obsidian is just barely visible through the crack between the gates.

DM's Notes. When the PCs step through the gates, they hear a muffled flapping overhead as 2d6 margoyles fly out of the shadows and perch on the walls overhead. The margoyles only attack the PCs if attacked first, or if they attempt to avoid the hazards outlined below by flying above them. As the PCs proceed through the inner temple, one additional margoyle will perch on the wall each round, and the entire flock will scurry along the top of the wall watching the party. A maximum of 50 margoyles will appear.

Diamond Buildings (A). Inside the gates, the base of the obsidian monolith rises out of the ground. It is flanked on either side by two diamond-shaped buildings. Open archways lead into these buildings. The interior of each building contains only a single room. In the center of this room is a pedestal with a wooden tube resting upon it. A magical, invisible infrared beam runs across the center of the room at waist height. Any time this beam is broken (as when someone walks through it), the entire room is filled with a *fireball* causing 5d6 damage. Triggering the fireball automatically destroys the wooden tube on the pedestal, as well as the contents.

The tube in the northeastern room contains a scroll with a *protection from cold*, *10' radius spell* (renders all within radius immune to normal and magical cold); the tube in the northwestern room contains a scroll bearing a *sunray* spell; the scroll in the southwestern room contains an *audible glamer* spell (at 10th level of ability); the scroll in the southeastern room contains a *mass gaseous form* spell which allows up to 10 characters to assume gaseous form. The tubes were left in these rooms by Imaskari priests.

Pentagons (B). Open archways lead to the interior of each of these buildings that are filled with icy balls. When the first PC reaches the red pool in the center of the courtyard, each building spews its contents forth, creating an *ice storm* within the courtyard. The only way to avoid this storm is to dive into the pool and wait two rounds for it to pass.

Trapezoids (C). When the first PC reaches the green pool, sheets of lightning begin flying overhead at a height of seven feet (any character taller than this height must save vs. spell or suffer 6d6 electrical damage). The lightning becomes one foot lower each round, inflicting 6d6



electrical damage on any character it touches. Any character jumping into the green pool causes the lightning to cease.

When the first PC reaches the red pool, waves of black smoke begin drifting overhead at a height of seven feet, dropping one foot per round as the lightning did. The smoke is completely harmless, although it obstructs vision. Any character jumping into the red pool discovers it is filled with acid and takes 3d6 points of damage for each round he remains in the pool. All items he carries must save vs. acid or be destroyed (this does not apply to artifacts).

Any character entering one of the trapezoids suffers 10d6 electrical damage.

Petal Ponds (D). The Ebony Temple of Imaskari opens directly onto this courtyard. If the party attempts to enter the temple without the PCs each drinking from a different Petal Pond, two margoyles per PC will drop onto the porch to prevent the PCs' entry. They point at the ponds, and do not attack unless the PCs attack them or attempt to enter the Ebony Temple. Any margoyles that are killed will be replaced the next round.

The Petal Ponds are each unique. The north-eastern pond is filled with steaming dry ice; anyone drinking from it is magically shifted to the dimension of cold inside the Ebony Temple. The northwestern pond is filled with liquid darkness; anyone drinking from it is shifted to the dimension of darkness. The southwestern pond is filled with a sticky liquid that absorbs all sound; anyone drinking from it is transferred to the dimension of silence. The southeastern pond is filled with nothing – literally; anyone trying to drink from this vacuum is transferred to the dimension of emptiness. See Event 22 for descriptions of what happens in these dimensions, or if the PCs somehow make it past the margoyles.

Statistics

Margoyles (50): AC 2; MV 6, Fl 12 (C); HD 6; hp 30 each; #AT 4; Dmg 1-6/1-6/2-8/2-8; THAC0 15; AL CE; XP 975 each; SA and SD + 1 or better weapon to hit; immune to stone power of *Stone Sceptre of Shih*.

Event 22: Ebony Temple

A pair of golden eyes appears in the darkness ahead, then a cruel, vicious laugh echoes through your head.

DM's Notes. The PCs have finally tracked Tan Chin to his lair, and he knows they have come for him. After looking them over, he returns to his phylactery in the main room of the temple to wait

for them, and the room brightens to a comfortable level of lighting. As in his description, Tan Chin has become so powerful that he can be destroyed only by the four Ebony Artifacts of the Imaskari, which must be collected from each of the mini-dimensions inside the temple.

Main Chamber. This room is supported by 32 obsidian pillars. In the center of it is a pool of bubbling lava. At the far end is Tan Chin's crystal phylactery, the eyes now glowing with an eerie gold. As soon as the PCs enter this room (either via the front door or the secret door in the rear), Tan Chin magically seals both ends of the Ebony Temple with an ebony wall. The PCs are now sealed inside with him, and nothing but destruction of Tan Chin or a *wish* spell can get them out.

Unless the four Ebony Artifacts of the Imaskari are thrown into the Bottomless Pool of Fire, Tan Chin's phylactery simply reforms 24 hours after it is destroyed.

If the PCs do not have the Ebony Artifacts, he considers them a nuisance. Using his phylactery as a body, he plays a deadly game of hide and seek among the pillars, trying to ambush and destroy the PCs quickly.

On the other hand, if the PCs have the Ebony Artifacts, Tan Chin is much more cautious. He uses his abilities to their best effects, defending himself and fleeing when pressed, trying to attack when the risk to himself is the least. Should the PCs move within ten feet of the Bottomless Pool of Fire with any artifact, however, he throws caution to the wind and attacks with all his might. If the PCs throw all four of the Ebony Artifacts into the Bottomless Pool of Fire, Tan Chin's phylactery will not reform after it is destroyed.

Should the PCs defeat Tan Chin and prevent his phylactery from reforming, the Ebony Walls enclosing them within the temple dissolve, as do the *Stamps of Tan Chin* on the PCs' foreheads. They can find 50,000 gp worth of assorted gems beneath the dais on the eastern end of the room, as well as a *staff of power*, *sword of life stealing*, *mace of disruption*, and a *cube of force*. All of this treasure has a faint aura of evil (if magically detected), but the aura will fade when the items are taken away from Solon.

Dimension of Darkness. This dimension can be entered in one of two ways: through the door, or by being magically shifted here after drinking from the northwestern Petal Pond. Either way, the only way to leave the room is via the door on the eastern wall. The only way to find the door is to



illuminate the room with a light-emitting spell of level five or higher. Otherwise, the inhabitants are trapped within the seemingly boundless darkness (only a *wish* spell will get them out— *plane shift*, *gate*, and similar spells simply fail).

Once the room is illuminated, the PCs see an ebony hammer floating in the center of the small room. This is one of the four Ebony Artifacts of the Imaskari. It acts as a *warhammer* +5, except that it blinds any being it strikes. Unfortunately, it also permanently drains one point of Constitution from the wielder at the same time. The open door on the eastern wall is readily visible.

Dimension of Cold. This dimension can be entered by either of its two doors, or by being magically shifted here after drinking from the northeastern Petal Pond. Once inside, it appears to be an endless wasteland of blowing snow and icy temperatures. Characters entering the room are immediately lost, and suffer 2d6 cold damage per round. The exits cannot be found, and only a *wish* spell will allow the PCs to escape.

