

LNA2
ADVENTURE

For 6-7 Characters of Levels 7-12

9305

Advanced Dungeons & Dragons
2nd Edition

LANICHAMAR™

Official Game Adventure

Nehwon
by Blake Mobley



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Key to Nehwon

1. Outer Sea

The mightiest sea of Nehwon could be termed an ocean. Huge storms brew frequently, and large sea monsters are known to dwell here.

1a. Simorgya

This legendary continent sank beneath the ocean for unknown reasons. Occasionally, remnants of the region still rise above the ocean waves for a brief time.

2. Inner Sea

This body of water is the most-travelled in all of Nehwon. It acts as the central hub for all commerce between the various major cultures. The appearance of sea monsters is very rare in this sea.

2a. Sea King's Domain

This is a mysterious underground kingdom west of Ool Hrusp. This is not the kind of place a land and sky loving adventurer would love to spend his time.

3. Sea of the East

This sea, being larger than the Inner Sea, is relatively sheltered from the horrific storms experienced on the vast Outer Sea. This sea does not serve as a major trade route.

4. Sea of Monsters

This body of water carries no shipping traffic, as it is inhabited by large schools of serpentine aquatic monsters. The creatures can sometimes be seen cavorting about from the shoreline.

5. The Frozen Sea

Much of this sea is sheltered in a permanent sheet of ice. The ice cover, however, fluctuates seasonally, as shown on the Nehwon map.

5a. Rime Isle

This island is the northernmost known inhabited settlement in Nehwon. A hardy breed of seafaring fishermen and traders make their living in an environment most deem unfit. The island is volcanic, with its mountains often smoking and steaming, but eruptions are not common, unlike its earlier days.

6. Cold Corner

This is the main trading post between the barbarians and the civilized lands.

7. Trollstep Mountains

This northern mountain range is extremely difficult to traverse. The entire expanse is marred by rugged peaks, steep cliffs and deep gorges. In winter, these are completely impassable.

8. Bones of the Old Ones

The only life that seems to live on these forbidding mountains are the Ice Gnomes and the invisible beings dwelling atop Stardock.

8a. Stardock

This is the tallest peak in all of Nehwon. A family of invisible creatures possessing bizarre magical abilities lives in a series of caves at the top of the mountain.

8b. Obelisk Polaris

This is the second tallest peak in Nehwon.

8c. White Fang

This lofty peak claimed the life of Nalgron, Fafhrd's father, when he tried to scale it.

9. Great Forest

This is the largest forested region in Nehwon. In the dense inland section, savage groups of mercenary fighters roam free.

10. Barrier Mountains

This range blocks the Great Forest from the open reaches of the steppes.

11. No-Ombrulsk

This far-northern city is an all-weather port on the Outer Sea.

12. Ool Hrusp

This city is one of the smaller of the Eight Cities.

13. Kvarch Nar

This is the largest of the Eight Cities and lies directly across the Inner Sea from Lankhmar. Much trade passes between these two cities.

14. Illik-Ving

This city is the smallest of the Eight Cities, and the closest one to the Cold Wastes.

15. Kleg Nar

This is another of the port cities on the Inner Sea.

16. Gnamph Nar

This city is famous for its brawling waterfront district and wide varieties of imported goods for sale.

17. Mlurg Nar

This city is one of the few inland communities within the Eight Cities. It lies in the northern reaches of the Great Forest, and is a lawless and mercenary wilderness town.

18. Sarheenmar

This is the most remote of the Eight Cities. It sees more influence from the other regions of the world than do the other cities.

19. River Mangrishik

This broad river drains from the Trollstep Mountains and from the Great Forest, and dumps its precious cargo into the Inner Sea.

20. The Eastern Lands

This exotic and mystical kingdom is one of the oldest countries in Nehwon.

21. Horborixen

This is the fabled Citadel of the King of Kings. It is the second largest city in all of Nehwon.

22. River Tilth

This river is the bloodline of the Eastern Lands.

23. Mountains of the Elder Ones

This range, mostly arid and treeless, reaches high enough to form the headwaters of the River Hlal.

24. Ilthmar

This city of thieves and assassins is almost as notorious as Lankhmar, but is somewhat smaller.

LANKHMAR™

Official Game Accessory

NEHWON

by Blake Mobley

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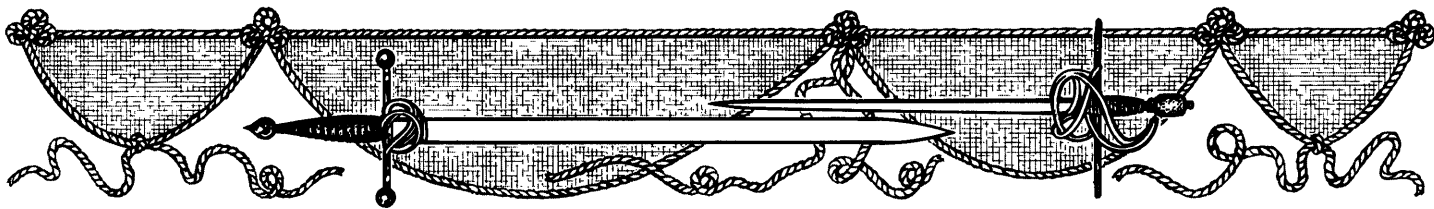
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Introduction

Design Constructs

Attempts were made to follow several constructs in this module. First, the room and event numbers of the various sections are all preceded by the first letter of that section for ease of reference and to speed game play.

Many of the encounter areas contain several minor events and may even have several sections of boxed text (to be read to players at the proper times). Highlight pertinent information as you do your initial reading of the module (before play). This will greatly speed up play and will further assure you don't miss fine details which have been included for a more enjoyable game.

The "wandering monster" sections of the book are very detailed with a healthy selection of monsters as well as suggested motives for the encounter.

Full statistics are listed for all encountered monsters, so you don't have to look in several places during gaming. Monster names also match those of *Monstrous Compendium* entries for easier reference (if seeking detailed information). An attempt was made to have encounters with multiple types of monsters at once for added flavor and variety.

This module sketches out various regions of Nehwon and provides hints at areas which can be greatly expanded upon for your own campaign: the City of the Ghouls, the realm of the invisibles in Stardock, and the kingdom of fire giants in the Klesh volcano, to name a few.

Stats are listed for several characters which can be used as PCs for this adventure, including Fafhrd and the Gray Mouser (although you aren't required to use these two if you don't wish to). Furthermore, improved stats are listed for those two heroes if they are going to adventure by themselves, with no other party members (as in the book series).

The Plot

This adventure leads the PCs throughout much of the land of Nehwon, concentrating on areas which are unique and strange. The five selected areas contrast in both mood and environment: Cold Corner and the Cold Wastes (including Stardock), the City of the Ghouls, Death's realm of Shadowland, the Sea King's realm, and finally, the lush jungles of the Klesh. It is hoped the party and players will gain a sense of covering much of Nehwon in this 96 page module.

The main plot mechanism is the *Zodac-no-kara*. Every 140 years, the great wizards of Nehwon collect heroes to champion them, and send these champions throughout the land in what amounts to a magical-item scavenger hunt. However, *this* *Zodac-no-kara* is special in that Aarth has unprecedentedly selected powerful magical items which are being used by powerful beings and organizations. This somewhat breaks the rule of what has gone before. Yet, there is a reason for this: the magical force in Nehwon continues to drain away.

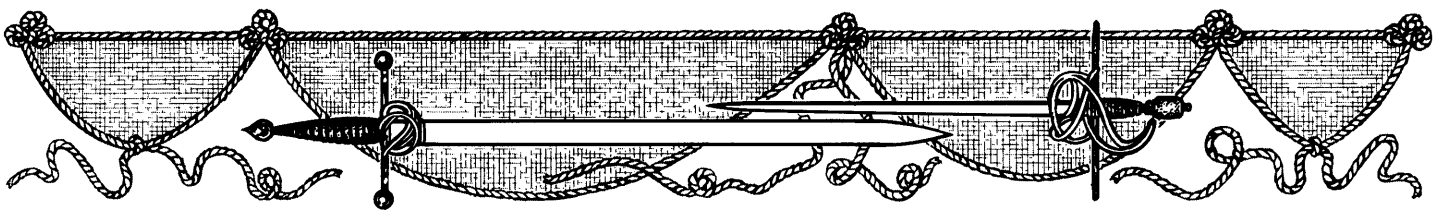
Aarth has become very concerned about the fate of magic in Nehwon, and has decided to stop those who are wasting it frivolously. In the end, the PCs are likely to stumble upon the real cause of the problem, Sheeka Meeshka, the first human to have entered Nehwon. Her ancient mind still exists and is draining the land of magic. If the PCs discover the runes on the outside of her cylindrical stone room, they may put an end to this power drain.

Don't be alarmed that Nehwon will drastically change after this and become a place of ultra-magic. The slow regeneration of Nehwon's magic will take longer than your Nehwon campaign will last, even if you play for the next 200 years!

Plot Outline

- PCs enter Nehwon (if they aren't already there).
- They have the dream encounter and survivors are licensed to participate in the *Zodac-no-kara*. They gain a map of Nehwon.
- The PCs are contacted by a mentor wizard who asks them to serve as his champions.
- One by one, the riddles of Aarth are revealed to the PCs, through their mentor.
- The PCs then attempt to solve the riddles (possibly with initial mentor aid) and retrieve the object of the riddle.
- The PCs encounter Sheeka Meeshka and learn that they must destroy her remains.
- They undertake a final quest to the great volcano Uungau, where they attempt to destroy Sheeka Meeshka.
- In Uungau, they encounter the old wyrm (a red dragon), Eeluge.
- In this climactic ending, they uncover the Well of Forever and stop the ebbing of Nehwon's magic.





The Nehwon Setting

All of the following is listed in greater detail in the LANKHMAR City of Adventure gaming aid.

Social Levels

Social level is an important element in Lankhmar that measures an individual's relative importance and influence. The Overlord has level 15 reserved explicitly for himself.

Player character social level is equal to one-third the character's level (with a max of 10 from this aspect). This base is then modified as follows:

Level	Modifier	Cause
+2		Publicly save a city from catastrophe (applies to that city only)
+1		Allied with powerful institution (e.g. Thieves' Guild)
+1		Spend twice the money associated with this SL
-1		Display cowardice publicly
-1		Create serious problem for many people (e.g. large fire, murder a guild master)

Obviously, social level is only affected by things known to the general populace. Social level can differ depending upon locale. If a man is famous for having thwarted the rat plague in Lankhmar, this is likely not to affect his SL in Eevanmaresee.

Social level influences encounter reactions. Calculate the difference in social levels between a PC and NPC. This difference is the number of categories (up or down) to adjust the reaction.

City guards also respond more civilly to those of high social level. In any guard encounter in which the PCs would normally be harassed, there is a 10% chance per SL above 1 that the guards ignore the incident. Thus someone with a 4 SL has a 30% chance of going scot-free.

Lankhmar	Shape	Printing	AD&D® rules Equivalent
Iron Tik	square	stalk of grain/blank	1cp
Bronze Agol	square	gate of Lankhmar/blank	1sp
Silver Smerduk	triangular	head of current overlord/sailing ship	1ep
Gold Rilks	triangular	likeness of Aarth/sea serpent	1gp
Diamond in Amber Gluiditch	round	(diamond embedded in amber)	100pp

Shaved coins are worth 90% face value.

Moneychangers charge a 10% fee. Moneylenders require 110% payback for short term loans (a month) and from 125% to 150% for long term loans (a year or more).

Money

The coinage throughout Nehwon differs. However, Lankhmar tends to set the standards. These coins are listed above.

Common Nehwon Law

Crimes	Sentence	Fine (in rilks)
Murder	Death	none
Assault	Flogging	3d6
Theft*	Lose Finger	5d6
Treason	Death	none
Tax Evasion*	Slavery	50% wealth
Guild Evasion*	Slavery	2d6
Insolence to a noble	Flogging	1d6
Property Destruction*	Flogging	3d6
Disfigurement	Lose Eye	4d6
Debt*	Slavery	1d6

• Any fines are assessed after restitution has been made to the victim.

The Nehwon Calendar

Names of the Years in Order

- Year of the Feathered Death
- Year of the Basilisk
- Year of the Horde
- Year of the Leviathan
- Year of the Roc
- Year of the Dragon
- Year of the Behemoth
- Year of the Ogre

- Year of the Gorgon
- Year of the Lamia
- Year of the Sea Serpent
- Year of the Titan
- Year of the Burning Mountain
- Year of the White Angel

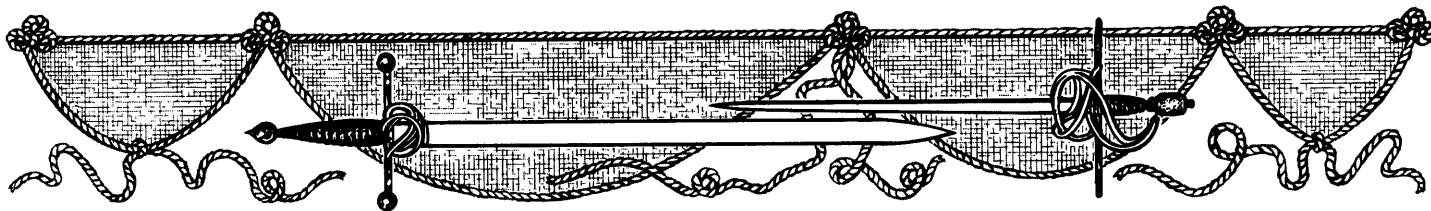
Earth Month Lankhmar Month

Earth Month	Lankhmar Month
January	Wolf
February	Horse
March	Hedgehog
April	Crocodile
May	Deer
June	Serpent
July	Lion
August	Shark
September	Weasel
October	Owl
November	Goat
December	Boar

Lankhmar Days of the Month

1	Hare	17	Worm
2	Minnow	18	Butterfly
3	Turtle	19	Mouse
4	Newt	20	Toad
5	Raven	21	Cat
6	Spider	22	Swan
7	Scorpion	23	Mole
8	Lizard	24	Shrew
9	Gnat	25	Bat
10	Hornet	26	Squirrel
11	Parrot	27	Rat
12	Dove	28	Fox
13	Hawk	29	Beaver
14	Dog	30	Crab
15	Raccoon	31	Leech *
16	Skunk		

• Only occurs in some months



AD&D® Game Conversions

Races in Nehwon

Nehwon is mostly a human world. Elves, dwarves, halflings, and gnomes are nonexistent (or at least extremely rare). This is more of a DM note than a restriction. Demi-humans could enter Nehwon and adventure there. They certainly wouldn't be the first non-humans to enter Nehwon (e.g. Ningauble, the Devourer, etc.). However, the feel and personality of this setting may be damaged by demi-humans played in the typical AD&D® game fashion.

Classes in Nehwon

Level Limits

No character is normally allowed past the 15th level.

Multi-Classed Humans

In Nehwon, humans may be dual classed (as in standard AD&D rules) or multi-classed. The following are legal combinations in the Nehwon campaign setting:

Fighter/Thief
 Fighter/Wizard
 Fighter/Wizard/Thief
 Ranger/Thief
 Ranger/Wizard
 Wizard/Thief

A multi-classed wizard can be either black or white (never both), and cannot advance past the 4th level in wizardry (unless the other class(es) are permanently dropped).

Non-Spell Casting Classes

Thieves—No alterations. Very prominent throughout Nehwon, especially in Lankhmar.

Bards—Can't cast spells. Bards are called *scalds* and can be found in several areas, especially among the Ice Barbarians of the Cold Wastes.

Fighters—No alterations. Metal armor is very rare in Nehwon. Chain mail is a treasure, and plate a near legend. PCs entering Nehwon with such armor must guard it against thievery (often accomplished by the death of the one wearing it). Selling such armor is a very profitable venture (five times the AD&D game price).

Rangers—Can't cast spells. However, they do gain a climb walls ability which progresses exactly like their move silent ability. This class is not native to the city of Lankhmar, but exists elsewhere such as in the tribes of the Ice Barbarians.

Paladins—Can't cast spells. Upon being declared a 5th level paladin, each member of this order is granted a suit of plate armor from its elders. Paladin-hood is also not native to Lankhmar. However, the city of Tisilinit contains a group of individuals belonging to this class.

Spell Casters

Nehwon is a land in which spell casting is a rare and wondrous thing. Thus, all wizards and priests undergo significant alterations.

There are two classes of magic users, called black wizards and white wizards. You can think of them as being vaguely similar to the AD&D game system's standard wizard and priest class, respectively.

Black Wizards

Black wizards are the most prevalent, but even so they are as rare as black pearls. Black wizards can be of any neutral or evil alignment until they reach fifth level. From that point on, they must be evilly aligned. Their intelligence must be at least 15. A multi-classed black wizard cannot advance past the 4th level without permanently dropping the other class. Each level, starting with level five, black wizards roll on the following table:

1d12 Effect

- 1 Wizard loses sight in one eye
- 2 Wizard loses all of his hair
- 3 Wizard loses all sense of smell and taste
- 4 Wizard loses 1-6 points of Charisma
- 5 Wizard's touch spoils wine
- 6 Wizard's face becomes misshapen and hideous
- 7 Wizard becomes hopelessly enraged at the sound of laughter
- 8 Wizard develops limp, reducing movement rate to half normal
- 9 Wizard develops an irrational and complete fear of dogs
- 10 Wizard develops an irrational and complete fear of horses
- 11 Wizard loses endurance, must rest 1 turn after turn of activity
- 12 Develops allergy to all food not treated with a rare herb

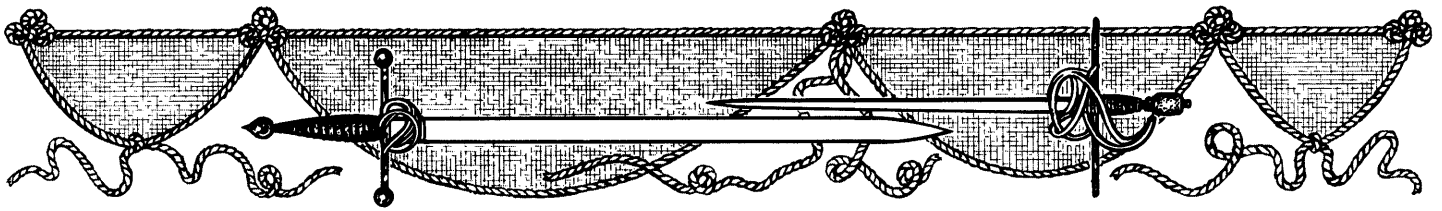
Note: See *Nehwon Magic*, page 5.

White Wizards

White wizards are even more rare than black wizards and are often thought of only as legends. Those of this order tend to be reclusive. All white wizards must have a good alignment.

White wizards must have at least a 15 wisdom. A multi-classed white wizard cannot advance past the 4th level without permanently dropping the other class.

Note that those of this class are wizards and not clerics (although many serve in that capacity). Thus, they have none of the special abilities associated with priests (e.g. they can not turn undead). Furthermore, although they select their spells from among the spheres of priest spells, they must carry spell books and memorize these spells just as do black wizards. They gain no bonus spells for having high wisdom, and likewise suffer no spell failure rolls. Since they do not pray for their spells, you as DM must decide what major and minor spheres they study under. In the game's setting, this



reflects the areas which their masters knew.

Note: See *Nehwon Magic* below.

Nehwon Magic

Spell casting in Nehwon is a very exacting and time consuming venture. Thus the indicated casting time is now the number of rounds required to cast the spell (instead of the initiative modifier). Furthermore, all time labels are increased one category to determine casting time as follows:

Standard	Nehwon
round/minute	hour
hour	day
day	week
week	month
month	year

And if this isn't bad enough, spell recovery is also restricted. Once a spell is cast, it may not be memorized until an entire week has passed. (Note: this doesn't mean it takes a week to memorize a spell. Once the week has passed, the spell may be memorized in the standard amount of time.)

To partially offset the above restrictions, all wizards (black or white) gain the ability to detect spell casting once they attain the 5th level. This base chance for success is 50% + 5% per level of the spell (powerful spells being easier to detect). The wizard need only be awake and within range (no concentration required). The range is 300' per level of the wizard (thus 1,500' at 5th level when the ability begins). Once detected, a wizard may concentrate and determine: 1) the direction toward the caster, 2) the distance to the caster (+/- 50%), and 3) the spell level (+/- 1-2).

Arms and Armor

An unfamiliar weapon is commonly used by inhabitants of Nehwon: the *weighted* or *throwing dagger*. In melee, it functions as a normal dagger.

However, when hurled, use the following combat statistics:

Speed	ROF	Weighted/Throwing Dagger Range			Dmg
		S	M	L	
3	2	2	4	6	1-6/1-6

Metal armor is also a luxury not afforded by most in Nehwon. Chain mail is reserved for elite guards and officers. Plate mail is almost nonexistent, seen occasionally on paladins of the 5th and higher levels. All metal armors cost 5 times their standard AD&D® game system prices.

Magical Items

Each magical item brought into Nehwon from another world must survive a saving throw vs. disintegration. If it fails, the item is rendered non-magical (not destroyed) until it once leaves Nehwon.

A Brief Note

DAY OF THE HARE, MONTH OF THE WOLF, YEAR OF THE BURNING MOUNTAIN.

A NOTE BY NINGAUBLE:

SOON THE MORNING SUN WILL RISE OUT OF THE SHADOWLANDS OF DEATH AND PROCEED TO ALIGHT THE MINGOL STEPPES AND THE EMPIRE OF EEVANMARENSEE. NOT LONG AFTER, IT WILL CLIMB THE FAR SIDE OF THE ELDER ONES AND CAST ITS GOLDEN RAYS UPON INNER SEA AND THE CITY OF LANKHMAR. THUS, SHALL BEGIN ZODACNO-KARA OR, THE YEAR OF THE "WIZARD'S QUEST"!

EVEN AS ANCIENT A BEING AS I CAN COUNT THE OCCURRENCES OF THE ZODACNO-KARA UPON THE LIMBS OF A BLACK WILLOW, FOR ONLY ONCE EVERY SEVEN SCORE YEARS DOES NEHWON WITNESS THE ZODAC. INDEED, MOST BELIEVE LEGENDS OF THE ZODAC TO BE MYTH, MERE TALES TO RELATE TO THE EAGER UPTURNED FACES OF YOUNG CHILDREN: TALES ABOUT WIZARDS, HEROES, AND PERILOUS QUESTS AFTER UNIQUE AND INTRICATE ITEMS.

HOWEVER, ALREADY THE GREAT WIZARDS OF BLACK AND WHITE SORCERY THROUGHOUT NEHWON (AND BEYOND) HAVE BEGUN ASSEMBLING RINGS OF HEROES TO CHAMPION THEIR POWERS. SOON THE PLANETS WILL PROPERLY ALIGN, AND AARTH WILL COMMAND HIS HIGH PRIESTS AT EACH OF HIS GREATEST TEMPLES TO REVEAL THEIR MOST PRIZED SECRETS REGARDING STRANGE AND POWERFUL ITEMS. AND THEN, THE ZODACNO-KARA WILL BEGIN!

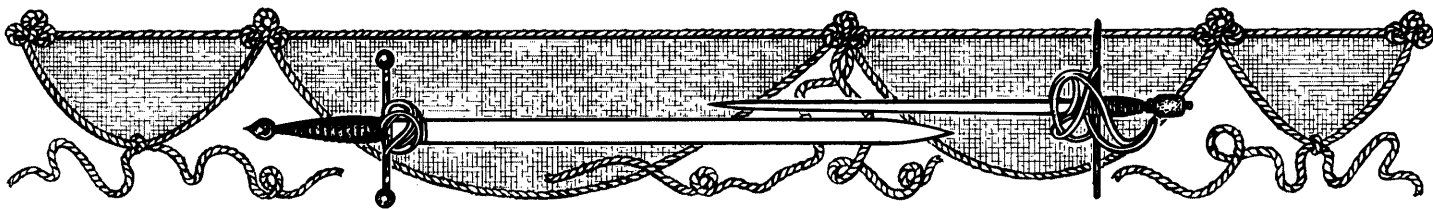
THESE UNUSUAL AND MAGNIFICENT ITEMS ARE OFTEN OF PARTICULAR INTEREST TO THOSE OF A MAGICAL BENT, AS THEY ARE AT THE VERY LEAST USEFUL AS RESEARCH ITEMS IF NOT ACTUALLY MAGICAL THEMSELVES. IT IS SAID THAT AARTH BELIEVES, AS I DO, THAT SUCH ITEMS WERE NOT MEANT FOR NORMAL MEN TO WIELD OR GUARD. ONLY GREAT SORCERERS SHOULD HOLD SUCH POTENTIAL POWER, FOR WE ARE USED TO THE DEMANDING RESPONSIBILITIES INVOLVED.

THE LESS INFORMED AMONG MORTALS OFTEN INQUIRE AS TO WHY AARTH DOES NOT SIMPLY SEND HIS OWN HIGH PRIESTS OUT TO COLLECT THE ITEMS AND GUARD THEM AS THEIR OWN. AFTER ALL, THEY ARE POWERFULLY ALIGNED WITH MAGIC THEMSELVES. OBVIOUSLY, AARTH WOULD REVEL IF SUCH COULD BE THE CASE. INDEED, SUCH HAS NO DOUBT BEEN ATTEMPTED FOR NEARLY EVERY ITEM WHICH IS TO BE REVEALED. YET, THOSE WHO HAVE TRIED HAVE NO DOUBT FATALLY FAILED.

RATHER THAN LEAVE SUCH JEWELS OF POWER TO LIE IN WAIT FOR SOME UNKNOWN GEM COLLECTOR TO DISCOVER, AARTH HAS THE WISDOM TO ALLOW OTHER GREAT WIZARDS THE OPPORTUNITY TO ACQUIRE THESE PRECIOUS GEMS. MANY LESSER SORCERERS MAKE WAY THEMSELVES IN A NEAR FUTILE ATTEMPT TO PERSONALLY CAPTURE THESE RELICS. THOSE OF GREATER WISDOM REALIZE THAT IF THE GREAT PRIESTS OF AARTH FAILED, THEN OTHER POWERFUL WIZARDS ARE JUST AS LIKELY TO FAIL. SUCH A QUEST SHOULD BE RIGHTFULLY LEFT TO HEROES AND CHAMPIONS.

INDEED, IT IS PARTIALLY FOR THE ZODACNO-KARA THAT I ORIGINALLY BEFRIENDED FAFHRD AS MY LESSER PEER, SHEELBA OF THE EYELESS FACE, ACQUIRED THE SERVICES OF HIS COMPATRIOT, THE GRAY MOUSER.

BUT FOR NOW, I MUST PREPARE MYSELF AND MY POWERS TO AID MY CHAMPION IN HIS UPCOMING QUEST. ALREADY, I SENSE



THE ALIGNING. YET, THERE IS SOMETHING ELSE. IT IS THIS "SOMETHING" WHICH HAS PROMPTED ME TO JOT DOWN THIS LITTLE NOTE. MY WEB OF TUNNELS TO VARIOUS WHENS AND WHERE'S IS PULSING IN A WAY I HAVE NOT ENCOUNTERED SINCE

And thus begins Nehwon! This adventure is designed for 6-7 characters of levels 7-12.

Aarth and the Fate of Nehwon

Even Ningauble knows that something is amiss within Nehwon as was hinted at toward the end of his "note". Aarth of course knows exactly what is going on, and is trying to arrest it without alarming all of Nehwon. In actual-

ity, the magical powers of Nehwon are waning ever more and more. This is why wizards are such a rarity, spells take so long to re-memorize and cast, and why many magical items cease to function upon entering Nehwon.

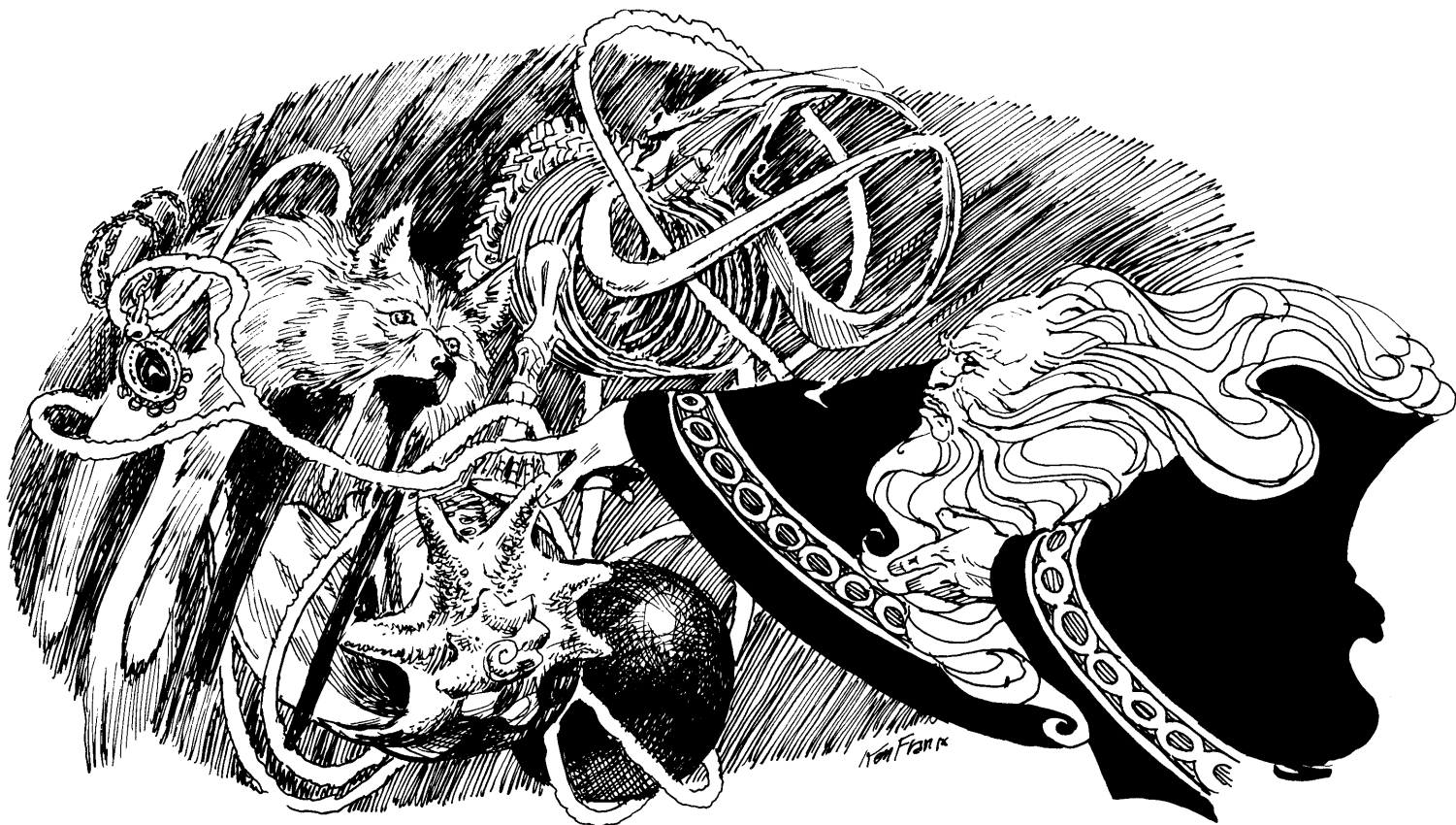
By putting an end to the great abuse of magic caused by many of the items the PCs are out to retrieve, Aarth hopes to arrest the drain upon Nehwon's precious magical energies. Aarth is unaware that even this will not be enough. Nehwon's magic will completely run out within the next two generations.

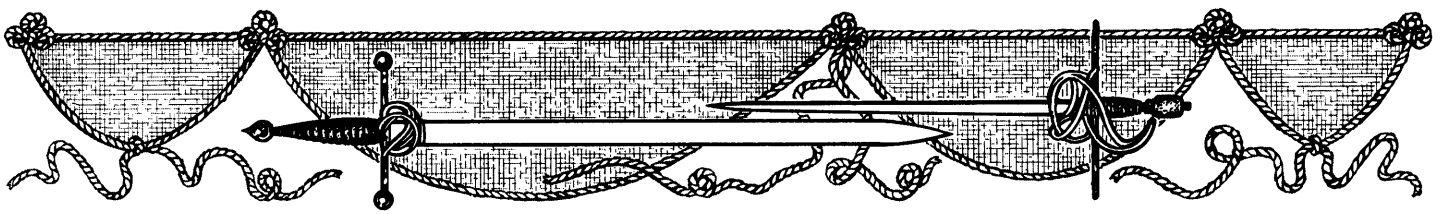
However, the PCs may solve this problem when they venture into the Klesh. For it is there that the mind of the Ancient One is growing in its ability to absorb and annihilate the fabric of magic. The remains of this ancient priestess once belonged to Meeshka,

who was perhaps the first human to walk the face of Nehwon. This event is hidden from all due to her proximity to a *sphere of annihilation* which has been interfering with detection spells.

The strange disturbance which Ningauble felt was actually a strong tug on the fabric of magic. This pull was so strong, it reached within his caves and began to draw out the magic trapped within them.

If the PCs somehow fail in their disguised quest to save the magic of Nehwon, you can assume that some other wizard's heroes managed to fulfill the quest and put an end to the threat. However, Nehwon magic will not reach the normal levels associated with standard AD&D® game rules for many ages to come, for it will replenish itself at the same rate it was depleted.





Starting the Adventure

If you are going to be importing PCs from a different campaign setting, you need to use the section below, *The Caves of Ningauble*. Otherwise, simply use the *Wizard's Dream* section that follows.

The Caves of Ningauble

Use this section only if you are importing PCs from outside Nehwon.

Ningauble resides in an extensive cave complex which is quite labyrinthine. Many of the tunnels of this cave connect to other whens and wheres. Thus, you can begin the adventure when the party enters a cave somewhere in their current campaign setting. After they enter the cave, they eventually cross the boundary into the Caves of Ningauble and Nehwon.

At this time, make all necessary conversions:

1. Demi-humans
2. Classes
3. Magical items
4. Metal armor

Determine how you are going to handle any demi-humans in the party. They could transform into humans of similar size and shape (dwarves would be stocky midgets, elves would alter only slightly, etc.). If the players have human back-up PCs, you might decree that once their demi-human PC reaches a certain point in the cave, he or she is magically replaced with the other PC (this could cause fun repercussions suitable for future gaming). Finally, if you are unconcerned with maintaining the integrity of the Nehwon setting, you could allow the demi-humans to proceed.

Classes also need adjusting. Neutral and evil wizards become black wizards. Good priests become white wizards. Others must choose (an evil cleric will most likely opt to be a black wizard while a good mage may decide to become a white wizard). The final decision belongs to the players. However, alignment must match that of the wizard type (black or white) selected.

Furthermore, rangers and paladins lose their spell abilities.

Magical items need to survive a saving throw vs. disintegration or become normal items (often the PC to whom a changed item belongs won't notice, at first).

Finally, you need to decide how you wish to handle metal armor. This can unbalance the campaign as the increased armor protection is not typical of Nehwonian inhabitants. However, if the party members are particularly weak, you can opt to allow them to continue as they are. Otherwise, their armor is "magically" replaced by the type of armor you desire. Optionally, you can simply say that metal clad PCs don't seem to be able to continue on up the passage without taking off their armor and leaving it behind (they may need prompting, perhaps with a slowly approaching menace or a collapsed passageway behind).

These alterations work best when kept as secret as possible, so the players and characters discover them during the course of play. When an evil cleric casts what he believes is *sanc-tuary*, he discovers it's actually a *shield* spell. The party's ranger attempts to cast a spell and doesn't even raise a spark. Furthermore, when a spell is cast, the invoker realizes that the magical energies are building much slower than normal (the increased casting times). As the sun sets, demi-humans "go blind" (no infravision, as they are now humans).

Once in Ningauble's caves, the PCs wander about and eventually encounter Ningauble himself, who is currently preparing Fafhrd for his upcoming trials in the *Zodac-no-kara*.

Up ahead through the maze of passages, you hear voices. One sounds like a human male, while the other has an unusual sound as if it were made by some sort of musical chimes.

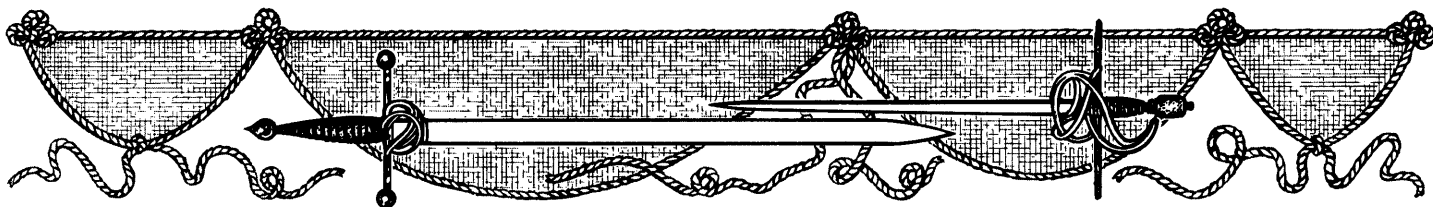
When the party gets closer, they behold the following:

As you continue, a most unusual cavern opens up before you. Tunnels seem to enter it from all directions, even on the ceiling and floor. The floor is very uneven, with long, spiny stalactites and stalagmites covering the area. Here and there, smooth walkways twist their way through the spines. In the center of the cavern, a large rock column juts upward and then outward like a flat topped mushroom. Upon this slanting mushroom is a mighty looking warrior. He is speaking to what must be a robed giant (although no hands, feet, or head can be seen). The robes are heavily wrapped all about the giant with many folds, cascading and partially covering a globe about three feet across, held in his crossed legs. Beside the robed giant is an ornate water pipe and several bundles of strange items. Again you hear the chiming voice, and you can determine that it is coming from the giant.

Ningauble knows that the PCs are there, although he hasn't yet warned Fafhrd. However, Ningauble has placed an *anti-magic shell* upon the rock mushroom's top.

When the PCs decide to act, Ningauble simply observes them, extending no great courtesy nor hostility. If the PCs act foolish or hostile, he ends his *anti-magic shell*, takes a puff on his magical pipe, and then both he and Fafhrd vanish. The PCs must then find their own way out of the caves and into Nehwon.

If the PCs act intelligently and in a non-hostile manner, Ningauble becomes interested in them and begins questioning them about their backgrounds and heritages. If their tales impress him with their adventuring abilities, he may ask them to assist his champion, Fafhrd, in the *Zodac-no-kara*. If they accept, then turn to the section "A Wizard's Dream." Otherwise, he sends Fafhrd to show them the way out, as Fafhrd has completed his morning preparations.



A Wizard's Dream

This dream is a sending by Aarth to test a hero or group of heroes in order to determine their adventuring skills. At no point during this dream should the players or characters discover the real nature of the events. Portray them at all times as reality.

Only those PCs who are actually asleep have the dream. However, the magic of this sending is such that all PCs not already asleep must make successful saving throws vs. spells or instantly join their sleeping comrades.

At this point, have everyone make a Constitution check. Those who succeed believe they have awakened (remember, throughout this entire experience, that everyone is actually asleep). To those who so believe, read the following:

Without opening your eyes, you roll over on your back and cough to clear your dry, parched throat. The sound of your cough reverberates as if you were in a vaulted chamber. Quickly you roll up onto your feet as your now-open eyes take in your altered surroundings. Indeed, you *are* in a vaulted chamber of ancient make. You and your party are sprawled out on a dust covered floor which stretches away, leaving you exposed and barren. Two rows of huge, corrugated, white pillars rise upwards like trunks of great trees to support the ceiling somewhere above. Off to your right is a king-sized throne, which you can barely discern through the darkness though it is lit with several torches. Your heart begins to race, for although it is quite distant, you can't help but believe that the entire throne and platform glint of gold! Looking back to your sleeping companions, you see that their breathing has swept away the dust before their partially opened mouths, revealing white stone here, and black stone there.

The room is 100' long, 50' wide, and 60' high. The only light source comes from the torches on the throne, which sits halfway along the hall in a 30'x30'x30' side chamber. The pillars are 8' thick, made of white marble, and are placed every 16 $\frac{2}{3}$ ' (6 per side).

Written upon the pillars is the following letter sequence: aadehiimsst. These letters spell "This is a dream". If any PC figures this out, he instantly receives 10,000 XP and vanishes from the dream, spared from the rigors of the test.

The first secret door found (no matter where it is located) opens into a small recess containing a crock. If the crock is opened, it is found to contain dust (exactly like that upon the floor). If any of this dust is released, it falls to the ground and then springs up as some monster (roll 1d6):

- 1 Greater Basilisk
- 2 Behir
- 3 Bulette
- 4 Adult Green Dragon
- 5 16HD Earth Elemental
- 6 Lich

In addition to spells which normally affect these beings, any spell that affects earth functions on them as well. If no standard damage is listed, the spell causes 1d6 points/spell level in damage.

If the PCs explore the floor beneath the dust, they discover that all of them are lying upon a 10' square of white flagstone. In fact, under the dust, the whole floor is alternating black and white squares. White wizards cast spells in half the normal time if on a white square and twice the time if on a black square, while black wizards incur the opposite effects. (All beings encountered in the room use this to their advantage.)

The Throne

The throne is indeed made of pure gold. Read the following if the PCs approach it:

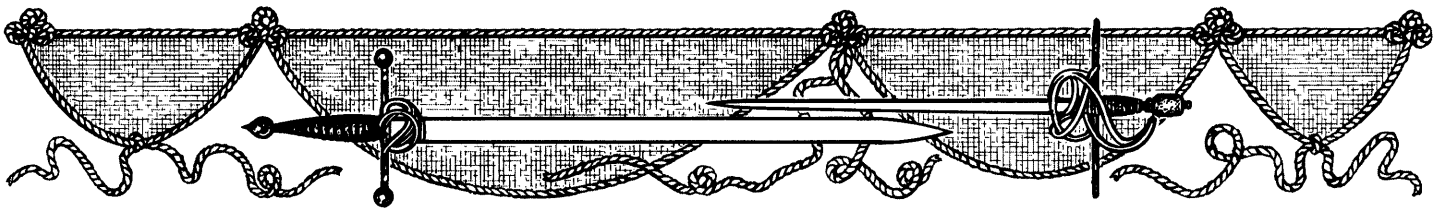
As you approach the oversized throne, your hopes are realized. The entire construct really is solid, pure gold. The throne and its pedestal-like base are ornately decorated with fine carvings and intricate structures which at one time must have had a specific purpose. There are small, vial-like protrusions, sconces, tiny boxes, and miniature shelves built into its surfaces. Holding the sconces are four carved arms, human in appearance.