Anyone surviving six rounds in this dimension finally sees a black javelin standing upright in the snow. This is one of the four Ebony Artifacts of the Imaskari. It functions as a *javelin* +5, except that the wound it inflicts is so cold that it drains a level from any being it strikes. It also drains a point of Strength from the wielder.

Any person carrying the Ebony Javelin can automatically see both exits to this dimension.

Dimension of Emptiness. This dimension can be entered by either of its two doors, or by being magically shifted here after drinking from the southeastern Petal Pond. Inside, the room appears to be a endless vacuum, and an exit cannot be found by any means short of a *wish* spell. Characters who must breathe suffer 1d10 points of damage per round. (Note: characters in *gaseous form* don't suffer this penalty.)

Anyone surviving six rounds in this room notices an ebony sword drifting through the emptiness, one of the four Ebony Artifacts of the Imaskari. In addition to acting as a *sword* +5, this weapon allows its wielder to survive without food, water, or air. However, for each turn without air, day without water, or week without food, it drains its wielder of one point of Intelligence. The possessor of this sword can readily find both exits to this room.

Dimension of Silence. This dimension can be entered by its door or by being magically shifted

here from the southwestern Petal Pond. Inside, the room is an endless plane of silence, and an exit cannot be found by any means short of a *wish*. No sound can be created, except by magical means, but once this happens, a black dagger falls out of the sky and lands at the party's feet. This dagger, one of the four Ebony Artifacts of the Imaskari, functions as a *dagger* +5, and anybody struck by it must save vs. death or go mad from the incredible din that it causes to ring inside his head (treat as a permanent *confusion* spell). The wielder of this weapon can find the room's exit.

Continue with the Wrap-Up when the PCs either defeat or fall prey to Tan Chin.

Statistics

Tan Chin's statistics are on the inside gatefold.

Wrap Up

If Tan Chin defeats the PCs, they become wights in his army of undead. They will march at the head of his legions as he conquers first Ra-Khati, then Shou Lung, and finally all of Kara-Tur. Though they might resent and oppose his power intellectually, they are capable of no physical opposition.

If the PCs defeat Tan Chin, the only reward they will receive, other than the treasure listed in Event 22, is the mysterious fading of the tattoos on their foreheads. Within two turns of tossing the Ebony Artifacts of Imaskari into the Bottomless Pool of Fire, a great volcano will begin erupting in the Ebony Temple. The PCs will then have three turns to evacuate Solon before the entire city is submerged in ash and molten lava.

The PCs will find a warm welcome with Hubadai Khan and Bhrokiti. Their gratitude will be limited to hospitality befitting kings, but it would be crass of the PCs to think that any gift the pair might offer would be worthy of such great heroes. If the PCs prevented the Solonese troops from crossing the Great Chain Bridge, they each receive an XP bonus of 5,000 points.

If the PCs do not do as Shih asked and throw the *Stone Sceptre of Shih* into the pool of molten rock, the mace becomes a *Cursed Berserker* -2.

One or more players may have sacrificed their characters in order to defeat Tan Chin. Such characters have accumulated a considerable amount of karma, and, at DM's discretion, should receive a +2 modifier when they roll their next character's attribute scores. Additionally, the Padhra himself will watch over their progress, seizing many opportunities to reward them with supernatural advancement until they reach the approximate level of the rest of the party.

Sandiraksiva, The Black Courser



CLIMATE/TERRAIN:	High mountain meadow/tundra
FREQUENCY:	Very Rare (unique)
ORGANIZATION:	Solitary or herd
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	28, Fl 30
HIT DICE:	8 (45 hit points)
THAC0:	13
NO. OF ATTACKS:	2 or breath weapon
DAMAGE/ATTACK:	1-8+7/1-8+7/ or 5-30 (breath)
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Only hit by +1 or better weapon
MAGIC RESISTANCE:	55%
SIZE:	L (8' at shoulder)
MORALE:	Fanatic (19)
XP VALUE:	5,000

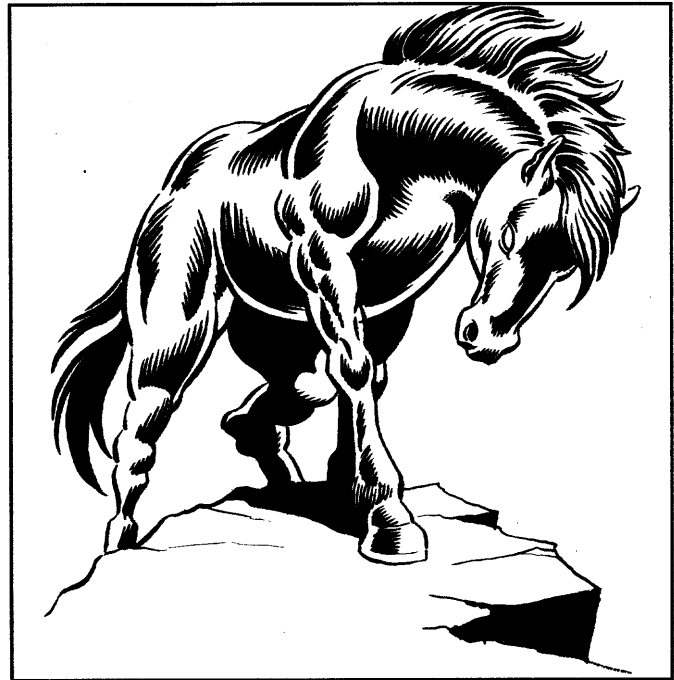
While accompanying Prince Surtava on his search for enlightenment, Gaumahavi (see her entry) bore a litter of cubs. Like its mother, one of those cubs developed an animal soul and began a series of reincarnations. That cub was Sandiraksiva.

Currently, the cub's enchanted soul inhabits the body of a supernatural black stallion. Unfortunately for Sandiraksiva, this fact has not eluded the Raja of Solon, Ambuchar Devayam. The Raja captured Sandiraksiva and used him to coerce his mother, Gaumahavi, into aiding him in the first war between Solon and Ra-Khati. During that war, Sandiraksiva was captured by the Dalai Lama, who had no idea of the stallion's true nature.

As his great size might suggest, Sandiraksiva is exceptionally strong, and he can carry or pull as much as any two normal draft horses. He is also extremely fast, and can easily outrun even the fleetest riding horse. Unlike most horses, he has split hooves and can climb the rocky environment of the Katakoro Mountains with ease.

Combat: Sandiraksiva is not aggressive by nature, but will fight tenaciously for his freedom. In combat, he uses his forehooves to lash out, and will resort to his breath weapon when pressed.

In addition to his great strength, Sandiraksiva has several special abilities. Every other round, he can fly up to



800 yards (then he must pause and rest for a round). His most potent weapon is the fireball he can breathe once per day for 5d6 points of damage (save vs. breath weapon for half damage).

Because of his enchanted nature, Sandiraksiva cannot be hurt by anything short of magic or magical weapons of +1 or better.

Habitat/Society: Although he would prefer to graze the high altitude meadows and tundra lands of the Katakoro Mountains, Sandiraksiva has been imprisoned by either the Raja of Solon or the Dalai Lama for the last 50 years.

Ecology: Like most horses, Sandiraksiva eats grass, grains, hay, and the like. However, the Black Courser's supernatural strength, speed, and powers are energized by the light of the moon. If he is not exposed to moonlight for a substantial period each night, he begins to lose his strength. This loss corresponds roughly to the amount of moonlight he missed. For example, a 30% reduction in exposure results in a 30% loss of movement, damage, flight capability, etc. On totally moonless nights he lapses into complete inactivity, but since he knows when they will be, takes precautions beforehand, when possible. Strength is recovered in 1d6 rounds as soon as he returns to full moonlight.

Dowagu



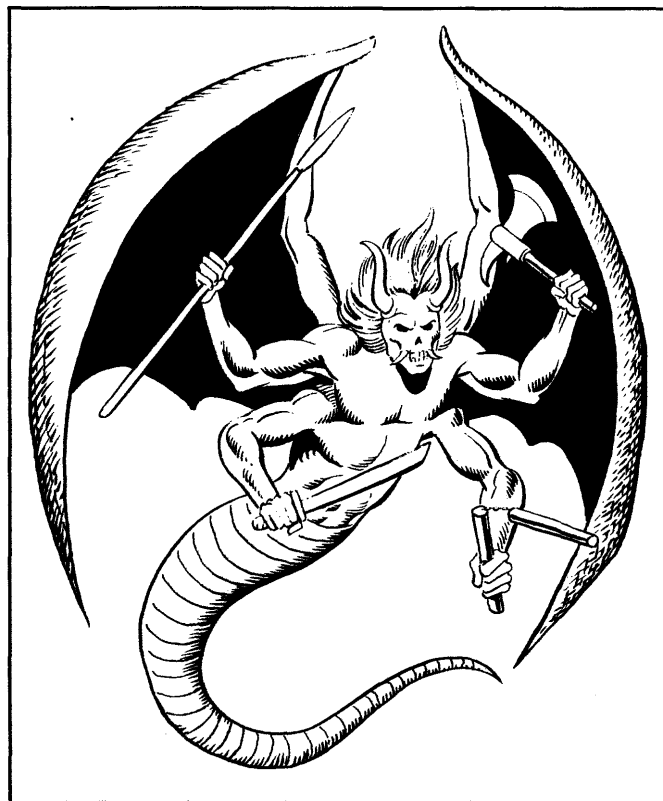
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Small group
ACTIVE CYCLE:	Night
DIET:	Strength Points
INTELLIGENCE:	Exceptional (16)
TREASURE:	None
ALIGNMENT:	Lawful Evil
NO. APPEARING:	Up to 6, but usually 1
ARMOR CLASS:	3 (torso), 0 (tail), -2 (head)
MOVEMENT:	18, Fl 36 (B)
HIT DICE:	12 (75 hp)
THACO:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	by weapon (x4), 1d10 (tail)
SPECIAL ATTACKS:	<i>touch, fear</i> aura, spells
SPECIAL DEFENSES:	<i>silence, dark, hit only in light</i>
MAGIC RESISTANCE:	20%
SIZE:	H (12' long)
MORALE:	Fanatic (18)
XP VALUE:	14,000

The dowagu are the creations of the Raja Ambuchar Devayam. They have the lower bodies and tails of giant snakes, except that their tails are covered with a thick, layered hide. They have man-like torsos with four arms and huge leathery wings. Their faces are gaunt and grotesque, with long, curved horns rising from their foreheads and equally long, wicked tusks protruding from their upper jaws. The dowagu are completely black, with beady blue eyes resembling stars. Unless caught in the full light of the moon or a magical light source, they are rarely visible as more than a shadow.

Combat: Dowagu rarely fight, for they are usually working under strict orders from the Raja. When they do fight, however, they are true terrors, attacking simultaneously with four weapons (usually a scimitar, flail, axe and spear) and their powerful tail. Any being unfortunate enough to see a dowagu in full light must save vs. paralysis or flee in *fear* for 1d12 rounds.

Creatures hit by the tail, or touching the dowagu with bare hands, must save vs. spells or take an additional 1d4 points of *chilling touch* damage and lose a point of Strength. If the victim fails a second save, this one vs. poison, the Strength loss is permanent. In addition, on a natural to-hit roll of 20, the dowagu entwines its tail about the victim. Entwined victims suffer no additional damage, but must save as if hit by the tail each round, or suffer the consequences as outlined above.

Defensively, the dowagu are always surrounded by a 5' sphere of *silence*. In addition, they can cause *darkness* (10') at will. If this is done at night and there is no direct source of light on the dowagu, treat the result as if it were *invisible*. Finally, the dowagu can be hit only if illuminated in the full effect of a magical light source, such as a *light* or *continual light* spell. Note that such spells cause no direct damage to the dowagu; they merely allow other weapons to inflict damage. If the dowagu is not illuminated, any attack directed against it simply passes



through its body as if it were a shadow. They are subject to the full effects of the *prism of Kushk*, however, for it simultaneously provides a magical light source and makes an attack.

Each day, a dowagu is able to cast up to four 1st level Wizard spells from the Illusion/Phantasm school as if it were a 10th-level Wizard.

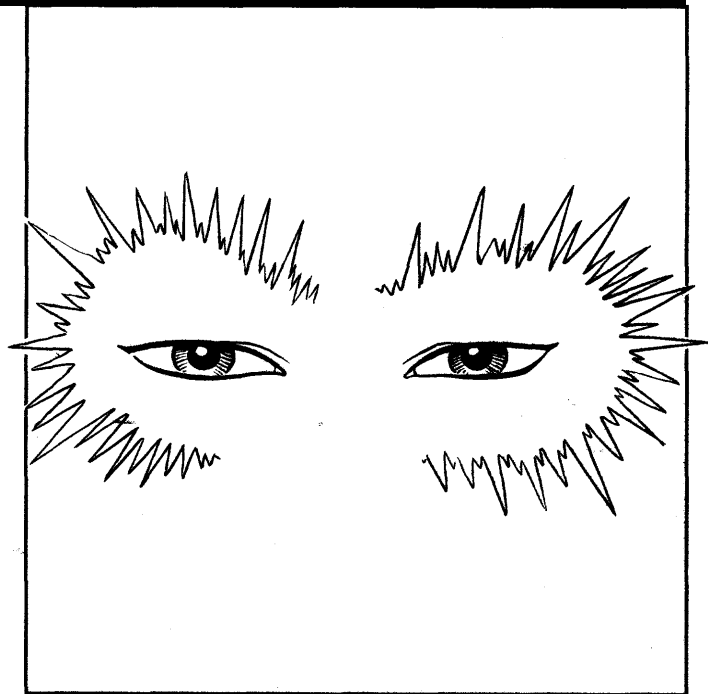
Habitat/Society: The dowagu are generally solitary creatures, answering solely to their master and creator, the Raja Ambuchar Devayam. Although they prefer to dwell in desolate, arid locations, they are at home in any environment.

They can mark any creature with the Stamp of Tan Chin. One of their major duties is to wander the world searching out victims upon which to place the dark tattoo. This stamp cannot be removed, even by a *wish* spell, and always shows through any attempt to cover it up. (Makeup wears off, scarves or hats fall off, spells fail inexplicably, etc.) Upon dying, persons marked with the stamp become undead and march to Solon to join the Raja's army. Usually, such victims become zombies, but especially powerful characters (9th level and above) become a more advanced form of undead, such as a vampire, wight, groaning spirit, etc. The only way to escape this fate is to avoid death or to destroy the Raja.