Strangely enough, the torches look as if they have just recently been lit (no matter how much time has passed). If removed from the sconces, the torches flare up, shooting out 10' high flame (4d6 damage/attack). However, the arm also attacks as a Mimic—Killer: AL N(E); AC 7; MV 3; HD 10; hp 41; THAC0 11; #AT 1; Dmg 3-12 (smash); SA Glue; SD Camouflage; SZ L; ML 13; XP 3,000.

As soon as one of these four torches is set down or given to another PC, its head falls to the ground, and begins sparking profusely. Then an earth-shattering boom erupts (all PCs must make saving throws vs. petrification or become deaf for 1d8 rounds and suffer -2 on all attack dice). From this eruption, a tremendous giant-sized wolfwere rises up: AL CE; AC 1; MV 18; HD 15+1; hp 83; THAC0 5; #AT 3; Dmg 2-40/1-20/1-20; SD Iron or +2 or better weapon to hit; MR 50%; Sz H (18' tall); ML 18; XP 12,000. This monstrosity roars mightily and attempts to shred the party to bits.

If anyone sits in the throne, a magical crown appears over his or her head (PC must then make a saving throw vs. spells or change sex—remember, this is only a dream). He also becomes aware that he can now summon the dust of the room to form the monsters just listed in this text. However, each hit die of monster summoned causes 1d4 points of damage to the PC.

The above text sets the stage for the



DM to create more dream-state encounters. These encounters should continue until the party is either exhausted or dead.

Waking Up

The PCs gain half the normal experience from their dream encounter. Total up the real experience (not halved) to determine which of Nehwon's wizards seeks them out as champions.

Experience	Wizard
0-2,499	Garbel the Smiling
2,500-4,999	Shelahana of the Belly
5,000-9,999	Gundog the Strong
10,000-19,999	Agjil Daraknoa
20,000-34,999	Rad-Rog the Red
35,000-49,999	Tielliea
50,000 +	Ningauble or Sheelba

In 1d6 days, the PCs' mentor contacts them. Again, as they sleep, they wake and are back in the room above (it looks as it did when they last left it). This time, they really are in the room, which is Aarth's Zodac-no-kara testing chamber of illusions. This time, read the following:

You start from your sleep, only to find yourself back in the same nightmare you had several nights back. Everything is just as you left it. However, as soon as you prepare yourself to handle the onslaught, everything drops to dust upon the floor, save the pillars and the throne. Looking at the throne, you see a large, blue robed, seated figure. Eminent power seems to radiate from throne and figure.

If the PCs attack the figure, they are dismayed, for this is one of Aarth's avatar's forms. The DM is free to use whatever magical effect strikes his fancy, as the avatar is a master sorcerer. The avatar does not harm the PCs, though it defends itself and

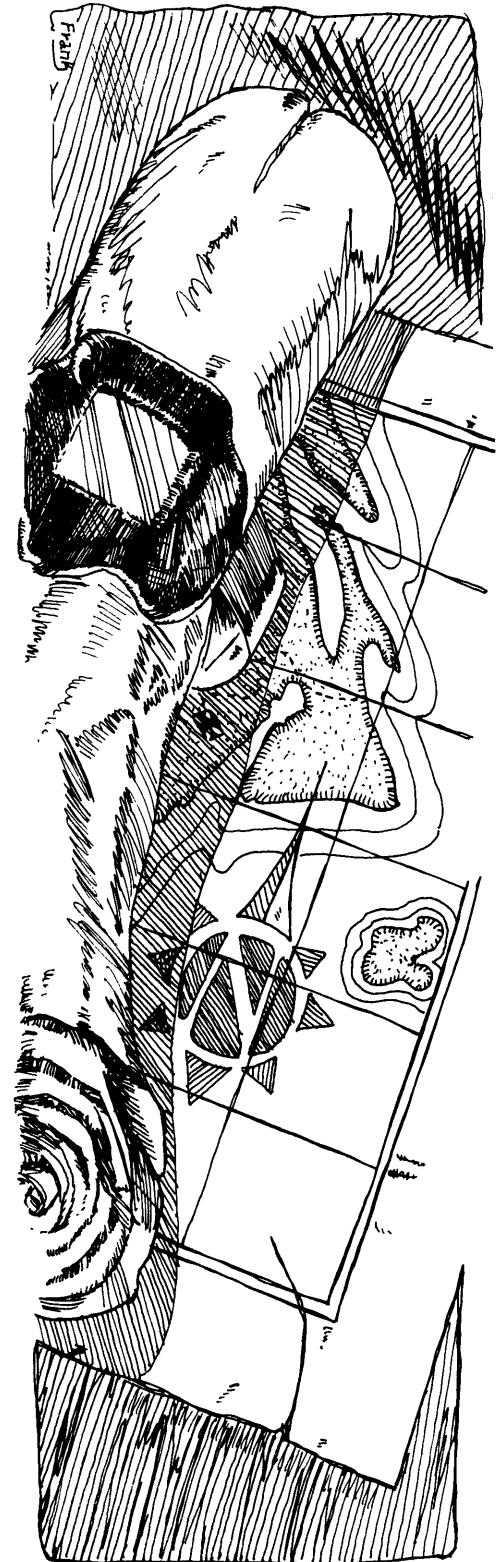
proves its invulnerability here in its own pocket dimension.

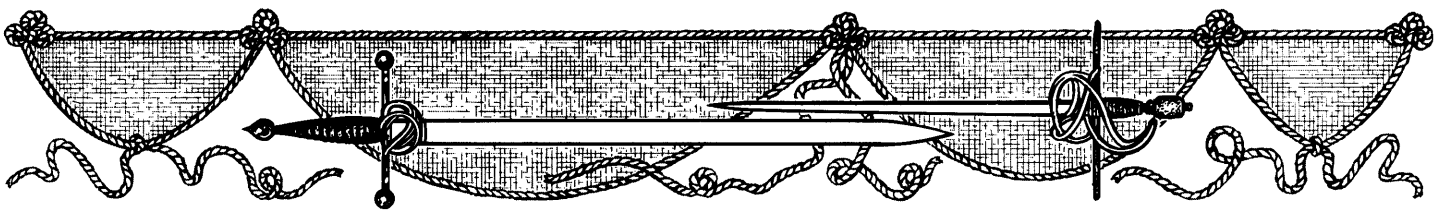
If the PCs cease attacking it, if they speak to it, or if they come within 10' of it, read the following:

The blue clad mage speaks in a raspy old man's voice, "You have done well, my heroes. Furthermore, (PCs' mentor) has requested you as champions in the Zodac-no-kara. Here is your license of participation in this greatest of Nehwon events. You shall enter legend for all time." With that he stands up to his full 12 feet. With the wave of one robe-enshrouded arm, mist begins to swirl upon the floor. Rising up from the mist is a strange stench as well as a ghostly giant's arm. In its grasp is a crumpled map.

Once one of the PCs takes the map, all wake up back in Nehwon. When they rise, the PC who took the map discovers that it is still in his hand and is still seeping mist. This is a map of Nehwon as included in the module. The DM should make a photocopy of this map before game play. On the back of the photocopy should be written the name of the PCs' mentor (in calligraphy, if possible), and added to that some sort of ornate, magical-looking symbol as the wizard's mark. Also write, "Certificate of participation in the Zodac-no-kara, authorized by the god Aarth."

As soon as any PC says his mentor's name, the entire group is teleported to their mentor's sanctuary and the adventure begins!





The Riddles of Aarth

It is up to the DM whether the PCs' wizard mentor shares the following with them. At the least it serves as more background; at the most, it may aid the players.

Wizards great and heroes small, 'tis now the Day of the Hare, Month of the Wolf, Year of the Burning Mountain. And as always, I, the great god Aarth, master of knowledge and sorcery, shall reveal unto you those great items throughout Nehwon which must be retrieved by those with the power, knowledge, and restraint to properly hold and guard them. To all such wizards of the land, I have caused these scrolls to appear. Share them amongst your sects as you will. Then, gather up a band of heroes to champion you and may the Zodiac-na-kara begin!

As always, the selected items are too powerful to allow lesser beings to control. However, on this Zodiac-na-kara, I have also included several items which are held by great ones, who have not proven to uphold the restraint of use which I deem proper.

This message has a great impact upon those wizards (such as Sheelba and Ningauble) who have the wisdom to read between the lines. Always before, only items lying around unclaimed, or held by those who did not employ the magical arts, were revealed upon the Zodiac. Now items that are being overused to the point of abuse are also being targeted. This, no doubt, is a forecast of a much greater problem facing Nehwon!

Each scroll contains a riddle hinting at the various items to be gathered. These riddles are listed below. Depending upon the personality of the PCs' mentor, you can handle the riddles in one of several ways. They are presented in the text in order of ascending difficulty (easiest one first, hardest one last). The mentor may decipher the riddles beforehand if the DM chooses, or the PCs may do the cryptology themselves. Regardless of the order in which the riddles are solved, the corresponding adventures should be undertaken in the order in which they are presented.

If any among your players have read Fritz Leiber's *Saga of Fafhrd and the Gray Mouser*, then they should have a lot of fun attempting to determine where the riddles are leading the PCs. Otherwise, you may need to have the PCs' mentors tell them their own ideas regarding the destinations. In any event, the solutions to the riddles do not rely upon a knowledge of the book series, and any player can share in attempting to pluck meaning from these words.

Riddle #1. Sea Kingdom

Go to the kingdom where the sky does not touch the ground,

'Tis ruled by the one atop the great mound.

There you must seek the clam's pearl,

Be it the shell within the shell.

Please, beware of the balance of things,

For you must not harm those among kings!

To reach your goal, you must employ the living keys.

Of course, you will find there to be two of these.

Both are kept in the room of kings,

But be not fooled by simple things.

Remember this, or you'll find your dooms.

Kings, as always, like many rooms!

Explanation: This adventure takes place in the undersea kingdom (kingdom where the sky does not touch the ground) of the Sea King who rules atop a great coral hill (the one atop the great mound). Inside a giant clam is a conch shell (clam's pearl, shell within the shell) which the PCs must obtain. Aarth does not want the Sea King killed (you must not harm those among kings). To get the conch shell, the PCs have to use two fish that are shaped like keys (living keys) that are kept in the king's two bedrooms (room of kings).

Riddle #2. City of Ghouls

Above your Elders is an invisible place.

To this locale you must now race.

A mammal there is, in water under water.

Finding it is no small matter.

In order for you to free the fish,

you will have to make, well, a wish...

For you must see that which is not there.

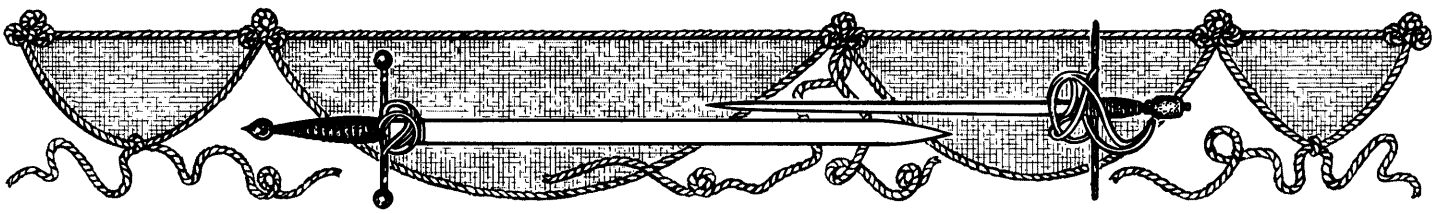
'Ware, water gives you life and takes your breath;

Swallow life, count on death!

And since generosity strikes my mood,

I'll also warn you about the food.

Explanation: North of the Mountains of the Elder Ones is the invisible City of the Ghouls (above your elders is an invisible place). The PCs must free the whale (mammal, fish) which lives in an inner bowl of water below a long shaft with a well at the top (water under water). The PCs need to drink of the well water (make, well, a wish... swallow life). To get down the hanging stairway and into a passage, the party needs to notice the sea wave patterns (count on death). Finally, they need to be careful as ghouls eat human flesh (I'll also warn you about the food).



Riddle #3. Death

Now that you breathe heroes' breath,
 It is time for you to walk near Death.
 You seek one who is no more,
 So enter the land far from shore.
 Here you must find the walking dead.
 Look for a medallion about one's head.
 Know your goal, for it is dark as coal.
 This I know,
 It is time to go.

Explanation: The PCs must enter the god Death's realm of Shadowland (it is time for you to walk near Death, enter the land far from shore). They must find a ju-ju zombie (you seek one who is no more, here you must find the walking dead) that is wearing the *stone of darkness* (look for a medallion about one's head), which is pitch black (know your goal, for it is dark as coal).

Riddle #4. Cold Corner

You must now catch the winter wolf,
 Which has the heart of woman.
 And not just any heart that be,
 But that of a leader amongst giants.
 To do this, stand at the feet of trolls,
 With the old on your left.
 Here, in the corner of the world,
 The wolf visits from time to time.
 Again I ask you please,
 Do not kill many of these.

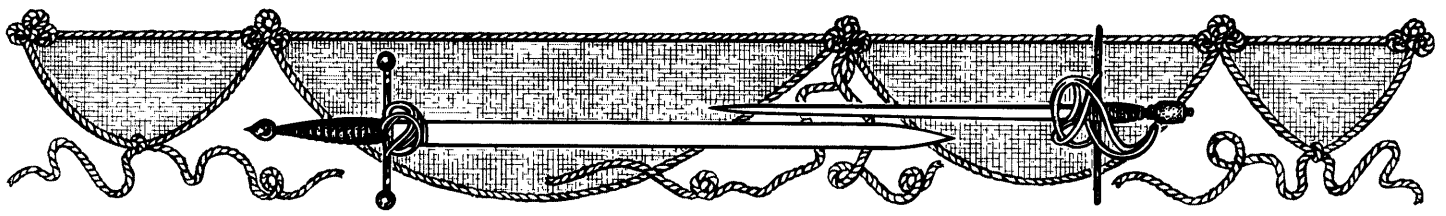
Explanation: The "winter wolf" is the *cloak of cold* made from the pelt of a winter wolf. It is worn by the female leader (heart of woman) of the nearly giant-sized Snow Clan (leader amongst giants). To do this the PCs must go to Cold Corner, which is the southernmost area of the Snow Clan's realm (corner of the world) and lies at the foot of the Troll-step mountains (feet of trolls) with the Bones of the Old Ones to the west (old on your left). Here the various clans of barbarians visit from time to time. Aarth doesn't want the Snow Clans decimated (do not kill many of these).

Riddle #5. Klesh

With the rising sun to your left,
 Put hunger on your back,
 And cross the land that is half water.
 Now enter the living darkness,
 To seek the home of the dark living.
 I ask you now to listen and hark,
 Attempt not to harm those who are dark.
 Within the flaming dais is your goal;
 Retrieve the gem black as coal.
 A warning now, but be not turned,
 No one has entered and ever returned.

Explanation: The PCs must go south (rising sun to your left) past the Mountains of Hunger (hunger on your back). Here they have to cross the Klesh marsh (land that is half water), and enter the Klesh jungle (enter the living darkness). They must then find Tamboo, the village of the dark skinned Kleshneet (the home of the dark living). Aarth doesn't want many of the Kleshneet harmed (attempt not to harm those who are dark). The PCs are seeking a *sphere of annihilation* (gem black as coal), within the three tiered temple that is lit up at night with bonfires (flaming dais). Because of the religious practices of the Kleshneet, no one has ever entered the Klesh, encountered the Kleshneet, and made it out alive (no one has entered and ever returned).





Overland

This section of the module is used multiple times as the PCs travel about Nehwon. It is a detailed "wandering monster" section which includes not only a list of monsters to be encountered, but descriptions on how they react as well as some specific events. The specific events have been constructed to fool the players into thinking that the DM has every niggling area of Nehwon detailed. These sections are most effective when used one at a time, at the beginning of each new segment of the Zodiac-no-kara quest. This serves two purposes.

First, it ensures a significant encounter at the outset of the next leg of the quest. This elapsed time adds to the players' and PCs' sense that time has passed in their travel across Nehwon to their new destination. Secondly, it also adds to the illusion that they are now far away from their mentor wizard and civilization.

General Random Encounters

1d12	Encounter
1	Adventurers
2	Behemoth
3	Buffalo
4	Huge spider
5	Ogres
6	Roc
7	Stone giants
8	Trolls
9	Merchant's caravan
10	Thieves' band
11	War party
12	Violent storm

Adventurers: Roll their reaction on table 59 of the *Dungeon Master's Guide* (also on the *DM Screen*). They are 80% likely to be on a Zodiac-no-kara quest as well (50% chance it is the same quest as the PCs'). Use NPC list for stats.

Behemoth: It attacks the party for food.

(Nehwon's Monsters) Behemoth (2): Int Animal; AL N; AC 4; MV 12, Sw

18; HD 15; hp 70, 56; THAC0 5; #AT 1; Dmg 4-40; SZ L; ML 9; XP 5000 each.

Buffalo: 25% chance the herd stampedes if the PCs aren't cautious (2d4 buffalo causing 1d6 trammelling damage each).

Animal, Herd—Buffalo (35): Int Semi; AL N; AC 7; MV 15; HD 5; hp 23 each; THAC0 16; #AT 2; Dmg 1-8/1-8; SA Charge; SD Head is AC 3; SZ L; ML 10; XP 175 each.

Huge Spider: It is hiding in a tunnel like lair and leaps up to 30' to attack (-6 on PCs' surprise roll).

Spider, Huge (8): Int Animal; AL N; AC 6; MV 18; HD 2+2; hp 14, 14, 13, 13, 13, 11, 10, 8; THAC0 19; #AT 1; Dmg 1-6; SA Special; SZ M; ML 8; XP 270 each.

Ogre: The ogres attack the PCs for their gear. They use a simple two flank ambush/assault in a narrow area.

Ogres:
Ogre (10): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25, 22, 22, 22, 21, 20, 20, 19, 19, 18; THAC0 17; #AT 1; Dmg 1-10 (or by weapon + 2); SA +2 to damage; SZ L; ML 12; XP 175 each.

Ogre Leader (1): Int Low; AL CE; AC 3; MV 9; HD 7; hp 33; THAC0 17; #AT 1; Dmg 5-15 (2d6+3) (or by weapon + 3); SA +2 to damage; SZ L; ML 13; XP 420.

Roc: The roc is after the PCs as food for its distant young.

Roc (2): Int Animal; AL N; AC 4; MV 3, FI 30; HD 18; hp 72, 69; THAC0 5; #AT 2 or 1; Dmg 3-18/3-18 or 4-24; SA Surprise; SZ G; ML 11; XP 9,000 each.

Stone Giants: Roll on table 59 of *DMG* for reaction with a +2 penalty. "Threatening" or worse indicates that they shower the PCs with boulders.

Giant, Stone (3): Int Average; AL N; AC 0; MV 12; HD 14 + 1-3 hit points; hp 70, 64, 56; THAC0 7; #AT 1; Dmg 1-8 or spiked clubs (2-12+8); SA Hurling rocks for 3-30 (3d10); SD Special; SZ H; ML 16; XP 8,000 each.

Trolls: They attack the PCs for the sheer cruelty of it.

Troll (8): Int Low; AL CE; AC 4; MV 12; HD 6+6; hp 42, 38, 38, 36, 31, 29, 29, 25; THAC0 13; #AT 3; Dmg 5/8-5/8-6-12; SA Special; SD Regeneration; SZ L; ML 14; XP 1,400 each.

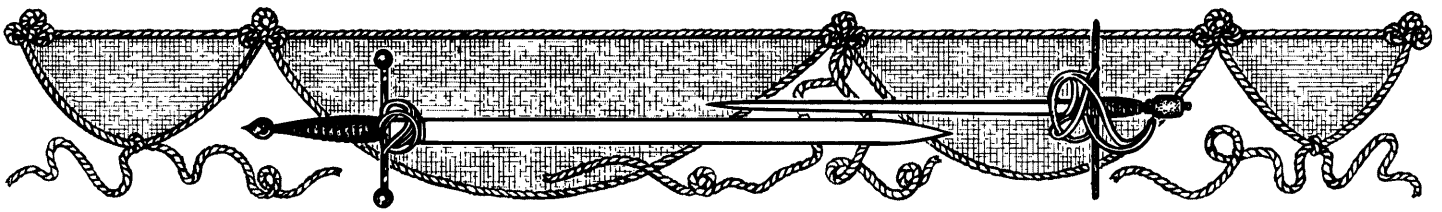
The special groups (merchant's caravan, thieves' band, and war party) are detailed on the next page. Their statistics may need slight alterations, depending on where the PCs meet these groups.

Merchant's caravan: Roll reaction on table 59 of *DMG* or *DM Screen* adjusted by a -2 bonus. The caravan is carrying 1) clothing, 2) food, 3) tack and animals, 4) miscellaneous equipment, 5) weapons & armor, 6) the strange and unique. These categories (except #6) are all in the *PHB* chapter 6. Prices average a little higher than in the *PHB*.

Thieves' band: They either ambush the PCs if they look weak enough, or track them and attempt to sneak into their camp (killing the night watch) and steal items if the PCs look powerful. If you get this result more than once, have them befriend the PCs, steal from them at night, and ride away.

War party: Roll on table 59: Encounter Reactions in *DMG* or *DM Screen* with a +5 penalty. If hostile, they attack the PCs and take the survivors as prisoners (allow these to eventually escape). If friendly, they act rather harsh, verbally interrogate the PCs, and then leave after assuring themselves that the PCs aren't their enemy.

Violent storm: No fire burns without a fire building proficiency check. Everything is drenched, ruining all food that isn't protected. This also causes items not oiled or taken care of to rust (-1 on all combat rolls for first day of use). Finally, there is a 5% chance per character that lightning strikes them for 6d6 points of damage. If the bolt does not hit a person, it strikes the camp, blowing rock or wood about, causing



1d4 points of damage to everyone who fails a saving throw vs. paralyzation.

Monsters' Treasure (those not listed have none)

Huge spider: In one of the spider's tunnel lairs is an old chest. It is not locked and contains a vast number of old smerduks, 5,000 in all!

Ogres: Each has 2d4 gold rilks and some half rotten food in his belt pouch.

Roc: If a PC is carried to its lair high in the nearby mountains, he finds a copper statuette of a sphinx worth 900 rilks. Other miscellaneous items belonging to lost humans are tossed about the nest.

Stone Giant: Each carries several throwing rocks, and 1d100 rilks in his pouch (as well as various odds and ends).

Trolls: Each carries 1d4 gems valued at 100 rilks apiece. However, one of the gems is actually a *gem of insight* which appears as a 5,000-rilk star ruby.

Merchant's Caravan:

The caravan contains two covered wagons each pulled by two oxen. There is also a mule tied behind each wagon, carrying miscellaneous daily supplies. The fat merchant (Alegond) rides atop a donkey while his wife, son, and daughter team the wagons. Alegond has hired seven mounted men at arms for protection. They also have the family dog along.

Alegond's family, 1st level thieves (3): Int Very; AL L(E); AC 7 (studded leather); MV 12; hp 6, 5, 3; THAC0 20; #AT 1; Dmg 1d4 (dirks or light crossbow); SA backstab, poison (Onset 1-4 rounds, Str debilitating for 1d6 days); SZ M; ML 12; XP 175 each.

Alegond, 5th level bard (1): Int Highly; AL LN(E); AC 5 (elfin chain); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d8 (long sword); SA spells; SD spells; SZ M; ML 9; XP 420.

Spells include:

1st—*friends, jump, spook*
2nd—*ESP*

Men at arms, 1st level fighters (7): Int Average; AL LN; AC 7 (padded + shield); MV 12; hp 9, 7, 6, 5, 3, 3, 1; THAC0 20; #AT 1; Dmg 1d8 (scimitar); SZ M; ML 11; XP 35 each.

Horse—Light (7): Int Animal; AL N; AC 7; MV 24; HD 2; hp 15, 15, 15, 13, 12, 11, 9; THAC0 19; #AT 2; Dmg 1-4/1-4; SZ L; ML 6; XP 35 each.

Horse—Mule (2), Donkey (1): Int Animal; AL N; AC 7; MV 12; HD 3; hp 17, 17, 4; THAC0 17; #AT 1 or 2; Dmg 1-2/1-6; SZ M; ML 7; XP 65 each.

Non-MC, Oxen (4): Int Semi; AL N; AC 8; MV 12; HD 4; hp 18, 17, 11, 10; THAC0 17; #AT 1; Dmg 1d10 (head butt); SA trample 1d6/1d6; SD Head is AC 5; SZ L; ML 8; XP 120 each.

Dog—pet (1): Int Semi; AL N; AC 7; MV 15; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg 1-4; SZ S; ML 5; XP 35 each.

Each man at arms has 1d8 rilks while the family members carry 1d12 rilks. Alegond has a bag of 18 rilks and always carries his lucky glulditch in a pocket next to his heart.

Thieves' band:

This band is lead by Coroval the Courageous (equally well known as Coroval the Cowardly). He is a 10th level thief who has set out on his own with two friends (4th level thieves) and a band of rogues (1st level thieves), whom he is attempting to turn into a powerful marauding force. Their camp is nearby and contains all the necessities for sleeping, eating, drinking, and gambling. Besides this, buried under Coroval's tent is the group's bounty, consisting of 1000 tiks, 300 agols, 500 smerduks, 800 rilks, 2 glulditch and a bundle of eastern silks worth 1200 rilks. The silk has been dusted with a poison (which is easily washed out) that causes permanent blindness to anyone breathing it (un-

less a saving throw vs. poison is successfully made).

Coroval, 10th level thief (1): Int Highly; AL CE; AC 1 (+2 *leather armor* and 18 Dex); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d8 (long sword) or 1d3 (dart); SA poison on darts (Type F, Onset immediate, Str death), (x4) backstab; SZ M; ML 10; XP 5,000.

Rogues, 4th level thieves (2): Int Very; AL CE; AC 5 (Leather and Dex); MV 12; hp 20, 19; THAC0 19; #AT 1; Dmg 1d6 (short sword) or 1d3 (knives); SA poisoned knives (Type C, Onset 2-5 (1d4+1) min, Str 25/2-8 (2d4)), (x2) backstab; SZ M; ML 11; XP 650 each.

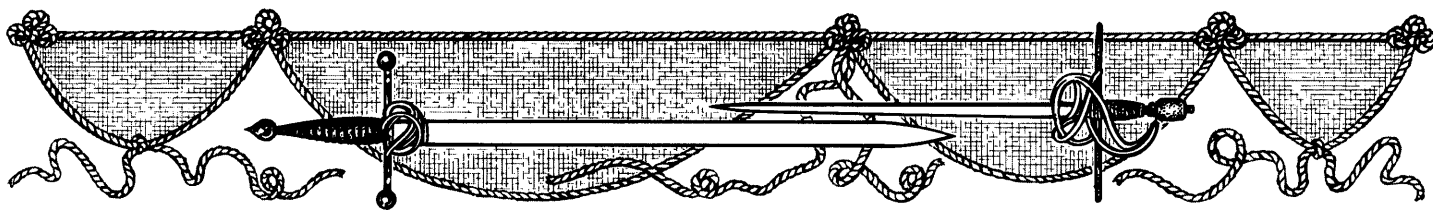
Thugs, 1st level thieves (15): Int Average; AL various evils; AC 8 (leather); MV 12; hp 4 each; THAC0 20; #AT 1; Dmg 1d6 (short sword) or 1d4 (daggers); SA (x2) backstab; SZ M; ML 9; XP 65 each.

War party:

This is a band of warriors whose origin depends on the PCs' location. Best choices are Mingols from the Steppes, Easterners from the Eastern Lands, mounted Kleshneet from the Klesh, or barbarians from the Cold Wastes. There is one captain (a 5th level fighter) and the rest are good men at arms (2nd level fighters). You may need to alter their weapons to match the setting. They are all mounted on medium war horses (except the captain, who is on a heavy one) and can use their spears for double damage in charges.

Each has 1d10 rilks and all wear single gold arm-bands worth 30 rilks apiece. The captain also wears a silver headband set with emeralds, worth 350 rilks.

Captain, 5th level fighter (1): Int Average; AL LN; AC 3 (splint + shield); MV 12; hp 32; THAC0 16; #AT 1 or 2 (bow); Dmg 1d8 (lance, long sword, or sheaf arrow in long bow); SA charge; SZ M; ML 14; XP 650.



Fighters, 2nd level (15): Int Average; AL LN; AC 6 (studded leather + shield); MV 12; hp 11 each; THAC0 19; #AT 1 or 2 (bow); Dmg 1d6 (spear, short sword, or long bow); SA charge; SZ M; ML 12; XP 175 each.

Horse—Heavy (1): Int Animal; AL N; AC 7; MV 15; HD 3+3; hp 11; THAC0 17; #AT 3; Dmg 1-8/1-8; SZ L; ML 7; XP 120 each.

Horse—Medium (16): Int Animal; AL N; AC 7; MV 18; HD 2+2; hp 13 each; THAC0 19; #AT 3; Dmg 1-6/1-6; SZ L; ML 7; XP 65 each.

Detailed Encounters

Following are the more detailed encounters:

Encounter #1. Night of the Wolf

This event can occur anywhere while the affected PCs are asleep and assumed to be dreaming.

You lie asleep and are having a dream in which you single-handedly are defeating a dragon by wrestling with him. Your mind is at rest. Then the dream changes, as dreams do, and the dragon becomes a large wolf—no, several of them. Furthermore, your surroundings have altered and you feel detached from reality. In fact, you realize you are not dreaming any more, but you don't feel awake. Then, the wolves attack.

The PCs are pulled into the astral plane by a pack of astral wolves. Here, they are being attacked. PCs may be affected separately, or the entire group may be taken at once. If the DM chooses for the wolves to attack each PC individually, the number of wolves on each target should be based on each character's abilities. A rough suggestion is as follows:

Number of Wolves	Character Class
1-2	Wizard
2-3	Thief
3-4	Fighter

(Nehwon's Monsters) Astral Wolf (3): Int Neutral; AL NE; AC 3 (on the astral plane); MV 18; HD 3; hp 15, 14, 10; THAC0 17; #AT 1; Dmg 2-8; SA Special; SZ L; ML 9; XP 175 each.

Remember, all damage caused by these wolves while in the astral plane is transferred to the host body.

In order to keep the excitement spread around the entire party, the DM may choose to stage an attack on the non-sleeping PCs by a pack of normal wolves.

Wolf (8): Int Semi; AL N; AC 7; MV 18; HD 2+2; hp 18, 14, 14, 12, 8, 7, 7, 5; THAC0 19; #AT 1; Dmg 2-5; SZ S; ML 10; XP 65 each.

Encounter #2. The Hamadryad

This encounter should occur near a forest or patch of trees, preferably an oak grove. It is best to occur for one of the following reasons:

1. The PCs have or are being cruel to the plant life
2. There is a male with 18+ charisma in the party
3. The PCs are making a camp fire
4. The PCs need some advice

How to handle the encounter:

If 1—the hamadryad attacks the party
If 2—the hamadryad attempts to charm the male and take him to her lair as a servant.

If 3—the hamadryad requests that the PCs put out the fire as it is the dry season; if they refuse, she attacks.

If 4—the hamadryad shyly approaches the PCs and speaks with them.

The hamadryad can order her tree to attack as a 12 HD treant. She is also accompanied by six pixies and four sprites. Even if the encounter isn't a

hostile one, the pixies are likely to play small pranks on the PCs at night. However, if the PCs are friendly or neutral to the hamadryad, the sprites make sure the pranks are not too cruel, and they also do a few small favors for the PCs while they rest (such as polish their arrow heads, straighten their packs out, etc.). Thus, when the PCs awake, they likely find both good and bad effects (e.g. a nicely polished sword blade with honey coating the hilt).

(Nehwon's Monsters) Hamadryad (1): Int Exceptional; AL N; AC 4; MV 12; HD 6; hp 31; THAC0 15; #AT 1; Dmg 1-8 (battle axe); SA Special; SD Special; MR 70%; SZ M; ML 13; XP 3,000.

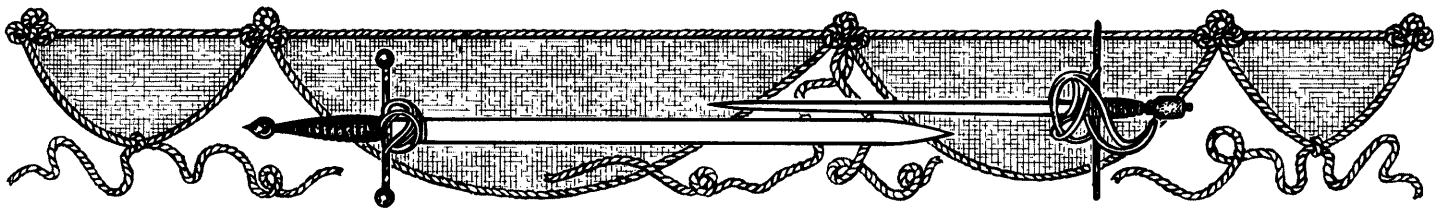
Treant (1): Int Very; AL CG; AC 0; MV 12; HD 12; hp 46; THAC0 9; #AT 2; Dmg 4-24 (4d6); SA Special; SD Never surprised; SZ H; ML 16; XP 14,000.

Pixies (6): Int Exceptional; AL N; AC 5; MV 6, FI 12 (B); HD 1/2; hp 4, 3, 3, 3, 2, 2; THAC0 20 (16); #AT 1; Dmg 1d4 (sword) or special arrows; SA Special; SD Invisibility, spells; MR 25%; SZ S; ML 11; XP 270 each.

Sprites (4): Int Very; AL N(G); AC 6; MV 9, FI 18 (B); HD 1; hp 7, 5, 4, 4; THAC0 19; #AT 1; Dmg 1-4 (sword) or 1-3 (arrow); SA Special; SD Special; SZ S; ML 11; XP 420 each.

Encounter #3. Friendly Danger

As you crest the small rise in the trail, you hear the sound of rugged song off to your left. Going to investigate, you cautiously crawl up on a small rock ledge and look down between a few cedar trees and brush to find a sinewy man with not an ounce of hair on his body. His only clothing is a bedraggled loin cloth. You notice numerous red dots covering his body, but then you realize that he is drawn out and staked



across an ant hill. Still in all, he sings along in a gruff, off key baritone.

This is Sena-tor, a 5th level fighter, 9th level thief. He recently tried to rob a seemingly helpless lady and her daughter who were "foolishly" traveling the wilds of Nehwon alone. However, he soon learned to his dismay that the lady was Xheilda, a 15th level white wizard. His attempt at accosting her set off a *glyph of warding* Xheilda had placed on her clothing against precisely that sort of thing. He was instantly paralyzed and when he awoke, Xheilda (in the form of a titan) was taking him off to be "judged by nature". Along the way, Sena-tor managed to drop off his trusted *long sword* +3, *ring of protection* +3, and a wrap of 4 glulditch. After stripping him down and staking him out, Xheilda destroyed the rest of his gear, and then in her (ahem) kindness gave him a good draught of his wine.

It has been two and a half days since then, and Sena-tor's spirits are dipping quite low for the first time in his life. He has, therefore, taken up a new hobby: singing.

If questioned about his plight, he claims that he is a roving protector of this area who was accosted while taking a nap by a giant ogress. Although he slew her, her sister then had at him and bested him in the end. When he awoke, he was surprised to find himself still alive, although in a most unpleasant predicament.

He promises or says anything to gain the PCs' trust. However, he is highly intelligent and very cunning. The whole time, he remains very cheery and appears quite saintly in his virtues. If freed, he joins up with the PCs, offering his skills as a "warrior" to the PCs for a full month for free, if they only give him some food, and water. He will of course retrieve his two items and the glulditch wrap.

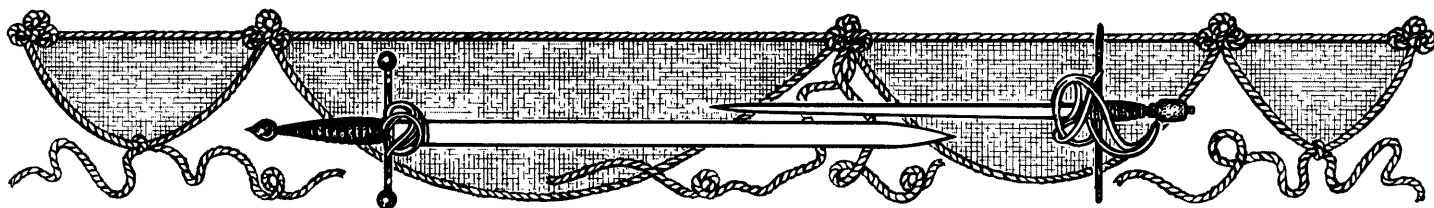
For quite a while, play him as a heroic, helpful NPC. He even offers to give his life for the PCs (at an appro-



priately dramatic moment) as he does feel some debt to them. However, soon his greed and impatience build until he must depart. At this time, he takes as many of the party's best items as he can (magical items, treasure, etc.). He even makes multiple trips. Then he vanishes into the night. If the PCs inquire in Lankmar or Ilthmar, they discover that he was a master thief of the Ilthmar thieves' guild, who was kicked out for laundering rilks and glulditch.

Sena-tor, 5th level fighter/9th level thief (1): Int Exceptional; AL CN(E); AC 3 (18 Dex and +3 ring); MV 12; hp 45; THAC0 16; #AT 1; Dmg 1d8+3 (+3 long sword); SA (x4) backstab, poison; SZ M; ML 15; XP 5,000.

He has herbalism proficiency and can concoct a poison (Onset 1d4 rounds, Str 1-10/0) from local herbs. He often coats his blade with this.



Section I: The Sea King

Off on the Quest

If the PC's seek water passage, they will run into an old wizard who will hand them an azure gem and ask them to seek a peg leg at the "Salt in yer Eye" Tavern. When they arrive, read this:

Just as the wizard said, an old peg legged sailor is carousing with a bunch of likely pirates at the "Salt in yer Eye" tavern.

This is actually, Trogard, the captain of the Froth Fighter, more commonly called Frothy. Trogard got the message from the wizard. Although he claims not to have believed that anyone would show up, he still came. He told himself that he was doing it just to enjoy the old crowd. Of course, as promised, the PCs show up.

If the PCs hand over the azure gem given them, Trogard gladly takes the "land dwelling" PCs out to the place where his late brother reportedly saw the "hole in the sea". Of course, he doesn't believe in this hole at all and does not hide his doubts.

This voyage takes six fair weather days. Each day roll below to see what will occur.

Daily Progress:

1d8 Weather

- 1-2 No change
- 3 Becalmed, must row (1/4 day's progress)
- 4 Storm (see below)
- 5 Counter breeze (1/4 day's progress)
- 6 Side wind (half day's progress)
- 7 Good breeze (full progress)
- 8 Running wind (1 1/4 day's progress)

Storm: This result indicates that a heavy storm rages all day long.

1d6 Result of Storm

- 1 Lose 2 days' progress
- 2-3 Lose 1 day's progress

- 4 No Result
- 5 Gain 1 day's progress
- 6 Gain 2 days' progress

Events occur on a 1 or 2 on a d6:

1d6 Event

- 1-2 Sea monster attacks (see chart below)
- 3-4 Encounter pirates
- 5-6 Storm (see below)

Sea Monster:

Roll 1d10; apply result

- 1 Dragon turtle
- 2 Megalodon (shark)
- 3 Killer whale
- 4 Water elemental
- 5 Manticore
- 6 Giant squid (5% are leviathan)
- 7 Seawolf, greater (lycanthrope)
- 8 Invisible flying ray-fish
- 9 Aboleth
- 10 Roll twice more

• Don't forget to let the players know that other monsters were also seen, but they were too small to threaten the Frothy.

Dragon Turtle (1): Int Very; AL N; AC 0; MV 3, Sw 9; HD 12; hp 58; THAC0 9; #AT 3; Dmg 2-12/2-12/4-32; SA Breath weapon, capsize ships; SZ G; ML 17; XP 10,000 each.

Shark—Giant (Megalodon) (3): Int Non; AL N; AC 5; MV Sw 18; HD 12; hp 47, 45; THAC0 9; #AT 1; Dmg 5-20; SA Swallows whole; SZ L; ML 911; XP 5,000 each.

Killer Whales (2): Int Average; AL N; AC 4; MV Sw 30; HD 10; hp 48, 44; THAC0 11; #AT 1; Dmg 5-20; SA Special; SZ H; ML 14; XP 1,400 each.

Water Elemental (1): Int Low; AL N; AC 2; MV 6, Sw 18; HD 12; hp 33; THAC0 9; #AT 1; Dmg 5-30; SA Special; SD +2 weapon or better to hit; SZ L; ML 9; XP 6,000 each.

Marine Eel (1): Int Non; AL N; AC 6; MV Sw 9; HD 8; hp 41; THAC0 12; #AT 1; Dmg 4-16; SA Electric shock; SZ H; ML 9; XP 975 each.

Giant Squid (1): Int Non; AL N; AC 7/3; MV Sw 3, Jet 18; HD 12; hp 37; THAC0 9; #AT 9; Dmg 1-6 (x8)/5-20; SA Constriction; SD Special; SZ G; ML 13; XP 9,000 each.

(Nehwon's Monsters) Leviathan (1): Int Animal; AL N; AC -1; MV 9, Sw 15; HD 40; hp 180; THAC0 5; #AT 8; Dmg 4-40; SA Hull damage; SD Special; SZ L; ML 18; XP 36,000 each.)

Seawolf, Greater (Lycanthrope) (6): Average Low; AL CE; AC 5; MV 9, Sw 27; HD 9+2; hp 56, 52, 47, 42, 40, 29; THAC0 11; #AT 1 or 2; Dmg 3-12 or 1-2 and by weapon type; SD Hit only by silver, cold iron, or +1 or better magical weapons; SZ L; ML 14; XP 2,000 each.

(Nehwon's Monsters) Ray-fish, Invisible Flying (5): Int Semi; AL N; AC -1 (includes invisibility); MV 1, FI 21 (A); HD 6; hp 36, 34, 28, 21, 17; THAC0 15; #AT 1; Dmg 1-10; SD Invisible; SZ L; ML 12; XP 1,400 each.