Ecology: The dowagu are magical constructs created by the Raja Ambuchar Devayam. There are only six of them, though the Raja will create a replacement if one is destroyed. To feed, the dowagu entwine a victim within the coils of their *chilling* tail and draw away his strength. They rarely stop until the victim is an empty husk.

Ambuchar Devayam/Tan Chin

CLIMATE/TERRAIN:	Any
FREQUENCY:	Unique
ORGANIZATION:	Solitary or city
ACTIVITY CYCLE:	Any, prefers night
DIET:	Omnivore
INTELLIGENCE:	Supra-genius (19)
TREASURE:	G
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	12 (75 hp)
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/gaze
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M (6' Tall)
MORALE:	Fearless (20)
XP VALUE:	20,000



Ambuchar Devayam is a unique form of undead, created through his own evil necromancy and fortified by the magic of the Imaskari. Through the centuries, one purpose has kept him alive: to conquer Shou Lung and return to the glory he once knew as its emperor, Tan Chin. To this end, he has used his supernatural powers to make himself the Raja of Solon. He intends to conquer Ra-Khati and use it as a staging area for his war against Shou Lung.

In his true form, Ambuchar resembles a pair of disembodied golden eyes. These eyes are all that is visible of the shadow which he projects onto the prime material plane from his true home in an unknown plane of darkness. However, Devayam often uses a permanent form of the *possess* spell from *Oriental Adventures* to project his spirit into some unfortunate subject's body. Such possessions can always be detected easily, however, for the victim's eyes glow with a harsh, golden gleam.

The Solonese raja Ambuchar Devayam and the Shou emperor Tan Chin are in fact the same man. In life, Tan Chin was a powerful necromancer who ruled his empire with an iron fist. After the wizard Shih led a revolt and drove the cruel emperor from his capital in Kuo Meilan, Tan Chin journeyed to the lands south of Solon, learning the secrets of the ancient Imaskari. Finally, he gave his life for unlife, conquered Solon, and became the raja Ambuchar Devayam.

Combat. Although he fights as a 12 HD monster and inflicts only 1d10 points of damage, the side effects of being hit by the raja are deadly. Any creature hit by Ambuchar Devayam must immediately make two saves, the first one vs. paralysis and the second one vs. spell. Those failing the first save are paralyzed with fright for 1d4 rounds (and are not required to make the second save). Those failing the second save flee in *fear* for 1d4 rounds.

In addition, any creature struck by the raja suffers a loss of one life (experience) level, and all scores (THACO, hp, saving throws, etc.) are immediately adjusted. Also, any one creature in combat with the raja is subject to a gaze attack. Devayam rolls to hit the creature normally. If

the attack is successful, the victim locks eyes with the raja's golden orbs, and must make a successful Constitution check or lose one point of Constitution (permanently). Beings reduced to zero Constitution points die.

Ambuchar Devayam/Tan Chin can be hit only by +1 or better magical weapons. He is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, and all cold-based, insanity, and death spells. He can only be *turned* by a cleric of level 15 or higher, and then only on a roll of 20. The raja is also spared the effects of the *Prism of Kushk*; if trapped by its effects, he simply destroys the body he is inhabiting at the time, then returns to his phylactery.

Ambuchar now uses Imaskari magic to store his life force upon the prime material plane in a phylactery inside the Ebony Temple (see Part III, Event 22). The only way to permanently destroy the raja is to collect the four Ebony Artifacts of the Imaskari from the various dimensions inside the Ebony Temple and throw them into the Bottomless Pit of Fire located there. Otherwise, the raja's crystal phylactery simply reforms 24 hours after being destroyed. (Throwing the four Ebony Artifacts into the Bottomless Pit of Fire severs the connection between the raja's dimension and the prime material plane.)

The raja can cast any spell he wishes from the necromancy school of magic. He has the innate power to animate and control any creature that was marked with the *Stamp of Tan Chin* when it died.

The statistics and descriptions above apply to any body the raja inhabits, as well as his crystal phylactery.

Habitat/Society. He rules as an absolute dictator, killing those who displease him and granting life and power to those who do not. When in Solon, he spends most of his time either in the Star Houses contemplating the latest discoveries from the Imaskari excavations, or in the Ebony Temple, plotting his takeover of Shou Lung.

Ecology. To maintain his strength on the prime material plane, the raja needs to *possess* and drain one living creature per week.

Gaumahavi, Greater Purple Dragon



CLIMATE/TERRAIN: Subarctic desert, high mountains
FREQUENCY: Very Rare (unique)
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any, but most active at twilight
DIET: Special (Carnivore)
INTELLIGENCE: Exceptional (15-16)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: - 2
MOVEMENT: 15, Fl 40
HIT DICE: 16 (128 hit points)
THACO: 5
NO. OF ATTACKS: 3 or dust storm and/or spell
DAMAGE/ATTACK: 1-8/1-8/5-30
SPECIAL ATTACKS: Special
SPECIAL DEFENSES: Only hit by +3 or better magical weapons in astral (dust) form.
MAGIC RESISTANCE: 35%
SIZE: G (125' long)
MORALE: Fanatic (19)
XP VALUE: 18,000



Gaumahavi is a unique type of dragon. Though her long, snaky form is similar in appearance to that of an oriental dragon, she has little in common with them.

Thousands of years ago, Gaumahavi was the pet leopard of Surtava, the famous Ulgarian prince who gave up his power and wealth to seek enlightenment as a beggar, and who founded the Padhran religion now followed by the citizens of Ra-Khati. As a result of her close contact to the Padhra, Gaumahavi developed a soul. This newfound soul set Gaumahavi on a series of incarnations; her present incarnation is that of a great purple dragon.

Combat: In battle, Gaumahavi is a cunning predator who approaches combat in much the same way she approached hunting in her previous lives as predators. She uses her spells and breath weapons to disable her opponents, then keeps her exposure to a minimum while moving in for the kill.

Gaumahavi is the Great Dragon of the Desert Winds. As such, she has complete control over air currents within a 500-yard radius, and twice per day can create five rounds of dust storm causing 2d4 points of damage per round and knocking the victim off his feet (save vs. breath weapon for half damage and to retain footing). Gaumahavi's breath weapon, which she can use up to nine times a day, consists of a great cloud of powdery purple dust 100 feet long. This cloud is 5 feet in diameter at the base and 50 feet at the end. It does 8d10 points of choking damage to any breathing creature (save vs. breath weapons for half damage).

She can polymorph into any predatory animal or assume astral form at will. When in astral form, a shadow of her body, in the form of purple dust, remains on the Prime Material Plane. This form can only be struck by +3 or better magical weapons. By dissolving one dust body and forming another in a different part of the world, she is able to move over great distances instantaneously.

Gaumahavi can cast the following spells once per day: Wizard: 1) *color spray, gaze reflection*; 2) *darkness, 15' radius, whispering wind*; 3) *blink, wind wall*; 4) *dimension door, rainbow pattern*; 5) *telekinesis, teleport*; 6) *control weather, project image*; 7) *reverse gravity, vanish*.

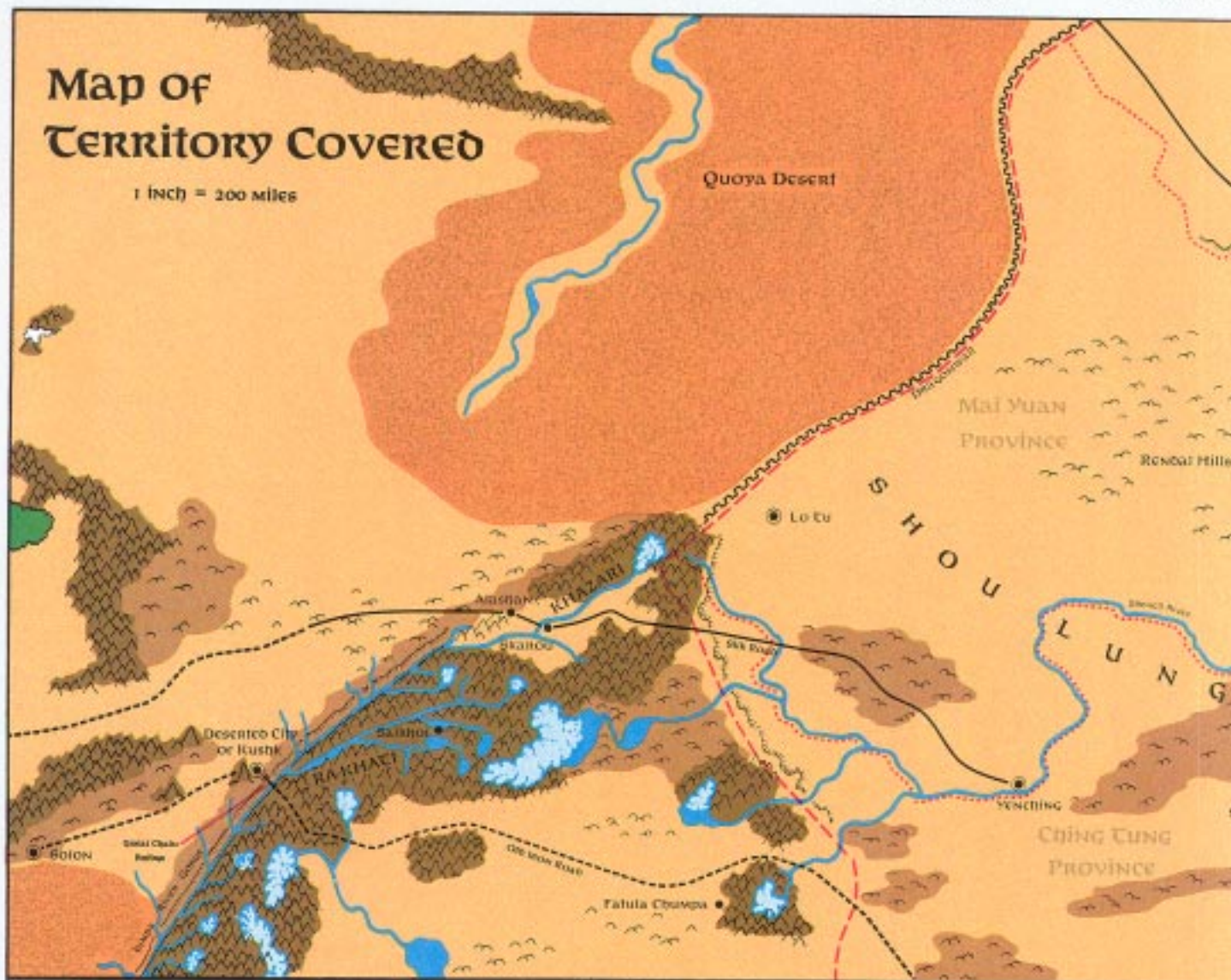
Priest: 1) *animal friendship, locate animals or plants*; 2) *snake charm, speak with animals*; 3) *hold animal, summon insects*; 4) *giant insect, repel insects*; 5) *animal growth*.

Habitat/Society: Gaumahavi prefers to inhabit arid lands at high altitudes. She is by nature a solitary creature who avoids contact with men, though she is occasionally coerced into cooperating with certain powerful individuals. A nomadic huntress, Gaumahavi does not collect treasure.

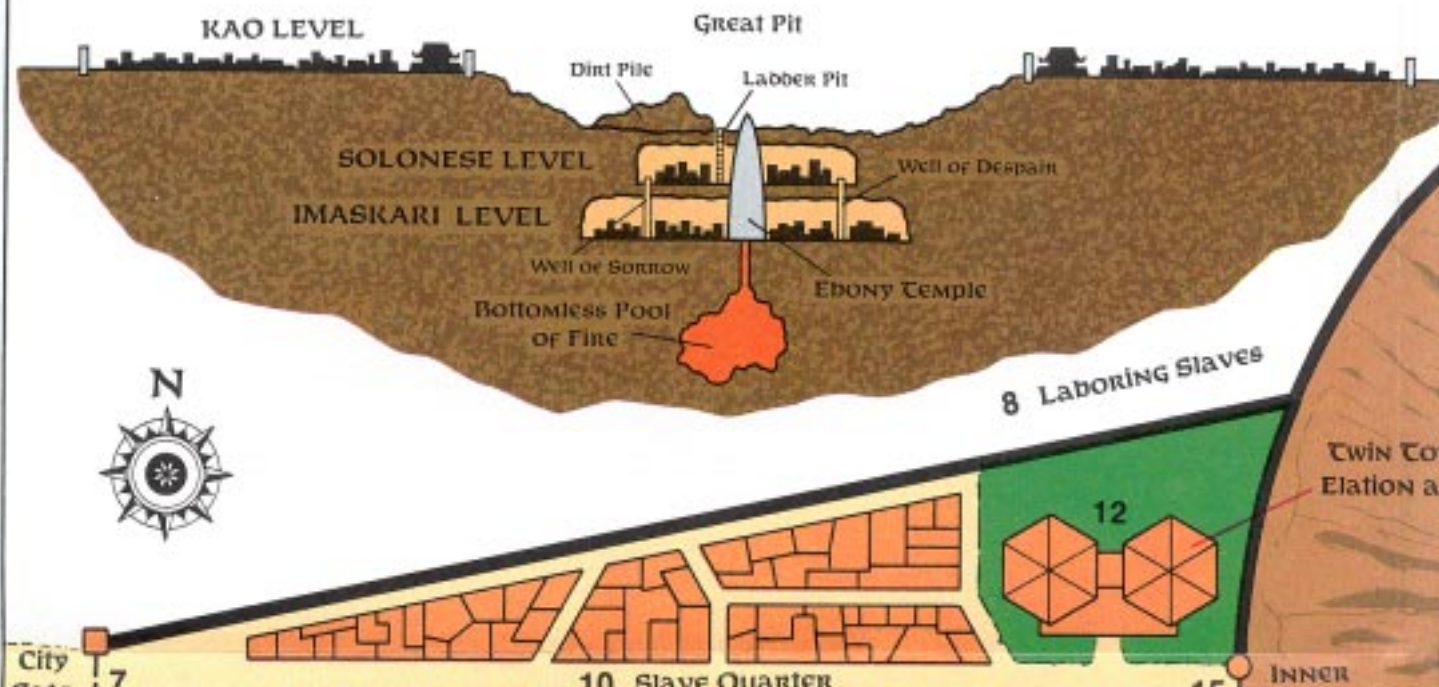
Ecology: In astral form, Gaumahavi draws her sustenance from the mystic energies of Toril. However, in normal corporeal form, she is a voracious carnivore.