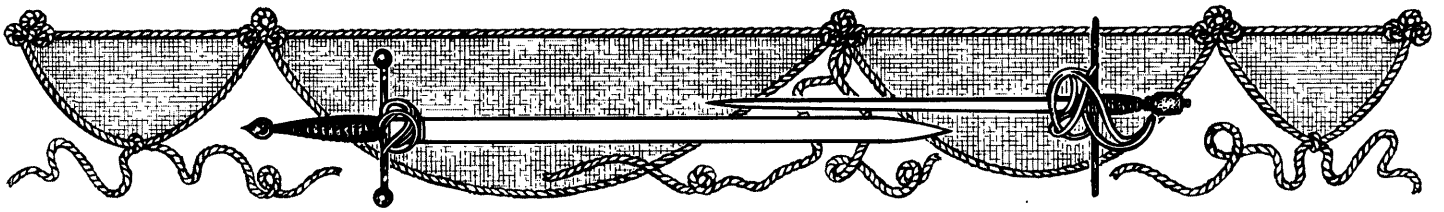
Aboleth (2): Int High; AL LE; AC 4; MV 3, Sw 18; HD 8; hp 36, 34; THAC0 12; #AT 4; Dmg 1-6 (x4); SA Special; SD Slime; SZ H; ML 13; XP 2,000 each.

Pirates:

Pirates have a typical pirate ship equipped with grappling hooks, two small ballista: THAC0 16; #AT 1/2; Dmg 1d10, and many pirates.

Pirates, 1st level T (34): Int Var; AL any Evil; AC 8; MV 12; hp 4 each; THAC0 20; #AT 1; Dmg 1-6 (short swords) or 1-3 (knives); SZ M; ML 9; XP 35 each.

Buccaneers, 1st level F/T (8): Int Var; AL any Evil; AC 7; MV 12; hp 9, 8, 8, 6, 3, 3, 3, 2; THAC0 20; #AT 1; Dmg 1d8 (long swords) or 1d4 (daggers); SA x2 Backstab; SZ M; ML 12; XP 65 each.



Captain's Guards, 2nd level F (2): Int High; AL NE; AC 5; MV 12; hp 15, 10; THAC0 19; #AT 1; Dmg 1d8 or 2d4 (bastard swords); SZ M; ML 13; XP 120 each.

First Mate, Lycanthrope, Seawolf—Lesser (1): Int Average; AL NE; AC 6 (7); MV 30, Sw 12; HD 2+2; hp 14; THAC0 19; #AT 1 (3); Dmg 2d4 (1-2/1-2/1-4); SZ M; ML 11; XP 175 each.

Captain, 5th level T (1): Int High; AL NE; AC 5; MV 12; hp 17; THAC0 18; #AT 1; Dmg 1-6+2 (*short sword* +2); SA (x3) backstab; SZ M; ML 15; XP 420 each.

Storm:

If this result occurs at a time other than during a daily storm, it is merely a short storm lasting 1d4 hours. If it occurs during a daily storm, use the tables below:

1d6	Result
1-2	Storm
3-4	Gale
5-6	Hurricane

% to Sink	Movement
35%	x3
35%	x4
80%	x5

Your voyage has been long and dangerous. Sea monsters, storms, sickness, and many other dangers have threatened you, but you have survived. Now, the captain approaches you, looking more ill-at-ease than at any other time during this perilous voyage. The salty sea breeze nearly strips his words from his mouth, "We must drop sail and hold our position here, till night time. Then I can use my sextant, read the heavens and direct the Frothy ta the great hole. Mind ya, I'll not take me boat too near that unnatural void. If you wish ta die, you'll have ta do it without me at yer side."

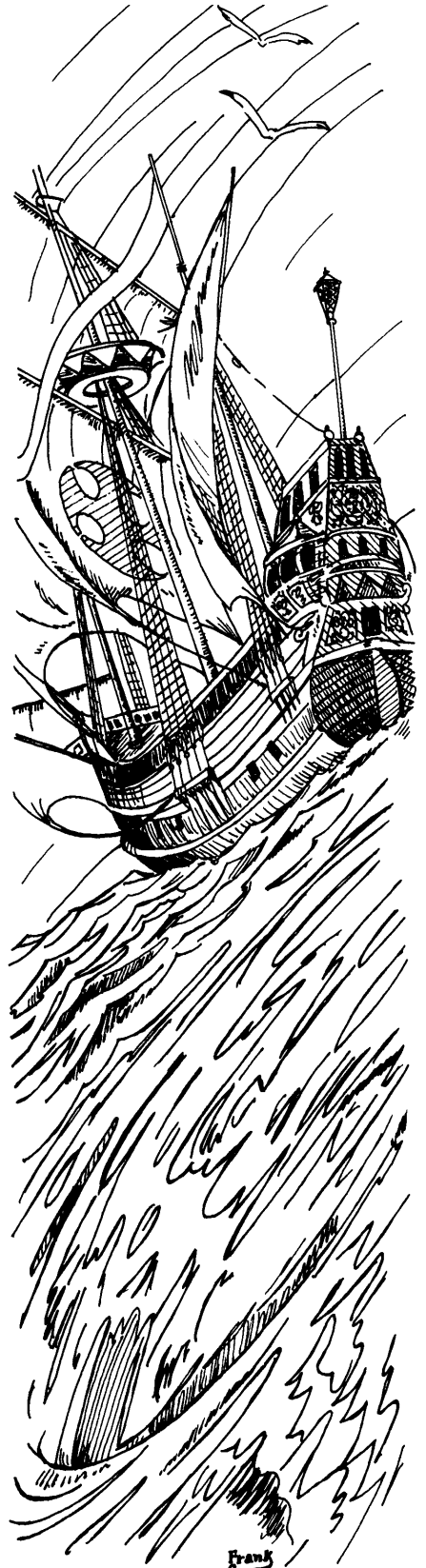
He then answers any questions the PCs may have. As dusk sets in, read the following:

A strange sense of urgency has come over the Frothy. Everyone seems unusually quiet and tense. The yellow glow of the black iron lanterns reminds you of the eyes of that monster you saw not long ago. Soon you find your thoughts interrupted by conversation. Several sailors have gathered aft and are looking through those strange tubes and pointing. Soon, one runs past you toward the captain's cabin, calling, "Cap'n, Cap'n, the waters are churning aft."

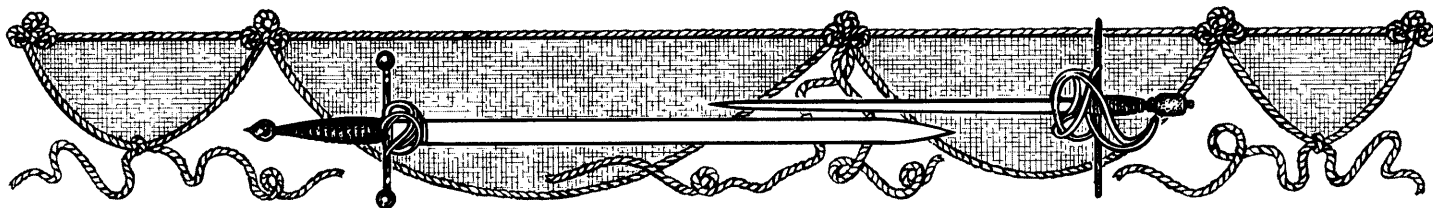
Indeed, a small whirlpool has formed some 200' off the port side of the ship. The captain asks the PCs for input. He wishes to watch the anomaly for a little, while his men hoist the sails, then move away from it. He also wishes to man the ballista in case the turbulence conceals a surfacing monster.

The whirlpool is actually magically forming to connect an invisible membranous tube to the surface. The whirlpool is sucking air down to form this tube. Items flow into it at a rate of 10' per round. It takes the Frothy 10+1d20 rounds to get moving once the captain has ordered it. The whirlpool continues to form for 40 rounds.

If the ship is caught, it spins about violently, destroying the rigging and tossing everything overboard (make a Str check at a penalty of -5 to stay on board). In 1d20 minutes, the ship's hull cracks, and it goes tumbling down the vortex (anyone still on board takes 2d20 damage). Those in the water are inevitably sucked into the vortex and slide down it. If this occurs on the 20th round or later, they are dumped unceremoniously from the watery, membranous tunnel into one of the large, domed bubbles of the Sea King's city, unharmed. Otherwise, PCs in the tunnel prior to the 20th round take 1d4 points of damage per round, as they fall into the tip of the whirlpool and are violently wrenched about.







In the Realm of the Sea King

The Sea King's domain is one of great beauty, wonder, and danger. The King has formed his domain so that both water-breathing and air-breathing beings can live in magical harmony. He accomplishes this with the use of a powerful magical conch shell, which his minions recently retrieved from the deepest reaches of the Inner Sea. They actually stole it from the lair of a giant sea squid. The conch allows him to form magical, invisible, membranous barriers that can support the weight of the sea and separate it from the air.

Passing through these membranes requires a fast, sudden force. The sharper the object used to apply the force, the better. Such passage always results in several gallons of water pouring through the temporarily ruptured membrane into the air side of the environments. Nothing seems to permanently rupture the membranes except for magic spells or items. Thus, a magic sword would cause a permanent hole in it and a magical *fireball* would cause a massive collapse (likely drowning the fool who cast it). Such ruptures can be repaired with magical healing equal to the amount of damage caused. A *dispel magic* spell would prove catastrophic.

Of course, it is this very conch shell which Aarth wishes the wizards of Nehwon to retrieve, for the Sea King is abusing its properties. Furthermore, the air within the membranous environment becomes tainted. For this reason, the Sea King opens up a great tube to the surface for an hour every day to refresh the fouled air. It is this tube that captures the PCs and causes them to tumble into the Sea King's domain (effectively trapped without the aid of magic). The Sea King is too concerned about defenses to leave the tube open all the time. This regular daily expenditure of magic is extremely wasteful and irritating to Aarth.

“On Your Arrival”

The PCs do not get a good look at the Sea King's domain when they tumble into it for several reasons. First, they are too concerned about the “air well” they are falling into. Secondly, their descent is very rapid. Finally, it takes their eyes a little while to adjust to the fainter, thin, curtainlike beams of light which penetrate this strange world.

The Sea King always creates the air well such that it connects to one of the six sea garden viewing areas. The DM should roll 1d6 to determine which one the PCs tumble into.

Remember that the PCs' mission is to retrieve the magical conch without causing terrible mayhem to the Sea Kingdom. In light of this, give regular experience for all highly hostile and evil beings which are overcome. However, subtract experience for every good or neutral sea dweller who is greatly harmed. To balance this out, for every such sea dweller who is successfully overcome without permanent harm (by being knocked unconscious, *charmed*, or stealthily bypassed, for example), give the party full encounter experience. At all costs, the PCs have been instructed “Not to harm the Sea King”! This may prove to be the most difficult task of all, for he inadvertently discovers the PCs, and uses all of his powers to stop or even slay them.

The Sea King

The home of the Sea King lies near a great rock wall which separates Inner and Outer Sea. There are three main domed regions of the Sea King's home: the lavish zoo, the coral isle of the Sea King's throne, and the hidden fortress of the Sea King. Of course, most of the beings down here can simply swim from place to place. However, just for air breathers, the Sea King has formed a series of low, domed tunnels that connect these areas. Several side tunnels lead off to

various viewing rooms so that air breathers can better observe the Sea King's domain.

Although the Sea King usually appears as a large, rotund, but muscular triton (via his two daily *polymorph self* spells), he is actually a lesser marid genie. He tends to be very neutral and is highly concerned about the balance between evil and good (preferring neither). For this reason, he is seen as a favorable leader by those of Inner Sea. However, his chaotic nature runs strongly in him and he is quite unpredictable, making him a formidable friend or enemy! Once every 49 years, he leaves for the greater Outer Sea. Rumors among the sea folk are that he is only a vassal to a much more powerful being that lives in the distant heart of Outer Sea.

Sea King:

Genie—Marid (1): Int High; AL C; AC 0; MV 9, Fl 15 (B), Sw 24; HD 13; hp 46; THAC0 9; #AT 1; Dmg 8-32; SA Special; SD Special; MR 25%; SZ H; ML 16; XP 15,000 each.

In addition to his normal abilities, the Sea King has learned the triton's ability of sounding conch shells in order to summon 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses (arriving in 1d6 rounds). A conch can also be sounded to act like a *fear* spell upon aquatic animals only (those within 60' and with animal intelligence or less must flee).

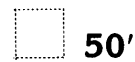
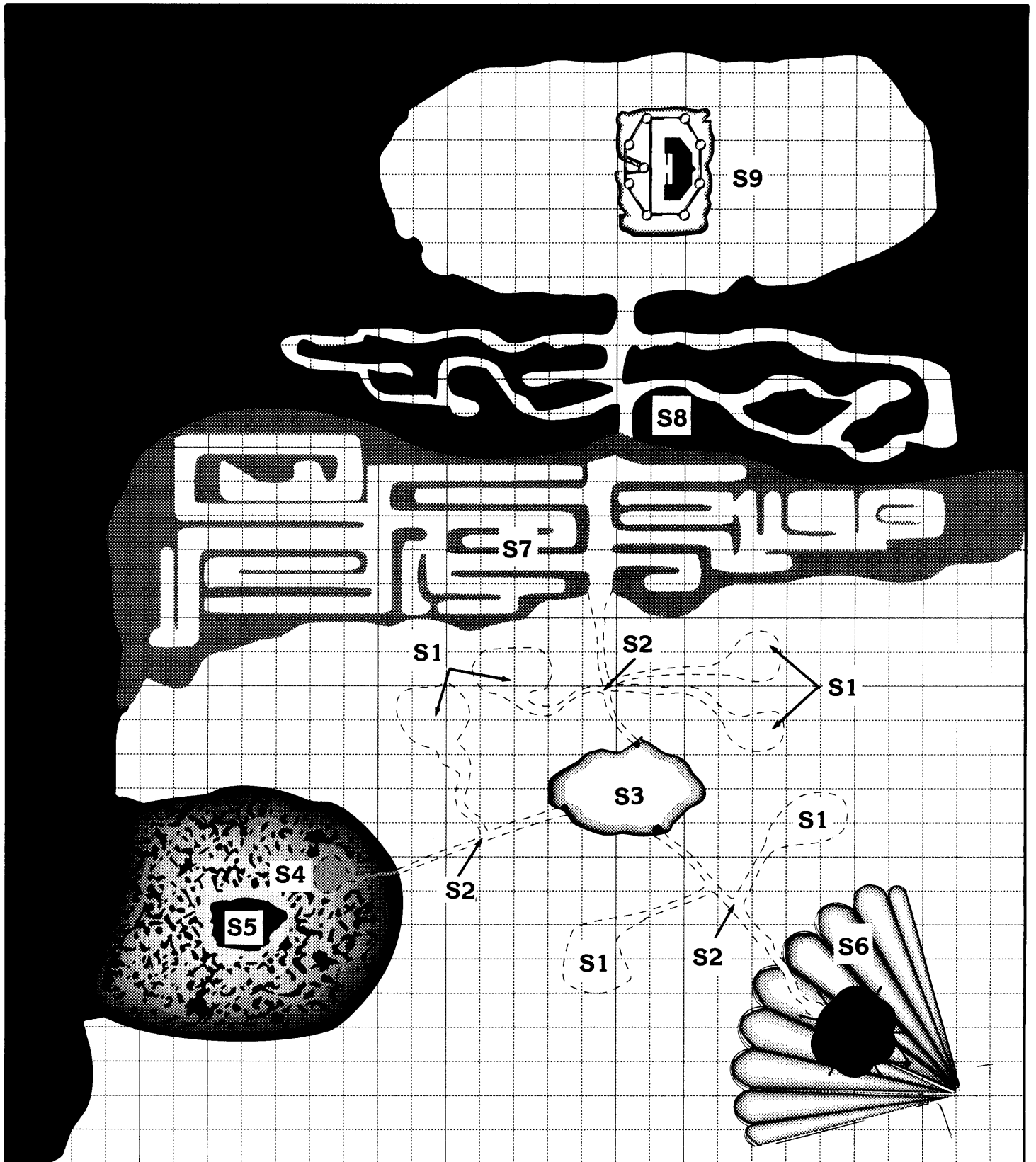
The Sea King should be treated as a major NPC. He is not placed in any particular area; you can thus have him appear wherever you wish.

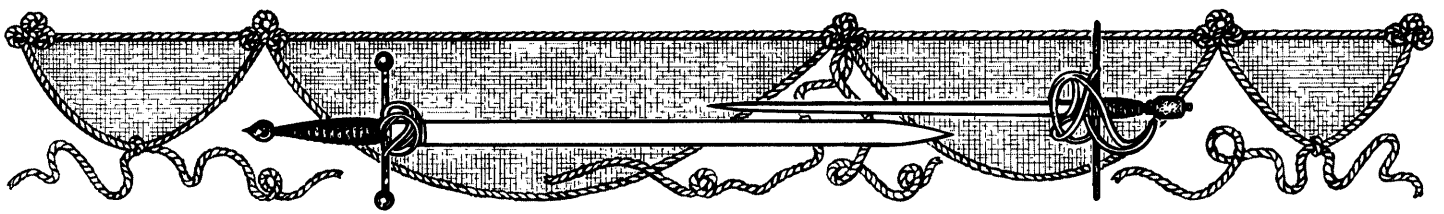
Air Capsule Rules

In several places in the undersea kingdom, the PCs are forced to make an air capsule. Capsules can only be made at certain locations where the membrane of the air passage is particularly thick.

To initially form one of these capsules, someone must push on the

Sea King's Domain





thickened membrane with sufficient force (determined with an Open Doors roll). After the membrane has been extended a certain distance (which varies, depending on the size of the party; a capsule is always large enough to hold everyone in the party), the back of the newly formed air passage constricts and seals, leaving the PCs in a capsule of air shaped like a large slug.

The capsule has enough air to last for 5 turns/foot of length. Each turn, this total is reduced by the number of inhabitants. As an example, a 10-foot-long capsule has air to last 50 turns if no one is inside. If there are four people in the capsule, that number is lessened by four each turn (46 after 1 turn, 42 after two turns, 38 after three). Once this number reaches zero, the air is useless (use hold breath rules listed in this section).

Progress forward is easy; one simply pushes on the thick section of membrane (which always remains in front). However, turning around is not so easy. The PCs must find an area large enough to snake their entire air capsule around (at least a 15' wide space). For, if they attempt to push on the back or sides of their capsule, they find themselves moving through the thinner membrane walls.

Vision is not distorted by the membrane except at the "front end," where the wall is thicker. Objects viewed through this convex area are slightly magnified, but not so much so that a normal shark will be mistaken for a megalodon.

The party is likely to encounter some of the denizens of this area while in these air capsules. In so doing, combat is likely to ensue. The PCs can attack with puncturing and edged weapons through the thick membrane in front. However, damage is reduced by -2, and all range categories are increased one. Blunt weapons either shove the capsule forward, or if a lot of force is used (or if the weapon is slightly spiked) barely force their way through and become stuck as if in gelatin. Elsewhere, attacking

through the membrane is easily accomplished (but remember the bulging, leaking gashes which result).

The party is free to step out of any other edge of the capsule (holding their breaths) and attack while in the water. To do this, please remember the water combat penalties listed below.

Water Combat and Movement

These can be found in chapter 9 of the *Dungeon Master's Guide* and chapter 14 of the *Player's Handbook*.

Underwater Combat—DMG

Sight:

- base (50' fresh, 100' salt)
- 10' per 10' depth
- artificial light = half usual radius

Weapons usable:

- thrusting, nets, and special crossbows only!

Combat adjustments:

- special crossbow ranges = half normal
- net range = 1'/Point of Str
- surface dwellers have a -4 penalty to all attack rolls

Initiative:

- surface dwellers have a -4 penalty except with spells and crossbows

Spells:

- fire based spells don't work
- electrical spells have a global effect (*lightning bolt* has the effect of a *fireball*)
- nature spells function only if applicable to underwater setting
- summoning spells function only if being summoned is a water native

Holding Breath, Diving, Surfacing—PHB

Holding One's Breath:

- All statistics assume a good gulp of air, else times are halved
- Base time = number of rounds equal to one-third Con score (rounded up)
- if exerting oneself (or at 1/3 MV due to encumbrance) = 1/6 Con (round up)
- 1 round minimum at all times

- After these times = Con check per round with a 0, -2, -4, ... penalty per round

Diving:

- Base of 20'/round
- for each MV below normal (or encumbrance category above unencumbered) = +2'
- if run or start at an initial height = +10' on initial round only
- for every 10' of elevation = +5' (max of +20') on initial round only

Surfacing:

- Base of 20' per round
- for each MV below normal (or encumbrance category above unencumbered) = -2'
- If floating (or unconscious or dead) = 5'/rnd -above penalty

Swimming—PHB

Who's Proficient:

- DM's choice (unless using proficiency rules)

MV if Proficient:

- Half normal MV x 10 yards if not in metal armor and not encumbered to 1/3 MV or less: otherwise you sink!
- Str check gives x2 rate and again for X4 rate

MV If Non-proficient:

- if unencumbered and calm water, PC can dog paddle in place, else sink

Duration:

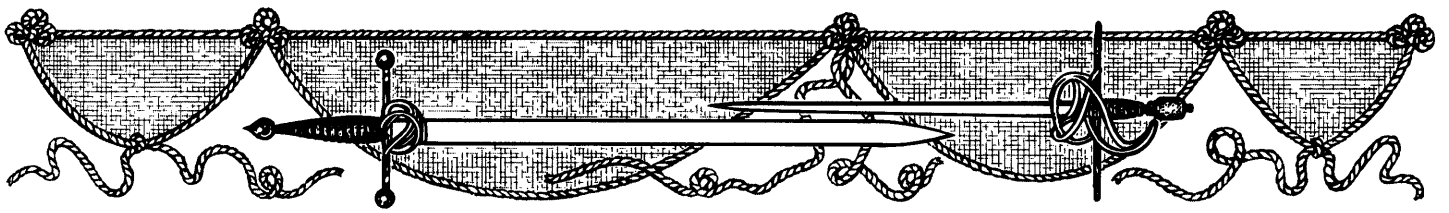
- Hours equal to PC's Con; after that time, Con check each hour, Con drops 1/check (even if successful!)
- If water not calm = Con check each hour or each round if rough water
- If double speed = Con check each hour (both Con & Str drop 1 per check)
- If x4 speed = Con check per turn (both Con & Str drop 1 per check)
- Con check fail = must tread water for half an hour
- If Con or Str reach 0 = drown!

Attack Roll Adjustments:

- half normal MV = -1/hour, x2 rate = -2/hour, x4 rate = -2/turn

Con, Str, and attack rolls recovery:

- 1d6 Con recovery/day of rest (or 1d3/1d3 if both Con and Str)
- 2d6 attack rolls recovery/day or rest



Random Encounters

Air Passages and observation domes:

- Each hour that a PC walks in the muddy sea floor, he must roll 1d6. A result of 1 means that he has stepped into a swarm of leeches.
- To combat the leeches and for general passage maintenance, the Sea King has released a giant slug into these passages. The slug does not attack anyone smelling of fish (the PCs are not likely to qualify).

Leech—Giant (8): Int Non; AL N; AC 9; MV 3, Sw 3; HD 3; hp 15, 15, 14, 12, 11, 9, 8, 6; THAC0 17; #AT 1; Dmg 1-4; SA Drain blood; SZ S; ML 7; XP 175 each.

Slug, Giant (1): Int Non; AL N; AC 8; MV 6; HD 12; hp 49; THAC0 9; #AT 1; Dmg 1-12; SA Spits acid; SD Immune to blunt weapons; SZ H; ML 12; XP 15,000 each.

Keyed Encounter Areas

#S1. Observation Dome

You find yourself in a large dome of air resting upon the sea floor. Outside the dome is a beautiful forest of maroon and lime sea weed, coral, urchins, nearly invisible jelly fish, sea animals of all types, and other items of watery wonder. In the distance, you think you can make out a sunken galleon. You notice that you yourselves are sinking ankle deep in the fine-grained, murky mud which blankets the floor. The dome you are in is about 10' high, and some 40' in diameter. There is a single passage leading from it. The wall of the dome seems to be nothing more than water, as if some magical invisible barrier were holding out the sea.

Any sounds cause the watery walls of this dome to ripple as if a stone had struck them. Loud sounds (such as shouting) cause the walls to ripple most violently, creating foot high waves. A really loud sound such as the thunder clap following a *lightning bolt* spell would cause the ripples to completely close off the passage (doing 2d10 dmg).

The veillike light which bathes the ocean floor here is dim and quite unsettling to land dwellers. Their sight is reduced to half normal and they are 20% likely to not see any object of Man sized or less if it is not moving. If they decide to light a torch or lantern, they discover that the smoke soon chokes them out unless they keep moving (each turn with a torch or hour with a lantern, all must make saving throws vs. poison or become watery eyed and have fits of coughing causing -2 on all combat rolls, and a -2 penalty on AC).

There is no appreciable visual distortion except at points where the membrane was damaged and resealed. The resulting thicker area causes a slight change in appearance of objects on the other side of the membranous wall.

The galleon has no air passage leading to it, but if the PCs investigate it, they find a mated pair of giant octopi which is not happy to see them. However, the octopi are guarding a small, moss-covered treasure chest which contains 15 smerduks, 29 rilks, two glulditch, two gems (a 50-rilk star rose quartz and a 100-smerduk coral), and a golden periscope (332 rilks) as well as a gem encrusted peg leg (395 rilks).

Octopus, Giant (2): Int Animal; AL N(E); AC 7; MV 3, Sw 12; HD 8; hp 41, 34; THAC0 12; #AT 7; Dmg 1-4 (x6)/2-12; SA Constriction; SD Ink, color change; SZ L; ML 130; XP 1,400 each.

#S2. Air Passages

A 10' semicircular passageway stretches before you. The curvature of the passage prevents you from seeing its end. At odd intervals, you see plate sized bulges protruding into the hall as if the magical membrane that holds out the sea were weakening. They are strangely more prevalent along the passage sides than on its ceiling. Most of them are bleeding a small stream of water into the passage. Wisps of smoke slowly make their way along the ceiling, seeming to avoid these bulges. By now the milky silt of the ocean floor has permeated your foot wear and is bathing your feet in soothing ooze.

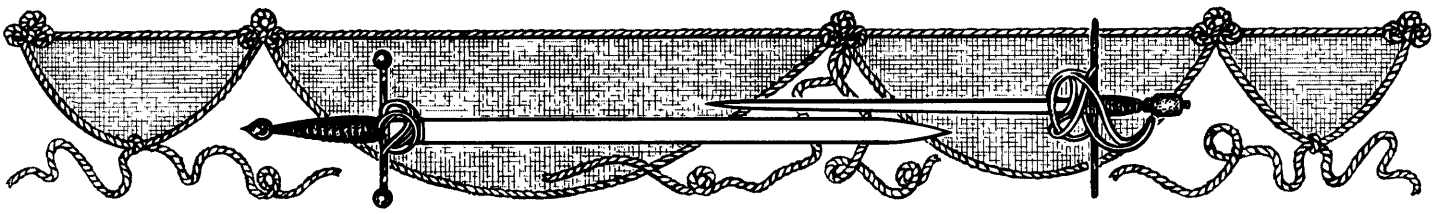
The bulges are areas where creatures have passed between the water and air environments, or where someone has poked his or her hand through the membrane. It takes several weeks for such holes to completely seal.

Although the sea floor silt is not particularly dangerous (aside from the leeches that live in it), it weighs the characters down (reduce all movement rates by one-quarter). If the PCs forget to remove the silt from their footwear once they leave this area, it dries and hardens into a cement-like substance (removing one's foot from a cemented boot likely entails destroying the boot).

All of these passages gradually slope up toward #S3.

#S3. Air Cave

The air passage you have been following has gradually climbed toward a rough, jagged hill some 40' high. Brilliantly colored sea vegetation covers the hill in a rainbow of colors. Rounding a final bend in the passage, you discover that you are being led directly into the side of the hill where the passage enters a



cave mouth. Strange sea stalagmites stick down through the top of your domed air environment as if attempting to pop the air tunnel about you.

Close inspection reveals that the smoke from all three passages (which join up here) is gathering in a high spot near the cave's center. At this point, it is seeping from numerous fist-sized air holes. Although the PCs won't be able to determine this unless they exit the air passage and climb the hill, these tubes extend, ropelike, to the surface where the smoke is released through what appear to be tiny, plate-sized depressions (the overall effect being, to anyone who could see the whole thing, like an invisible lily with a long root).

There is a small catacomb of side passages under this hill, half of which contain air. Some even contain half air and half water where the membrane becomes more vertical and forms a divider. At the ends of these side passages are various meeting rooms filled with naturally formed benches and tables. These are common places for air and water breathers to get together for discussions.

#S4. The Sea Guard at the Coral Colony

Note: The coral colony itself is detailed later in this section, also under the numbering #S4. For the following section, refer to the map on page 20.

A sickening blend of colors covers this large, cone-shaped hill of giant coral. The maroon, pink, and purple coral tubes range from 2-20' high with openings some 2-8' in diameter. Between the razor edged forest of coral are large balls of spines and brightly colored purple, blue, red, and pink stumps which rise some 10' up and end in a mass of 10-15' tentacles. Occasionally,

you can see spear- and trident-wielding men with flippers in place of feet swimming about or mounted on lion-or horselike creatures with fins in place of legs. Everyone seems to be moving about in a very serious and formal manner. You can also see tall pillars of stone protruding at regular intervals, upon which stand sentinels. At the top of this hill of colors and dark areas is a nearly 30' high rock pinnacle ending in a cavernous knob.

The ball of spines are various urchins; the stumps with tentacles are giant anemones; the flipper men are tritons, and their mounts are sea lions and hippocampi.

The tritons are the Sea Guard of Inner Sea. They are all marked to indicate their ranking. These marks are in the form of a four inch diagonal stripe running from the right side of the chest, down to the waist, and then up to the middle of the back. The right cheek also has a number of colored slashes which indicates the triton's honors. Finally, the greatest award of all is signified when a triton wears a circlet across his brow set with a piece of purple coral (1 glulditch value). The color ranking from low to high is: maroon, orange, yellow, lime, violet, and purple.

Only a few of the giant coral monsters still inhabit this huge coral reef. These are carefully watched, fed, and used to maintain the reef.

The tritons wield tridents, a harpoonlike spear (treat as spear), and weighted nets. The nets are 8' in diameter and can be flung 15' through the water. Those entangled must make a successful bend bars roll to free themselves (one attempt per round). When entering battle, the tritons mount their sea lions and hippocampi and don special scale armor which lowers their armor class by 1. The females and young live in the surrounding sea area, most in several triton communities which surround the Sea King.

Anemone, Giant (20): Int Animal; AL N; AC 2; MV 1/4; HD 16; hp 72 each; THAC0 5; #AT Special; Dmg Special; SA Special; SD Special; SZ L; ML 11; XP 12,000 each.

Coral—Death Coral (30 patches, 800 inhabitants/patch): Int Non; AL N; AC 6 (10); MV 1 in coral; HD 1 hp; hp ; THAC0 20; #AT 1-10; Dmg 1; SA Paralysis; SD Retreat; SZ T; ML 7; XP 270 each.

Giant Coral (12): Int Animal; AL N; AC 0 (8); MV 12 in coral, Sw 3; HD 8; hp 50, 42, 38, 36, 31, 29, 28, 28, 28, 27, 26, 24; THAC0 13; #AT 1; Dmg 8d4; SA Razor Edges; SD Retreat; SZ L; ML 11; XP 2,000 each.

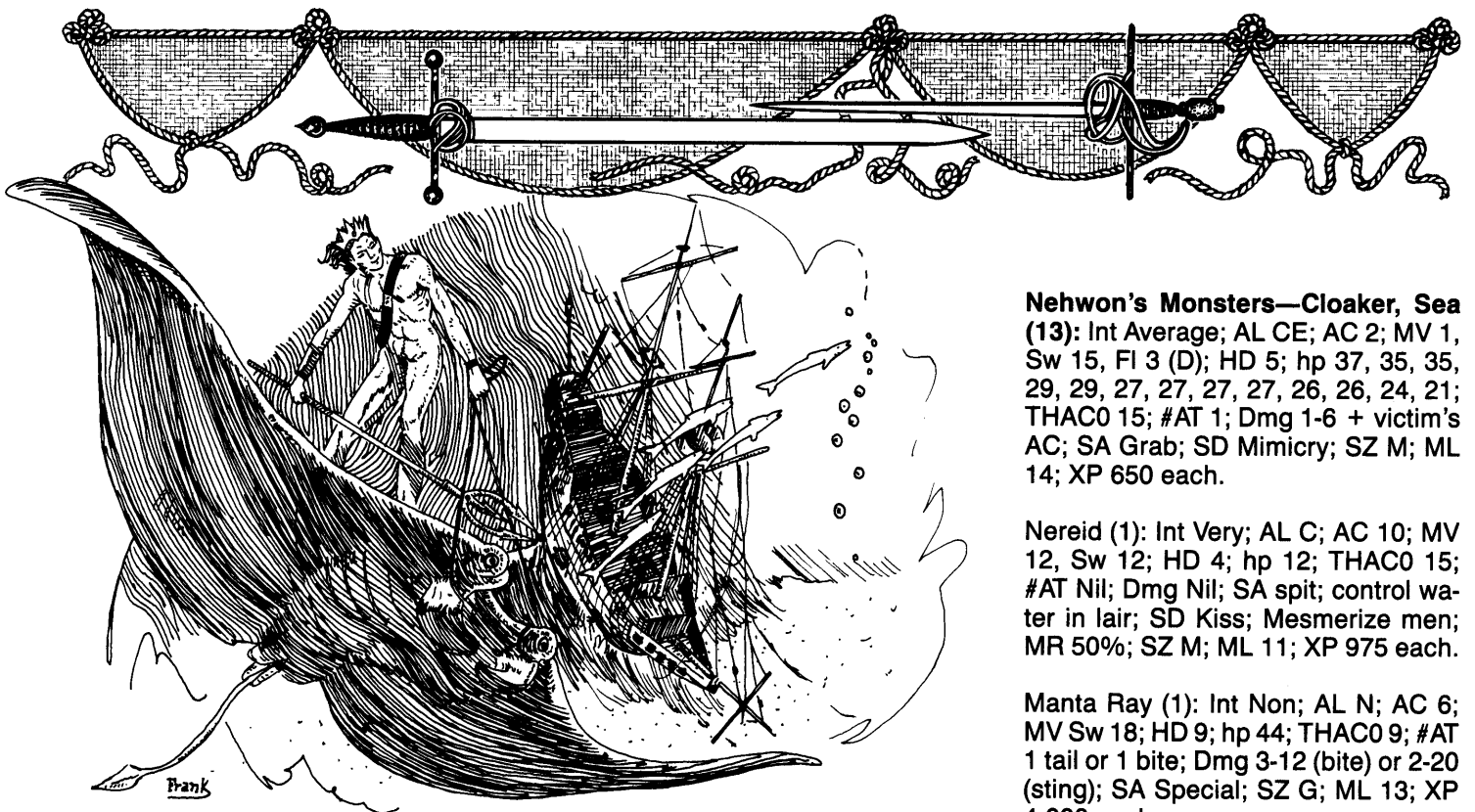
Hippocampus (175): Int Average; AL CG; AC 5; MV Sw 24; HD 4; hp 18 each; THAC0 15; #AT 1; Dmg 1-4; MR Standard; SZ H; ML 12; XP 120 each.

Sea Lion (95): Int Semi; AL N; AC 5/3; MV Sw 18; HD 6; hp 27 each; THAC0 13; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SZ L; ML 12; XP 270 each.

Triton Males (300): Int High; AL N(G); AC 5; MV Sw 15; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg (60% tridents 1d6+1, 40% long spears 1d6), (also 25% heavy crossbow 1d4+1, 25% weighted nets); SA Special; SD Special; MR 90%; SZ M; ML 13; XP 270 each.

Triton Elite (30): Int High; AL N(G); AC 5; MV Sw 15; HD 5; hp 23 each; THAC0 15; #AT 1; Dmg 1d6 (long spear) or weighted nets; SA Special; SD Special; MR 90%; SZ M; ML 13; XP 650 each.

Triton Exceptional (15): Int Exceptional; AL N(G); AC 5; MV Sw 15; HD 7; hp 49, 46, 46, 44, 42, 41, 40, 39, 38, 37, 35, 32, 31, 28, 27; THAC0 13; #AT 1; Dmg 1d6+1 (tridents) or 1d4+1 (heavy crossbow); SA Special; SD Special; MR 90%; SZ M; ML 13; XP Normal: 2,000 each.



Triton leader classed (6): Int Genius; AL N(G); AC 2; MV Sw 15; HD 9; hp 45, 45, 44, 41, 40, 33; THAC0 17; #AT 1; Dmg 1d6+1 (tridents) or (weighted nets); SA Special; SD Special; MR 90%; SZ M; ML 13; XP Normal: 4,000 each.

Urchin—Black (40): Int Semi; AL N; AC 4; MV 6, Sw 6; HD 1+1; hp 6 each; THAC0 19; #AT 2; Dmg 1-4; SA Special; SZ S; ML 11; XP 65 each.

Urchin—Green (35): Int Semi; AL N; AC 3; MV 6, Sw 6; HD 2+1; hp 10 each; THAC0 19; #AT 2; Dmg 1-7; SA Special; SZ S; ML 11; XP 120 each.

Urchin—Red (30): Int Semi; AL N; AC 2; MV 6, Sw 6; HD 3+1; hp 15 each; THAC0 17; #AT 3; Dmg 2-5; SA Special; SZ S; ML 11; XP 420 each.

Urchin—Silver (10): Int Semi; AL N; AC 0; MV 6, Sw 6; HD 5+3; hp 31, 28, 27, 26, 25, 24, 22, 19, 18; THAC0 15; #AT 5; Dmg 2-5; SA Special; SZ S; ML 11; XP 975 each.

Urchin—Yellow (20): Int Semi; AL N; AC 1; MV 6, Sw 6; HD 4+2; hp 20 each; THAC0 17; #AT 4; Dmg 1-6; SA Special; SZ S; ML 11; XP 650 each.

All tritons typically carry a sack of 1d10 rilks.

#S5. Throne of the Sea King

High atop the mound of giant coral is a tall slender pinnacle of strange rock, looking much like the small spine topped castles which people place in their goldfish bowls. You can see gaps and openings in the sides of this sea tower reminiscent of windows and doorways. Occasionally a sea lion-mounted triton enters one of the larger entryways. An aura of importance rolls out from the tower and tumbles down the sides of the giant coral mound like waves of force.

Indeed, this is the official residence of the Sea King. Within the various chambers of this place are his three wives who are rarely seen by others. They are, in fact, two sea hags and a nereid. The nereid also maintains the Sea King's mount, a manta ray. Also hidden about the area are the Sea King's secret agents and assassins, sea cloaklers!

Few even among the tritons know of the Sea King's true identity as a marid, that he controls a small band of sea cloaklers, or that his wives are not tritons.

Nehwon's Monsters—Cloaker, Sea (13): Int Average; AL CE; AC 2; MV 1, Sw 15, Fl 3 (D); HD 5; hp 37, 35, 35, 29, 29, 27, 27, 27, 26, 26, 24, 21; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 14; XP 650 each.

Nereid (1): Int Very; AL C; AC 10; MV 12, Sw 12; HD 4; hp 12; THAC0 15; #AT Nil; Dmg Nil; SA spit; control water in lair; SD Kiss; Mesmerize men; MR 50%; SZ M; ML 11; XP 975 each.

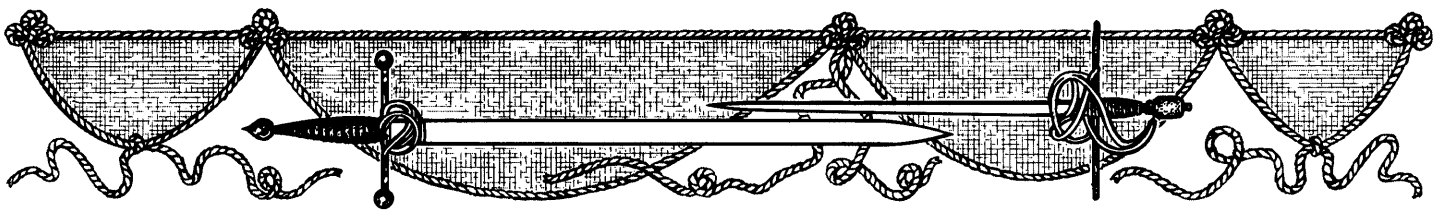
Manta Ray (1): Int Non; AL N; AC 6; MV Sw 18; HD 9; hp 44; THAC0 9; #AT 1 tail or 1 bite; Dmg 3-12 (bite) or 2-20 (sting); SA Special; SZ G; ML 13; XP 4,000 each.

Sea Hag (2): Int Average; AL CE; AC 7; MV Sw 15; HD 3; hp 19, 10; THAC0 13 (16); #AT 1; Dmg 7-10; SA Special; SD Special; MR 50%; SZ M; ML 11; XP 975 each.

Only areas of major importance have been listed in the Sea King's rock pinnacle. The DM is free to expand upon this arrangement as he sees fit. The pinnacle is rather large and could support many more encounter areas if the party is enjoying this segment of the Nehwon game.

#S6. The Aqua-air-eum

The passage rolls ahead and then bounds up a series of stairs naturally formed by rocks and reef. When it finally levels off, some 20' up, it runs along the top of the largest clam shell you have ever seen. It is easily 200' across and deeply imbedded into the ocean floor. Atop this fantastic sight is a beautifully delicate mermaid fortress. Its crowning walls are jagged and slender as if made of icicles jutting toward the surface. Long slender windows streak up its sides like seaweed, and small towers looking much like opening lilies stand off on



all sides near its top. The whole thing is surrounded by slices of towers buttressing the main structure.

As delicate as this small castle may seem, it is built to remain intact upon the rare occasions when the giant clam opens up. This place is the Sea King's pride and joy: his magnificent Aqua-air-eum. It houses many different beings for those of the sea kingdom to examine. However, its true wonders are the large and powerful land animals which the Sea King has managed to trap here below the waves. Of course, they live in an air environment supplied by the Sea King's magical conch shell.

The mer-folk are the managers and caretakers of this facility. All sea dwellers can enter by swimming in the top of the castle, while land dwellers enter by the main door to which the air passage connects.

It is beneath this castle, in a secret room which rests within the clam itself, that the Sea King keeps his magical conch shell. Thus, it is to this place that they must eventually find their way.

Mermen arm themselves with trident and dagger (50%), crossbow and dagger (30%), or javelin and dagger (20%). The mermen keep 10 barracudas as "watch fish" to guard the Aqua-air-eum.

Merman (60): Int Average; AL N; AC 7; MV 1, Sw 18; HD 1+1; hp 6 each; THAC0 18; #AT 1; Dmg By weapon type; SA Grapple ship; SZ M; ML 10; XP 1 HD: 35, 2 HD: 65, 3 HD: 120, 4 HD: 175, Shaman: 430 each.

Merman, Patrol Leader (3): Int Very; AL N; AC 7; MV 1, Sw 18; HD 3; hp 17, 14, 11; THAC0 18; #AT 1; Dmg By weapon type; SA Grapple ship; SZ M; ML 10; XP 120 each.

Merman, Leader (1): Int Very; AL N; AC 7; MV 1, Sw 18; HD 4; hp 17; THAC0 18; #AT 1; Dmg By weapon type; SA Grapple ship; SZ M; ML 10;

XP 1 HD: 35, 2 HD: 65, 3 HD: 120, 4 HD: 175, Shaman: 430 each.

Barracuda (10): Int Non; AL N; AC 6; MV Sw 30; HD 2; hp 15, 15, 14, 14, 13, 13, 12, 11, 11, 9; THAC0 19; #AT 1; Dmg 2-8; SZ S-L; ML 11; XP 35 each.

All mermen typically carry a shell case containing 1d12 smerduks.

#S7. Wall of Living Green

The air-filled passage continues ahead and dives into a thick waving wall of green which has a series of tiny bubbles seeping from its top. As you approach you realize that the wall is actually an 18' high stand of mosslike algae. As the air passage connects the algae, you notice that the membranous wall is gone and now the dense mossy algae forms a natural air seal around you. This living passage of air continues into the dark green plant wall and then branches, shortly ahead.

This stand of mossy algae serves two main functions. It hides the entrance to the Sea King's fortress and unofficial home, and it serves as guard as well. In addition to these, many of the dead (both sea folk and land folk) are put to rest within the seaweed. This is all possible because the algae has a collective consciousness which allows it to act on its own.

The only known entrance to the Sea King's private residence is a well-kept secret. It lies at the back of the algae where a large crack in the undersea wall opens up and allows entrance into a natural cave beyond. However, it is impossible to reach this crack without going through the algae (even if swimming).

The algae only admits those who emit a sense of belonging (that is to say, no sense of confusion, fear, or uncertainty when approaching) into the secret cavern. Others (the PCs for ex-

ample) are shuttled about in a seeming maze of endlessness within their green host. The algae makes up the air passage walls here, and can form side passages, close off passages, etc. as it desires. By so doing, it can lead intruders on an endless journey through a constantly changing, living maze. Of course, it soon grows weary of this and does one of the following (roll 1d6):

- | 1d6 | Result |
|-----|--|
| 1 | Returns the intruders to the air passage |
| 2 | Traps the intruders in an exitless room where they suffocate |
| 3 | Shuttles them to one of the many fiends which inhabit this place |
| 4 | Opens up their air bubble and let them drown |
| 5 | Sends them on a permanent maze until they drop |
| 6 | Admits them to the Sea King's secret castle |

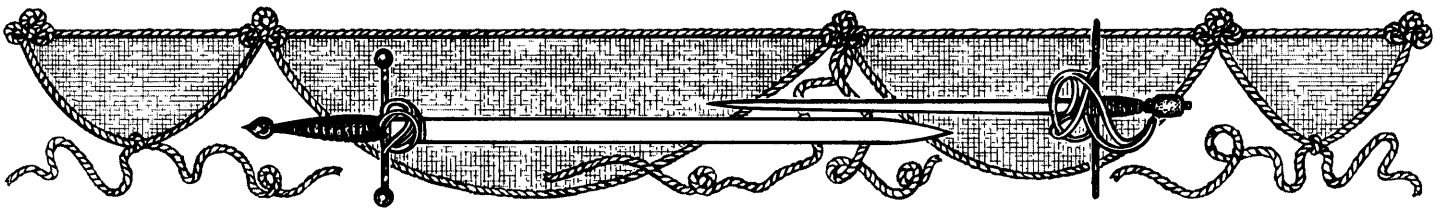
Of course, the party has only a 1 in 6 chance of surviving this without extra measures. However, the threat of freezing the algae or any other greatly harmful action is 50% likely to scare it into escorting its inhabitants toward their goal.

Also, anyone making a successful open doors roll can force the algae apart (forming their own passage which fills with the air around them) for 10'. Once a particular PC fails his roll, he may not attempt this again until a full day has passed.

This area is inhabited by kelpies, lacedons, skeletons, and zombies.

Kelpies (20): Int Low; AL NE; AC 3; MV 9, Sw 12; HD 5; hp 23 each; THAC0 15; #AT Nil; Dmg Nil; SA Special; SD Special; SZ M; ML 13; XP 420 each.

Lacedons (Ghouls) (30): Int Low; AL CE; AC 6; MV Sw 9; HD 2; hp 9 each; THAC0 19; #AT 3; Dmg 1-3/1-3/1-6; SA Paralyzation; SD Special; SZ M; ML 11; XP 175 each.



Skeletons (80): Int Non; AL N; AC 7; MV 12; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1-6 (weapon); SD Special; MR Special; SZ M; ML Special; XP 65 each.

Zombies—Common (40): Int Non; AL N; AC 8; MV 6; HD 2; hp 9 each; THAC0 19; #AT 1; Dmg 1-8; MR Special; SZ M; ML Special; XP 65 each.

#S8. Caves of Passing

Finally, you have managed to find a large crack leading into the stone sea wall itself. However, the air passage comes to a capsulelike end here. Ahead, you can see a few passages branching off in several directions.

This is the only known entrance to the Sea King's private and relatively secret residence. Those examining the capsulelike end of the air passage discover that it is much tougher than elsewhere encountered. In fact, if a PC pushes on it with a blunt object (including hands), it simply moves forward (providing an open door rolls succeeds). If this is done for 5', the algae behind them seals off the entrance, leaving the PCs in a capsulelike mini-tube of air about 12' long. Once this occurs, even moderate force on the front of the capsule causes it to move forward. See the air capsule rules on pages 20-21 for the functionality of this bubble of air.

The denizens of this area which are likely to be encountered are: gargoyles, margoyles, merrow ogres, and salt water scrag.

Gargoyles (10): Int Low; AL CE; AC 5; MV 9, FI 15 (C); HD 4+4; hp 33, 29, 28, 27, 25, 24, 20, 19, 18, 15; THAC0 17; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each.

Margoyles (2): Int Low; AL CE; AC 2; MV 6, FI 12 (C); HD 6; hp 22, 18; THAC0 15; #AT 4; Dmg 1-6/1-6/2-8/2-

8; SA Special; SD +1 or better weapon to hit; SZ M; ML 13; XP 975 each.

Merrow (Ogres) (25): Int Average; AL CE; AC 4; MV 6, Sw 12; HD 4+4; hp 22 each; THAC0 15; #AT 3 or 1; Dmg 1-6/1-6/2-8 (or by weapon); SA Special; SD Camouflage; SZ L; ML 11; XP 270 each.

Saltwater Scrag (Trolls) (15): Int Low; AL CE; AC 2; MV 3, Sw 12; HD 6+12; hp 39 each; THAC0 13; #AT 3; Dmg 1-4/1-4/9-16; SA Special; SD Regeneration; SZ L; ML 16; XP 1,400 each.

#S9. Secret Fortress of the Sea King

You finally emerge into a large cavern which is half filled with water. The whole area is dimly lit by a lime colored moss which hangs in great draping curtains from the cavern's ceiling and walls. You can vaguely make out a rock plateau in the cavern's middle atop which stands a fortress like structure. Only the lower 10' of the fortress stands in the water.

Here is where the Sea King retires when his formal duties at his throne are not calling him. Most of the undersea inhabitants believe that he simply has a small cave to which he retires somewhere behind the algae wall. Few know of this secret fortress. Fewer still know why this hidden fortress even exists.

The place has a relatively large staff. Many of these come and go on a daily basis. They simply enter the algae anywhere along its expanse, and make their secret way to the entrance. Thus few suspect that they are all converging to the same place. The beings who reside and work here are sea cloakers, gargoyles, lesser seawolves, and a small army of sahuagin. In addition to these, the waters are patrolled by sharks and a

band of sea wolves that are the Sea King's current personal guests.

Nehwon's Monsters—Cloaker, Sea (8): Int Average; AL CE; AC 2; MV 1, Sw 15, FI 3 (D); HD 5; hp 38, 29, 28, 28, 27, 24, 19, 19; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

Gargoyle—Gargoyle (12): Int Low; AL CE; AC 5; MV 9, FI 15 (C); HD 4+4; hp 24 each; THAC0 17; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each.

Sahuagin (25): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 11 each; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.

Sahuagin personal guards (3): Int High; AL LE; AC 5; MV 12, Sw 24; HD 3+3; hp 17, 16, 14; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 270 each.

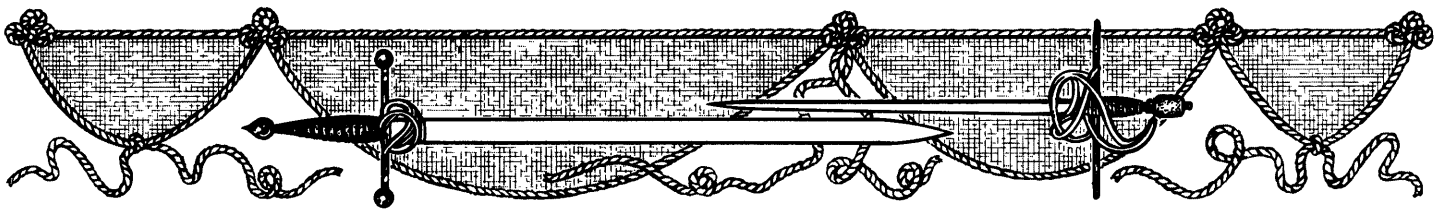
Sahuagin leader (1): Int High; AL LE; AC 5; MV 12, Sw 24; HD 4+4; hp 25; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 420.

Lycanthrope, Seawolf—Lesser (5): Int Average; AL NE; AC 6 (7); MV 30, Sw 12; HD 2+2; hp 14, 11, 11, 9, 8; THAC0 19; #AT 1 (3); Dmg 2d4 (1-2/1-2/1-4); SZ M; ML 11; XP 175 each.

Shark—Common (8): Int Non; AL N; AC 6; MV Sw 24; HD 4; hp 22, 19, 18, 17, 16, 15, 13, 10; THAC0 17; #AT 1; Dmg 2-5; SZ M; ML 10; XP 120 each.

General waterborne predators of this area:

The following is a list of general predators which cause the PCs grief if they adventure in the non-air passages:



- 1d8 Result
- 1 Barracuda
 - 2 Giant crab
 - 3 Giant eel
 - 4 Weed eel
 - 5 Pungi ray
 - 6 Sting ray
 - 7 Shark
 - 8 Roll twice more on this table

Barracuda (8): Int Non; AL N; AC 6; MV Sw 30; HD 3; hp 21, 18, 17, 15, 14, 11, 10, 10; THAC0 Var; #AT 1; Dmg 2-8; SZ S-L; ML 11; XP 65 each.

Crustacean—Giant Crab (4): Int Non; AL N; AC 3; MV 9; HD 3; hp 18, 14, 10, 9; THAC0 16; #AT 2; Dmg 2-8/2-8; SD Surprise; SZ L; ML 13; XP 65 each.

Eel—Giant (4): Int Non; AL N; AC 6; MV Sw 9; HD 5; hp 27, 22, 17, 14; THAC0 15; #AT 1; Dmg 3-18; SZ H; ML 8; XP 175 each.

Eel—Weed (20): Int Non; AL N; AC 8; MV Sw 15; HD 1-1; hp 4 each; THAC0 20; #AT 1; Dmg 1; SA Poison; SD Camouflage; SZ M; ML 6; XP 120 each.

Ray—Pungi (2): Int Non; AL N; AC 7; MV Sw 12; HD 4; hp 20, 10; THAC0 17; #AT 1-12; Dmg 1-4 each; SA Special; SZ L; ML 5; XP 975 each.

Ray—Sting (3): Int Non; AL N; AC 7; MV Sw 9; HD 1; hp 5, 5, 4; THAC0 20; #AT 1; Dmg 1-3; SA Special; SZ S; ML 5; XP 120 each.

Shark—Common (4): Int Non; AL N; AC 6; MV Sw 24; HD 3; hp 20, 19, 16, 12; THAC0 3-4 HD: 17, 5-6 HD: 15, 7-8 HD: 13; #AT 1; Dmg 2-5; SZ M; ML 10; XP 3 HD: 65 each.

Besides these, there are always general marine life (strange vegetation, schools of fish, etc.). This can often scare a party just as effectively as a real encounter, because they do not know whether the marine life in question is deadly or not. Thus, from time

to time say things like, "A large school of bloated yellow fish with bug eyes seems to be swimming above you," or, "As you round the large coral stalk, you encounter a strange spiny plant that is fluorescent orange with red and white spines."

Specific Areas in the Sea King's domain:

#S4. Giant Coral Colony

Because of the vast size of this area, it would not be feasible to map it all. Thus, samples of both the coral mound's surface and interior are given. With these, the DM can easily continue the pattern and types of encounters in order to allow the players freedom to adventure where they will. For this section, refer to Maps S4, S5, S6, and S9 on the fold-up map sheet.

#S41. Coral Guards

Up ahead, you see that the passage narrows as if a giant eel were constricting it, and there is a lot of water on the floor. As you approach, you notice that two mermen seem to be standing guard. Each carries a trident, net, and an odd looking crossbow. They look very formal in their ridged and stately posture. Beyond them, the passage enters a low crack between two 15' tall stands of giant coral which are rooted in a honeycomb coral structure. Atop these coral stalks are two strange mermen with split tailfins mounted on some kind of lionlike creature. Both of these wear headbands and have single diagonal violet stripes across their chests.

The mermen are royal guards and do not move at all until the PCs step almost between them. At this point, read the following:

Suddenly the two mermen flash to life as each jabs his trident through the side of the air passageway until their tines mesh.

The mermen only request that the PCs state their names and purpose. Any reasonable purpose passes. They serve in this position because of their ability (unlike tritons) to breathe air if needed. If the PCs foolishly attack, the two mermen's four pet barracudas issue from small openings in the honeycomb coral. At this point, the PCs are likely to become prisoners as the two sea lion-mounted tritons overhead (sentinels) enter the fray.

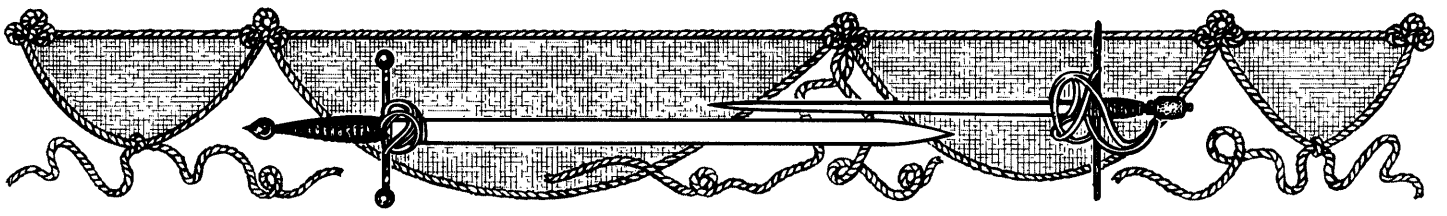
If the battle goes poorly, the triton sentinels leave and summon a squadron of 2d20 tritons mounted on sea lions and hippocampi, which arrives in 1d6 rounds (use the statistics listed at #S4 on page 23 for these).

Merman Guards (2): Int Very; AL N; AC 7; MV 1, Sw 18; HD 3; hp 18, 9; THAC0 18; #AT 1; Dmg 1d6+1 (trident), ensnaring (net), 1d4 (crossbow); SA Grapple ship; SZ M; ML 10; XP 120 each.

Barracuda (4): Int Non; AL N; AC 6; MV Sw 30; HD 3; hp 18, 16, 15, 11; THAC0 17; #AT 1; Dmg 2-8; SZ S-L; ML 11; XP 65 each.

Triton Exceptional (Sentinels) (2): Int Exceptional; AL N(G); AC 5; MV Sw 15; HD 7; hp 42, 32; THAC0 13; #AT 1; Dmg 1d6+1 (tridents) or 1d4+1 (heavy crossbow); SA Special; SD Special; MR 90%; SZ M; ML 13; XP Normal: 2,000 each.

Sea Lion (2): Int Semi; AL N; AC 5/3; MV Sw 18; HD 6; hp 28, 23; THAC0 13; #AT 3; Dmg (1-6/1-6/2-12; SA Mauling; SZ L; ML 12; XP 270 each.



#S42. End of the Passage

As you climb the giant mound of coral, you find yourselves traveling along a small, 8'-15' canyonlike crack. Several smaller openings are apparent, but the air passage only traverses a single course.

Only typical events of the air passage occur here as it is rarely used, and all hostile things have been trained not to bother anyone in the air passage. After a little while, read the following.

You seem to be approaching the end of the passage. Up ahead, you can see another of the domed circular areas much like the one you entered this undersea domain by. It has a beautiful view of the giant coral reef which you are now about a third of the way up. The rainbow

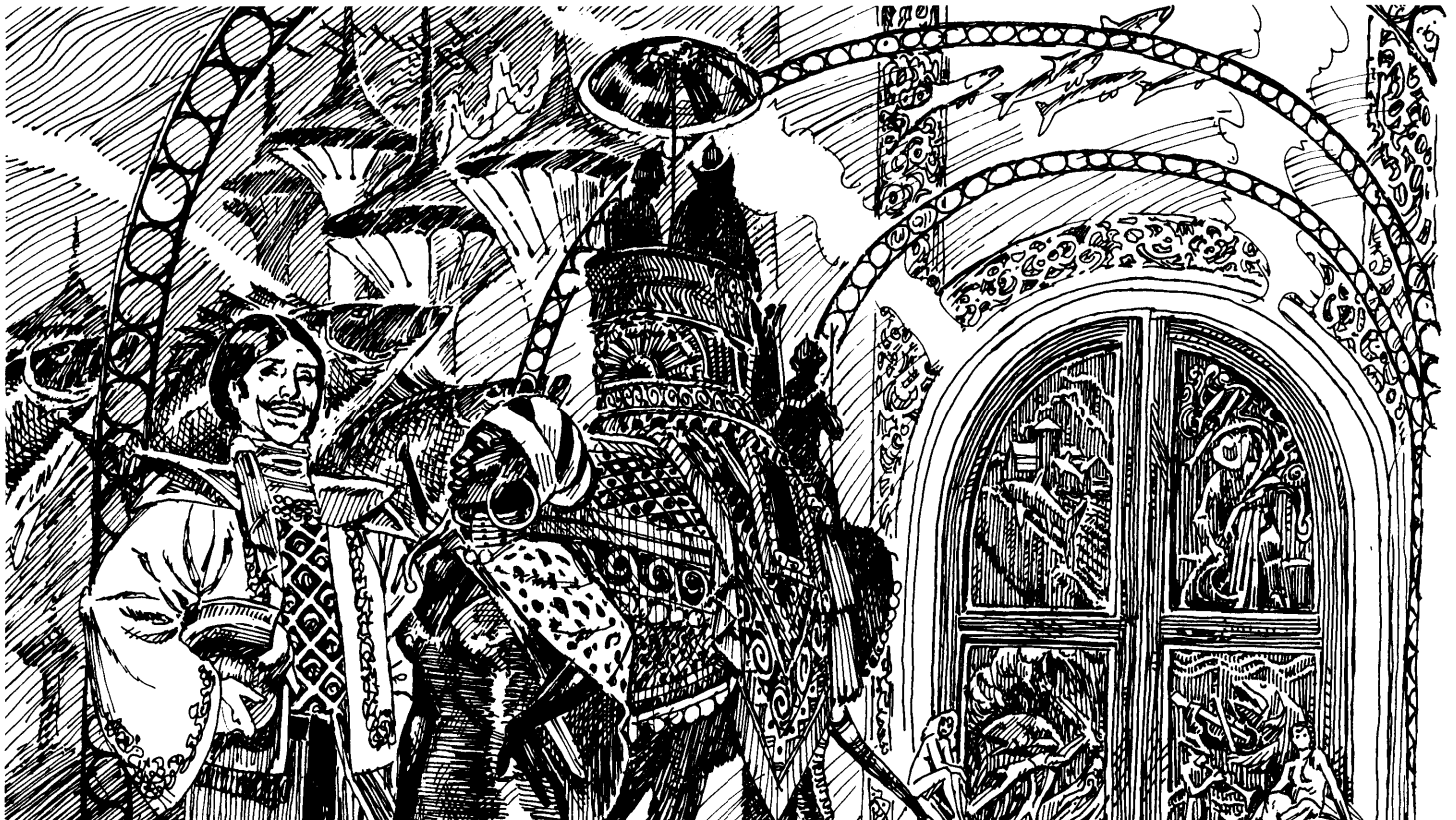
of colors accented by unearthly beauty of this undersea world grasps at your imaginations; however, you know that you must press on. Yet, you see no way to continue your trek upwards.

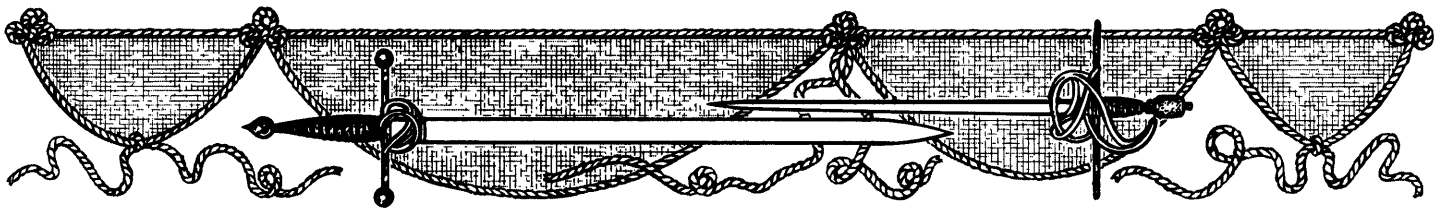
Careful examination of this area reveals a section of the dome that causes a greater visual distortion. This section is much tougher than the normal passage membrane and functions just like the similar tough membrane described at #S8.

If a PC pushes on it with a blunt object (including hands), it simply moves forward (providing an open door rolls succeeds). If this is done for 15', the area near the dome begins to constrict. After 20' it seals up leaving any PCs in it safely contained in a 20' long capsule of air. Once this occurs, even moderate force on the front of the capsule causes it to move forward. See air capsule rules on pages 20-21 for the functionality of this bubble.

#S43. Typical Coral Mound Section

Now that you are leaving the air passage in your capsule, you realize that you must choose your own path up the strange environment of the giant coral mound. A sense of insurmountable hopelessness threatens to overwhelm you. Soon you put away your fears as curiosity and wanderlust drag you forward into the strange world before you. Currently, you are entering more of the canyonlike fissure complex which covers the entire coral mound like a cracked egg shell. Giant stalks of coral rise on either side of you and strange plants or animals, you can't tell which, can be seen in all directions. Above you, fish and other sea life can be seen moving about.





Usually, those air breathers who visit the King at his throne are escorted by high ranking tritons on sea lions. Of course, it is very unlikely that the PCs are so escorted. Nonetheless, the tritons who occasionally pass overhead do not take special notice of the party as long as they seem to be going about their business with a sense of belonging and purpose. Each turn, there is a 1 in 10 chance that 1d8 tritons (mounted or unmounted) pass overhead. Thus each round of combat, roll 1d10, and on a 1, the party is seen "attacking" some beloved element of their environment. The tritons immediately move to stop the PCs (using deadly force only as a last resort). If the PCs can tell a good yarn about why they are here, several tritons escort them to their destination. Otherwise, they are taken prisoner. If battle goes against the tritons, they summon a squadron of 2d20 tritons mounted on sea lions and hippocampi, which arrives in 1d6 rounds (use the statistics listed at #S4 for these).

Of course, the many dangers of traversing the giant coral mound no doubt force some type of confrontation sooner or latter. The encounters are most likely to be with the tritons passing overhead (described in the previous paragraph), entering and exiting the coral tubes, or sentinels; or with the urchins, sea anemones, and death coral that thrive in this alien environment. Besides these, the DM is free to roll wandering swimming encounters whenever appropriate.

The anemones position themselves above the crevices or around sharp turns in the crevices and lash out at those passing near them. Urchins fire their spines at intruders. Death coral simply lies in wait for trespassers to tread upon it.

Sentinels (sea lion-mounted triton on one of the solid coral cylinders) appear to be statues, unmoving unless they see a threat. They only interfere with the party's activities if they look suspicious.

Each turn, there is a 1 in 20 chance

that a triton entering or exiting a coral tube near the PCs spots them. Again the reaction is like all other tritons on this mound.

Urchins' internal organs are like gems, each color of urchin having a different value: black = 10x1d10 rilks, green = 40x1d10 rilks, red = 90x1d10 rilks, silver = 250x1d10 rilks, and yellow = 160x1d10 rilks. Each anemone is 10% likely to contain a small horde of treasure (from previous victims). Typical treasure would be 2d20 tiks, 2d12 agols, 2d10 smerduks, 2d8 rilks, and 20% chance of a glulditch. There is also a 20% chance of 1d3 gems valued at 100 rilks each. Finally, there is a 1% chance of a minor magical item being found (a potion, for example).

DMing suggestion: Map out a rough sketch of the coral mound running from #S42 to the throne rock. As the PCs trek along this route, keep them in suspense. They can encounter all the various urchins, anemones, death coral, sharks, crabs, tritons, etc. Continue to assault the PCs until they reach the throne, are taken prisoner, or look like they are getting bored of this section. By doing this, you can make the "assault on the coral mound" actually seem like a major task once they have accomplished it.

#S44a. Inside the Coral Complex

Looking down into the 7' wide, 16' high coral tube, you see that it extends another 16' below the reef surface and opens up below. Unlike the razor sharp outside, the inside of the coral stalk is pearly smooth.

The walls of this coral are so smooth that swimming down them or using rope is the only way to descend. Even thieves have to subtract 50% from their climb walls ability. Once down the PCs are in #S44a; read the following.

You entered a large chamber which closely resembles your concept of the inside of a stomach. You just crawled down the pearly esophagus. Another opening, only slightly narrower than the entrance, exits through the floor of the room to one side, while two other openings roughly across from each other sit some 8' up on the 15' high walls. Everything is pearly smooth, except for a matted patch of moss which covers a good half of the floor. The whole place is dimly lit by a colony of miniature starfish that glow various colors, especially blue and yellow shades.

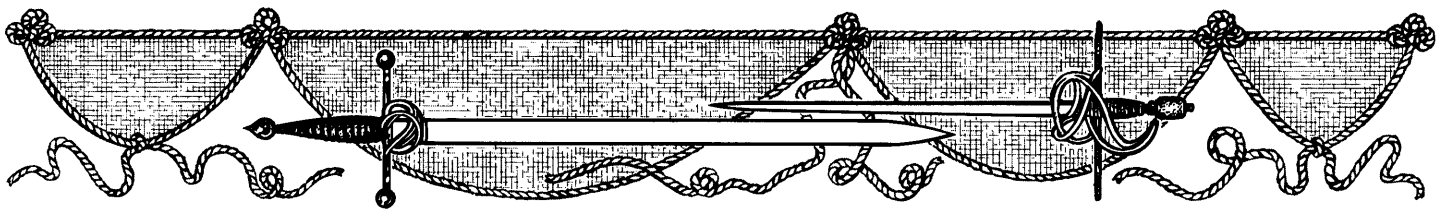
The moss is very dense and can be trodden upon without injuring it in the least. It serves as a mattress for the two hippocampi which are kept here by their riders who reside at #S44a. Although their stats are listed here, the DM must decide if they are here, mounted, asleep, entering, or gone.

Although there is no obvious treasure in here, the miniature radiant starfish would bring a good price (25 rilks each, although such items saturate the market quickly).

Hippocampus (2): Int Average; AL CG; AC 5; MV Sw 24; HD 4; hp 16, 15; THACO 15; #AT 1; Dmg 1-4; MR Standard; SZ H; ML 12; XP 120 each.

#S44b. Triton Chambers

A smaller chamber opens up, resembling a smoking pipe. Two green rolls are neatly stacked against either side of the entrance. Small natural alcoves jutting into the side of the room hold strange quarrels, a collection of shells, a shredded net, and other tiny baubles. Against the far wall is a low bench with a giant lily resting on it.



The green rolls are actually moss mats, which the tritons use to sleep on. The lily is actually a rare undersea plant which opens and glows a soft but bright yellow when the water near it is stirred. These are commonly used for lamps; they disintegrate if taken above water. The shell collection is a valuable one and would bring a full glulditch on the open market.

Again, the DM must decide if the two triton guards who regularly sleep here are located here, or elsewhere. Guards return to their homes in the surrounding areas every third day of active duty (which lasts two weeks with one week off); thus these sleeping chambers are not completely furnished.

These two tritons are ranked with lime and orange, respectively.

Triton Males (2): Int High; AL N(G); AC 5; MV Sw 15; HD 3; hp 22, 13; THAC0 17; #AT 1; Dmg 1d6 (spear), 1d4+1 (crossbow), or entrapment (net); SA Special; SD Special; MR 90%; SZ M; ML 13; XP 270 each.

#S44c. Passages Beyond

A pearly smooth passage some 6' in diameter continues into the darkness. Up ahead, you can barely make out another room, or perhaps it's just a nexus of several other passages; the little star fish don't light it well enough to tell.

These passages connect to the rest of the vast underground coral complex. Due to the size of this place, and the unlikely event that the party will adventure here much (if at all), the other rooms are left for you to detail as the need arises. Somewhere, a major meeting hall exists as well as an undersea cafeteria (specialties include "land food"). Other specialty areas and elements (including the very carefully controlled giant coral slugs themselves) can be developed as you see fit.

#S44d. Sea Lion Den

This room looks similar to the one above it, except there is no moss blanket but rather several fish skeletons of large size scattered about the floor.

Two sea lions are kept here by their triton riders at #S44e. The bones are left over meals. Mixed in among several fish eyes are two glulditch valued garnets.

Sea Lion (2): Int Semi; AL N; AC 5/3; MV Sw 18; HD 6; hp 39, 31; THAC0 13; #AT 3; Dmg 1-6/1-6/2-12; SA Mauling; SZ L; ML 12; XP 270 each.

#S44e. Lower Triton Chambers

A nearly perfectly spherical room is attached to the end of this short corridor. Several engraved clam shells hang from attached leather thongs upon the walls. Two rolled up green mats are tucked away in a small natural alcove. Against the far wall is a gold tipped trident which has a fish skeleton mounted upon it. The place is lit with a strange moss which hangs in small sweeping drapes from the ceiling.

The clam shells are medals of bravery and honor belonging to one of the two elite triton who inhabit this room. The skeleton is from a deadly poisonous fish which this same triton once killed (to a sage it would be worth two glulditch). The trident has a value of 45 rilks. Nothing else of value exists in this room except for a small stash of 800 rilks which is kept hidden in the glow moss overhead. However, a small deadly spiny fish is kept there. Anyone searching it must make a saving throw vs. poison or become comatose for 1d8 hours, after which another save must be made or death results.

These triton are yellow and violet ranked.

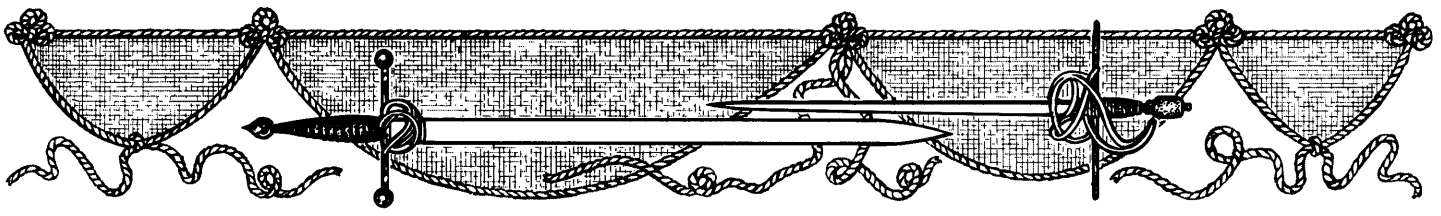
Triton Elite (2): Int High; AL N(G); AC 5; MV Sw 15; HD 5; hp 30, 15; THAC0 15; #AT 1; Dmg 1d6 (long-spear) or weighted nets; SA Special; SD Special; MR 90%; SZ M; ML 13; XP 65 each.

#S51. Approaching the Chambers of the Sea King

As you approach the pinnacle of rock which crests the giant mound of multicolored coral, you notice that it is covered with mosses, algae, seaweed, and other small sea life. At the pinnacle's base is a large opening, and you can barely make out a steep precarious stairway only six inches wide which winds up and around the pinnacle, separated from the walls by perhaps three feet. By the growth upon it, it is obviously rarely used. Higher up on the pinnacle are other openings and ledges. You also notice that the entire pinnacle is surrounded in almost indiscernible, tiny air bubbles which extend outward to about 10'.

When the occasional land dweller visits the Sea King here, he ascends the stairway while contained in a bubble of air. Of course, he is also escorted by several tritons who swim just outside of his bubble and aid him when he stumbles and falls into the water (which nearly always happens).

Anyone ascending the stair must make a Dex check once per loop or fall off (through their bubble and into the water). It takes three loops to reach the stair's top, 60' up. All the water within 10' of the pinnacle has been ensorcelled so that its buoyancy is similar to air and it subtracts 12 from swimming ability. Thus most PCs fall like rocks; however, reduce the falling damage by 1 die due to the slightly greater buoyancy (1d6 points of dam-



age per 10' distance fallen above the first 10'). Even when tritons swim in this area, they must work very hard to move upward.

The large opening is one of three at the pinnacle's base which lead in to the manta ray lair (#S52).

This entire pinnacle is riddled with secret sea cloaker passages. They have not been indicated as they are designed specifically for the sea cloakers (being only a couple of inches high and several feet wide). If the PCs discover them, and have the means by which to become only a couple of inches high, they can easily get to any room in the entire place. However, the chances of encountering a sea cloaker while in these narrow passages is almost a certainty (for stats see #S5 above).

#S52. Lair of the Manta Ray

A 20' wide but only 8' high opening runs into the rock pinnacle. Only darkness can be seen from within. When you hold aloft a light, you see that the walls, ceiling, and floors are covered in a strange leafy lichen which is black as night. It seems to be absorbing your light.

Indeed, this lichenous growth does absorb light, limiting sight to 10' even with a strong lantern (magical light is unaffected). As the PCs proceed, they discover that as they walk upon the dark lichen upon the ground it rips and floats about with every step. The stuff is actually very fragile. Of course, this completely obscures vision to within 3'. Even magical light only extends 10' before sight is simply blocked by all the tiny black specks in the water.

It is in this environment that the sea cloaker guards always on duty at #52a attack the party.

Nehwon's Monsters—Cloaker, Sea (2): Int Average; AL CE; AC 2; MV 1, Sw 15, FI 3 (D); HD 5; hp 27, 26;

THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

Once through the passage, the group enters the following room:

You have located a large room. Although it only has a 10' ceiling, it must be relatively large based on the curvature of the walls to either side of this passage's opening. The same black lichen grows on the walls and ceiling here, but is absent from the sandy floor.

It is below this thin blanket of sand that the manta ray always rests (if it is encountered here). It awakens as soon as it is trodden upon, and attacks. In the ensuing battle, the water becomes so filled with black lichen that vision is nullified (treat as if everyone is blind, thus AC and attack rolls are both at -4). During this combat, the nereid at #S53 is sure to come to the crack leading to her lair and use her talents to thwart the party.

The ray completely fills all but the outer 6" of the 40' room. When it travels through one of the three entrances, it curls up its wings and glides in with raylike grace and stealth (not disturbing the black lichen).

Manta Ray (1): Int Non; AL N; AC 6; MV Sw 18; HD 9; hp 44; THAC0 9; #AT 1 tail or 1 bite; Dmg 3-12 (bite) or 2-20 (sting); SA Special; SZ G; ML 13; XP 4,000 each.

If the cavern is examined after the lichen settles (or if it isn't disturbed), the PCs find a small crack in the wall which leads to the nereid's lair.

Buried beneath the ray is a rusted chest lost by some ancient galleon. The degree of corrosion is so advanced that the lid cannot be lifted; the chest must be broken into (8 hp). It contains 12 gold bars valued at a gulditch each. There is also a gem-encrusted stick (830 rilks value) of unknown use.

#S53. Cavern of the Nereid

As you proceed along this passage, you begin to climb upwards. The black lichen does not seem to exist here, and is replaced by golden seaweed. Soon, a rough set of steps appears on the left side of the passage and seems to rise up out of the water. However, on the right, the passage continues on underwater. A little farther, you emerge into a cavern which is half-filled with water. At the far edge of the cavern, you notice that the golden seaweed is waving as if disturbed by some watery movement.

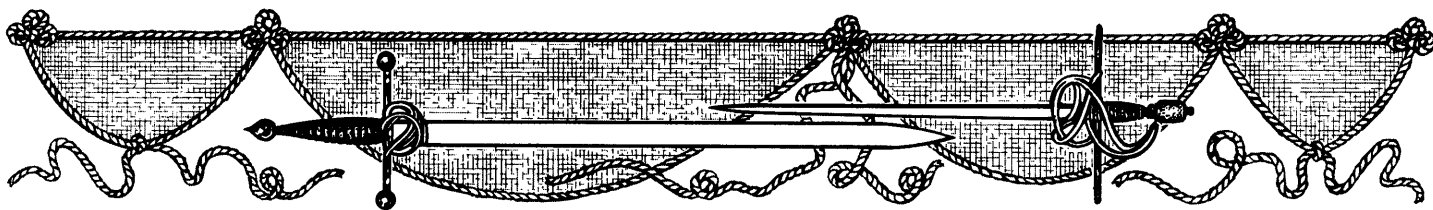
The movement is being caused by the nereid who lives here. She leaves the water and sits upon the far shore. There, she uses her talents and seductions to attempt to get the PCs to leave (possibly even drowning a few men if necessary). One of her favorite techniques is to form the water into giant-sized tritons who march forward in a most threatening manner. They can even appear to cast spells (a triton can jab its watery trident into the water which forms a huge wave, etc.).

Her only weakness, which the PCs may be able to exploit, is her hatred of the Sea King's other wives (the two hags).

Nereid (1): Int Very; AL CN; AC 10; MV 12, Sw 12; HD 4; hp 12; THAC0 15; #AT Nil; Dmg Nil; SA spit; control water in lair; SD Kiss; Mesmerize men; MR 50%; SZ M; ML 11; XP 975 each.

This nereid is the personal keeper of the King's manta ray. If the PCs kill the ray, she is very upset and holds a lot of hostility toward them.

The only way from this area of the pinnacle up to the upper level is through a passageway which has its entrance concealed by her golden seaweed (underwater entrance). It quickly turns into a vertical chimney



also filled with water (#S53a). It eventually emerges at #S56 above.

Hidden within her golden sea weed is a pink vial which is a *potion of water breathing*.

#S54. The Three Thrones of the Sea King

A giant throne capable of seating someone nearly 20' tall stands at the back of this 40' wide opening which overlooks the giant coral reef some 60' below. The throne seems to be made of a conglomeration of sea shells with two large pearls mounted to either side of its high back. Several lesser seats rest to either side of the throne on its raised platform. To either side of the throne's platform is an 8' high, 10' wide passage leading back into the rock pinnacle. Looking up, you can see the surface of the water some 80' above.

Two exceptional and two elite tritons are always on duty as sentinel guards at each of these thrones. If the Sea King is present at one, all of the six elite tritons are present at that throne cave.

Beneath each throne is a secret passage which only the King's sea cloakings can navigate (being only a few inches in height, but several feet in width). There is a 50% chance that a sea cloakings is observing a throne cave at any particular time. These sea cloakings attack only after all of that cave's tritons have been slain (or if the battle looks totally hopeless to the tritons).

Triton Elite (6): Int High; AL N(G); AC 5; MV Sw 15; HD 5; hp 33, 29, 26, 20, 18, 15; THAC0 15; #AT 1; Dmg 1d6 (long-spear) or weighted nets; SA Special; SD Special; MR 90%; SZ M; ML 13; XP 65 each.

Triton Exceptional (6): Int Exceptional; AL N(G); AC 5; MV Sw 15; HD 7; hp 46, 44, 41, 39, 37, 31; THAC0 13; #AT 1; Dmg 1d6+1 (tridents) or 1d4+1 (heavy crossbow); SA Special; SD Special; MR 90%; SZ M; ML 13; XP 2,000 each.

Nehwon's Monsters—Cloaker, Sea (1): Int Average; AL CE; AC 2; MV 1, Sw 15, FI 3 (D); HD 5; hp 35; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

The pearls on the throne are each worth 10 glulditch.

The stairs running from #S51 end at #S54a.

#S55. Hall of the Sea King

A grand hall stretches before you. Only half the lower 20' of its 30' height is submerged in water. Down the center of it runs a great pearl table surrounded by chairs with clam shell seats and legs seemingly made of sea weed. At one end is a great chair which could easily seat a 20' tall individual. This chair is topped by two giant pearls. Eleven rough alcoves ring the room and each is completely filled by a milky maroon plankton. Overhead, blue lilies float upon the water's surface and give off a soft blue light. Before each seat is an upturned shell with a branch of coral next to it. Above the water line are several chairs recessed into the wall.

The alcoves conceal the eleven tritons that are always on guard within them. They can observe all that goes on in the room without themselves being seen. Also, two sea cloakings are always on guard within the very table itself. If intruders defeat the tritons, they emerge from slits on its underside and attack.

Triton (11): Int High; AL N(G); AC 5; MV Sw 15; HD 3; hp 18, 17, 16, 16, 16, 13, 13, 12, 12, 9, 8; THAC0 17; #AT 1; Dmg By weapon; SA Special; SD Special; MR 90%; SZ M; ML 13; XP 270;

Nehwon's Monsters—Cloaker, Sea (2): Int Average; AL CE; AC 2; MV 1, Sw 15, FI 3 (D); HD 5; hp 37, 29; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

If the PCs fare well in this encounter, have two triton leaders classed with an escort of eight tritons enter the room shortly after.