Map of Territory Covered

1 inch = 200 miles



Profile of Solon





City Gate

7

9 City Wall

10

SLAVE QUARTER

8 Laboring Slaves



13

15



14

INNER Gate

Northern Star House

Triple Palaces of Three Earthly Delights

SOLON
Solonese Level

- UNexcavated DIRT
- Excavated Courtyard

0 10
FEET



SOLON—KAO Level

0 50
YARDS

TOWERS OF
Elation and Pain

Twin Towers of
Elation and Pain

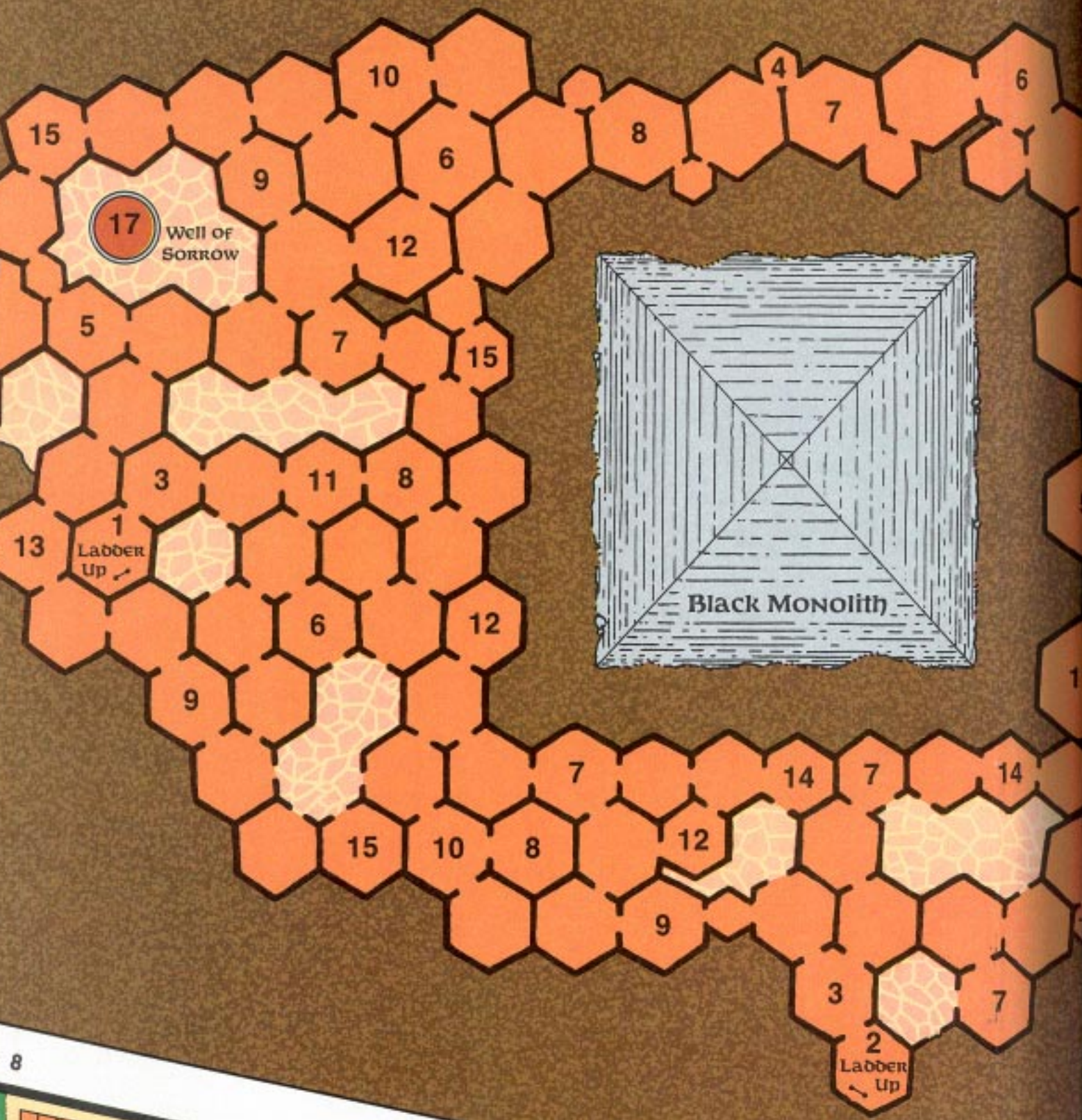
Laboring Slaves 8

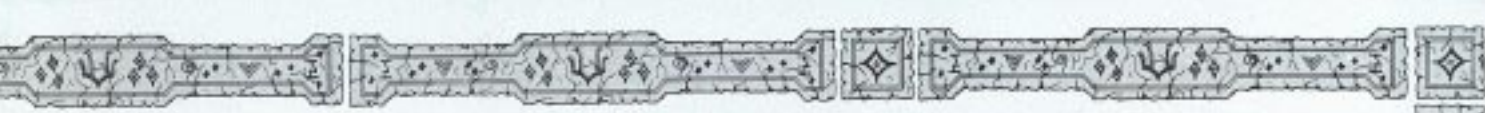
16
Great Pit

12

17 Black Monolith

INNER





City Gate 7

10 Slave Quarter





15 INNER Gate

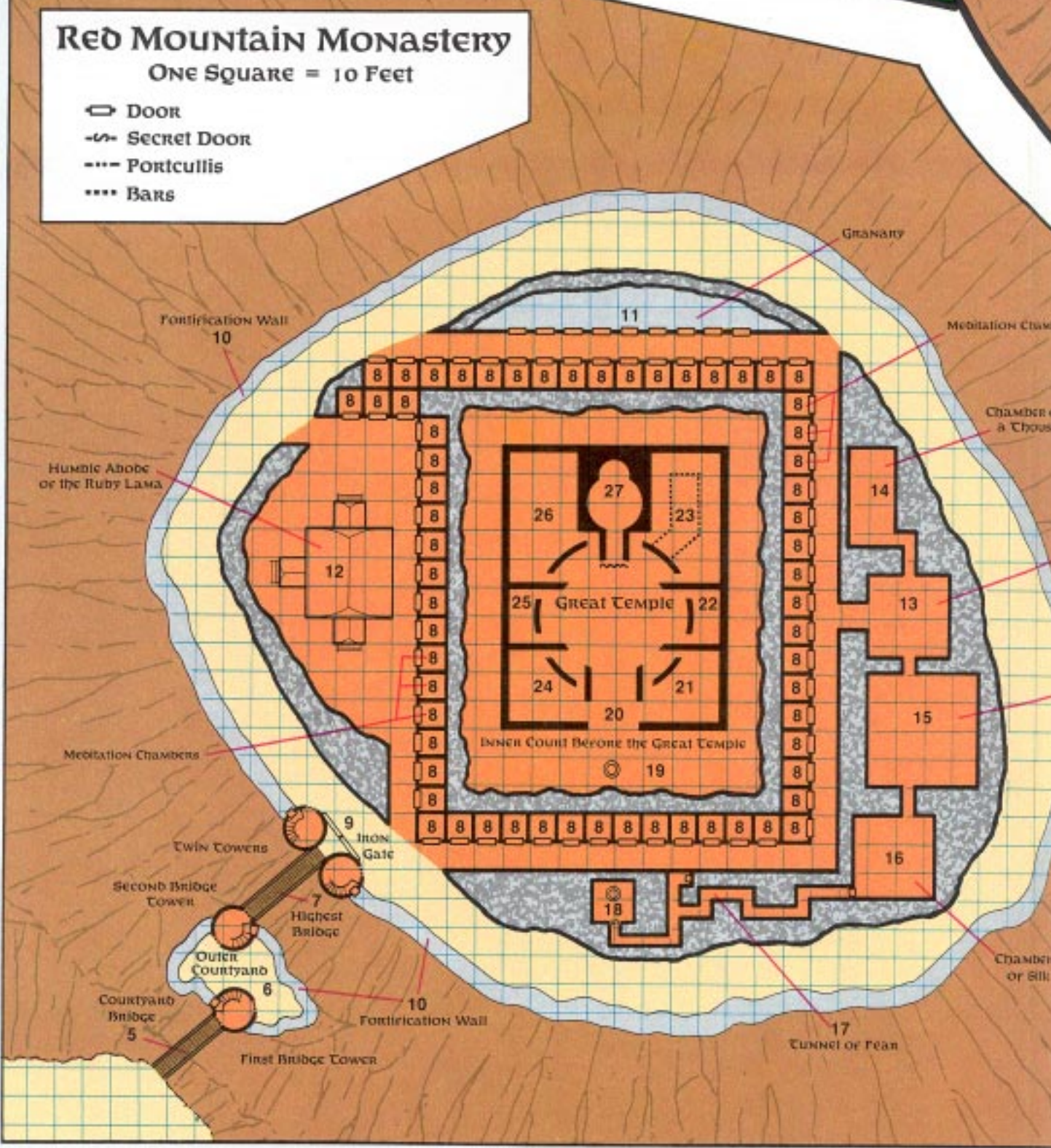