Triton Elite (8): Int High; AL N(G); AC 5; MV Sw 15; HD 5; hp 29, 26, 23, 21, 21, 19, 14, 13; THAC0 15; #AT 1; Dmg 1d6 (long-spear) or weighted nets; SA Special; SD Special; MR 90%; SZ M; ML 13; XP 650 each.

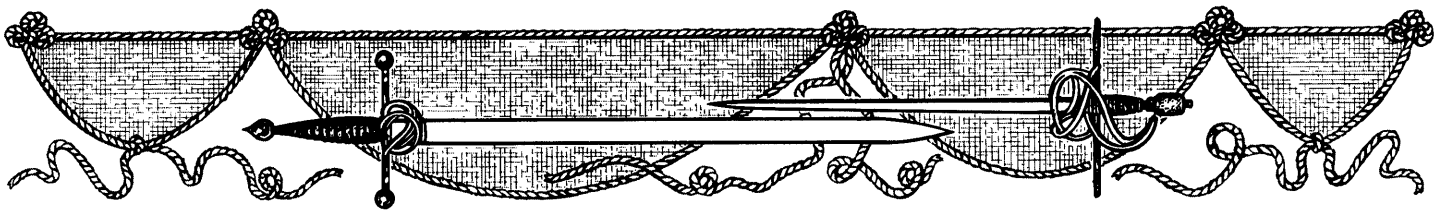
Triton leader classed (2): Int Genius; AL N(G); AC 2; MV Sw 15; HD 9; hp 45, 41; THAC0 17; #AT 1; Dmg 1d6+1 (tridents) or (weighted nets); SA Special; SD Special; MR 90%; SZ M; ML 13; XP Normal: 4,000 each.

The shells and coral are used to write upon during meetings (like chalk and slate). They are not of a highly valuable sort.

The two pearls on the throne chair are each worth 2500 rilks. The table itself is invaluable, but any PC who managed to take it would be endlessly hunted throughout all of Nehwon by the Sea King, his agents, and those he can buy (it would be a fatal error). The lily lights are actually artificial and would easily bring two glulditch each on the open market.

This room is used as a meeting hall, dining hall for the King and his entourage, and as the central office of the Sea King for all other business. The chairs jutting out of the water are for the occasional land dweller who is invited to this chamber.

Behind one of these chairs (#S55a) is a secret passage which leads to the



top of the pinnacle. It is air filled and has a magical air membrane over its secret door entrance at the top of the pinnacle. From here it is only 10' to the surface of Inner Sea. This is a common passage used by the Sea King's personal land guests when they are invited to the Sea King's throne. However, those who are entrusted with the location of this secret passage are few and ultimately loyal to the King.

#S56. The Sea King's Ready Room

A large clamshell canopy bed fills this room. Pink silky looking pillows are piled in a mound near the headboard. Shelves containing various exotic items line the far wall. Once has a large leaf shaped mirror. A large alcove exists to one side of the bed, but no discernable entrances or exits are visible.

A sea cloaker is always stationed on top of the clam shell canopy when the Sea King is absent from this room. Any combat here is sure to alert the sea hags in #S57.

Nehwon's Monsters—Cloaker, Sea (1): Int Average; AL CE; AC 2; MV 1, Sw 15, FI 3 (D); HD 5; hp 27; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

Behind the headboard of the bed is a concealed door which enters a passage leading to #S53a below.

The Sea King rarely sleeps here. Instead, it is used as a ready room (a prep or makeup room). His two sea hag wives from #S57 are his personal make up artists. The strange items on the shelves are the underwater versions of make up and utensils to properly apply them. There are bottles of heavy ink, strange dyes, pastes, muds, coral combs, etc. In all the collection has a 3000-rilk value.

The drawers of the shelves contain

more supplies. Mixed in among the other items is a *ring of free action* which the Sea King often dons before public appearances to make his movements more graceful. Also hidden in a drawer is a bottle containing a strange looking fish with a jagged bill at the end of its body. This is one of the Sea King's "living keys" used to gain access to his secret treasure room at #S6.

#S57. Chambers of the Sea Hags

You have entered a terribly misshapen chamber. All the contents are of royal quality, but are tossed about, broken, and in a general shamble. Amidst it all is a voluptuous young woman with a whip in one hand who is eyeing a table full of bottles, and crocks.

This is a sea hag who always knows when her chamber is being entered due to a bell alarm system she has arranged. She always takes this opportunity to transform from her normally ghastly state to the voluptuous woman the PCs now see. She suspects that the intruder is the Sea King himself, since hardly anyone else ever bothers her and her sister next door.

As soon as she realizes that the party is not the Sea King, she calls her sister next door and together, they attempt to seduce the party using a special kelp extract drink which they keep on hand (saving throw vs. poison at -5 or slowly slip into unconsciousness in 1d10 rounds). If this succeeds, they turn the PCs over to the Sea King.

Sea Hags (2): Int Average; AL CE; AC 7; MV Sw 15; HD 3; hp 19, 10; THAC0 13 (16); #AT 1; Dmg 7-10; SA Special; SD Special; MR 50%; SZ M; ML 11; XP 975 each.

Although their furnishings are of royal quality, they have all been so badly mistreated that they are worthless. However, each hag keeps a pitcher full of 10 doses of the heavy kelp extract.

#S58. Prison of the Sea King

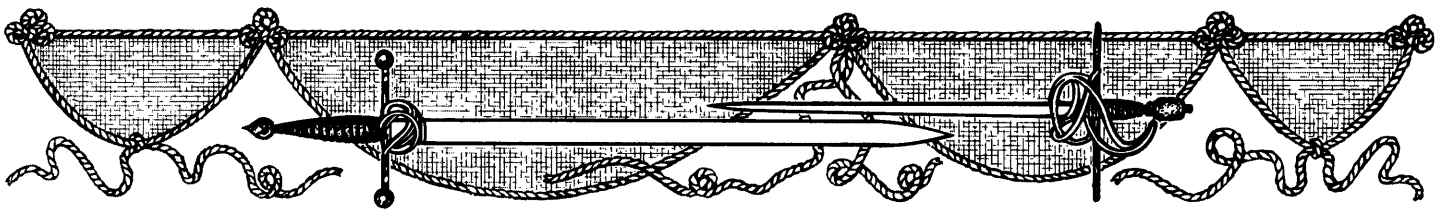
Bars of black coral line the far walls of this room. They form a number of cells, all of which are empty at the moment save for a lone fish-man kept at the far end. Tiny slits along the far wall serve as the only source of light in this dark place.

It is to this place that the PCs are taken if they are captured at any point in the undersea kingdom. The lone prisoner is a locathah diplomat who directly insulted the Sea King. The jailer is a large triton (leader classed). Besides him, two sea cloaker "jail keepers" are always on duty here, but blend into the darkness if the room is entered, coming out once only prisoners remain.

The black coral bars are impervious to any magic of 5th level or less and can only be broken by a successful bend bars roll made at a -5% penalty (one attempt per individual, period). The easiest way out is to break through the outer wall (which has the window slits) via a bend bars roll. Land dwellers (the PCs) are kept in an air bubble within their cell(s).

The triton always has his trident tipped with coral snake venom (Class E, Onset immediate, Str Death/20). Likewise, his net has a numbing agent on it which requires a saving throw vs. poison for those entrapped to avoid falling asleep for 2d4 rounds.

Locathah (1): Int Very; AL N; AC 6; MV 1, Sw 12; HD 2; hp 5; THAC0 16; #AT 1; Dmg By weapon; SZ M; ML 9; XP 65 each.



Triton, leader classed (1): Int Genius; AL N(G); AC 5; MV Sw 15; HD 3; hp 45; THAC0 11; #AT 1; Dmg 1d6 + 1 (trident) or (weighted nets); SA Special, and poison; SD Special; MR 90%; SZ M; ML 13; XP 4000 each.

Nehwon's Monsters—Cloaker, Sea (2): Int Average; AL CE; AC 2; MV 1, Sw 15, FI 3 (D); HD 5; hp 35, 27; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

If the PCs manage to free the locathah, he offers what aid he can. For one, he knows that his items (and all of those confiscated from the PCs) are located in a secret alcove in this room. He also knows that the Sea King keeps his magical conch shell somewhere in the Aqua-air-eum and that you need two strange "living keys" to get it. One is kept in the Sea King's ready room (he doesn't know its location, except that it is in this rock pinnacle somewhere), the other is somewhere in the Sea King's secret fortress.

#S61. Entering the Aqua-air-eum

As you approach the beautiful castle, you see a mermaid and merman resting each upon a rock to either side of a great golden doorway. Upon the door is a carving portraying a fantastical scene in which land and sea environments are mixed. Among other strange sights, sharks are plowing fields with their dorsal fins, and a family of humans are gathering sea weed.

The two mermen are assigned here to greet those who wish to enter the Aqua-air-eum. They request that the PCs sign a registry and then they act as tour guides.

When the great golden doorway is opened, the PCs discover that the air passage ends. However, this is an-

other of the places in which the tough areas of the passage can be used to form an air capsule (this one being only 10' long).

Merman/Mermaid (2): Int Average; AL N; AC 7; MV 1, Sw 18; HD 1 + 1; hp 7, 2; THAC0 18; #AT 1; Dmg 1d6 (javelin) or 1d4 (dagger); SA Grapple ship; SZ M; ML 10; XP 35 each.

The doors to the Aqua-air-eum have a 50 glulditch value.

#S62. The Aireum

You enter a 20' high room. Your attention is torn in every direction. The wall is lined with large cages containing terrible beings. What makes this even more odd is that the beings are air breathers, and their cages are filled with air. Several 6' long fish swim idly about the room, not confined to any cage. They have terribly wicked looking teeth and remind you of a giant piranha. The whole architectural structure is fantastical. The center of the ceiling is cut away and four sweeping staircases of pearl with baby blue sea weed railing jointly spiral up to the level above. A central pillar of polished silver as reflective as a mirror and nearly 10' in diameter, runs out of the floor and upward as far as you can see. To top it all off, several more of the mythical mer-folk are swimming about.

The fish are the mer-folk's barracuda "watch fish". The silver pillar runs the full 90' up the center of the castle and is actually hollow.

If the PCs try to use force here, the mermen first order their barracuda to attack them, while employing their ranged weapons. If this fails, the three patrol leaders and the leader herself try to hold off the PCs while the others activate the Aqua-air-eum's final defense; they release as many of the air-

breathing monsters as they deem necessary. These then attack the PCs while the mer-folk swim upwards to safety.

For mermen and barracuda statistics, refer to #S6 above. The monsters kept in the Aireum are:

Ant Lion, Giant (1): Int Animal; AL N; AC 2; MV 9, Br 1 (in loose soil); HD 8; hp 39; THAC0 12; #AT 1; Dmg 5-20; SA Special; SZ L; ML 8; XP 1,400 each.

Cockatrice—Pyrolisk (2): Int Low; AL NE; AC 6; MV 6, FI 18 (C); HD 6 + 2; hp 25, 20; THAC0 13; #AT 1; Dmg 1-4; SA Gaze; SD Immune to fire; SZ S; ML 11; XP 1400 each.

Elephant (1): Int Semi; AL N; AC 6; MV 15; HD 11; hp 57; THAC0 10; #AT 5; Dmg 2-16/2-16/2-12/2-12/2-12; SZ L; ML 7; XP 4,000 each.

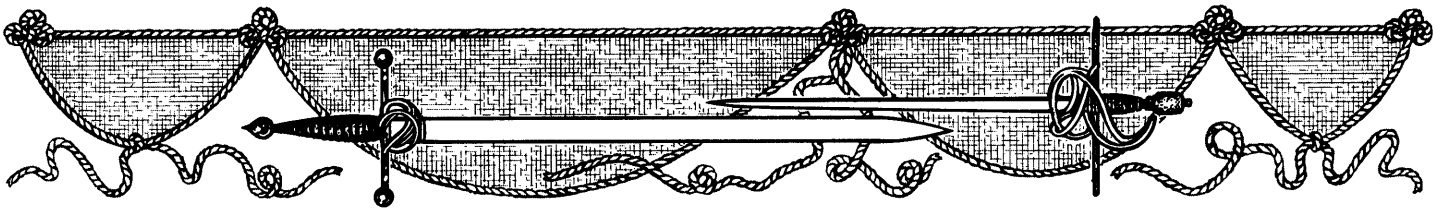
Griffon (4): Int Semi; AL N; AC 3; MV 12, FI 30 (C, D if mounted); HD 7; hp 35, 34, 30, 23; THAC0 13; #AT 3; Dmg 1-4/1-4/2-16; SZ L; ML 12; XP 650 each.

Lizard—Subterranean (2): Int Non; AL N; AC 5; MV 12; HD 6; hp 39, 27; THAC0 15; #AT 1; Dmg 2-12; SA Special; SZ H; ML 10; XP 1,400 each.

Minotaur (1): Int Low; AL CE; AC 6; MV 12; HD 6 + 3; hp 26; THAC0 13; #AT 2; Dmg 2-8/2-8 or 1-4/by weapon type; SA Grapple, charge; SD +2 bonus on surprise roll; SZ L; ML 13; XP 1,400 Elder 3,000 each.

Owlbear (3): Int Low; AL N; AC 5; MV 12; HD 5 + 2; hp 33, 24, 16; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Hug; SZ L; ML 12; XP 420 each.

Sphinx—Hieracosphinx (2): Int Low; AL CE; AC 1; MV 9, FI 36; HD 9; hp 40, 30; THAC0 11; #AT 3; Dmg 2-8/2-8/1-10; SZ L; ML 13; XP 1,400 each.



Wolf—Winter (4): Int Average; AL NE; AC 5; MV 18; HD 6; hp 33, 33, 26, 23; THAC0 15; #AT 1; Dmg 2-8; SA Frost; SZ L; ML 13; XP 975 each.

Note: Water disrupts most gaze attacks, thus the pyrolisk (for example) never poses a threat to the mer-folk.

#S63. The Aquaeum

This level of the castle offers another wide variety of oddities to look at. Balconies overlook several large areas filled with air and containing land dwelling monsters. The ceilings of these rooms end at a 6' level and here begins another series of caged rooms which contain exotic sea life. The ceiling above is open in the center although no means of going up other than swimming is provided. The great silver pillar continues to run upwards.

This room allows a top view into the aireum and also a direct view into the aquaeum. Combat here is dealt with as in #S62. However, the land monsters still are released on the PCs (since they cannot escape the Aquaeum by swimming out, as the sea monsters could).

The sea animals found here are: A giant crab (crustacean), a water eel, a pen of dolphins, a killer whale, a giant octopus, a pen of sea horses, a merrow ogre, and a salt water scrag. Their stats have not been listed as it is unlikely the PCs will encounter them.

#S64. The Silver Pillar

Although the top of it looks solid, this 10' diameter, 90' high silver pillar actually has an illusionary cover. It is filled with water, and is very smooth on the inside (climb walls at a -30% penalty). Furthermore, all of the inside has been coated with a balm which requires a saving throw vs. poison or those touching it fall asleep for 2d4

turns. Three water weirds also serve as guardians for the Sea King. They are encountered as the PCs descend the shaft and when they reach the bottom (have at least one of them wait to attack until the PCs encounter the green slime).

Once the PCs come to the bottom of the shaft (which is below the base of the castle), they enter a small (20' diameter) globular chamber. Read them the following:

You finally enter a 20' circular room. In the center of it is a 2' stalk of clear coral. Within it, you can see two holes leading into the pedestal upon which it rests. The floor of the room glistens with an unusual green gleam.

The floor is actually green slime. The clear coral is nearly unbreakable (requiring 200hp of damage to crack).

If the pedestal is searched, it is found to be a secret door mechanism with the two holes on top (and inside the clear coral) being keyholes. No amount of force which the PCs are capable of can open the secret door without first unlocking it. However, the coral is too small to allow a thief to reach in, and it also negates magic such as *knock* which might open it.

Only if the coral is broken, and a thief employs pick locks successfully on both locks does the secret door open (or if the two "living keys" found at #S56 & #S96 are employed).

Water Weird (3): Int Very; AL CE; AC 4; MV 12; HD 3+3; hp 18, 15, 13; THAC0 15; #AT 0; Dmg Nil; SA Drowning; SD Special; MR None; SZ L; ML 13; XP 420 each.

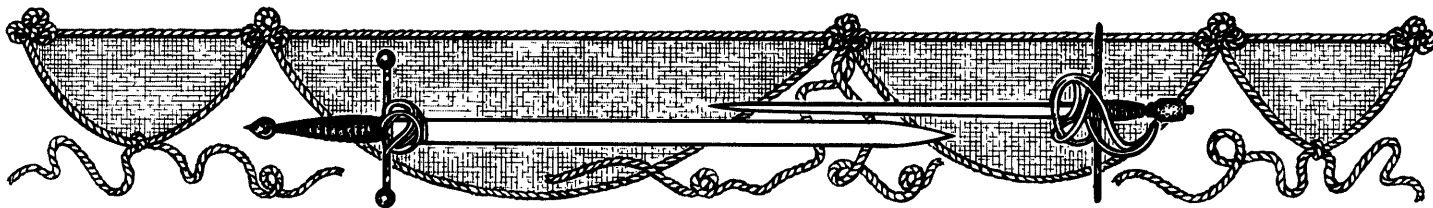
Oozes/Slimes/Jellies—Green Slime (2): Int Non; AL N; AC 9; MV 0; HD 2; hp 6, 5; THAC0 19; #AT 0; Dmg Nil; SA Special; SD Special; SZ S; ML 10; XP 120 each.

Shards of the clear coral are worth 300 rilks each (20 shards possible if it is broken). The intact coral has a 10,000-rilk value.

Once the secret door is opened, read the following:

As the two locks are turned, you hear a pop and a rush as pressure is released. Looking 20' down the hole in the center of the room, you see a vast pink floor stretch outwards for as far as you can see in all directions. It looks like it is coated in slime.





The PCs are actually looking inside the clam. If one of them sticks his head through the hole, he sees the pearly inside of the clam shell. Off in the distance, a great conch shell is seen hanging apparently stuck to the underside of the shell.

Actually, the conch is being held there by crystal ooze which always carries the magical conch shell around within it. (This is the Sea King's final defense for his item).

If anyone (or thing) should touch the pink clam, it is 50% likely to become disturbed and open up. The currents caused by this are 20% likely to rip off the protective air capsule around the PCs (if they are using one). In any event, they end up several hundred feet outside the clam somewhere, and in 1d10+10 rounds, an entire squadron of tritons from the giant coral mound shows up to scout around the area.

Otherwise, the PCs have acquired the conch shell!

Oozes/Slimes/Jellies—Crystal Ooze (1): Int Animal; AL N; AC 8; MV 1, Sw 3; HD 4; hp 16; THAC0 17; #AT 1; Dmg 4-16; SA Poison; SD Special; SZ M; ML 10; XP 420 each.

#S91. Approach to the Castle of the Sea King

As you approach the castle you notice that it is completely surrounded by a 25' high wall of rose marble (10' in water, 15' out). Every 50' around the wall, a round tower some 25' in diameter and 30' high interrupts the wall. Atop these towers, you can make out some sort of bipedal guard walking the parapets. Hanging from each tower by one arm is some other bipedal form, most likely a decorative statue. Nowhere is there any sign of an entrance into this veritable hidden fortress.

The guards are sahuagin (one per tower, and two on either crevice tower). They each man a war machine rather like a ballista, but firing large weighted nets covered in hooklike barbs. Each net is capable of covering a 20' diameter area, and once fired, sink into the water at a MV rate of 3. These nets require a successful bend bars roll to escape, and any motion what-so-ever causes 1d6 points of damage per round to all caught within net as the tiny hooks imbed themselves. Fortunately, the contraptions are only supplied with one net apiece.

The "statues" hanging from the parapets by one arm are actually gargoyles that attack anyone they see emerging from the water who doesn't immediately make way for the main gates. Of course, these gates are difficult to find, being hidden in the narrow crevice on the south side of the plateau.

As a final defense, two of the King's secret force of sea cloaklers always station themselves on the crevice side towers (one on each).

Of course, the PCs must first get past the eight sharks which infest the waters outside the fortress walls.

Nehwon's Monsters—Cloaker, Sea (2): Int Average; AL CE; AC 2; MV 1, Sw 15, Fl 3 (D); HD 5; hp 29, 24; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 13; XP 650 each.

Gargoyle (8): Int Low; AL CE; AC 5; MV 9, Fl 15 (C); HD 4+4; hp 27, 25, 24, 23, 22, 21, 21, 13; THAC0 17; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each.

Sahuagin (10): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 17, 12, 12, 11, 11, 9, 9, 8, 8, 4; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.

Shark—Common (8): Int Non; AL N; AC 6; MV Sw 24; HD 4; hp 22, 19, 18, 17, 16, 15, 13, 10; THAC0 17; #AT 1; Dmg 2-5; SZ M; ML 10; XP 120 each.

This fortress was built by the Sea King as a final haven for himself in case of a major revolt of the sea people, or in the event of an invasion from any other faction in Nehwon. It portrays the Sea King's slight paranoia.

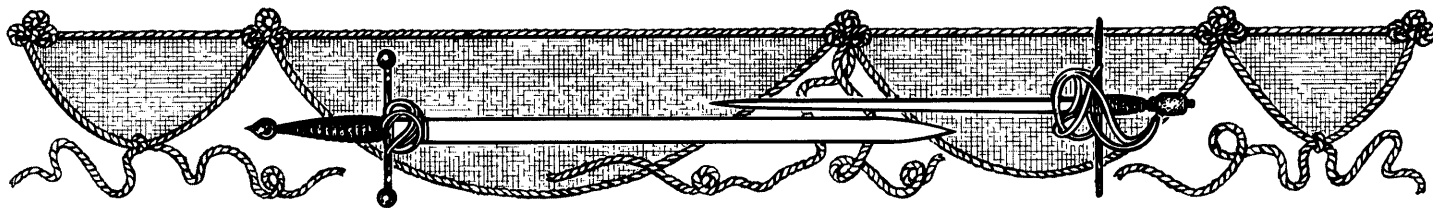
#S92. Entering the Fortress

Read only if the PCs find the crevice leading to the fortress' main gates:

As you circle the plateau supporting the fortress, you notice an underwater crevice on the south side of the plateau. Following it, you eventually come to the fortress wall and realize that the crevice actually runs under the wall. Soon you find yourself in the triangular tip of the crevice with walls surrounding it on all sides. Another tall tower, this one made of black stone, rises up at the pinnacle of this triangle. However, you do see a set of blue iron gates to your right leading into the inner bailey of the fortress.

The black tower contains the mechanism for opening/closing the gate. Two sahuagin always man it. However, as the PCs approach, three sahuagin and two of the visiting sea wolves approach the gate (from the inside) and open it. Then one of the sea wolves says, "Wait, I forgot my weapon. Hold a minute and I shall return." Thus, the gate remains open for two full turns until the sea wolf returns. This is the PCs chance to slip into the inner bailey (of course, the remaining three sahuagin and two sea wolves must be dealt with).

Atop the black tower are always two sea cloaklers and two gargoyles.



Cloaker (2): Int High; AL CN; AC 6 (1); MV 1, FI 15 (D); HD 6; hp 38, 28; THAC0 13; #AT 2 + special; Dmg 1-6/1-6/ + special; SA Special; SD Special; SZ L; ML 13; XP 1,400 each.

Gargoyle (2): Int Low; AL CE; AC 5; MV 9, FI 15 (C); HD 4+4; hp 19, 17; THAC0 17; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each.

Sahuagin (2 atop crevice towers, 2 in black tower, 3 at gate): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 17, 12, 11, 11, 11, 10, 8; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.

Lycanthrope, Seawolf—Lesser (3 (one gone)): Int Average; AL NE; AC 6 (7); MV 30, Sw 12; HD 2+2; hp 14, 11, 9; THAC0 19; #AT 1 (3); Dmg 2d4 (1-2/1-2/1-4); SZ M; ML 11; XP 175 each.

If, instead, the PCs decide to climb over the walls, read the following:

You approach the outer wall of the fortress. The entire wall at water level and below is covered with barnacles. Above this, you see that the wall glistens as if wet.

The barnacles have been encouraged to grow here and cause 1d4 points of damage to anyone attempting to climb over them (which must be done unless the PCs can vault out of the water onto the wall). The resulting blood is certain to attract any remaining sharks, as well as having a 70% likelihood of alerting the sahuagin guards atop the towers to either side of the wall to the PCs presence.

The walls above the water have been coated with a unique oil. First, this reduces climbing percentages by a -30% penalty. Secondly, the oil is a mild contact toxin (Onset 1d4 turns, Str stomach cramps for 1d8 hours (all combat rolls at a -4 penalty)).

#S93. Entering the Fortress Proper

Of course, if the PCs follow the sea wolf from #S92 into the fortress, all gates are open. Note: if the PCs climbed the outer wall, they may perhaps notice the sea wolf returning to the castle, and surmise that the gates are open.

First, the PCs must get past the wall between the inner and outer bailey. (Remember that the water here as elsewhere atop the plateau is 10' deep.) The main gate is currently open a crack (due to the sea wolf). Square towers squat on either side of it. These towers are each manned by a single sahuagin who also run the gates. There are also two small one man iron gates along the wall to the west of the main gate. These are never used and have rusted to the point of being a little fragile (bend bars to break through them).

Sahuagin (2): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 13, 5; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.

Now the PCs must enter the fortress by one of two routes: they can attempt to walk in the front door, or they can climb one of the outer walls and attempt to squeeze in through a window.

The main entrance is blocked by yet one more wall with a swinging portcullis across it. The portcullis is ran by two gargoyles and is still open if the sea wolf recently entered here (i.e. the PCs haven't delayed too long). This wall is easy to climb over (except for the two gargoyles who do not appreciate this). The portcullis itself is too massive to break or bend.

Gargoyle (2): Int Low; AL CE; AC 5; MV 9, FI 15 (C); HD 4+4; hp 25, 24; THAC0 17; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each.

If the PCs try to sneak in through a window, they discover that all the outer walls from 10' and down (i.e. below water line) are covered in the same rough barnacles which coat the outer walls (i.e. 1d4 points of damage if touched, and a blood spill results that is easy to see). Once above the barnacles, the climb to a second story window is easy. However, there is a 20% chance that a sahuagin from one of the outer towers spots the PC and calls forth an alarm.

The windows themselves are very narrow and have a single rusty bar across them. Only an elf, halfling, gnome, or small human could fit through; and they must first make an open doors check to remove the rusty bar.

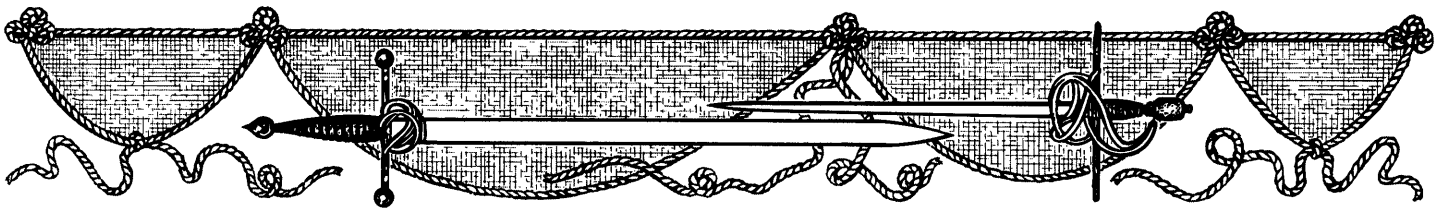
No matter what window is entered, have the room be a simple guest chamber which opens into a hallway leading to a set of stairs which run to #S94. Only the rooms most likely to be visited by the PCs have been detailed here, as they are not likely to spend a lot of time investigating.

#S94. Entrance Hall

The double doors leading into this hall are 20' tall and 10' wide each. They are not locked, but the PCs have to roll an open doors check just to swing them. They look to be solid gold; however, they are merely plated with about 4,000 rils worth of the precious metal.

When the PCs enter the room, read them the following:

An odd looking two story table of ebony black wood fills this long hall. The table consists of two concentric oval loops, with the larger resting upon the floor, and the smaller floating on the surface of the water 10' above. The smaller oval is kept in position by a black iron beam which runs between the



two tables. Floating brown chairs ring the upper table, while dark black chairs ring the underwater table. There are four lilies floating on the water's surface which are radiating a faint yellow or blue light. At the back of the room is a painting of a mighty triton wielding a coral trident. The painting is framed in gold worked into the likeness of coral.

holding a black cloak, and a small china set. Doors at both levels lead off from every wall except back down the hall.

the water's surface floats a giant lily shaped bed with a flowery white mattress. Around it float more lily lamps giving off soft blue and yellow light. Tiny starfish cling to the sides of the room and radiate a soft light. The entire ceiling is covered in a silky soft blue moss which hangs like drapes down the walls.

There is no threat in this room.

The painting is fully 10' high and would be worth 12,000 rilks. However, it would be extremely difficult to transport without damaging it. If the gold coral frame is removed from the painting, the PCs could get 2000 rilks worth. The lilies are artificial and worth 2 glulditch each.

The cloaks are actually cloaker guards stealthily concealing themselves in this manner while the sea wolves are in the castle. They attack the PCs when they are the most unprepared for it.

The PCs have discovered the Sea King's bedroom. Although beautiful beyond belief, it is also a deadly place for the unwary, for the bed of coral is all death coral.

All the doors lead into guest rooms which are nicely furnished. Of course, the upper level leads to dry, air breathing guest chambers, while the lower leads into water breathing chambers. One of the lower doors (to the south) is locked. It actually leads into the Sea King's personal bedroom.

If the characters explore the room, they soon discover several of the rocks are actually concealed doors and effortlessly swing back on metal hinges. Behind these are kept the Sea King's vast wardrobe, personal items, a treasure chest of "on hand cash," several minor magical items, and a bottle containing one of the king's two "living keys" which must be used to open the secret entrance to the conch shell at #S64.

Cloaker (2): Int High; AL CN; AC 6 (1); MV 1, FI 15 (D); HD 6; hp 28, 19; THAC0 13; #AT 2 + special; Dmg 1-6/1-6/ + special; SA Special; SD Special; SZ L; ML 13; XP 1,400 each.

The china sets are exquisite. The air version is valued at 2000 rilks while the underwater version would bring 4000 rilks.

The magical items kept here are a *ring of chameleon power*, a *wand of metal and mineral detection*, and a *pearl of the sirens*.

#S95. Hall of Queens

A hallway stretches before you and enters an octagonal waiting room at the far end. Here as elsewhere, the ceiling is 20' high with water filling half of it. Along the hall are six portraits. To your right are pictured two ugly old women with warts and sickly skin on either side of a picture portraying a stand of golden seaweed. On your left across from these pictures are two voluptuous women to either side of a young white shawled maiden of exquisite beauty.

#S96. Sea King's Personal Chambers

This door is locked (-20% to pick locks chance) and *knock* fails on it due to its unique underwater construction. Chopping through the door is possible (required 60 points of damage), but certainly brings the other two sea wolves who are sleeping in their chambers on the second level (trying out the land dwellers' life).

The portraits are of the Sea King's three wives in their true and altered forms. Only the altered forms are worth anything (300 rilks each).

The waiting room at the end of the hall is as follows:

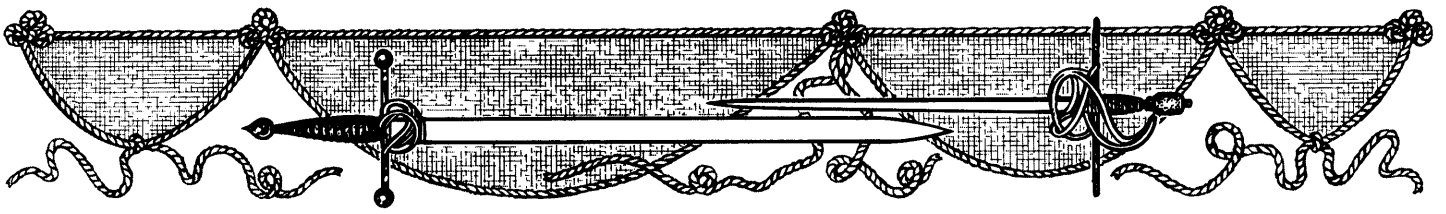
When opened, read the following:

This room has two levels: The floor level, and a shelflike level just above the water's surface. On each are a nice sofa, several small tables, a hat rack of coral, each hook

It looks as if you have found an indoor garden. All around the edges of the room are sea life covered rocks gently sloping upwards. A beautiful bed of red coral fills the floor of this room. Above all this on

The chest is locked and when opened, fires out three tiny blow darts from three coral tubes. The darts are nearly invisible, and are coated with a numbing agent so the pricks are not felt. They contain a poison which causes the lungs of those hit to cease functioning. Thus the victim suffocates (in air or water) unless a saving throw vs. poison is made. In the chest are 4,000 rilks, 20 glulditch, 20 pearls of various value totaling 8,000 rilks, and a collection of valuable coral worth a total of 12,000 rilks.

Coral—Death Coral (950): Int Non; AL N; AC 6 (10); MV 1 in coral; HD 1 hp; hp 1 each; THAC0 20; #AT 1-10; Dmg 1; SA Paralysis; SD Retreat; SZ T; ML 5; XP 270 each.



#S97. Dining Room

This room is even more fantastical than the one you just came from. It looks like a natural cavern, and not a square room. However, it has been carefully worked. The floor is quite smooth and arches up in the center to form chairs and a large stone table covered in what looks like pink slate. A large red starfish rests upon the table and gives off a brilliant maroon glow. Around the edge of the 20' high room are graceful stairways leading up to many narrow rock ledges which sit just out of the water. Upon them are beautiful mahogany tables and chairs with bowls filled with white lilies resting upon them.

Currently, the sahuagin leader and the King's three personal sahuagin guards are dining here. Four of the normal sahuagin are also dining above water and dive to attack if combat results. Of course, the three sahuagin cooks from the next room come to aid in the resulting foray. To make matters worse, two sea cloaklers show up in the room 1d4 rounds after any combat begins.

Nehwon's Monsters—Cloaker, Sea (2): Int Average; AL CE; AC 2; MV 1, Sw 15, Fl 3 (D); HD 5; hp 27, 19; THAC0 15; #AT 1; Dmg 1-6 + victim's AC; SA Grab; SD Mimicry; SZ M; ML 14; XP 650 each.

Sahuagin (4): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 13, 12, 10, 9; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.

Sahuagin personal guards (3): Int High; AL LE; AC 5; MV 12, Sw 24; HD 3+3; hp 17, 16, 14; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 270 each.

Sahuagin leader (1): Int High; AL LE; AC 5; MV 12, Sw 24; HD 4+4; hp 25; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 420.

They are eating a variety of squid which would prove poisonous to the PCs (saving throw vs. poison or die).

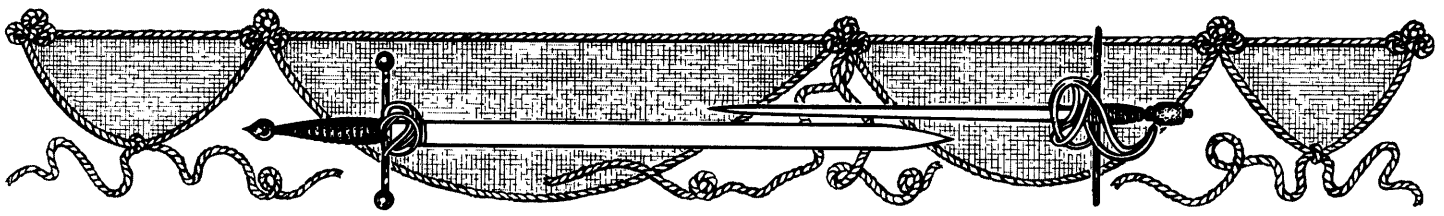
#S98. Kitchen

The kitchen is an odd place, looking more like an aquarium than a kitchen.

Most of the food is kept alive until time to prepare it (and even then, it is often kept alive). There are currently three sahuagin cooks in here who rush to #S97 if combat erupts there.

Sahuagin (3): Int High; AL LE; AC 5; MV 12, Sw 24; HD 2+2; hp 18, 15, 9; THAC0 16; #AT 1 or special; Dmg 1-2/1-2/1-4/1-4/1-4 or weapon type; SA Special; SD Special; SZ M; ML 12; XP 175 each.





Section II: City of the Ghouls

Aarth has revealed upon the Zodacno-kara that the main well of the City of the Ghouls is being overly used, and the abuse must stop. The PCs' mentor wizard informs them as to the location of the City of the Ghouls as follows:

city to stop using the well, you can destroy the well, or you can attempt to steal it away. I would prefer you didn't destroy such a wonderful item. Besides, such destruction has the potential of causing terrible upheaval among the ghouls. My real preference is that you steal the well. Now, begone before any of the other wizard's champions beat you to the goal.

What the wizard does not tell them is that the City of the Ghouls, like its inhabitants, is nearly invisible. Thus, finding it will not be easy.

For the overland segment of this ad-

venture, use the overland adventure section of this module.

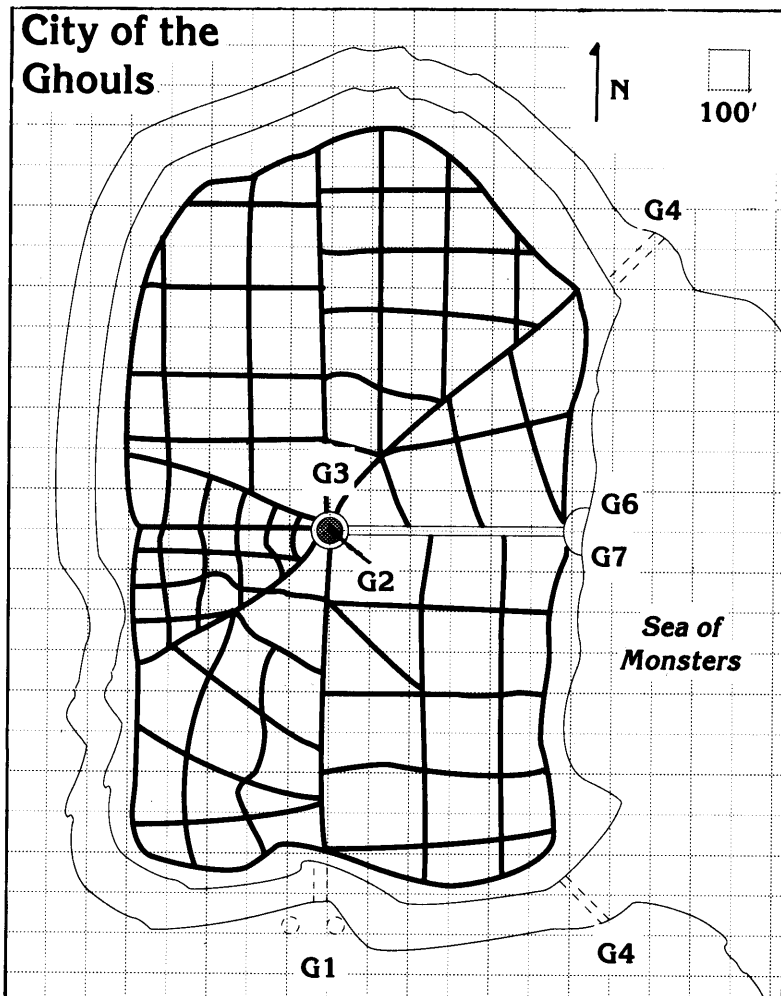
Eventually, the PCs approach the City of the Ghouls and behold the following.

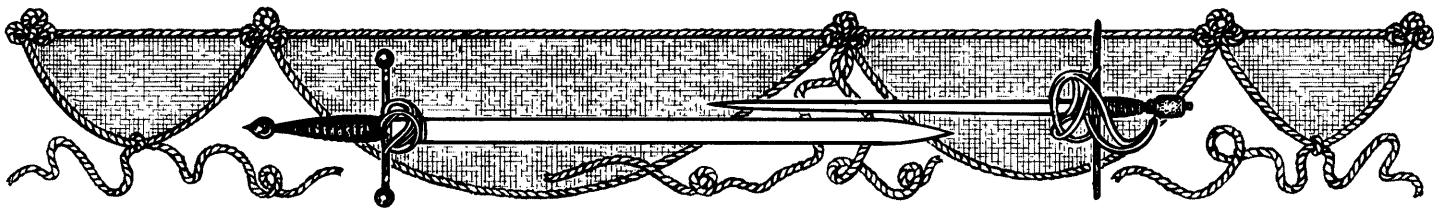
As you continue your trek around the coast of the Sea of Monsters, you begin to wonder if any city would actually be located upon the shores of such a terrible sea. The beings you have seen surfacing through the murky waters are the only life you have seen in this wasted area. Then, you hear a noise and look ahead, up the slight hill you are climbing. At its gentle top is a strange sight. A number of skeletons, perhaps 20 in all, are floating in the air in two separate columns.

These are actually the inhabitants of the City of the Ghouls! Although they are actually humanlike, all but their bones are invisible to normal men. Likewise, their main building material is an invisible clay which they use much like cement to form walls, buildings, and other items. Thus, the PCs are in for a very strange time. In addition to this, they grow a tree which looks very much like a palm tree (deekwood), except that everything but its coconutlike fruit is invisible. They use the wood of these trees to make many of their wooden items.

The big secret of the ghouls is that they were not originally invisible people, but looked just normal humans. However, long ago, the founder of their race discovered an invisible whale trapped in a deep crevice next to the Sea of Monsters. At the crevice's bottom was a large passage which led out to the sea. The founder, a female warrior, climbed down the crevice to examine the strange noise she heard (the whale's song). When she got to the bottom, she found the whale and stayed to console it. Over the days that followed she chanced to discover that the whale's spray as it cleared its blow hole didn't taste salty like the sea. Out of curiosity, she

Now, you have a difficult task. You must seek out the City of the Ghouls, which lies next to the Sea of Monsters. There, you will find a well in the center of the town. This well has a very potent and powerful magical water. Once there, you have several options. You can attempt to persuade the rulers of the





drank the spray and soon after became invisible (except for her bones).

Since then, all her offspring have been invisible as well. Moreover, after this discovery, she got a band of people together, and they widened the whale's "cage" for it and used it to turn them invisible as well. Of course, this whale is now dead, but the invisible people (called ghouls from here on) have always successfully bred it with another whale to form an invisible offspring which the ghouls keep in the crevice's bottom.