9 City Wall

Pago the Avata

Red Mountain Monastery

ONE SQUARE = 10 FEET

-  DOOR
-  SECRET DOOR
-  PORTCULLIS
-  BARS





MONOLITH

← 17

Gods of
Star of Light

Dirt Pile

Pagoda of
the Avatar of Light

INNER
Gate

15

11

Southern
Star House

Triple Palaces
of Three
Earthy Delights

INNER Gate

13

15

14

8 Laboring Slaves

Slave Quarter

10

9 City Wall

7

City Gate

Minotaur

Well of
Sorrow

18

19
City

MBERS

R OF

USAND LESSONS

Room of
Uncertainty
Chants

Chamber of a
Thousand
Temptations

ER

ERK

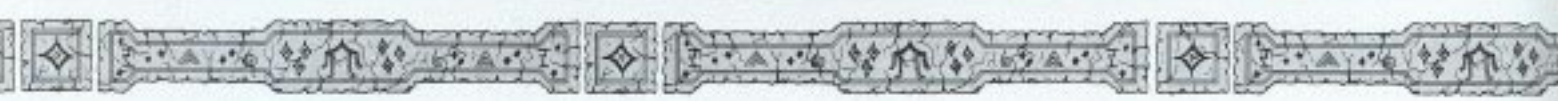
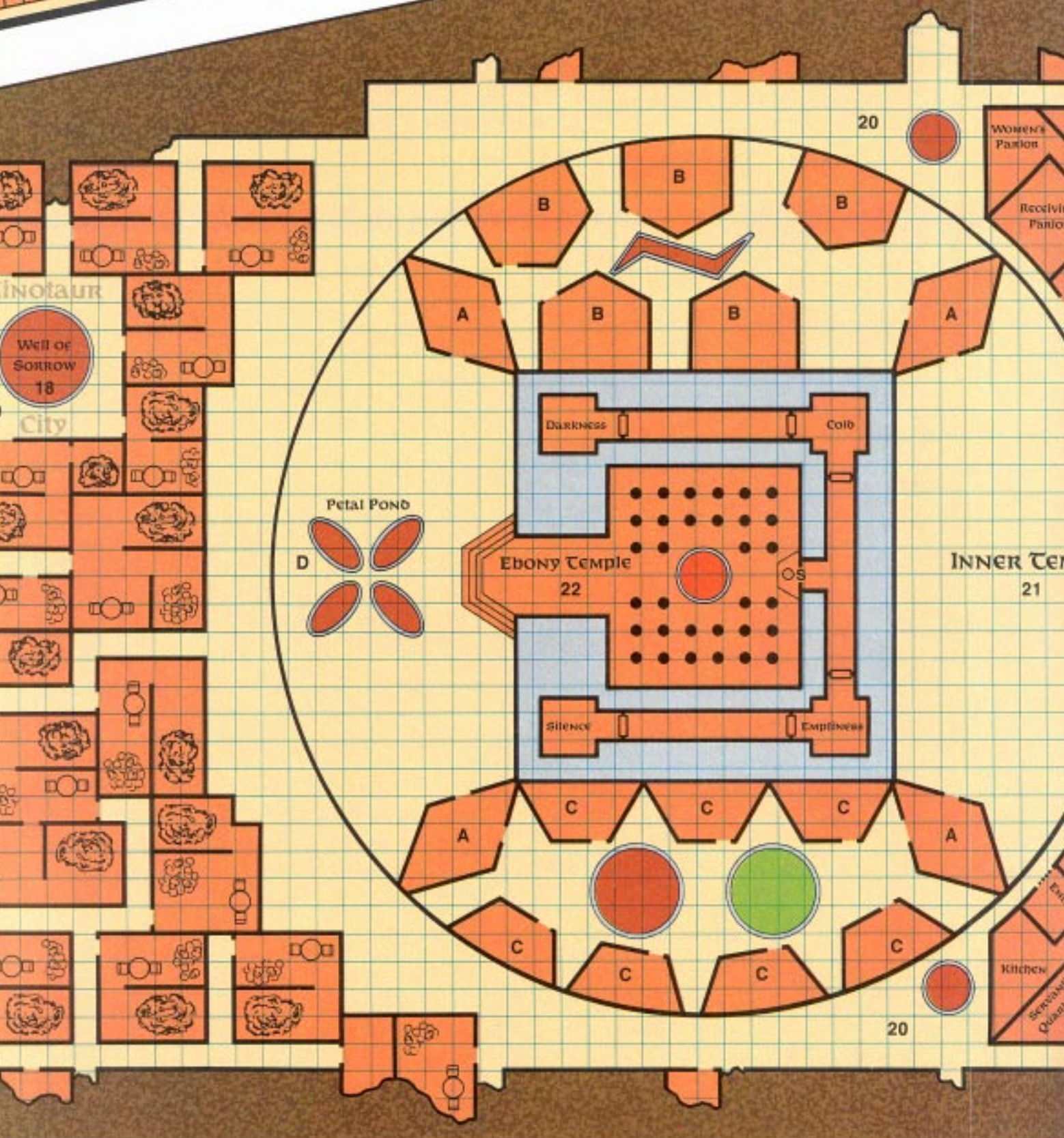