It is this whale which the PCs are after. Of course, they believe they are searching for a "well", not a "whale". This misunderstanding occurred somewhere between Aarth's clerics relating the information to Aarth, and Aarth telling the PCs' mentor, and their mentor relating it to them.

Of all things, only the ghouls themselves seem to be permanently affected by the liquid and pass its effects on from generation to generation (with an exception here and there). Thus for each new tree, or every new mix of their invisible clay, they must use some more of the whale's spray. And it is this use of the spray which is draining so much magic that Aarth can detect it as an abuse. If the spray returns to regular salt water, its magic is not used.

For many years, those of the City of the Ghouls did not encounter others who were not invisible as well, and they eventually came to believe that all humans were like themselves. However, recently, they have once again come into contact with outsiders with ghoulish effects!

If your players enjoy strange environments, you can have a lot of fun just role-playing typical events in the city such as getting a room at an inn, eating at a tavern, taking a coach ride, etc. Most of the city itself has not been detailed here so you can adapt it as you like.

Relations with Ghouls

The PCs should have no trouble getting into the City of the Ghouls. In fact, the gate guards (#G1) let them walk right in. Of course, the PCs may find it strange that outsiders such as they are not treated as curiosities and that they are allowed into the near-mythical city. More pondering brings up the question of why few people ever tell of having been to this city if the inhabitants are so friendly and open. The answer has to do with the very name these people have been given: "Ghouls".

The ghouls have long held to a practice of eating human flesh, due to custom, religion, and for the sake of taste (human flesh being a ghoulish delicacy). Thus entrance into the city is easy for humans, but few leave alive. To make outsiders feel more comfortable, a number of ghouls are highly trained in the art of makeup. These ghouls cover some of their members in makeup to give the illusion that other humans are in the city. Such ghouls are 95% likely to pass as a normal human. Those caught do not hide their true identity, claiming that they only prefer to "cover up their bones" and "look more civilized".

Ghouls in general are a very warlike people. Even a normal citizen fights like a 3HD monster (thus their statistics). One way to impress a ghoul is to prove that you are a great warrior yourself. This may end up saving the PCs!

Ghoulish Events

Event #1. PCs for Supper

This event is 1 in 6 likely to occur each day the PCs remain in the City of the Ghouls.

You need to adapt the event to the PCs current situation. Obviously, if they are in jail, the event is simple. In

any event, the largest force sent to capture the PCs (if entrapment and trickery won't work) is 10 ghouls, 8 ghoul war dogs, four 4th level ghoul warriors mounted on ghoulish war horses.

Once the PCs are captured, they are placed in the invisible walled huts at #G3 until the feast is to begin. At feast time, a smoking pot is placed under the huts. This smoke requires a saving throw vs. poison +2 each round or all your muscles completely relax (no voluntary movement although PCs are fully awake) for 2d8 rounds. At this time, the ghouls take the PCs and enjoy a public feast!

Ghoul, Nehwon (10): Int Average; AL NE; AC 6; MV 12; HD 3; hp 14 each; THAC0 17; #AT 1; 1d6 (short swords) or 1d4 (daggers); SD 80% invisible in dark; SZ M; ML 11; XP 175 each.

Ghoul 4th level fighters (4): Int Average; AL N(E); AC 4 (splint); MV 12; hp 28, 20, 19, 5; THAC0 15; #AT 1; Dmg 1d8 (long sword) or 1d3 (hand cross bow); SA poison on bolt (Class C, Onset 2-5 min., Str 25/2-8); SD 80% invisible in dark; SZ M; ML 12; XP 975 each.

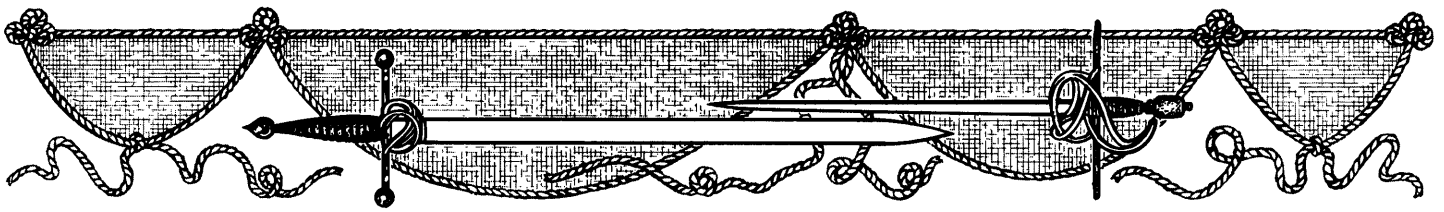
Dogs—War Dog (8): Int Semi; AL N; AC 6; MV 12; HD 2+2; hp 16, 13, 12, 11, 10, 5, 4, 4; THAC0 19; #AT 1; Dmg 2-8 (2d4); SZ M; ML 9; XP 65 each.

Horse—Light (4): Int Animal; AL N; AC 7; MV 24; HD 2; hp 14, 12, 7, 6; THAC0 19; #AT 2; Dmg 1-4/1-4; SZ L; ML 5; XP 35 each.

Event #2. Guests Forever

There are many citizens of the City of the Ghouls who would go to great lengths to secure a human to feast upon all by themselves, instead of only getting a morsel or so at the public feasts. Thus, the PCs are in danger from certain private individuals. One such is Constable Grishna.

Grishna is a huge fellow (for a



ghoul) nearly six feet tall and weighing over 200 lbs (most of it being fat). He commands a small private guild which is similar to an assassins' guild.

This optional event can be run at any time (preferably when the PCs are split up or are sleeping at night). Grishna sends two of his best men to "acquire" (just) one of the PCs. These are 4th level fighters/thieves. They have several tactics which they commonly employ:

1. Invite a PC to dinner at a local tavern. There slip ingestive poison into his drink or sprinkle it onto his food (saving throw vs. poison or become groggy and act extremely drunk).
2. Break into the PC's place of lodging and hide there until the PC is asleep. Then sneak forward and knock the PC out (saving throw vs. paralyzation -4).
3. Stalk the PC and wait until he is in a non-crowded place, then fire a poisoned blow dart into him (Class O, Onset 2-24 min, Str paralytic).
4. Simply invite the PC to Grishna's home for supper, then use trickery to get him into a locked room.

Once the PC is captured, Grishna gloats over his find. He invites over several of his private friends to view his "catch". He also treats the PC very well, trying not to overly alarm him or let him know that he is to be eaten (of course, he realizes that he is being kept here against his will). This process takes 1d3 days before Grishna gets bored with the sport and actually "dines". In this time, the rest of the party (if they are diligent) may be able to discover the plight of their companion and stage a rescue.

The floor plan of Grishna's house is not listed, and may be made up as you see fit. Besides his two main henchmen, he employs a staff of 10 ghouls, 4 ghoulish 3rd level fighter/thieves, a 5th level ghoulish fighter (his personal body guard), and has a kennel of 8 ghoulish war dogs.

Ghoul 4th level fighters/thief (2): Int Average; AL NE; AC 7 (studded leather); MV 12; hp 21, 13; THAC0 15; #AT 1; Dmg 1d6 (short sword), 1 (blow dart), or 1d3 (hand cross bow); SA poisons, backstab; SD thief skills, 80% invisible in dark; SZ M; ML 12; XP 975 each.

Ghoul, Nehwon (10): Int Average; AL NE; AC 6; MV 12; HD 3; hp 14 each; THAC0 17; #AT 1; Dmg 1d6 (short sword) or 1d3 (knives); SD 80% invisible in dark; SZ M; ML 11; XP 175 each.

Ghoul 3rd level fighters/thief (4): Int Average; AL NE; AC 8 (leather); MV 12; hp 19, 13; THAC0 15; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger); SA poison (Onset 1d2 rounds, Str 15/1d3), backstab; SD thief skills, 80% invisible in dark; SZ M; ML 12; XP 650 each.

Ghoul 5th level fighter (1): Int Average; AL N(E); AC 4 (splint); MV 12; hp 36; THAC0 16; #AT 1; Dmg 2d4 (Broad sword or morning star) or 1d6 (hand axe); SA poison on morning star (Class E, Onset immediate, Str Death/20); SD 80% invisible in dark; SZ M; ML 12; XP 1,400 each.

Dogs—War Dog (8): Int Semi; AL N; AC 6; MV 12; HD 2+2; hp 16, 13, 13, 12, 12, 10, 10, 8; THAC0 19; #AT 1; Dmg 2-8 (2d4); SZ M; ML 10; XP 65 each.

Event #3. Mentor's Guidance

This event is to occur if it looks like the PCs are going to err in their actual quest, "to free the whale". If the PCs don't decide to explore the shaft below the well, you can run this event there (using the well water). Also, if the PCs do explore the shaft and discover the whale, but do not do anything about it, you can run the event there as well. Also, if the PCs look as if they are going to perform these tasks

without guidance, let them. You should alter experience as follows:
Find whale without DM prompting: +2,000 each
Decide to take whale out to sea: +3,000 each

A gust of wind ripples the surface of the water before you. Suddenly, a jet of water bursts from the surface and leaps into the air. Then, instead of falling back in a mighty splash, it forms into the likeness of your mentor. Wind is billowing all about and spray is beginning to drench you, but you don't even notice for your mentor is speaking, "Champions of mine, I am not able to see you at this time, but I know you are near. The god of sorcery and knowledge has informed me that you must seek out the fish below the water which is below the water. This is the goal of your true quest. Once found, you can achieve your objective in degrees from lesser to greater as follows: kill the fish, return the fish to its pond, or bring the fish to me."

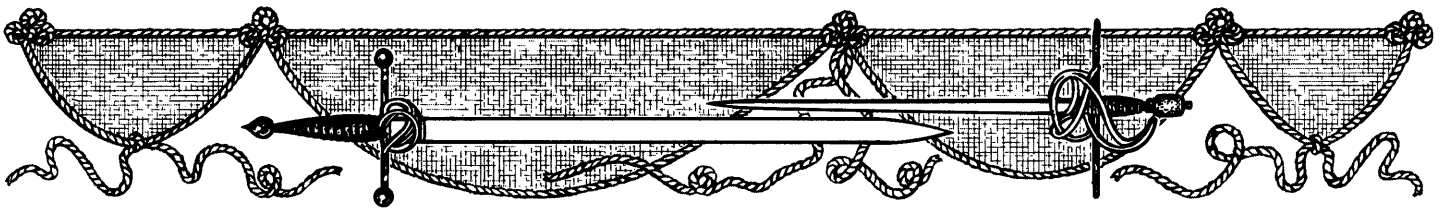
Of course the fish is the whale, and the water below the water is the whale's watery bowl below the water of the well. The fish's pond is the Sea of Monsters.

Keyed Encounter Areas

#G1. Entering the City of the Ghouls

Part of the description is above. When the PCs get close to the top of the hill, they see the following:

A deep chasm some 100' across and even farther down separates you from the strangest sight you have seen in days. An entire city of skeletons stretches before you,



ringed on all sides by this chasm. You can even see some skeleton horses and dogs. However, you see no walls to most of the buildings. There is an occasional free-standing door, and some of the buildings appear to have thatched roofs. Items float in the air all over the city. You can see chairs, tables, food, crocks, cloth, and hundreds of other things. Scattered above the rest are floating brown gourds ranging from 15' to 40' high.

The gourds are actually the coconut-like fruit of the palm trees which are called deekwood.

The 20 guards in the two towers the characters first saw hail the PCs when they come within hailing distance, "Hail, from the city of ghouls. Who be ye and what business have you in our fair city?" Any reasonable answer is accepted, and the PCs are instructed to continue on. Between the two towers is a great bridge made of deekwood which spans the chasm. Once across it, the party is in the City of the Ghouls.

As the party crosses the bridge, a small band of ghouls masquerading as human merchants with a visible cart leaves the city (the ghouls are covered in makeup). This is a common technique of the ghouls to make strangers feel more at home.

If the PCs try to sneak into the city by crossing the chasm, they find their task a difficult one. The chasm walls actually slope inwards (the bottom being wider than the top), and are made of hard dirt (which crumbles). Thus, only a thief could possibly navigate the climb (without rope), and this is done at a -40% climb walls roll. Furthermore, the chasm's bottom is filled with many cruel rocks and 10' deep water which constantly thrashes about as if it were the incoming surf (which it is). Swimming it requires a proficiency check at -5. Those who fail suffer 2d8 points of damage and must make a second check at -8 or drown.

Another possible way is to cross the invisible walls at #G4, but this is unlikely.

Ghoul, Nehwon (20): Int Average; AL NE; AC 6; MV 12; HD 3; hp 15 each; THAC0 17; #AT 1; Dmg By weapon type; SD 80% invisible in dark; SZ M; ML 12; XP 175 each.

#G2. The Great Well

As you approach the center of town, you enter onto a street which makes a large loop around a central park. Many of the nicest and fanciest shops you have seen line the outer edge of this loop. The park itself is a strange mixture of visible, and what you guess must be sections of invisible plants. Several cobblestone walkways lazily wind through the park, coming to abrupt ends before small streams and continuing on the far sides. You assume an invisible bridge must connect them. At the park's center is a 40' diameter pit with a large well seeming to float over its center.

The well is actually resting upon a huge iron grate that was forged from iron made invisible by the ghouls. As the PCs approach it, they are able to hear the sea crashing against the rocks far beneath them, where the invisible whale is kept. The well itself is normal and non-magical, although the water it contains is daily laced with some of the whale's spray so that anyone drinking of it becomes temporarily invisible (except for their bones) for 1d6 turns. Of course, this invisibility does not apply to ghouls or other beings made invisible by the whale. However, it also confers upon the PC the ability to look like a ghoul, and see the world from a ghoul's perspective. Ghouls don't wear much clothing, and if the PC doesn't remove most of his clothing, he cannot easily pass as a ghoul. If the PCs do drink from the well, go to #G9.

The well is guarded by three ghoul

warriors and their four ghoulish war dogs. They are instructed not to let anyone except ghouls drink from the well.

You may need to run event #3 here depending upon the PCs' actions.

Ghoul 5th level fighters (3): Int Average; AL N(E); AC 4 (splint); MV 12; hp 48, 43, 43; THAC0 16; #AT 1; Dmg 1d10 (halberds) or 1 (blow gun); SA poison on blow darts (Class D, Onset 1-2 min., Str 30/2-12); SD 80% invisible in dark; SZ M; ML 12; XP 975 each.

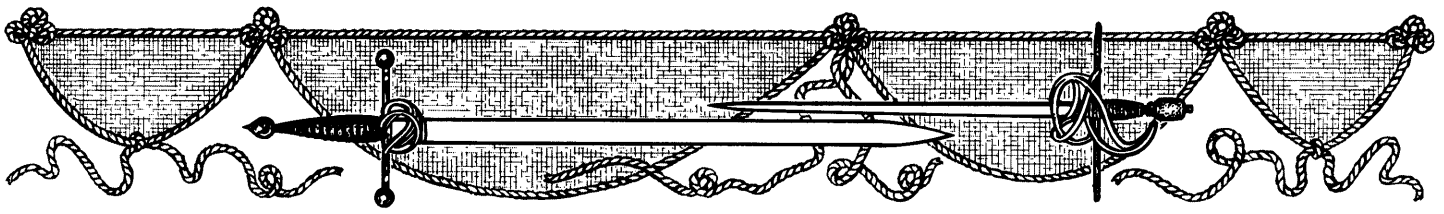
Dogs—War Dog (4): Int Semi; AL N; AC 4 (studded wood barding); MV 12; HD 2+2; hp 14, 13, 10, 7; THAC0 19; #AT 1; Dmg 2-8 (2d4); SZ M; ML 10; XP 65 each.

#G3. Huts of Hunger

The PCs are not able to see that scattered through the park (#G2) are located deekwood huts mounted on a single deekwood pole. These huts only have an opening in the bottom which comes with a large lock. If the PCs are placed here (see Event #1), escape is very difficult. Two successive bend bars rolls are required to force open the hut's locked trap door. The walls have been treated so that only fires causing more than 10 points of damage sets them alight. Even then, the fire ceases to burn as soon as the heat source is removed. Thus burning through the wall no doubt causes half damage to those in the hut. The huts' walls can survive 50 points of damage.

In addition to all this, at the base of each hut, a ghoul war dog is kept. Nearby the huts is a ghoul guard station containing 8 ghouls and one ghoulish 5th level fighter.

Nehwon Monster—Ghoul, Nehwon (8): Int Average; AL NE; AC 10; MV 12; HD 3; hp 17, 14, 14, 11, 9, 6, 5, 5; THAC0 17; #AT 1; Dmg 1d8 (battle axes) or 1d6 (throwing axe); SD 80% invisible in dark; SZ M; ML 11; XP 175 each.



Ghoul 5th level fighters (1): Int Average; AL N(E); AC 4 (splint); MV 12; hp 39; THAC0 16; #AT 1; Dmg 1d10 (two-handed sword) or 1d6 (javelin); SA poison on sword (Class D, Onset 1-2 min., Str 30/2-12); SD 80% invisible in dark; SZ M; ML 12; XP 1,400 each.

#G4. The Sea Walls

The City of the Ghouls rests upon a veritable island with a vast chasm surrounding it. The Sea of Monsters should fill the lower two-thirds of this chasm, as it is open to the sea at both ends of its horseshoe shape. All along the sea shore for several miles, there is nothing but sheer cliffs dropping some 50-100 feet down to the violent waters of the Sea of Monsters. However, at the inlets to the chasm, even the great Sea of Monsters seems daunted as if not wanting to surround such a strange city. The waves roll in and then seem to crash against an invisible wall across the chasm's mouth. Sea spray jets some 20-40 feet into the air, but never breaks the plane of the invisible wall.

Indeed, the sea is stopping because of walls. A great wall made of the invisible ghoul clay spans the chasm at both entries. It is fully 50' wide at the base and 10' wide at its apex, which is only 10' below the chasm's top.

It is doubtful the PCs enter the City of the Ghouls via this route as the tops of the walls are covered with dagger-length spikes every foot, with permanently affixed caltrops completely filling the area between. The entire top of the wall is coated with an oily substance that causes muscle spasms in 1d6 rounds unless a saving throw vs. poison is made every round of contact. Those who fail spasm more and more violently, until they fall off the wall (after being severely cut up in the process, no doubt). The dagger-spikes cause 1d4 points of damage, while the caltrops cause 1d6 points of

damage to those who forcefully contact them. In addition to these effects, the oily poison has seeped over both edges and all climb walls rolls are made at a -60% penalty.

Although the walls keep out the sea (thus preventing easy chasm crossing with boats), water constantly seeps into the chasm through the ground and violently froths about as if sympathetically moving with its mother sea (thus the 10' of water which fills the bottom of the chasm).

In an extreme emergency, the ghouls have left a mechanical mechanism which can cause both walls to open up, thus crushing anyone (or thing) in the chasm. This has been done twice before, but resetting the mechanism, and draining the chasm is such a monumental task, that this option is rarely considered.

#G5. Guards of the Hanging Stairs

There is a long avenue which connects the loop around the inner gardens (#G2) to the cliff edge here. This avenue is cobblestoned and strangely, few tread upon it. At its far end, nearly falling off the cliff edge into the Sea of Monsters, is a low guard hut and a simple rock railing.

This is the guard station at the top of the hanging stairs. No one has descended this set of stairs in this generation. It is not even clear who is still eligible in the city to do so. It is only used when the existing invisible whale is about to die and must be bred to a new one. These whales live for a very long time due to the magic they contain. However, everyone knows that it is an offense immediately punishable by death to step onto the stairs.

To enforce this law, and to satisfy ancient customs, three of the city's best warriors are always on guard here. Their armor and weapons have been forged out of invisible metal (thus they

get a +2 to their THAC0). A single great war dog (the sire to many of the cubs in the city) is kept on a chain which connects to the stair's top.

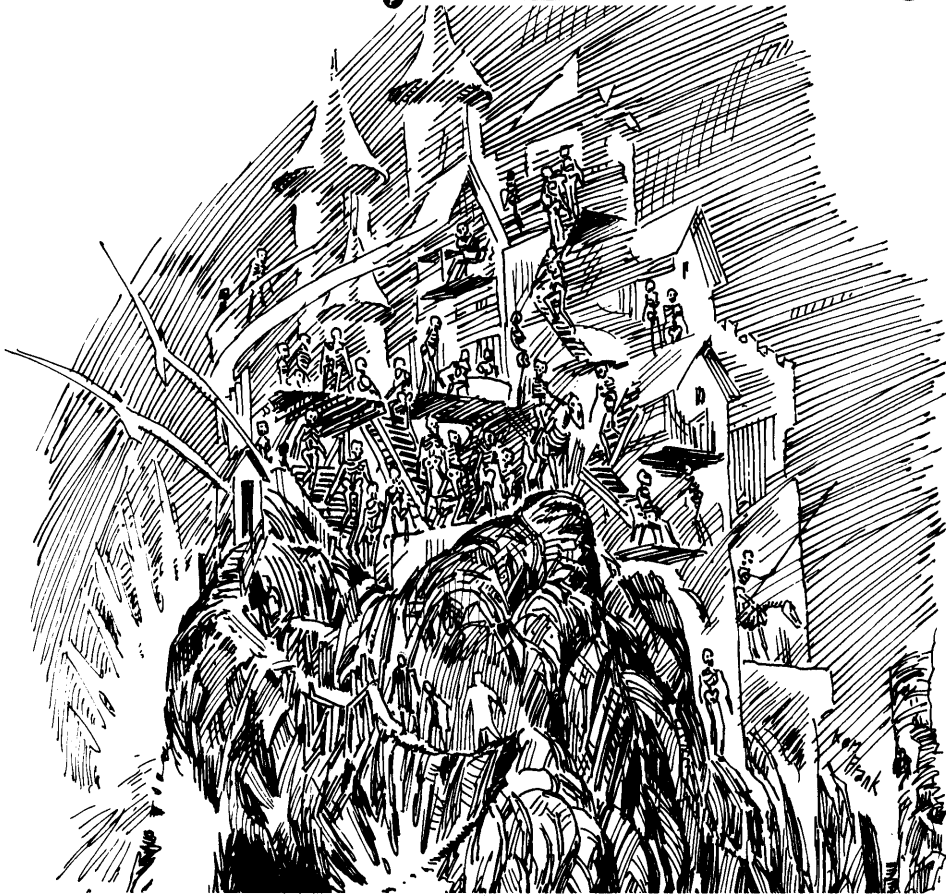
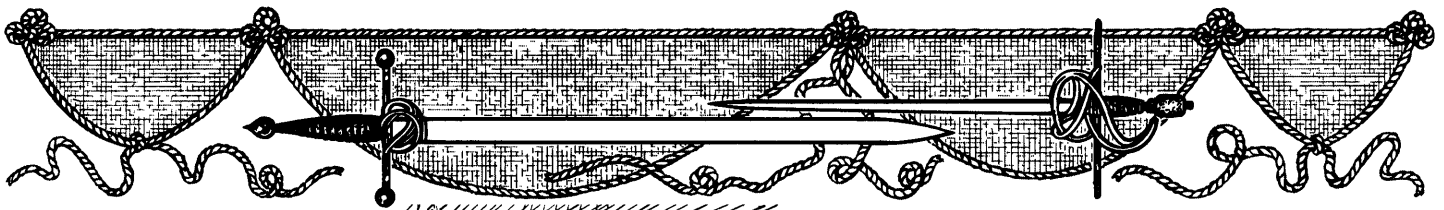
Although citizens are allowed to look over the stone railing, it is rarely done, and the guards become quite suspicious of anyone doing this for long. However, those doing this see #G6.

Ghoul 8th level fighters (3): Int Average; AL NE; AC 1 (full invisible plate); MV 12; hp 60, 51, 47; THAC0 11 (due to invisible weapons); #AT 2; Dmg 1d10(x2) (halberds), 2d4 or 1d8 (bastard swords), or 1d4 (light crossbows); SA poison on all weapons (Class E, Onset Immediate, Str Death/20); SD 80% invisible in dark; SZ M; ML 12; XP 3,000 each.

Great war dog (1): Int Semi; AL N(E); AC 6; MV 15; HD 5+5; hp 33; THAC0 15; #AT 2; Dmg 2-8 (bite) and 1d6 (spiked collar); SD 80% invisible in dark; SZ M; ML 15; XP 420.

#G6. Hanging Stairs

As you look out to the sea, some 75' below, you get a feeling for the harsh environment, this city rests upon. Cold winds blow in from the sea carrying a fine mist off of the water. Waves cresting a full 20' are common. These are not the big rolling waves you find on Inner Sea, but sudden waves which spring up violently, and then vanish again. It looks like a choppy water blown up to a huge proportion. Nowhere is the violence of the Sea more severe than below your feet. As the great breakers come rolling in, you can feel the very ground shudder with their impact. Spray jets half way up the undercut cliff face toward you. And yet, for some strange reason, the top of an ancient stairway, carved out of the cliff's own rock and packed dirt, drops over the edge, and out of sight.



The cliff is undercut, meaning that the PCs are standing farther out over the Sea than the cliff's bottom. The stairway is ancient and in poor condition. The PCs could safely drop some 10' down the stairs before running into problems. As soon as they do step over the edge, read the following.

As you step out over the cliff edge, you can fully see the hanging stairs below you. The steps are half carved into the cliff-face, half built upon old mortared and rotting wooden supports. The cliff is a composite of hardened dirt and stone. You can see several places along the stairs where switchbacks occur. In two places, there are no steps at all, only a large pole made out of bamboo like reed which have been strapped together to make a pole nearly a foot in diameter to climb down. When the

breakers roll back, a large cave mouth temporarily draining of sea water is revealed.

Attempting to directly climb the cliff face must be done at a -50% chance due to the moisture and angle. Descending the stairs is possible, although each 25' of the 75' descent requires a Dex check. Those who fail roll on the table below:

- 1 Fall off into the sea
- 2 Tumble down the stairs
- 3 Stairs break or crumble
- 4 Stumble and freeze up due to fear

Those ending up in the sea must use the swimming table under #G7. Even if swimming is possible, there is a 20% chance per round that the PC is smashed into the cliff for 1d12 points of damage which also requires another check. Aiming for the cave mouth is possible, but is only 70%

likely to occur (otherwise they hit the cliff).

Tumbling down the stairs results in those below needing to make Dex checks at a -5 penalty or also roll on the above table. Once someone makes it, they are considered to have caught you. Otherwise, you soon tumble off.

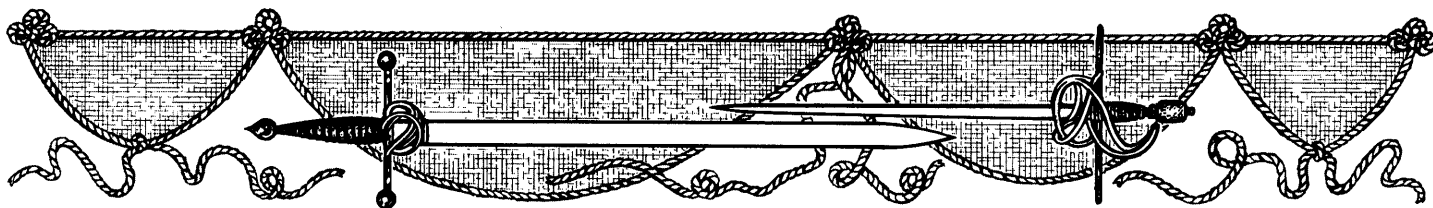
Those frozen with fear must not move for 1d6 turns. After that, they can move, making Dex checks at -2.

If the PCs link themselves together with rope, everyone makes Dex checks at a +3 bonus, and those who fall can be stopped if the person next to them rolls a successful open doors check (otherwise, they go also). If more than one is falling, the check is made at a -2 penalty per person falling.

#G7. Entering the Cave

As you approach the cave mouth, the vibrations caused by the breakers also increases as does the cold taste of salt in your mouth. Garmments have now been completely soaked by the fine mist and the odor of damp hair is all about you. The cave mouth is now only 15' below you. It looks to be some 40-60' wide and nearly that high. Your next move must be made with caution as the breakers come in at different heights and with differing degrees of force. Some just reach the bottom of the cave, and some nearly fill its mouth with the spray reaching far past you. You only hope that once inside, the cave climbs quickly so that you can find a safe haven.

If the PCs take the time to observe the waves, they notice that there is a pattern. The waves come in three sets of seven, with each of the seven increasing in size and force. As each of the three sets begins, the height and force starts over again at its lowest. However, the first set of three has less severe increments, while the last of the



three sets brings the water level up so that the PCs at their current position must do all they can to maintain their footing (short of making another check). Thus, if the PCs immediately climb down after the seventh wave of the third set, they have maximum time and safety.

Unfortunately, for the PCs, the ancient hanging stairway ends just inside the top lip of the cave. From here, they must either use a rope to lower down, or dive off into the water (preferably between waves and swim the short distance into the cave). Either is a viable option. It would be impossible for a thief to navigate the cave from this position as he would have to climb on wet rock completely upside down (if one really wants to try, give him a -90% penalty).

Once the players decide on a course of action, you must judge speed and safety. Dex and Str checks are applicable where you deem necessary. Between breakers, there is about a half-round interim in which the PCs can act. The following details swimming difficulties.

Set	Avg.	Hard	Diff.	Imp.
1	1-3	4-6	7	
2	1-2	3-4	5-6	7
3	1	2	3	4-7

Average (Avg.) means that a swimming proficiency check at +5 bonus is to be made. Hard means a normal check is required. Difficult (Diff.) means the check is at -5. Finally, Impossible (Imp.) is exactly that. Failing results in drowning.

Once inside the cave, the PCs find that cave is shaped like a bird in flight. The center is deep and water runs nearly the length of it. However, along both edges is a high shelf which a human could half walk, half crawl along. The shelf is hard to get to, though, and only someone with climbing proficiency or a thief could get there normally. Thus there is another race to get up on the shelf before a difficult or impossible wave comes. Difficult waves fill the cave high enough that all

not on the shelves must make a swimming check or be sucked out to sea. Impossible waves fill it enough that the check is at -5. Upon the higher ledges on the side, only Impossible waves can reach, and anyone prepared for them is safe (but describe to the PCs how the water drags at them very strongly).

#G8. Cave In

As you procedure farther into the cavern, you notice that the high waves continue to rush water up the center of the cavern. However, it is a little less violent here. Then you see that the cavern seems to have collapsed up ahead. A large mound of jagged and wet rocks fills the passage.

If the PCs explore this, make secret door checks each turn for those searching. A success indicates that a narrow passage through the mound has been found. Trying to remove the rubble is a near futile job requiring nearly 1000 man hours. Of course, if the party has been up by the well, they remember hearing the crash of water below them. Thus the incoming waves are still getting through. Indeed, a horseshoe shaped tunnel some 30' long, 20' wide and 3-8' high exists under the mound. On either side, it simply looks like a big pool of water next to the mound.

Those swimming through this have to hold their breaths for 6 rounds. Those coming after the first swimmer only have to hold theirs for 5 and then 4 rounds as confidence is built, and the passage through the murky, waterfilled tunnel becomes better known. If a rope is used, a PC can cover the distance in half the time.

#G9. Trap Door

As soon as you drink from the well, your knees fold up under you and you nearly tumble to the ground. Soon the feeling passes and you look up to a changing world. All about you, things are fading into existence. Now, you see the world from the perspective of a ghoul, all that was invisible is now visible to you. You notice that you are standing on an intricate iron grating made from thin ribbons of steel mounted on their edges.

The only thing that remains invisible to the PCs is the flesh of humans. The water seems to affect it more strongly. Only with ghoulish sight can the PCs be able to find the trap door near the edge of the grating.

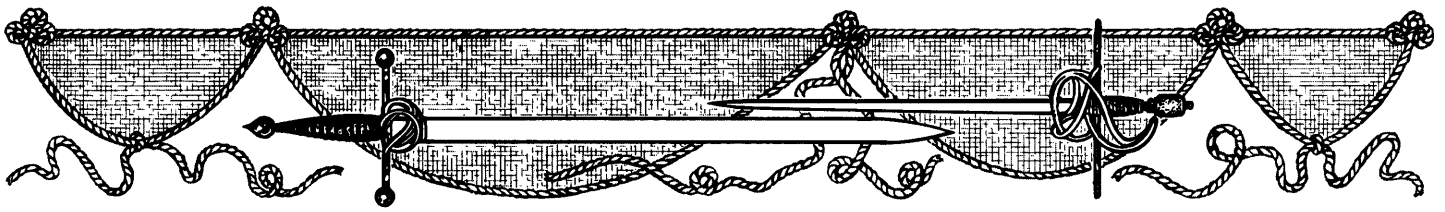
Although the trap door has no handle, it can easily be grasped and swung open on well-oiled hinges. Now read the following:

An 80' drop ends in a water filled bottom far below. A set of iron rungs hang on the underside of the grating and run out and end under the very center of the well.

Crossing these rungs can be done hand over hand (make a Str check +5 or fall) or one could hang upside down and crawl along them. Remember that loose items fall out when the PCs are upside down.

Once under the well, the PCs may find the concealed door in the wells bottom which, when opened, releases a thick knotted rope that drops most of the way down (all but the last 5' above the water). Descending the rope is easy for those with climbing or rope skills. Others must make a Dex check at +5 or fall. Falling damage is halved due to the water below.

The PCs can now either drop into the water or swing the rope so that they can land on the ledge which surrounds the water.



#G10. Lair of the Invisible Whale

You now get a good look around. Far above is the well at the city's center. A deep bowl of water some 50' across and roughly circular fills the center of the bottom of this shaft. The water fills the bowl up to within 8' of its top where a narrow ledge runs around both sides of it. A large opening in the side of the bowl leads down an equally large bird shaped cave toward the Sea of Monsters. Every so often, a rush of water comes in through here and gently thrashes about the bowl. The sound is strangely much quieter here than it was from above. Another water filled opening in the bowl across from the first runs back into the rock.

If the PCs can see with ghoulish sight (i.e. drank from the well), they see that the cave entrance leading to the sea is blocked by a massive portcullis with square iron rungs fully 2' in width. Between these large rungs are lesser

rungs too tightly woven for even a halfling to fit through. The bars of this portcullis are much too massive and numerous for the PCs to ever bend bars and get through.

Ghoulish sight also reveals a large deekwood wheel sitting on a small ledge (looking just like a lot of other small ledges in the cave) on the far side of the portcullis. The ledge is about 20' off the cave floor and would require a climb walls roll to reach it.

The wheel has a number of hand pegs which run through it to grip. Its shaft disappears through a hole in the wall. This wheel raises the portcullis, but the only access to it is by going back up the rope, out to #G6, down the hanging stairs, and then enter through the cave. Of course, if the PCs arrive via that route first, it is unlikely that they see the wheel as it is invisible to all without ghoulish sight. In fact, they do not even see the portcullis until they run into it.

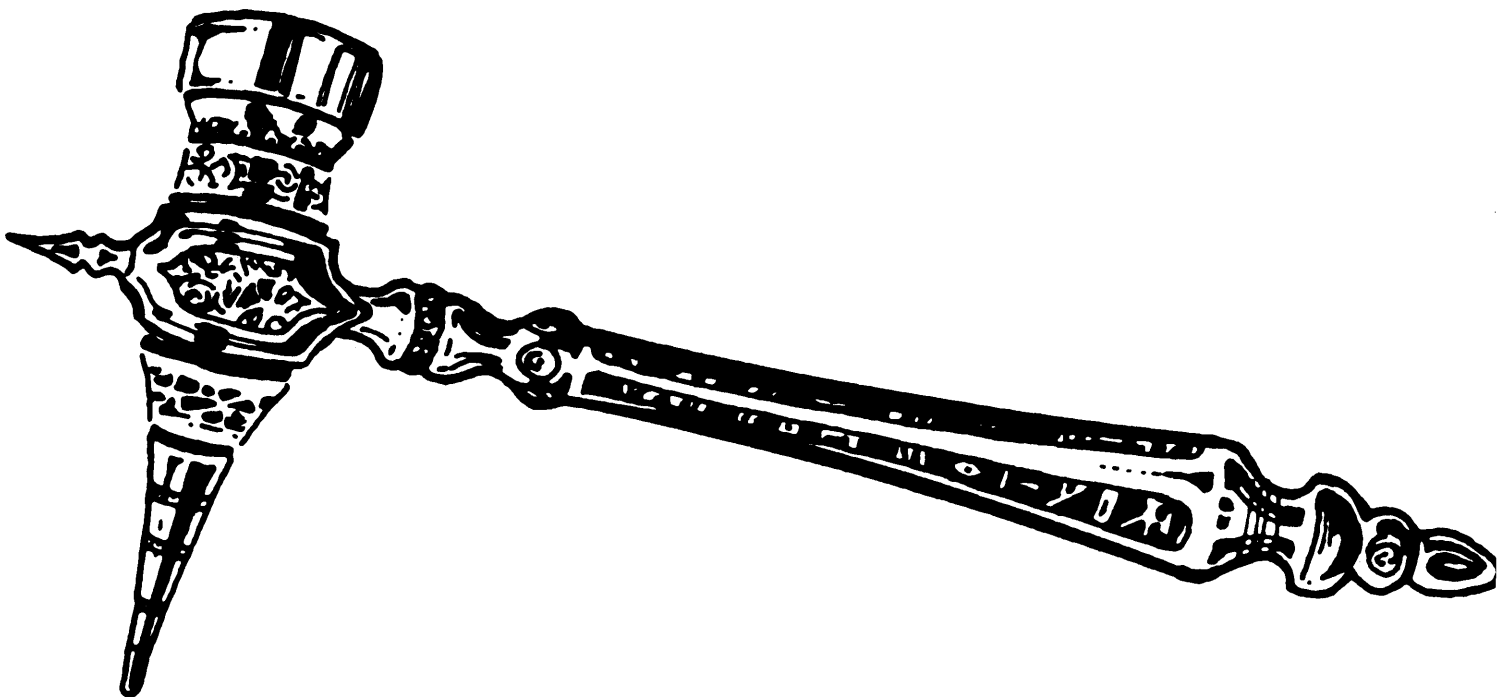
If the portcullis is lifted, there is still the problem of the rubble. However, on the largest of waves, the water enters this chamber enough that the whale can swim down the cave. Of course, it becomes beached for about

a turn until this great wave enters again (this does not harm the whale). Eventually, it reaches the rubble. Here it stops and waits for several turns. This should alarm the players. However, after three turns of waiting, the whale suddenly surges forward on the next great wave and half buries itself in the rubble. The wave after that, it bursts through and frees itself. If the PCs encourage the whale to do this before it thinks of it, then give them all 1,500 extra experience.

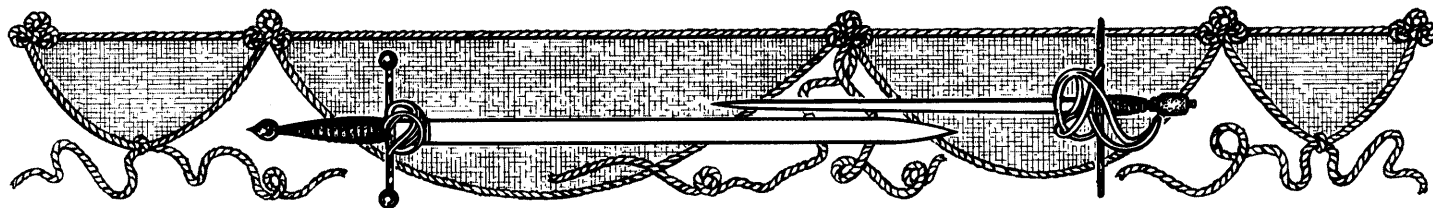
Down the other passage is where the invisible whale rests (it is currently there). It is quite friendly to anyone not in the water, but has been trained to kill those entering the water. It also has a great enmity toward true ghouls (not the PCs even if they drank from the well), for it realizes that the ghouls are keeping it prisoner for their own personal greed.

After the PCs encounter the whale, you may need to run Event #3.

Ghoul Whale, Common (1): Int Low; AL N; AC 4; MV Sw 18; HD 25; hp 115; THAC0 5; #AT 1; Dmg 5d8 (either fluke); SA Tail; SZ G; ML 15; XP 15,000.







Section II: Shadowland

In this segment, the PCs delve into the Shadowland of Death himself. Death is an intermediate god who resides in the heart of a semi-wandering land called Shadowland. The PCs are to retrieve the *Stone of Darkness* from Death's realm. This stone helps perpetuate the darkness which always encompasses this area. It is worn about the neck of a ju-ju zombie that wanders Shadowland, thus spreading the darkness about.

Note, although the PCs are to get this stone, Shadowland is so inherently dark that no noticeable change ever occurs within the span of time the PCs spend in Nehwon; thus, Shadowland remains dark Shadowland forever.

Each day spent in Shadowland, everyone must make a saving throw vs. death magic. Those failing suffer a -2 on all combat rolls. Furthermore, if they fail by 5 or more, they must check again. A second failure means they have gone insane and run off into the darkness.

The sun never shines in Shadowland, and the sky is always dark. During the day, things just turn misty and gray, while at night, things are pitch black. The edge of Shadowland is undefined, and never seen. As you approach it, the sky darkens, and then one day you wake up and find yourself in it. Leaving is a similar experience in which you walk endlessly and then finally wake up in the outside world.

Death skeletons and death zombies are mentioned throughout this section. They are identical to regular skeletons and zombies, except they have more hit dice, better THAC0s, turn as their hit die type, and, of course, are worth more experience points.

Fading into Shadow

For the first three portions of this adventure, no map is provided. Beginning with #D4, refer to the Map D on the fold-up map sheet.

#D1. Shadowland

The horizon to the east has been constantly darkening over the past several days of endless trekking across the Steppes. The party's spirits have also been falling and you sense that the legendary land of Death is nearly upon you.

When the PCs bed down for the night, read the following:

The night is pitch black with not a star shining through the thick cloud cover which moved in and nearly blotted out the sun near dusk. The wind has picked up and is blowing with an odd hollow loneliness. Sleep is fitful, and slow in coming.

Tonight, Shadowland rises up about the PCs, concealed by darkness. Several hours before dusk read the following to the character(s) on watch (if they are foolish enough to have none, then have everyone roll Con checks to see who wakes up).

A growing sense of fear has been building as you sit motionless on the wet rotten log near camp. The night has been dark and humid. Several times you have kicked lesser snakes away from your sleeping comrades. Now all is strangely silent and the darkness seems to be thickening. Several times, you have imagined that the plants moved, but you realize this must be another snake, or just your imagination. You also keep imagining that you smell a sweet syrupy scent.

Actually, two giant sundews are creeping along in the PCs direction. Since they are sensitive to motion, as soon as the watchman moves or the PCs wake, they attack.

Plant, Carnivorous—Sundew, Giant (2): Int Semi; AL N; AC 7; MV 1; HD 8; hp 41, 31; THAC0 12; #AT 6 per target; Dmg 1-3; SA Suffocating; SD Special; SZ M; ML 11; XP 2,000 each.

Midway through the combat, several dozen skeletal bats fly into the fray. This indicates that there is a powerful undead in the vicinity (which is true).

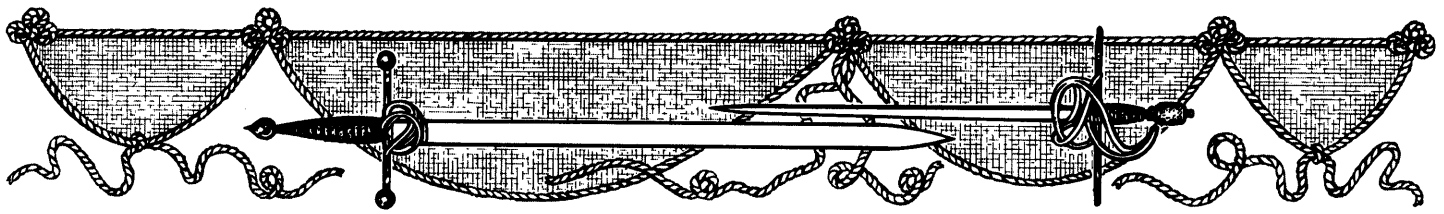
Nehwon's Monsters—Skeletal Bats (36): Int Animal; AL NE; AC 7; MV Fl 12 (C); HD 1-3 hp; hp 2 each; THAC0 20; #AT 0; Dmg Nil; SA Swarm; SZ S; ML 7; XP 15 each.

#D2. Travel through Shadowland

As morning comes, or at least what you think must be morning, you can't help but believe you must be in Shadowland. There seems to be a gray cloud covering of indeterminate height. Often it seems to be just above your head, but when you reach up, you find it to be farther yet. The countryside is haunting. Small rolling mounds make up most of it with dark twisted plants littering the ground. There are bogs, murky slow moving streams, marshes, and all other forms of terrain detested by a civilized traveler. The single most striking element, however, is the way that everything seems to be dead or dying.

The following is a list of terrain encounters and wandering encounters which takes place in Shadowland. Terrain should be checked for once every hour with a 1 on 1d8 chance of a terrain result (roll 1d6).

1d6	Terrain
1	Bog
2	Bubbling mud pit
3	Burial mound
4	Crumbling ledge
5	Gas
6	Quicksand



- **Bog**—This appears to be regular marshy ground, however, every round of being disturbed, there is a 1 on 1d20 chance that the bog saturates with water and is then treated as quicksand.

- **Bubbling Mud Pit**—these pits of bubbling mud are 1 in 4 likely to give off toxic vapors (see Gas result). Additionally, they act as quicksand when crossing.

- **Burial Mound**—many of the dry mounds which rise up out of the swamp/marsh are ancient burial mounds. They can be dug into, but access is more likely to result as the PCs walk across them, and their rotten timbers and stone give way. PCs fall 1d10 + 10 feet. In the mound are 1d4 death zombies. Some in coffins, some on stone tables, others standing in wall recesses. Use the stats below for them. There also are 1d10x100 rills in treasure found in these mounds.

- **Crumbling Ledge**—throughout Shadowland, there are numerous ledges (strangely with swamp both above and below them). They are usually formed of hardened dirt which makes them hard to climb (-20%) as they crumble away.

- **Gas**—several types of noxious gasses are given of my mud pits, rotting vegetation, and the swamp in general. The color and effects are listed here (roll 1d6):

- 1) black—saving throw vs. poison +2 or madly thrash about on the ground causing 1d6 points of damage and requiring a Con check if in water (marsh/swamp) or drown.

- 2) white—teleports victim 1d100 feet in a random direction.

- 3) yellow—causes 1d3 points of respiratory damage per round breathed resulting in coughing, spitting blood, and general choking unless escaped from. Takes 10 rounds to escape area, and requires saving throw vs. poison each round or stop in a choking fit.

- 4) green—Causes skin to begin decaying (1d6 damage). Holy water prevents harm. Those killed this way become death zombies.

- 5) violet—saving throw vs. paralyza-

tion or go insane: 1d4 1 = attack PCs for 1d4 rounds, 2 = run wildly for 1d20 rounds, 3 = lose 1 point of wisdom or intelligence, 4 = as *feblemind*, not moving for 1d100 minutes.

- 6) yellow—Corrosive to non-living, all items must survive saving throws vs. acid at +3 or they are weakened and break the next time they are used.

- **Quicksand**—PCs can walk 1d10 feet across quicksand before realizing their fate. They sink at a rate of one foot per round thereafter. Each round of movement (swimming, crawling, etc.) gains them 1d3 feet but causes them to sink 1d3 feet as well. Once below the quicksand, they suffocate (use hold breath rules). Attempts to pull them out work, but the first round, no amount of human force budges them (PCs may give up). However, on the second and succeeding rounds, any PC able to “Max Press” his or her weight or more can slowly drag them out (at about 1 foot per round).

Random encounters are as follows:

- 1 Death zombie
- 2 Death skeleton
- 3 Eels, poisonous
- 4 Giant leech
- 5 Gladiator lizard
- 6 Gray ooze
- 7 Mud-man
- 8 Roper
- 9 Rot grub
- 10 Salt spider
- 11 Roll 1d10 twice
- 12 Random MC monster

The random MC monster is to be a monster appropriate to this desolate setting selected out of the *Monstrous Compendiums*.

Death Zombie—Common (4): Int Non; AL N; AC 8; MV 6; HD 6; hp 36, 32, 27, 19; THAC0 15; #AT 1; Dmg 1-8; MR Special; SZ M; ML Special; XP 420 each.

Death Skeleton (5): Int Non; AL N; AC 7; MV 12; HD 5; hp 35, 26, 22, 20, 15; THAC0 15; #AT 1; Dmg 1-6 (weapon);

SD Special; MR Special; SZ M; ML Special; XP 420 each.

Nehwon’s Monsters—Eels, Poisonous (8): Int Animal; AL N; AC 6; MV 9; HD 1/2; hp 2(x3), 1(x5); THAC0 20; #AT 1; Dmg 1-4; SA Poison; SZ S; ML 10; XP 35 each.

Leech—Giant (6): Int Non; AL N; AC 9; MV 3, Sw 3; HD 3; hp 16, 13, 13, 11, 9, 8; THAC0 17; #AT 1; Dmg 1-4; SA Drain blood; SZ S; ML 7; XP 175 each.

Nehwon’s Monsters—Gladiator Lizard (2): Int Very; AL LE; AC -3; MV 15; HD 7; hp 31 each; THAC0 11; #AT 2; Dmg 1-10; SZ L; ML 13; XP 650 each.

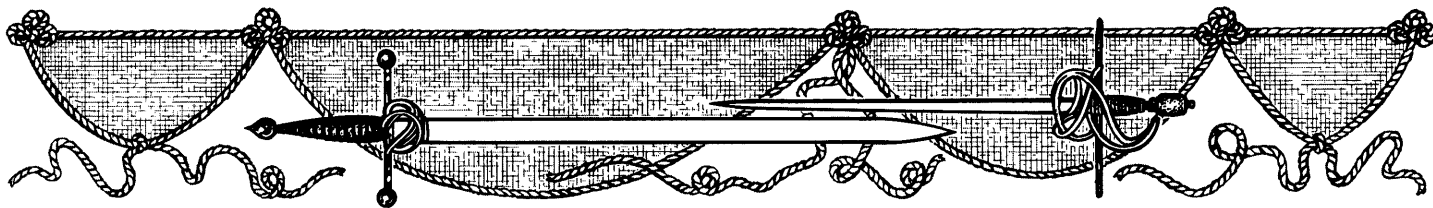
Oozes/Slimes/Jellies—Gray Ooze (2): Int Animal; AL N; AC 8; MV 1; HD 3+3; hp 18, 17; THAC0 17; #AT 1; Dmg 2-16; SA Corrodes metal; SD Special; SZ M; ML 10; XP 270 each.

Mud-man (10): Int Non; AL N; AC 10; MV 3; HD 2; hp 9 each; THAC0 19; #AT 1; Dmg Special; SA Mud-throwing, suffocation; SD Special; SZ S; ML Special; XP 175 each.

Roper (1): Int Exceptional; AL CE; AC 0; MV 3; HD 11; hp 59; THAC0 9; #AT 1 strand +1 bite; Dmg Special/5-20 (5d4); SA Strength drain; SD Special; MR 80%; SZ L; ML 15; XP 7,000 each.

Rot Grub (11): Int Non; AL N; AC 9; MV 1; HD 1 hp; hp 1 each; THAC0 Nil; #AT 0; Dmg Nil; SA Special; SZ T; ML 5; XP 15 each.

Nehwon’s Monsters—Salt Spider (5): Int Animal; AL N; AC 6; MV 15, Wb 18; HD 3; hp 16, 14, 9, 9, 6; THAC0 17; #AT 1; Dmg 1-8; SA Poison; SZ M; ML 11; XP 270 each.



#D3. Encounter with Fate

Once again you climb out of the murk onto one of those beloved mounds which occasionally bless this forsaken land. As the gray black sludge drains from your boots, you look around and notice that there are _____ (Number in party) old leaning headstones standing in a rough semi-circle at the far end of the mound.

If the PCs move up to examine these, read the following:

The headstones strangely have today's date inscribed on them. Clearing away the moss from the upper part, you can read the name—it is your own! With that, the headstone topples forward causing a section of ground behind it to open up. Stepping out of a grave is a rotting body which looks remarkably like you. All the other stones likewise fall over releasing more bodies.

If a zombie kills its victim, it takes him into the grave and closes the stone lid over him.

Death Zombie—Common (1 per PC): Int Non; AL N; AC 8; MV 6; HD 6; hp equal to PCs (min 6, max 48); THAC0 16; #AT 1; Dmg 1-8; MR Special; SZ M; ML Special; XP 420 each.

In each grave is a pile of treasure equivalent to one-tenth that which the PC is carrying. Any PC entering his own grave must make a successful saving throw vs. death magic or fall over, cataleptic (indiscernible from death), for 1d10 turns.

As the PCs attempt to leave the mound, go to #D4.

Keyed Encounter Areas

#D4. Entrance Below

As you turn to leave, the ground shakes as if during an earthquake. Looking down, you see the earth crack and splinter below you and finally open up, drawing you into its bowels. You fall for an unknown distance with rock, dirt, and splintered timbers all about you. Finally you plunge into debris-filled black water. Just before you go under, you catch the faint glint of something glowing.

The PCs have fallen into yet another barrow mound, but this one is far more extensive and active than the others. The water is 10' deep and is now nearly half filled with mud and debris from the collapse. The fall was a full 50', although luck, water, and the cushioning dirt about the PCs absorbs all but 1d6 of the damage. The PCs have fallen into area #D5.

#D5. Swamp Pit

You seem to have fallen down a 50' shaft into this cavernous room. The walls are shored up with stone and beams. Slimy, black ooze and dark, foul-smelling water constantly seep between the stones and form slow-moving streams of swamp sludge that collects in the pool you have fallen into. The air here is heavy with the stench of rot and decay and everything is wet. A single passage leads from the room. It is shored up with rotten timbers and a stream of sludge flows down it toward you. A bobbing, three-foot-diameter globe of light is just outside this chamber, in the passage.

The walls of the shaft are too crumbly for any person to climb (-80% to climb walls score). Those falling splash back into the water. The globe of light is a will-o'-wisp. It does not attack the PCs, but attempts to lead them to #D13 to talk to Larn the swamp lich.

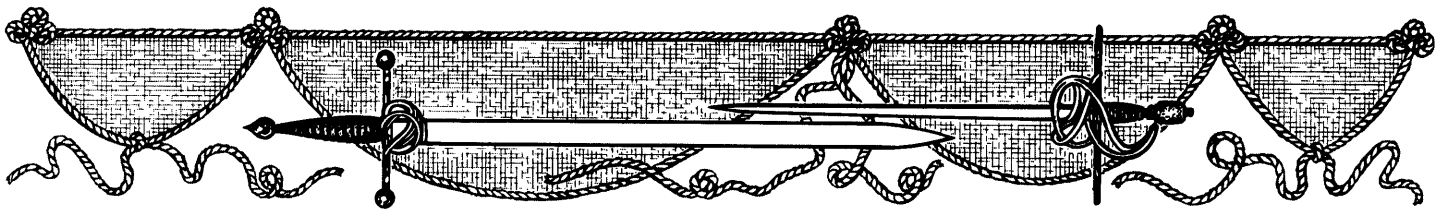
Will o'wisp (1): Int Exceptional; AL CE; AC -8; MV FI 18 (A); HD 9; hp 44; THAC0 11; #AT 1; Dmg 2-16; SA Special; SD Special; MR Special; SZ S; ML 17; XP 3,000 each.

If any of the walls here are damaged or dug at, swamp ooze flows through the area at an increased rate. Massive damage (such as by *fireball* or *lightning bolt*) causes the area to collapse like a tube of putty being crushed. All in the area can make saving throws vs. paralysis at a -3 penalty to leap to safety (if it exists). Those caught take 3d12 points of damage and suffocate (hold breath rules). The swamp mud is too heavy to be moved by those crushed under it, but they can be dug out at a rate of one inch per strength of the digger. Collapses extend for the area of damage plus 1d12 feet.

#D6. The Maze

Ahead numerous side passages branch off to either side. In fact, you see that even the main passage narrows and eventually branches ahead so that there is no clear main passage. All passages are slime filled and heavily supported. The only item which distinguishes any of them is the floating globe of light, which continues to move up ahead.

If the PCs decide to explore these side passages, they enter a veritable maze of passages, small rooms, slime pools, and more passages. The will o'wisp occasionally reappears in an attempt to lead them along the correct route. It may even attack them for a bit, then leave. Without its aid, there is



little chance that they ever escape the maze alive.

Also wandering through the maze are the following; most numerous are the skeletons and bats.

Death Skeleton (3): Int Non; AL N; AC 7; MV 12; HD 5; hp 29, 27, 16; THAC0 15; #AT 1; Dmg 1-6 (weapon); SD Special; MR Special; SZ M; ML Special; XP 420 each.

Puddings, Deadly—Brown (1): Int Non; AL N; AC 5; MV 6; HD 11; hp 48; THAC0 9; #AT 1; Dmg 5-20; SA Special; SD Special; SZ S; ML ; XP 5,000 each.

Nehwon's Monsters—Skeletal Bats (20): Int Animal; AL NE; AC 7; MV Fl 12 (C); HD 1-3 hp; hp 3 each; THAC0 20; #AT 0; Dmg Nil; SA Swarm; SZ S; ML 7; XP 15 each.

Zombie Minotaur (1): Int Non; AL N(E); AC 5; MV 6; HD 7+3; hp 33; THAC0 13; #AT 2; Dmg 2-8/2-8 or 1-4/1d8 (battle axe); SA Grapple, charge; SD +2 bonus on surprise roll; SZ L; ML Special; XP 2,000.

#D7. Escort

Eventually, the PCs follow the will o'wisp or die in the maze. If they somehow kill the will o'wisp, send a

death skeleton robed in purple that motions to them to follow and then serves the same function.

Finally, you follow the globe of light up ahead. It begins floating away from you and soon ducks into a side passage. When you look down this passage, you see it ducking into a new branch.

This continues for nearly an hour. Ask the PCs every turn if they continue to follow. If they stop, the will o'wisp returns to them. It may attack them for a bit, then leave. Eventually, they die or follow and discover the following:

After nearly an hour's worth of following the globe, it turns into yet another side passage. When you round the bend, you find that the globe has vanished.

This passage curves and is 100' long. If the PCs attempt to leave, the will o'wisp attacks them from behind until destroyed. At the end of the passage, the PCs come to a strange door (area #D8).

The will o'wisp has been fed many times by Larng's past victims, and has come to an agreement with Larng to bring any outsiders to her so she can

torment them and let the wisp feed on their panic. However, this time may be a little different.

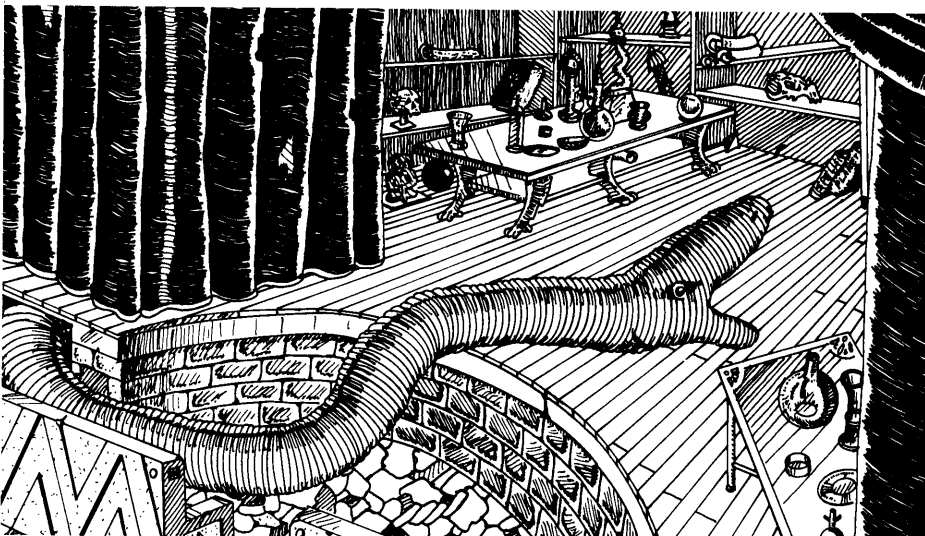
#D8. Door of Dread

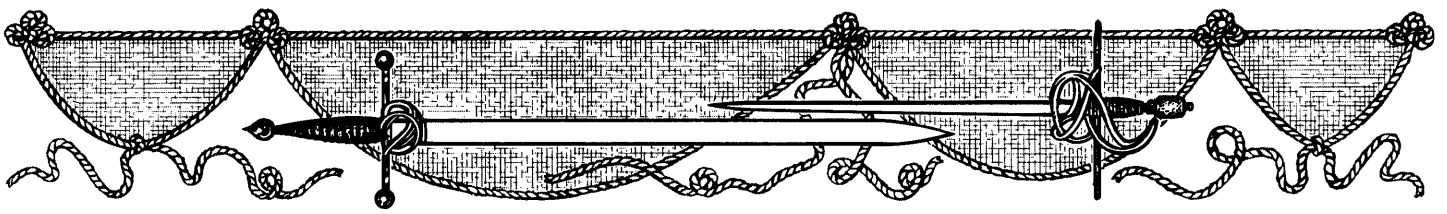
The passage widens and ends in a large arched double doorway set into a solid stone wall. It is the first door (and the first non-oozing wall) you have seen in this under-swamp realm. On either side of it are six-foot-tall statues of identical, hideous, winged and horned bipedal monsters. The statues seem to be made of a substance with the same coloration as the stone behind them. Many strange runic carvings sprawl across the doors' surface.

The ruins can be read by *read magic*, *read languages* (thief), or someone with ancient language proficiency. They say, "Within are the two who are one. One always lies, one always tells the truth. You may ask a single question answerable by yes or no. Each will then answer that single question." At the end of the writing are *explosive runes* (6d4 + 6 points of damage).

The two statues are margoyles which attack if anything here is harmed or if they are touched. If neither of these things occurs, they slam the door shut just before the last rank of the party moves through them. They then attack, but not with all four attacks. They strike one at a time until one of their strikes hits, then they stop for that round. In this way, they can torment their victims more. The will o'wisp also shows up through one of the walls and feeds upon the PCs' dread. It blocks the exit back down the hallway and attacks if the PCs try to flee.

The door shuts and locks when the margoyles push it. Those on the far side can hear their friends' torments clearly. However, the lock must be picked (-30%) or *knocked* open. If this occurs, or if the door is struck in an attempt to break through, the PCs discover that it is alive (a killer mimic) and angry.





Each margoyle is standing over a small recess containing a bag of gems. The two bags have a 500-rilk garnet and a 10-rilk rhodochrosite in them. In each bag is a note that reads "Gems of wounding". The margoyles are to use these if in dire straits (and they may use them against the PCs). The garnet explodes for 5d6 points of damage in a 10' radius, while the rhodochrosite releases a toxic gas (saving throw vs. poison or pass out for 1d20 rounds).

Gargoyle—Margoyle (2): Int Low; AL CE; AC 2; MV 6, FI 12 (C); HD 6; hp 30, 24; THAC0 15; #AT 4; Dmg 1-6/1-6/2-8/2-8; SA Special; SD +1 or better weapon to hit; SZ M; ML 13; XP 975 each.

Mimic—Killer (1): Int Semi; AL N(E); AC 7; MV 3; HD 10; hp 43; THAC0 11; #AT 1; Dmg 3-12 (smash); SA Glue; SD Camouflage; SZ L; ML 13; XP 3,000.

Will o'wisp (1): Int Exceptional; AL CE; AC -8; MV FI 18 (A); HD 9; hp 44; THAC0 11; #AT 1; Dmg 2-16; SA Special; SD Special; MR Special; SZ S; ML 17; XP 3,000.

#D9. Room of Magic

You have stepped into yet another area which seems free from the swamp's wet clutches. In fact, there is dust upon the floor which smells stale beyond time. A central aisle slopes from the door down to a stage at the far end of the room. On either side are pew-like benches. Upon the stage is a collection of strange glassware, bottles of glowing liquids, and other oddities, arrayed on several tables. One table looks vaguely like a rack, but it has been destroyed. Behind all this are bookcases lining the walls of the stage. Upon these are volumes of dark black books with gold and silver runes upon them, as well as one red book.

This stage is where Larng (once Larong the White) was turned into a lich by a group of black wizards led by a great mage. The *potion of lich form* was concocted upon the stage as the black wizard apprentices watched. In the transformation, Larong became enraged and her pure heart of goodness darkened, as she struck out at the black congregation, destroying them all.

The experiment was intended to kill her, but her sudden use of black magic stole her from Death as she entered the undead state. Now Death has imprisoned her beneath the swamp until the appointed time of her actula death. In his anger Death actually uprooted the section of castle where the experiment occurred and placed it all beneath this swamp.

The black books have symbols of warning and death upon their bindings which any wizard would recognize (a thief has double his read languages chance to recognize them). They contain the instructions, notes, and results of the lich experiment. Thus, they would bring easily 20,000 rilk from the right black wizard. However, such an act would be very evil.

The glassware comprises alchemical items used in concocting the lich potion. There is still a little of the liquid left in a large black bottle shaped like a small gremlin with a glass stopper shoved in its mouth. Anyone drinking this must make a saving throw vs. poison or die. If the saving throw succeeds, he falls over in a near undead state. Without powerful magic such as *remove curse* and *atonement*, he eventually turns into a death zombie (or a lich if all the right spells are cast upon him, all found throughout the tombs).

The alchemical lab and ingredients would also bring a small fortune from any wizard type.

The red book has no warnings upon it and cannot be opened (it isn't a book, but a block). Its title is, "If I were to ask you _____ what would you say?" (This is explained at #D10.)

If either of the two doors near the stage are opened, go to #D10.

#D10. Worms of Travel

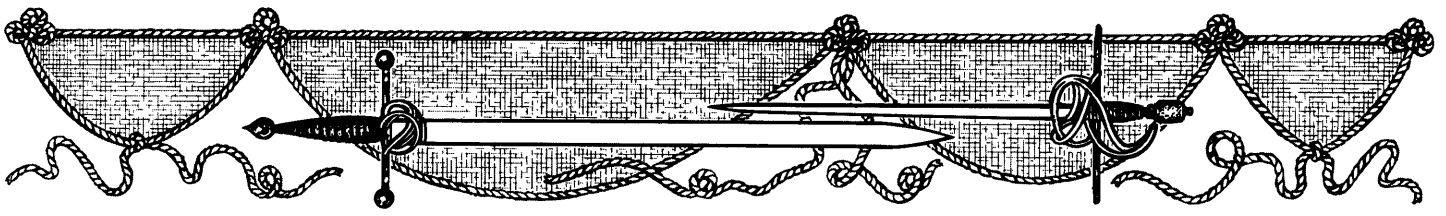
Upon this door is the symbol of travel. The door is not locked and opens easily. But what you find behind it is quite disturbing. A solid wall of white mist fills the doorway. You can only see several feet through it, but even with this, you see nothing, not even a floor on the far side. However, a distant but ominous howl as if of some great dragon rumbles in the distance.

If the area is entered, the PC finds himself in a land of terror far worse than Shadowland (the Ravenloft setting would be appropriate). Return would be very difficult.

If the door isn't shut, the description below occurs in a turn. If the door is shut, a turn passes, then a great voice from behind the door says, "I am here, oh dark one!". If someone opens it, read the text below.

Through the mist a great maw comes. It is open wide, easily eight feet, and is filled with a spiraling vortex of dark black. A sense of ancient evil and power flows out of the mouth. Soon the mouth shoves through the open doorway and extends into the room for about 12'. You can now see that it belongs to a huge, slime coated, sickly green-colored worm of massive proportions. In fact, the doorway seems to constrict it as it bulges through on this side. As the worm stops, a deep booming voice issues from it, "I am part of one."

If the other door is opened, the same thing happens, but without the turn delay. As foretold on the mimic doorway, one of these beings always tells the truth, and the other always lies. However, once they answer a question, they are 50/50 likely to change



their attitudes (liar tells truth, truth teller lies); thus only one question is reliable. They only answer one question per individual per year. Furthermore, the answer is always in a "yes" or "no" form. The right worm tells the truth, and the left lies.

The voids in their maws are teleportals. The right one takes them to a dark temple in Lankhmar (not included in this module; have a short side adventure ready in case this occurs). The left maw takes the PCs to event #D11. With the proper question, the PCs may determine which way they should go (left maw) to continue their quest. The title of the red book in #D9 is a strong hint and was used by the black wizards to ensure they worded their questions properly. Because of the twist in logic which this form of question causes, both liar and truth teller must respond with a truthful answer. Thus, "If I were to ask you if entering the left maw would help me on my quest, what would you say?" would cause both to answer "yes" (or both "no" if the right maw was asked about).

#D11. Mists of Horror

This event occurs if the PCs enter the left maw at #D10. Read only to those who entered it.

Stepping through the vortex of blackness, you find yourself enveloped by a heavy wet mist. Nothing else happens. You seem to be floating in limbo. After what seems like an hour, you feel solid ground beneath your feet, but the mist is still all about you.

The PCs are actually in the outer mists of the RAVENLOFT™ campaign setting at this point. They must have one encounter here and survive, after which they find themselves at their destination (Lankhmar black church or the room of Larng). They were actually scooped up by the Ravenloft demi-plane, remained there for a bit,

then placed back in the Nehwon setting at a new location. (For more information about the Ravenloft campaign setting, see the RAVENLOFT boxed set.)

Read the following when the Ravenloft encounter is to occur.

You hear a faint sound as of a great wolf paralleling your movement to the side. The breathing is getting slightly louder as if the beast is tracking you. (let PCs react) The sounds then end altogether and nothing else occurs. However, a sense of dread creeps over you as the mist soaks all your clothing and an irritating itch begins to crawl across your clammy skin.

The wolfwere that was tracking the party in wolf form has now gone off to gather a band together (one per PC). In a bit, they return.

Again the sound of faint panting is back, but at this point you hear it from all directions. (Breathe like a wolf; let PCs react.) You hear a muffled cry to your left and a dull thud as of a melon splitting open. (If the PCs wish to investigate, continue.) You find a man in bedraggled clothing lying face down on the damp ground. He is not moving.

The man is actually the original wolfwere, who is masquerading as an injured, lost man named Karak who lost his horse in the fog and was then chased by wolves." He attempts to gain the PCs' sympathy and trust.

If they don't investigate, they find him no matter which way they go as he gets up and moves. After some time passes (an hour if the PCs don't move, or after they walk a mile), read the following:

Up ahead you can faintly make out a tall, black post about seven feet high. (If PCs approach:) As you approach it, you realize to your horror that this is no post. It is a giant wolfman of huge size and apparently great strength. However, Karak, seeing your startled look, calmly walks up to it, taps it on the chest and says, "'Tis the totem marking the fork of the old Bane Road, be not afraid."

This is actually one of Karak's wolfwere assistants. If the PCs discover that it is living, attack it, or walk past it, it suddenly springs to life and attacks as follows.

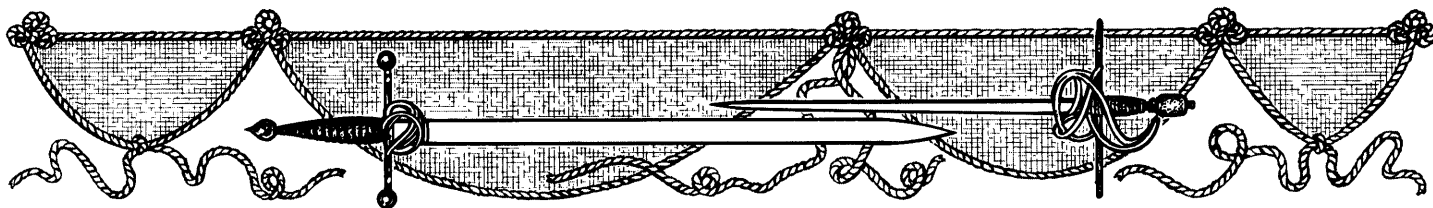
Again shock sets in as the thing's eyes flutter open and two glowing red eyes as round and sour as lemons stare down at you. Then a massively muscled arm shoots into the air and four long, knife-like nails protrude from its hairy fingers. As it strikes you, its lips curl into a cruel sneer and a howl of pure evil issues into the night. The call is answered.

As this wolfwere attacks, Karak steps into its path and feigns being knocked aside and struck unconscious. After this round, read the following:

Your eyes strain to see what answered the wolf-man's call. Soon _____ (PCs' # less one) giant wolves' heads covered in long hair emerge from the mist. Their eyes are all strangely aglow with a burning evil intelligence.

These are the rest of the wolfweres; their number now totals the same as the PCs.

Wolfwere (1 per PC): Int High; AL CE; AC 3; MV 15; HD 5+1; hp 24 each; THAC0 15; #AT 1 or 2; Dmg 2-12 and



weapon; SA Singing brings on lethargy; SD Iron or +1 or better weapon to hit; MR 10%; SZ M; ML 14; XP 2,000 each.

After the battle, Karak gets up, uncaring that his foolish friends died, and suddenly transforms and attacks (surprise +3).

Be sure to describe the transformation carefully for full horror impact (e.g. the mouth lengthens, stretching the facial skin tight, pimples bud up in the taut skin and then burst into hair follicles, etc.).

Once the battle is over, the PCs continue on for another half hour (scare them with more sounds such as wolf panting and mist mirages, but no more attacks). After this time, go to #D12.

#D12. Undead Arms

You step on something fleshy. Looking down, you see several dark twisted arms ending in long claws reaching up for you. The ground is turning to dark mud, and the arms are trying to drag you down beneath the ground.

The arms can take 10 hits each and then wither and die. However, there is an endless supply. Each round, PCs are pulled down another foot into the ground unless they roll bend bars. Once under the ground, use the hold breath rules. If any get away, have a group of giant arms grab them. Be sure to eventually kill the entire party (so they can come back, of course). Read the following.

You feel your life essence free itself from your dead body and begin to rise up out of the muck. The arms are trying to grab at you, but they pass through your non-corporeal form. Eventually, you are free. Looking down, you see the dark

arms, reaching out of mist, slowly withdraw and fade away to reveal stone! You are back in your body, standing in the center of a circle of runes. A single hallway exits this room and looks as if it is held apart by black leathery skin stretched across ribs with a spine running along the hall's apse.

If any attempt to read the runes is made, they fade into the stone as they are controlled by Larng. At this point, the PCs are back in Nehwon, very deep under the Shadowland marsh.

The hall runs 150' and ends in a tall solid black stone wall with the faint etching of a doorway carved into it. If anyone touches it, the PC is jerked through it into Larng's chamber (#D13).

#D13. Larng's Chamber

As you touch the black rock of the door, you feel a tremendous force jerk you forward, through the door and into a large room. A vaulting ceiling some 25' high stretches down most of the room. The far end and side walls open up and a lower, 10' high, colonnaded side section continues. The main section of the room is filled with two great tables which are cocked at odd angles, several crates, and small piles of miscellaneous items. The walls here are lined for 15' up with tome upon tome. Books of all sizes, shapes and colors. Yet your attention is drawn to the dark regions back under the pillars. Two candle flames seem to burn there about a hand's width apart. A great power seems to roll forth from those candles like a black fog of hate.

The candles are actually the burning eyes of Larng. The books are mostly magical tomes, and are protected by a *wall of force*. Larng waits and watches the PCs for their reactions. After a bit she steps forward and speaks.

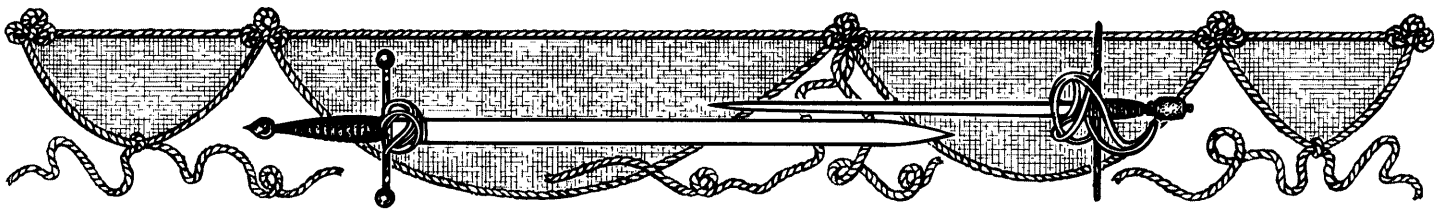
The darkness seems to swirl and move. A dreadful consciousness locks onto your mind and you hear words. "I am Sharan and know of your petty quest, the Zodac-nokara. You seek the *Stone of Darkness*, don't you? But you cannot get it for I have you trapped here in my tomb, as I have been for centuries! Unable to leave due to Him. You can only leave here if I allow it. Thus, you need me. However, I also need you. I am prepared to send you away to the fortress which holds your precious rock, if you will swear to me that you will find a blue crystal of great beauty and place it into a sack which I will supply to you. Do you agree to my generous offer?"

The crystal Larng (Sharan is an alias) speaks of is her phylactery, which Death has placed in the Dragon Castle directly above Larng's lair. The bag Larng gives the PCs is a special teleportal very much like the worm mouths of #D9. Larng hopes to retrieve her phylactery so she will have the power, and peace of mind, to burst Death's hold on her and leave this tomb as well as Shadowland.

If the PCs agree, Larng casts *geas* on them to seal the deal. After this, she causes the bag to magically swirl into existence on one of the tables near the PCs. She then casts *wish*, sending them back to the magic circle of #D12. At this point, all their damage is healed, and spell casters can regain all spells as if they just slept for a week.

If the PCs attack her, they have their hands more than filled as she throws everything she knows back at them. She can cast black wizard spells as follows: 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 3 6th, 3 7th, 3 8th, 1 9th. Moreover, her magical research and study allows her to select a spell as she casts it (not having to pre-memorize any).

Besides herself, she commands 50 skeletal bats (hanging upside down in



the pillar area) and four night gaunts (hiding back in the shadows).

Nehwon's Monsters—Skeletal Bats (50): Int Animal; AL NE; AC 7; MV Fl 12 (C); HD 1-3 hp; hp 2 each; THACO 20; #AT 0; Dmg Nil; SA Swarm; SZ S; ML 6; XP 15 each.

Nehwon's Monsters—Night Gaunt (4): Int Average; AL CE; AC 7; MV 15, Fl 24 (B); HD 5; hp 24, 20, 20, 11; THACO 15; #AT 2 claws or 2 talons; Dmg 1-4/1-4/ or 1-8/1-8; SA Special; SD hit only by silver or magic weapons; SZ M; ML 13; XP 650 each.

Lich (1): Int supra; AL A; AC 0; MV 6; HD 12; hp 53; THACO 10; #AT 1; Dmg 1-10; SA Special; SD +1 or better magical weapon to hit; SZ M; ML 17; XP 7000 each.

If she is destroyed, the PCs have to break down the black stone wall, walk back to the magic circle (which has already been attuned to the dragon castle), and enter it.

She has 1,200 rilks kept in a blue crystal flask, a *potion of water breathing*, a *cloak of arachnida*, and a *long sword* +2. There are also numerous items useful for magical research in the crates and back in the pillar areas of the room.

#D14. Dragon Swamp

If the PCs don't encounter Larng, they eventually discover the Dragon Castle on their own and have to cross this swamp to get to it. Otherwise, they show up in the Dragon's mouth, but either way, they have to cross it on the way out.

A line of jagged broken rocks protrudes from the swamp and makes a great circle. Within this line is a great bubbling bog. A light mist hangs over the entire area and steamers of denser mist or gasses flow upwards from ruptured mud

pockets. There is a constant low drone as the hundreds of mud pockets constantly reform and pop open again. In the center of this hellish area is an equally hellish structure of midnight green with splotches of orange and red glows. It resembles a dragon's head. You can see an open maw filled with teeth that may be stalactite columns and a throat of glowing orange. There are two triangular slitted eyes glowing red as well as two round nostrils. Spines like you would expect to find on a wyrm protrude from the structure. The only thing which identifies it as a castle at all are the two ears which are unmistakably two towers with conical tops.

This bog is particularly dangerous. The entire thing is somewhat like quicksand, except the rate of sinking is only an inch per round. However, large surface areas can support themselves (such as a spread-eagle character). The mud pots release noxious gasses as in #D2. Finally, several strange creatures live here as guardians of the castle.

If the PCs examine the shoreline of either the castle or the outer ring of rocks, they find an old half rotten raft and a long black stained pole. These can be used to "very" slowly make way across the bog. The 500' trip is made at a rate of feet per turn equal to the poler's strength. Additional polers do not add to the rate, but the extra disturbance causes the mud to turn quicksand like and the raft begins to sink. Every round, a Strength check must be made at a penalty equal to the number of rounds poled (-10 maximum). Once failed, the character must rest for that many rounds before poling again and has a -3 penalty on all combat rolls.

The bog is home to gladiator lizards, mud men, and salt spiders as in #D2 (encounter on 1 on 1d12 per round). Additionally, there is a catoble-

pas which inhabits this bog. It looks just like a large rock when the PCs approach it, but they soon discover otherwise. After the first round of combat, with this being, the 12 giant centipedes and one large scorpion that ride around on its back scramble onto the raft and attack as well.

Catoblepas (1): Int Semi; AL N; AC 7; MV 6; HD 6+2; hp 30; THACO 15; #AT 1; Dmg 1-6 + stun; SA Gaze causes death; SZ L; ML 11; XP 975 each.

Centipede—Giant (12): Int Non; AL N; AC 9; MV 15; HD 1/4 hp; hp 2 each; THACO 20; #AT 1; Dmg Nil; SA Poison; SZ T; ML 6; XP 35 each.

Scorpion—Large (1): Int Non; AL N; AC 5; MV 9; HD 2+2; hp 10; THACO 19; #AT 3; Dmg 1-4/1-4/1; SA Poison sting; SZ S; ML 9; XP 120.

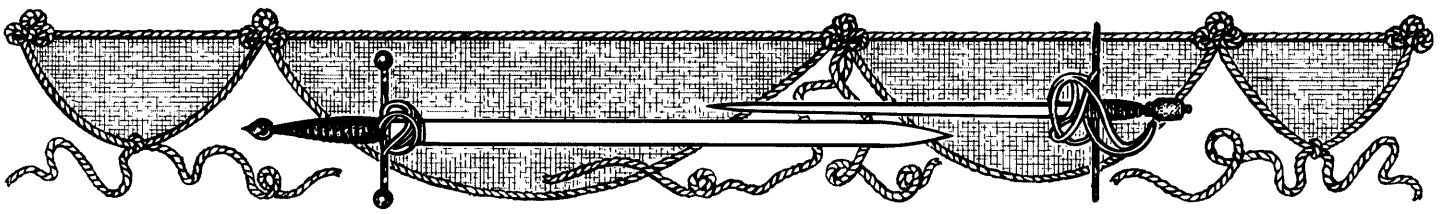
#D15. Dragon's Mouth

The first boxed text is only to be read if the PCs are coming from #D13.

You step onto the circle of runes, and they begin to glow, nearly burning. A loud bang occurs, and you are enveloped in light blue smoke. When it clears, you find yourself standing on rock and the overpowering odor of swamp is back.

You are staring straight down the throat of a large stone mouth some 40' long and 15' wide. At the far end, the arching stone floor drops steeply, and the back wall there (the throat area) is alight with a wildly dancing orange glow.

At the top of the arched floor (center of the mouth) is a concealed pit. Anyone walking in the central 10' of the passage triggers it, falling 30' into quicksand (see #D2). The pit is lined with sharpened willows pointing downwards. They break the PCs fall so no



falling damage is suffered. However, they rake his body causing 1d12 points of damage and the light poison on them requires a saving throw vs. poison (Class O, Onset 2d12 min, Str paralytic). Furthermore, they are so dense that the PC's allies won't be able to see him or his fate. Of course, a rope gets caught and won't fit either (unless weighted with 20 lbs or more.)

Four of the back teeth are actually piercers.

Piercer (4): Int Non; AL N; AC 3; MV 1; HD 3; hp 20, 20, 17, 17; THAC0 17; #AT 1; Dmg 3-18; SA surprise; SZ T; ML 8; XP 120 each.

#D16. Dragon's Throat

Reaching the back of the throat, you find a steep set of stairs carved into the rock. Soon the stairs become nearly a ladder. The entire drop is about 20'. Orange streamers of fire curl up the back of the throat across from the stairs/ladder and the heat causes your forehead to break out in droplets of sweat.

About halfway down this throat, the guards who are stationed here attack the PCs with tar soaked flaming cross bow bolts. These cause regular damage plus 1d8 fire damage the first round, and 1d4 the round after that.

The ladder section of the throat is very crudely made and any attempt to remove a hand to fight with or hold a shield requires a Dexterity check.