Slave Quarter 10

7 City Gate


9 City Wall


SOLON-
ON




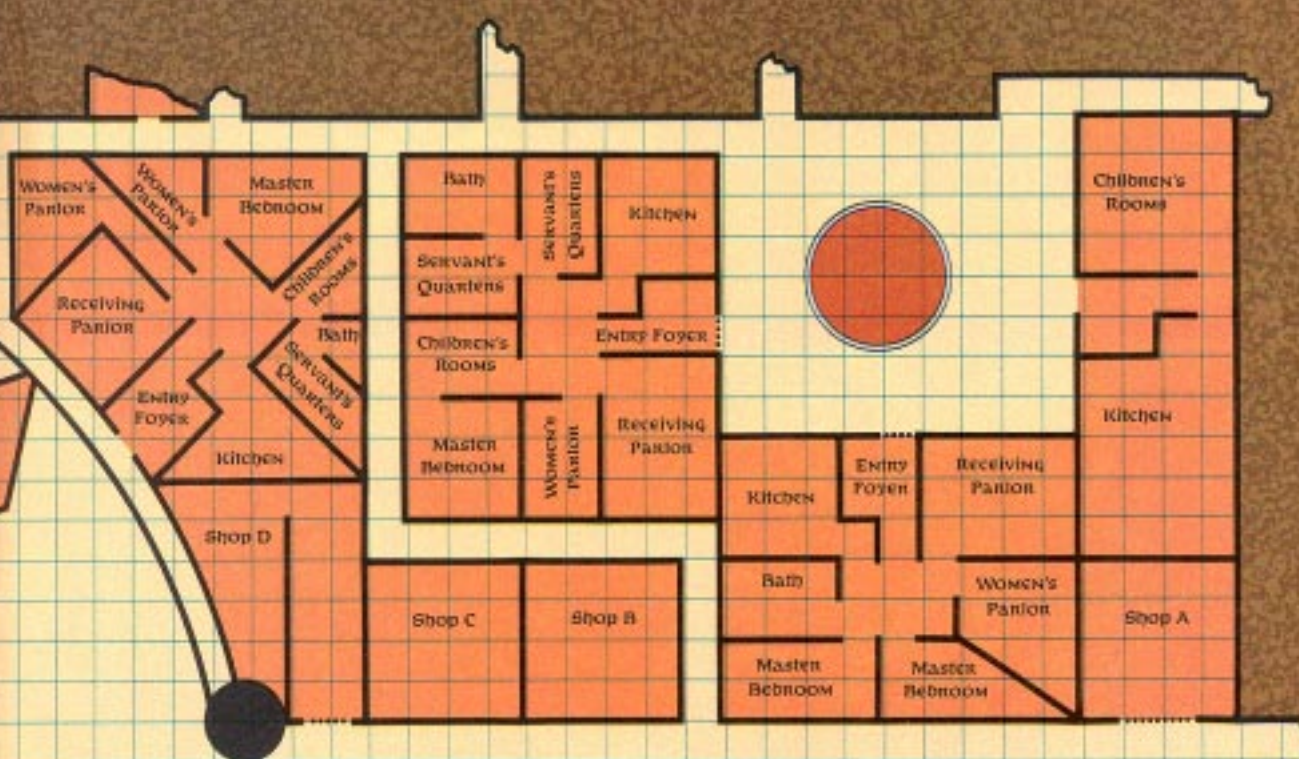
OLON—Imaskari Level

One square = 5 feet

 Table and Chairs

 Bed of Rags

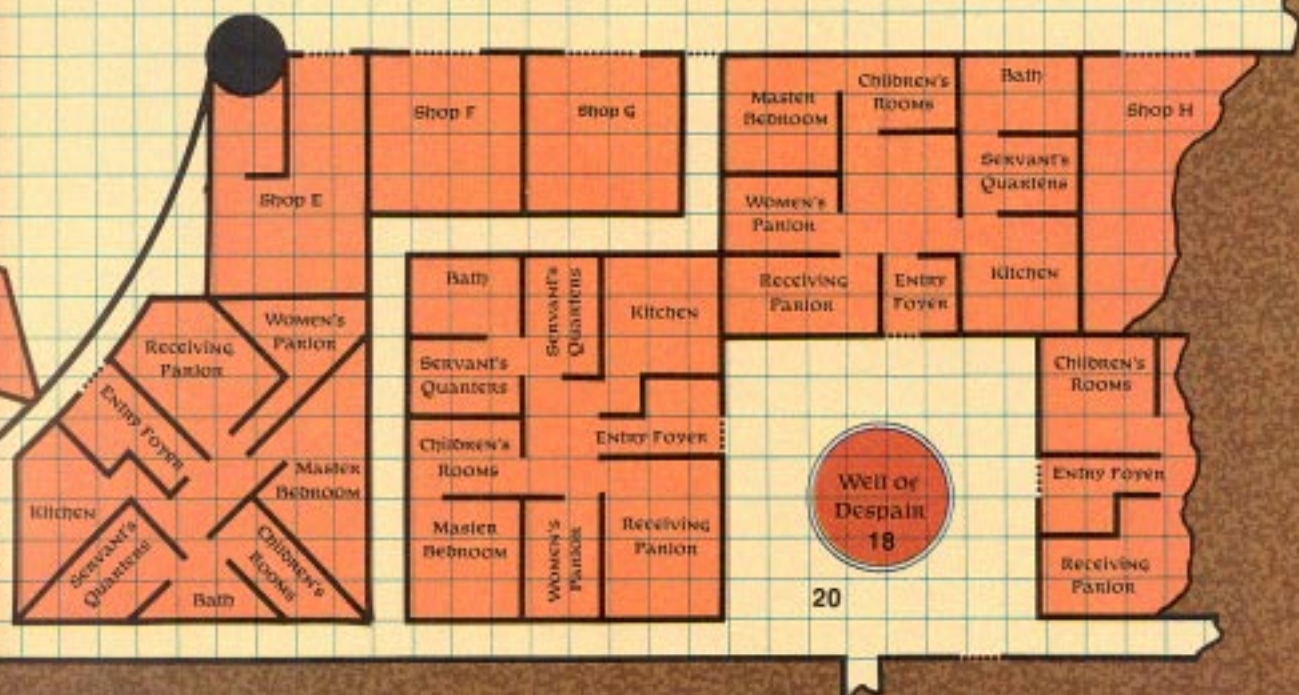
 Pile of Skulls



ner Temple

21

Naga Ward



20

Advanced Dungeons & Dragons[®]
2nd Edition



Official Game Adventure

Blood Charge

by Troy Denning



The Stone Sceptre has been recovered!

But will it be enough to stop the Raja of Solon? Ambuchar Devayam has massed 10,000 zombies on Ra-Khati's border. Only Gaumahavi, the Great Dragon of the Purple Wastes, stands between him and the Hidden Kingdom. Yet even she cannot face Ambuchar alone, for the evil raja has recovered an archaic Imaskari relic that renders him invincible.

If Ra-Khati is to be saved and the player characters are to escape the raja's curse, Ambuchar Devayam must be stopped. But how? The player characters' search for a

solution will embroil them in Tuigan politics, lure them to the Red Mountain Monastery's forbidden halls, and lead them into ancient Solon itself, where Ambuchar's slaves—both living and undead—toll to make him even more dangerous.

Blood Charge is the third adventure in the *Empires Adventures Trilogy*, taking place in the new FORGOTTEN REALMS™ campaign world territories described in *The Horde* campaign set. The *Empires Adventures Trilogy* is set amidst the turbulent events portrayed in the *Empires Novel Trilogy*. This adventure is designed for four to eight players characters of levels 7-10. It can be played as a separate, stand-alone module or as the sequel to FRA2, *Black Courser*.

Look for the other *Empires Adventures: Storm Riders* and *Black Courser*!



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