Lizard Man—subleader (2): Int Low; AL N; AC 5; MV 6, Sw 12; HD 4; hp 20, 18; THAC0 17; #AT 3 or 1; Dmg 1d4 (quarrel) or 1-2/1-2/1-6; SZ M; SA flaming tar (see above); ML 14; XP 120 each.

Directly beside the arrow slit is a secret door into this guard compartment. Each lizard man has a bag of 100 rilks in black gems.

#D17. Furnaces

The floor of this circular room is cobblestoned. The air is dry and very hot as five low arched open forges blaze away. Two on the left and right, and one at the far end. There is an arched exit on both the right and left. A set of upward steps can be seen through both of these. In the room's center is an iron banister encircling a three foot hole in the room's center. Through this hole spouts a powerful column of orange flame which runs across the room's ceiling like spidery streamers, some of which run up the passage you just came down. Two large bins rest against the side walls between the furnaces. Of course, all this is secondary to the eight lizard men you see.

The lizard men here keep the fires going at all times by shoveling peat moss into the furnaces of the dragon.

They all carry barbed javelins on their backs. These stick into an opponent and cause an additional point of damage each round of activity until removed. Pulling these wicked weapons out also causes 1d4 points of damage.

If in personal combat with an opponent, they attempt to throw them into a furnace. Any result of "kick", "trip", "throw", or "leg twist" on table 58: Punching and Wrestling Results of the PHB indicate that the PC has been tossed into the nearest blaze. This causes 2d12 points of fire damage.

Lizard Man—subleader (8): Int Low; AL N; AC 5; MV 6, Sw 12; HD 4; hp 20, 20, 19, 17, 15, 12, 10, 8; THAC0 17; #AT 1 or 3; Dmg 1d6 + special (javelin) or 1-2/1-2/1-6; SA hurl into fire (see above); SZ M; ML 13; XP 120 each.

Each lizard man has a bag of 100 rilks tied onto a snake skin belt.

The bins contain peat moss, which is a substance that would be coal if left alone for several hundred years under pressure and then dried. It still burns,

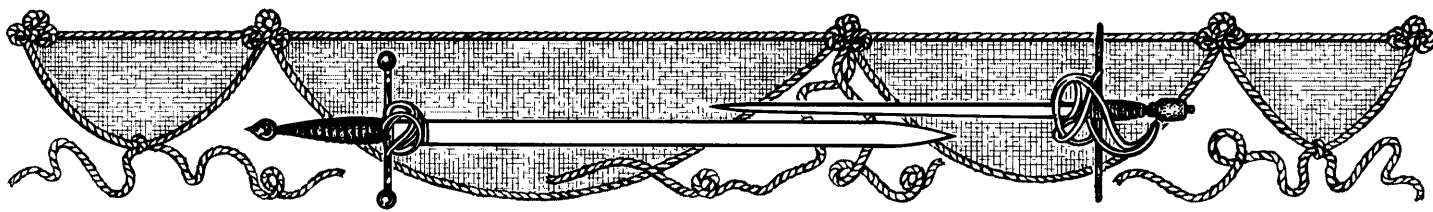
but is not as efficient as coal. Above each of the peat moss bins is a concealed door, each of which opens up into a large room (area #D18).

The two closest furnaces have chimneys that exit out the dragon's two nostrils (thus their glow). Anyone trying to enter through the nostrils suffers 8d12 points of damage before the trip is over. The next pair leads up to the eyes (Area #20). The back furnace is actually an illusion. It is really a shaft and ladder leading down to the true fifth furnace under this room, which causes the column of flame in its center.

At the back of the shaft is an opening (hidden by the illusionary flame), which leads into a rough room under construction. Only a small part of this dragon-shaped stone outcropping is not solid rock. Death originally planned to make a much larger castle out of it, and this was to be the access to the main section of the castle.

He was going to keep his mistress of darkness here. However, his duties required him to bring about her death, and upon his refusal, powers greater than he caused her to be made undead (for only Death is allowed to really take someone's life). Yes, Larn was Death's love. Her undead body and mind were hidden from him by these powers (cruelly, directly below the castle intended for her). As a final punishment, these powers delivered a glowing medallion containing her life essence to Death in order to torment him with hope for a reunion with his love.

In her honor, he pays a skeleton crew of lizard men to constantly maintain the flames of his heart in her partially constructed dragon castle, where he placed the medallion of her life. He then caused the *stone of darkness* to be made in order to mask the light and goodness of the medallion from those above him, whom he feared would take it from him. Of course in undead state the mind twists with age, and now Larn believes that Death is her cruel tormentor.



#D18. Peat Mine

Crawling through the flap-like concealed door you found, you enter a place that smells of death and decay. However, firelight flickers on the walls of this rough passage. Moving ahead and rounding a bend, you behold a large underground quarry. However, it doesn't appear like the lizard-men you see are after rock, but the very swamp mud itself.

There are 20 lizard men in each mine. They have numerous tools including large tongs, peat saws, a winch and bucket system for constantly draining the lower tiers of the mine of swamp water. This is poured into upturned gargoyle mouths on the walls and returned to the swamp outside via a narrow channel through the rock.

These lizard men are unarmed. However, if attacked, half use the mining equipment while the other half attempt to wrestle their opponents into the mucky peat moss pit in which the PCs suffer a -2 on all combat rolls.

In the peat moss pit are four crocodiles the lizard men keep as pets. They attack any non-lizard man entering their area.

Lizard Man (20): Int Low; AL N; AC 5; MV 6, Sw 12; HD 2+1; hp 10 each; THAC0 19; #AT 1 or 3; Dmg 1d4 (mining equipment) or 1-2/1-2/1-6; SZ M; ML 14; XP 65 each.

Crocodile (4): Int Animal; AL N; AC 5; MV 6, Sw 12; HD 3; hp 22, 13, 10, 8; THAC0 16; #AT 2; Dmg 2-8/1-12; SD Surprise; SZ L; ML 10; XP 65 each.

#D19. Stairs of Ripping

Flame below trickles up the ceiling of this steep spiral stairway for 10 to 12 feet. The stairs themselves are uneven with wear. Every ten steps, you notice a small, four-inch spike

stoutly imbedded into the outer wall about six inches above that step. The spikes are angled up the stairway. Every 15' along the inner wall is a flaming torch, dimly lighting the stairs.

Close inspection of the spikes reveals that they are coated with brown flakes (dried blood).

The stairs rise for 80'. After 50', the PCs come to a cramped, 5'x5' landing with two torches on the wall. A secret door here allows entrance to Area #20.

Once the PCs reach the top of the stairs, read the following:

As you near the end of your ascent from the furnace room below, you see a landing and a straight hallway beyond. To either side of this landing is a relief carving of a lizard man holding a large club. Nearly half of each lizard man, and all of their clubs, protrude from the wall into the hallway.

The first five feet of this landing is a pressure plate. Anyone on it triggers the stairway trap. First, the large stone clubs of each lizard man spring outwards with a sudden great force, causing 1d12 points of damage to the one on the pressure plate and hurling him eight feet down the stairway (if on hands and knees or shorter than three feet, the clubs miss).

At the same instant, all the steps of the entire 80' spiral stairway (and the landings near #D20) pivot down, forming a smooth slide. Anyone not making a Dexterity check loses his footing and slides. Those below can try to stop the others, but must make a second Dex check or slide with them. (Anyone struck by the clubs automatically slides.) Those sliding may make a Dexterity check eight times with an increasing penalty starting at -2, cumulative for all subsequent tries (-2, -4, -6 ...); success indicates they managed to stop. However, each fail

indicates they have slid another ten steps (10 feet down) and have been ripped by one of the iron spikes in passing (1d4 points of damage).

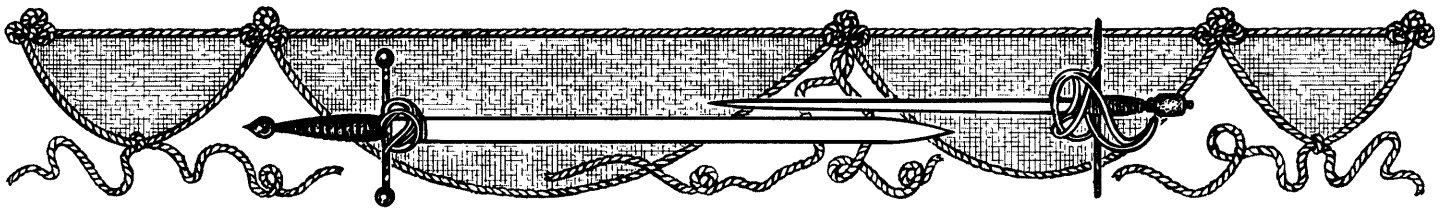
#D20. Dragon's Eyes

Flame shoots through a two-foot-diameter hole in the center of this oddly shaped room. The walls here are of smooth worked stone, but the effect is that of a natural cave. A roughly triangular hole in the far wall opens up into a region of darkness. Nearby, the only other exit from the room is sealed off by an iron barred portcullis. A chain winch stands near it. As you enter, two lizard men stand up from their bench which looks to you to be a detailed sculpture of a large lizard.

The triangle is actually the dragon's eye, and opens up to the outside of the dragon castle and the darkness of Shadowland. It looks like a pitch black opening because of the bright light from the flame jet in this room's center.

These lizards are supposed to be on watch for intruders infiltrating the castle from across the bog. However, the castle has never been attacked in all its years; thus, the guards think of their duty as ceremonial. They were sitting on a real lizard that also attacks during combat. A barrel of sheaf arrows stands next to the window. The bottom four inches of the barrel is filled with tar so the arrows can quickly be lit in the flame pillar and then shot (1d12 points of fire damage in the first round and 1d8 in the second, in addition to arrow damage). Each lizard man carries a great long bow. They are not prepared for melee combat and have to use their natural weapons. Anyone tossed into the flame takes 2d12 points of damage.

After the first round of combat, one of the lizard men from the adjacent room begins raising the portcullis (a process that takes 4 rounds), while the other fires his flaming arrows through the bars at the PCs (-2 to



hit). After two rounds, the other lizard can fit under the portcullis to attack.

Lizard Man, war leader (2/room): Int Low; AL N; AC 5; MV 6, Sw 12; HD 6; hp 32, 28; THAC0 15; #AT 2 or 3; Dmg 1d8/1d8 + special (see above) or 1-2/1-2/1-6; SZ M; ML 14; XP 270 each.

Lizard, Giant (1/room): Int Non; AL N; AC 5; MV 15; HD 3 + 1; hp 15; THAC0 17; #AT 1; Dmg 1-8; SA Special; SZ H; ML 8; XP 270 each.

Each of these lizards has 500 rilks in black gems.

#D21. Larong's Chamber Door

Past the two lizard men wall carvings is an amazingly beautiful door of smooth white with gold and silver embossing. Upon the door is scrolled, "Larong the White, Queen of Death." A carving of a beautiful woman adorns the door.

The door is made of solid ivory and is worth 15,000 rilks. It has an intricate lock mechanism (-30% to a thief's pick locks score). However, it is not trapped.

#D22. Larong's Chamber

Such a sight is extremely nerve jarring, and you wonder if you have lost your mind. In the midst of this most forsaken land, you have found an oasis of beauty. A large, 30' diameter circular room stretches before you in luxury and beauty. Two mirrored dressers of mahogany adorn either side of a large pink canopied bed with silk spread upon it. The floor is coated in white fur. Tapestries of unicorns, fairies, and other such magical, fabulous beings line the walls. On the floor below them, great soft throw-pillows make the room seem

quite cozy. The ceiling is conical shaped and rises to an apex over 30' above. Near the top of this apex is a magical globe of light fully three feet across.

This was to be Larong's bed chambers. Death hasn't entered it in ages. However, it is guarded by a large will o'wisp (the globe of light near the ceiling).

Will o'wisp (1): Int Exceptional; AL CE; AC -8; MV Fl 18 (A); HD 9; hp 52; THAC0 11; #AT 1; Dmg 2-16; SA Special; SD Special; MR Special; SZ S; ML 17; XP 3,000 each.

If the walls between throw-pillows and tapestries are touched, a magical image of some beautiful countryside appears. Upon one of the dressers is an ancient letter of love written by Death himself. It reads:

Dearest Larong of the White Way,

Your beauty and grace have filled my heart with a joy I thought not possible. The goodness of your soul does much to uplift my spirits from the drudgery of the dying that I must daily attend to. I want you to know that your castle is fully under construction and I have finished your bed chambers. Even as I write, a door as pure and white as your soul is being placed upon its hinges to welcome you into my heart. I know that my land is one at which you wince, but in time you too will see the stately beauty and elegance that lie within its dark borders. I have a great gift to give you. When you enter this room, you must touch the walls. But for now, my princess, I must attend to the unfortunate demise of two whom I have watched for some time. I shall come to you tomorrow and we shall be eternally joined at long last.

Death.

Crumpled up and tossed between two throw pillows is another letter. Across its surface are small circles the size of a coin which are wrinkled more than the rest of the page.

How could they! How could they!! The powers that be have commanded me to take you. I have thought long,

and I will not do it. Only "I" am allowed to take one's life, and in your case, I will not do it! There is naught they can do!

Then the same penmanship appears, although much more ragged.

Zhataw, curse the powers, curse life, curse death. I cannot find you, though I search all Nehwon. Where is my love? I will not take another life until I know!

Lastly, in a down-slanting script is written a single line:

I hold the light of your life in my hand, yet I am the saddest being in the land.

Death

#D23. Light and Dark

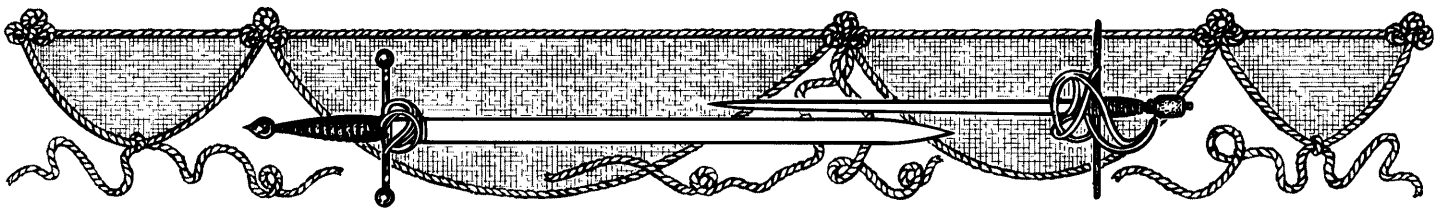
A portcullis seals off the far end of this short hall. You can see between its bars into a large 30' diameter room. A faint light radiates from the left side of the room, but its source is just beyond your view. A tall cylinder of stone, cut in half length-wise, stands against the far wall. All else is empty.

The portcullis is illusionary and cannot be breached unless disbelieved. However, simply trying to disbelieve it automatically succeeds.

The light is coming from a medallion ending in a large diamond, levitating above a slender, four-foot-high pedestal. It contains the life essence of Larng (Larong). Anyone trying to touch it runs into a *wall of force*.

Across from it and out of sight from the PCs near the portcullis is a ju-ju zombie wearing another medallion set with the *stone of darkness*. The zombie instantly moves toward the cylinder if the portcullis is breached. Anyone getting in its way is attacked. Besides normal damage, the zombie is infested with rot grubs that attempt to burrow into the victim upon each hit.

As indicated, the ju-ju zombie is wearing a *cloak of protection* +5, a



ring of shocking grasp, and the *stone of darkness*. It is not able to activate any of the stone's special powers other than darkness (which it uses, effectively lowering its AC by 4 more). Also remember that the cloak gives it +5 on all saves.

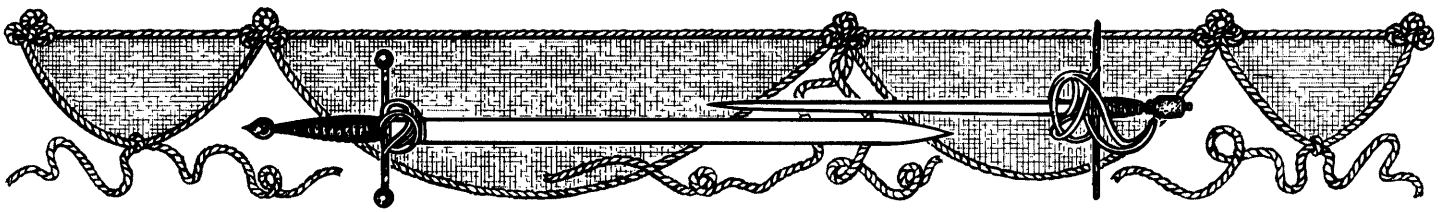
Zombie—Ju-ju (1): Int Low; AL N(E); AC -4 (*cloak of protection* +5 and *stone of darkness*); MV 9; HD 6 +12 (*stone*); hp 60; THAC0 15; #AT 1; Dmg 3-12 (+5 due to *stone*) (+1d8 +6 due to *ring of shocking grasp*); SA rot grub, hit causes blindness (*stone*), and Special; SD can't be turned (*stone*) and Special; MR 20% (*stone*) and Special; SZ M; ML Special; XP 4000.

Rot Grub (6): Int Non; AL N; AC 9; MV 1; HD 1 hp; hp 1 each; THAC0 Nil; #AT 0; Dmg Nil; SA Special; SZ T; ML 5; XP 15 each.

The *wall of force* reaches all the way to the conical roof save the last foot. The only way of retrieving the medallion, short of dispelling the wall, is to climb the room's wall and lower a grappling hook or similar device down to get the medallion. Its powers and effects are listed in the Magical Item section of this module (be sure to read this if the party succeeds in recovering the item).

The half cylinder is a special teleportation device. It teleports anyone (or anything) entering it to a random area near the edge of Shadowland (the location changes every turn, thus the PCs have 1d10 rounds to follow the zombie into it if it manages to escape this way). This is only temporary, though; one hour after the teleportation, all persons or things are returned to this spot, regardless of their location. Let the party think they've escaped; the only way out of Shadowland is back across the Dragon Swamp.





Section IV: Cold Corner

In this adventure, the PCs are to retrieve a cape from a northern barbarian tribe not unlike the one Fafhrd belonged to. The tribe is reportedly moving into Cold Corner. The cape is made of the fur of a winter wolf, and is currently worn by the most powerful winter witch of the tribe. She has been constantly employing it in an attempt to bring the cold farther south than ever before, in order to drive out foreigners and extend her tribe's domain as far as possible.

However, the cape is stolen just as the party reaches Cold Corner. From here, they must go to Mount Stardock in an attempt to retrieve it.

Note: The first part of this section refers to Map C on the fold-up map sheet. The second section (beginning with #W1) refers to the map on page 66 of this booklet.

Random Encounters

These random encounters now take the place of the Overland random encounters. Check for encounters (1 on 1d6) twice a day and once at night. When one is called for, use this table (1d12).

1d12	Encounter
1	Barbarian Hunting Party
2	Cold Spawn
3	Frost Giant
4	Invisibles on Ray Fish
5	Polar Bear
6	Smilodon
7	Snow Serpent
8	Winter Wolf
9	Yeti
10	Avalanche
11	Blizzard
12	Roll twice on a d10 (ignore 10)

- *Barbarian Hunting Party* plays a game, tracking the PCs for as long as they can without getting caught. Then, they simply talk with the PCs and are 50% likely to be headed to

Cold Corner and travel with the PCs if they desire it.

Barbarian Hunting Party, 2nd level rangers (12): Int Highly; AL L(G); AC 8 (leather); MV 12; hp 19, 18, 17, 16, 16, 13, 13, 10, 9, 9, 8, 5; THAC0 19; #AT 2; Dmg 1d8 (long sword) or 1d6 (throwing dagger); SD +3 vs cold attacks; SZ M (6'-8' tall); ML 12; XP 270 each.

- *Cold Spawn* are moving below the snow. They typically dissolve a hollow for themselves, and wait until victims fall in.

Nehwon's Monsters—Cold Spawn (2): Int Non; AL N; AC 6; MV 6; HD 10; hp 50, 42; THAC0 11; #AT 1; Dmg 3-24; SA Dissolve wood and metal; SD Immune to blows, cold, and lightning; SZ L; ML ; XP 5,000 each.

- *Frost Giants* hurl boulder sized snow balls and attempt to cause an avalanche (10% chance per round).

Giant, Frost (2): Int Low; AL CE; AC 0; MV 12; HD 14; hp 69, 60; THAC0 7 or 5; #AT 1; Dmg 1-8, or battle axe (2-16+9); SA Hurling rocks for 2-10 (2d10); SD Impervious to cold; SZ H; ML 14; XP 7,000 each.

- *Invisibles on Ray Fish* attack the PCs out of sport; only the ray fish will attack.

Nehwon's Monsters—Ray-fish, Invisible Flying (4): Int Semi; AL N; AC -1 (includes invisibility); MV 1, Fl 21 (A); HD 6; hp 25 each; THAC0 15; #AT 1; Dmg 1-10; SD Invisible; SZ L; ML 12; XP 1,400 each.

- *Polar Bear* is crossing between lakes and is 80% likely to be hungry.

Bear—Polar (5): Int Semi; AL N; AC 6; MV 12, Sw 9; HD 8+8; hp 53, 50, 47, 45, 44; THAC0 13; #AT 3; Dmg 1-10/1-10/2-12; SA Hug; SZ H; ML 9; XP 2,000 each.

- *Smilodon* stalks the PCs and if hungry (75%) attacks them.

Cats, Great—Smilodon (7): Int Animal; AL N; AC 6; MV 12; HD 7+2; hp

45, 38, 37, 37, 35, 31, 30; THAC0 11 (13); #AT 3; Dmg 2-5 (1d4+1)/2-5 (1d4+1)/2-12 (2d6); SA Rear claws 2-8 (2d4); SD +2 on surprise; SZ L; ML 9; XP 650 each.

- *Snow Serpent* is hidden under the snow and suddenly springs up and attempts to envelop the PCs.

Nehwon's Monsters—Snow Serpents (2): Int Animal; AL N; AC 6; MV 9; HD 10; hp 44, 42; THAC0 11; #AT 1; Dmg 1-10; SA Constriction; SD Hide under snow; SZ H; ML 8; XP 2,000 each.

- *Winter wolves* track the PCs and attack them at night out of hatred for humans and for food.

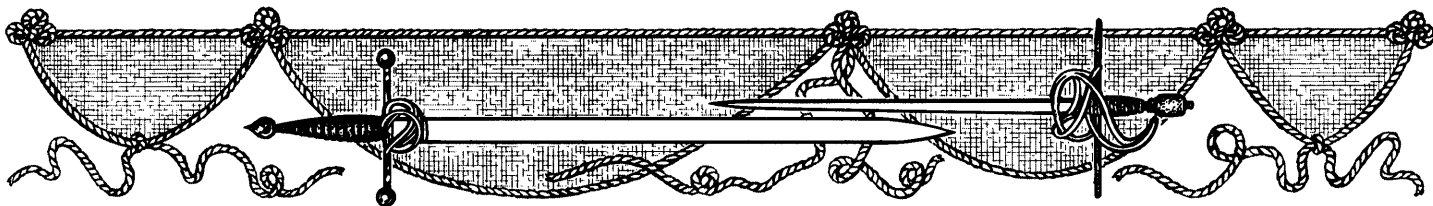
Wolf—Winter (5): Int Average; AL NE; AC 5; MV 18; HD 6; hp 36, 28, 24, 17, 14; THAC0 15; #AT 1; Dmg 2-8; SA Frost; SZ L; ML 13; XP 975 each.

- *Yeti* runs ahead of the PCs, digs a snow cave, and conceals itself there until they cross its path. It then springs up and attacks (+4 surprise penalty). There is a 20% chance that yeti are friendly and warn the PCs of danger or an avalanche area.

Yeti (6): Int Average; AL N; AC 6; MV 15; HD 4+4; hp 26, 21, 21, 19, 15; THAC0 15; #AT 2; Dmg 1-6/1-6; SA Squeeze; SD Immune to normal cold, invisible in snow and ice; SZ L; ML 13; XP 420 each.

- *Avalanche* is a devastating occurrence in snow country. Those caught only take 1d10 points of damage; however, they must make saving throws vs. paralysis or suffer a broken leg or arm. They must also make a Str and Dex check or be buried beneath 1d20 feet of snow and debris. Those buried can dig out one foot per Str check; otherwise, they are trapped. Suffocation also applies (use hold breath rules in *PHB*, also in the Sea King section).

- *Blizzard* means the PCs must dig a deep snow cave for shelter or likely die. The blizzard lasts for 2d10 hours



and those in it (not in some kind of shelter) take 1d12 points of damage per hour. Vision is reduced to 3', causing an additional 5% chance per hour that the PCs walk off a cliff (1d100 feet).

Treasure

- Barbarian Hunting Party—1d12 x 100 rilks in pelts and fur.
- Frost Giants—2d100 rilks each, 1d4 + 1 throwing rocks, and 3d4 mundane items in their bag.
- Winter Wolf—undamaged pelt worth 5,000 rilks!
- Yeti—1d3x100 rilks each; an undamaged yeti pelt is worth 300 rilks.

For the remaining creatures, the DM should assign values to the pelts as he sees fit. Furs are always valued.

Keyed Encounter Areas

#C1. Crossing the Land of the Eight Cities

You have come a long way, and still, you are only about half way to your destination. The cold is already getting intense. All the locals claim that this is the coldest it has ever been during this season, for as long as any of the elders can remember. As you plod through the winter forest (known as the Great Forest) which lies in the Land of the Eight Cities, you feel as if you left the world behind as the snow muffles all sound around you. Suddenly, the silence is shattered like an ice crystal striking a rock.

One of the random encounters for this region occurs immediately. Due to the snow and forest terrain, it takes the PCs a week to cross this area from the Kvarch Nar region and two weeks if the PCs have come overland and are entering the Great Forest near Sarheenmar.

PCs without winter garb suffer 1d4 points of damage a day. Those in non-magical metal armor suffer 1d6.

#C2. Approach to Cold Corner

Finally, you are nearing a settlement up ahead. You have been gradually climbing up a valley floor, and now there is a sheer drop off to your left and a steep hillside to your right. You can see smoke spiralling upwards, in a hurry to leave the cold, calm land below it. As you crest the trail you follow, you can see several large, white huts off in the distance. Nearer you are a number of dwellings which seem out of place in this frigid area, as if made by foreigners. Several wagons are almost completely covered with drifts. Between the two settlements is a large structure which looks like a ship buried in snow. Off to one side of the buildings is a ravine; the remains of an old bridge which must have once spanned it poke out of the near side.

This is Cold Corner. The white huts are the dwellings of the Snow Clan the PCs are seeking. However, only one is currently inhabited. The rest were set up by this advance group so those following would find warm dwellings ready for them. The rest of the clan arrives 1d4 days after the PCs. The ship like structure is Godshall, and is the worship place of the Snow Clan. Finally, the other buildings are half permanent structures which must be repaired each year. They are used by the Mingol traders from the Steppes, as well as southern traders from the Eight Cities and as far south as Lankhmar itself.

The ravine is the one Fafhrd jumped on skis, with rockets under his arms, when he left Cold Corner long ago. If Fafhrd is with the party, he is filled both with old sentiments and great

caution about returning to his former home.

This region is colder than the Land of the Eight Cities, and PCs take 1d6 points of damage per day if not clothed properly and must make Con checks at night or suffer frost bite (1d8 points of damage). Those in non-magical metal armor suffer 1d10 points of damage during the day, and must make Con checks at -5 or take 1d12 points of damage in frost bite. Even warmly wrapped PCs must make a Con check at night or not get much sleep due to the penetrating cold.

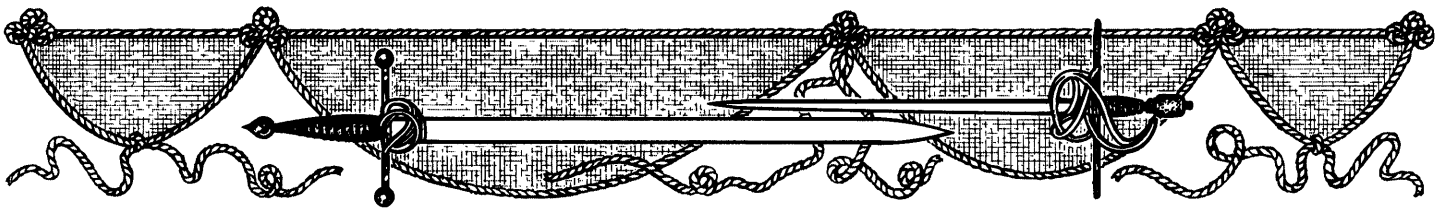
The inhabitants of Cold Corner at this time consist of five Snow Clan barbarians, eight Mingols, four folk from Kvarch Nar, two from Ool Hrusp, three from Sarheenmar, and a caravan of 11 from Lankhmar and the surrounding areas.

#C3. Mingol Ski Hill

Off to the camp's right (east) is a small hill on top of which is a building capped with a large wheel. A knotted rope runs from the wheel to the bottom of the hill. Most of the snow from the building to the bottom of the slope is packed down.

The main attraction at this time is a ski run the Mingols have set up. The building houses a woolly oxen team. The oxen can be hitched up to a pulley system within the building which causes the length of rope to winch up the hill. Those wishing to go up can grab the rope and let it pull them along. Then everyone skis down (one of them must grab the rope), and the process can repeat. The Mingols are charging a rilks per hoist (though they can be talked down to a smerduk), and a smerduk to rent their skis.

To successfully remain standing, PCs must make a Dex check +5 while being pulled up. On the way down, PCs must make a Dex check -2 or crash. Crashes are 20% likely to cause 1d4 points of damage. Three



checks are required to get to the bottom. If all three are made successfully, it means the skier is going very fast and must make a Dex check -3 or shoot across camp and fly off the edge of the ravine (if they are smart enough to voluntarily fall, then they save themselves at the cost of 1d6 points of damage). Those going off into the ravine have a 1 in 8 chance of making it across; otherwise, they fall taking 10d6 points of damage.

#C4. Foreigners' Camp

All of the buildings here look strangely out of place. Even among themselves, there is little similarity. Some have thatched roofs, half caved in from the snow's weight; others have strange upturned eaves holding the snow on their roofs, and some are nothing more than simple canvas tents stretched across several tree limbs. There is an unusual quantity of smoke rolling out of most of them.

These buildings belong to the foreigners and are as follows:

a—The most solid structure, a log cabin bar frequented by all in an attempt to stave off the cold. Their specialty is snow potato brandy (a Snow Clan drink).

b—This lean-to is the residence of the Ool Hrusp pair.

c—This lean-to is used by the Kvarch Nar natives.

d—The Sarheenmar folk are dwelling here.

e—A general stable has been constructed by the foreigners to be shared by all. It also serves as the "Inn" for those who don't wish to make their own dwellings. However, it is very cold. More than one southern horse has frozen to death, or had to be slain due to frost bite. Anyone sleeping in here can light the small fireplace that was built, but even then, they must make a Con check in order to fall asleep, otherwise the cold keeps them awake.

f—This large tent belongs to the Mingols. Although it looks rather thin, it is actually the warmest building in the camp as the Mingols' steppes are nearly as cold as this area, and they are skilled at keeping warm.

g—This building is frequented by those who have drunk a lot.

Not shown are four other buildings of various make that are half filled with snow and would need several days' repair before being somewhat inhabitable.

Each day all the foreigners bring in a great pile of wood and store it in the center of camp for all to use during the night. When all are particularly cheerful thanks to the snow potato brandy, they light half of this on fire and have a large bonfire and meat roast (they usually pay for this enjoyment during the night due to lack of fire wood).

#C5. Godshall

The boughs of nearby trees, along with various wooden supports and hide coverings, form a galleonlike building. In fact, you can't quite be sure that it wasn't once a ship. In any event, the snow seems to remain at a constant level on its roof, just enough to insulate without threatening to collapse the structure.

Godshall is the worship area of the Snow Clan. Within, there is room for nearly 80 people to be seated, as well as a stage area up front for anyone who wants to speak. It has surprisingly excellent acoustics engineered by a number of scalds among those of the Snow Clan.

#C6. Snow Clan Huts

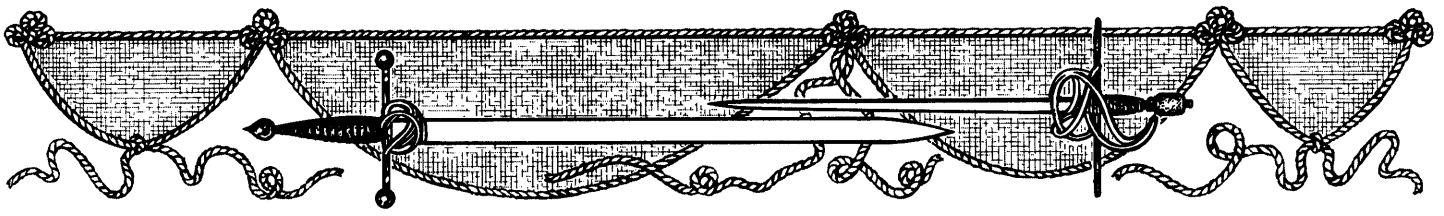
A half circle of wide, low, hemispherical huts covered in white and brown furs stretched across sapling poles stand here. Snow has been carefully packed around them

and baffle flaps at their tops allow a small thread of smoke to escape them. Even their entrances are tightly laced up with leather thongs and there seem to be two doors with a small standing space between them.

The Snow Clan has lived with the cold for as long as time itself. Thus they have adapted to it thoroughly. Their huts are kept at what is comfortable to them, but seem cold to anyone else. However, even on the coldest nights or during blizzards, their huts are never freezing. Moreover, due to the construction of their huts and their skill at firebuilding, they can use one-tenth the wood of a foreigner and keep an entire hut at their desired temperature all day.

Each hut's floor is covered with interwoven pine boughs so the snow below doesn't melt (as it is a good insulator). Their fire pots are shielded on the top and bottom with a leather mat so the heat doesn't radiate up or down, but sideways. Furthermore, their huts are as low as is comfortable so the heat stays down next to their bodies. Finally, their smoke baffle and double entrance allow a minimal amount of heat out and cold in as smoke or clan members enter and exit the huts.

If the PCs manage to befriend the Snow Clan members, including the wives (a very difficult task), the clan might sell them a small hut for 500 rilk in items useful to them (they are only marginally interested in coinage). Even with this, the subtle complexities in properly setting up a hut causes the PCs much frustration.



#C6a. Arrival of the Snow Clan

This event occurs late in the afternoon of the party's first day in Cold Corner.

Just as the distant globe of the sun is beginning to dip behind the range you have learned is the Bones of the Old Ones, you hear a faint, high-pitched whistling coming from the north past the Snow Clan's huts. Looking in that direction, you see a whole pack of white and brown bears nearly 7' tall attacking the Snow Clan's huts.

If the light were better, the PCs would realize that this is actually the Snow Clan itself which has arrived behind its advance party. The women wear white furs and the men mostly wear brown ones.

The matron of the Clan is Elyra, who is wearing the *Cloak of Cold* (actually a full length hooded robe). She wears it constantly, up until the PCs attempt to steal it. At this point, let them obtain it, but be sure they soon realize that the robe they have is only a simple fur robe, although worth 1000 rilks (see event #C7).

#C7. Missing Cloak

If the PCs steal the cloak, then this event occurs on the next day. Don't let the PCs escape in the meantime; use a blizzard or something (if all else fails, start dropping hints that the robe they have doesn't seem like the *Cloak of Cold*; it is old, worn, has holes in it, and seems lifeless). If the PCs accost Elyra, then this event occurs immediately.

Directly behind Elyra, matron of the Snow Clan, appears a band of 20 of clansmen, whom you didn't at first see. They all turn, ignoring you, and walk to Godshall. After they enter, a great sound like an ice castle

bursting and tinkling to a cold iron floor shatters the air. This occurs three times, each louder than the last. You notice that everyone in the area begins walking that way and entering the snow ship.

If the PCs are afraid they are in trouble, try to soothe their worries and tell them that they think it would be easy to sneak near the ship and listen without being found out. Otherwise, if they simply wish to enter, let them do so. Once everyone is within Godshall, read the following:

Elyra, matron of the Snow Clan, steps up on the hall's speaking platform. She is dressed, against custom, in a black cloak. Immediately the entire hall grows silent and all eyes are on her. She scans the crowd with cold eyes, seeming to pause slightly once she comes across you, but then continuing. Eventually, her sharp chill voice shatters the cold silence. "A great item was recently taken from those of the Snow Clan. Long have the wise in my tribe hunted the cold wastes for the famed *Cloak of Cold* and recently they found it. It is a most marvelous garment which has no special properties or significance to any except the leaders of the several Snow Clans, for only with this cloak can proper rulership be determined. I was wearing the cloak when I recently entered Cold Corner, but it has since been taken from me. I beseech you all to watch for it and hastily return it once found. You will know it by its exquisite workmanship and by the symbol of a winter wolf's head on the inside back of the hood. Now, all but those of my clan please leave."

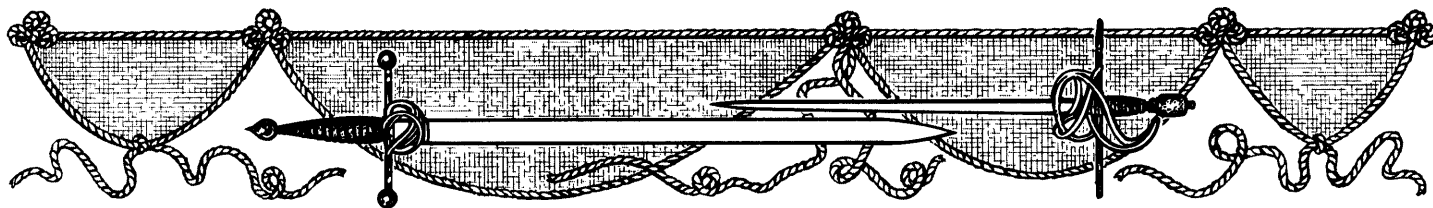
In the next day or two (or before the PCs decide to leave), the following occurs. If the PCs remain in Cold Corner, have this occur at night as the PCs are

asleep. The two barbarians silently slip into their quarters.

Two large men dressed in brown robes stand before you. They each stand a full 7' and appear quite somber. With a direct solid voice, one speaks up, "Of all those at Cold Corner, my brother and I feel your group is the most capable of questing with us. Although you are not all skilled in the ways of snow, your other talents which we have secretly been watching surpass this handicap. We believe we know where Elyra's cloak was taken, and we ask your help in returning it."

These two are Haldrp and Kentck, the only sons of a lesser family in the clan. They witnessed the cloak float through the air as if carried by an invisible man, pause, and then fly off in the direction of the Bones of the Old Ones. At the time, they had both enjoyed too much snow potato brandy and passed the event off as illusions. However, after Elyra's speech, they have been asking questions around the clan's elders and learned that there is a legend of invisible beings living in Mount Stardock. Thus, they wish to quest here, gain the cloak, and return it to Elyra in order to bring great honor to their family. Thus, they selected the PCs instead of others from the Snow Clan. They of course are very stern about leaving at once and not speaking of this to anyone. It also is next to impossible for the PCs to learn from them where they think the cloak is or why they believe so.

They gather up enough food to last the group for 20 days, fur robes, three small three-man tents, and a pair of skis for everyone. They do not give the PCs anything they already have from this list. The robes are worth 250 rilks each. The two brothers want to set out just as the sun is about to break over the Trollstep Mountains the next morning, and get away before those of Cold Corner wake up.



#C8. The Assault on Stardock

It takes the party only two days to reach the Bones of the Old Ones (at which time all the PCs can add on skiing as a proficiency at Dex -5). During this time use the encounters listed at the beginning of this section. The only difference is that the barbarians quickly talk to and dispatch any other barbarians who are encountered.

Once to the Bones of the Old Ones, the party must travel up them, through a pass, leave the trail and skirt the mountain sides, and then actually begin climbing Stardock. This takes another two days at which time the PCs' skiing proficiency is at Dex -2. Encounters here are as in #C1; roll again on a result of 1. In addition to these, you need to use the tables below four times a day.

Type of terrain/environment:

1d8	Result
1	Ice Field
2	Ice Wall
3	Ledge
4	Rock outcropping
5	Snow
6	Snow overhang
7	Snow Hill
8	Whiteout

- **Ice Field**—This can be anything from a glacier to a field of broken, sheer ice boulders. Everyone must make saving throws vs. paralyzation or break through the snow/ice and fall into an ice crevice which is 2d20 feet deep (falling damage applies) and is climbable as an ice wall. There is also a 1 on 1d20 chance that everyone simultaneously falls into a major crevice 1d100 feet deep. Either way, anyone falling must make a saving throw vs. paralyzation at +5 or break an arm or leg in the wedge-shaped bottom.

- **Ice Wall**—These are 2d10x10 feet high and those climbing them suffer a -20% on their abilities (barbarians are immune). Those without climbing

proficiencies must use rope or some other means.

- **Ledge**—This is a rock ledge 2d10x10 feet high. If someone falls, those below are hit by rocks striking as if THAC0 12, doing 1d12 points of damage.

- **Rock Outcropping**—This rocky slope groans and grinds as the PCs cross it. There is a 20% chance that it begins sliding for 1d100 feet. Each foot causes half a point of damage to those failing a saving throw vs. paralyzation. Anyone taking 20+ points of damage must make a second saving throw or break a leg (1d10 points of damage).

- **Snow**—Snow starts falling. Those proceeding forward have a 10% chance of stepping off a ledge or ice wall (50/50).

- **Snow Overhang**—There is a 50% chance of an avalanche occurring. If the PCs take precautions, you can lower this to a minimum of 10%. See #C1 result 10 for the results.

- **Snow Hill**—All must make saving throws vs. paralyzation or slip and tumble down the hill. PCs fall 1d20 feet per failed Dex check and gain a -1 cumulative penalty per roll. After 100 feet, they either fall over an ice wall, fall over an ice ledge, or begin rolling and picking up snow, becoming human snowballs (2 in 6 chance each). If rolling like snowballs, they roll for 1d10x100 feet. PCs must then make a bend bars roll or suffocate to death inside the snowballs, if no one offers to help.

- **Whiteout**—Anyone foolish enough to proceed in this near blizzard condition (caused by light snow and heavy wind), deserves the consequences. There is a 75% chance that they stumble over an ice wall or ledge. Furthermore, each turn spent in this environment causes 1 point of wind burn. Each hour requires a saving throw vs. death magic or the PC suffers frost bite for 1d8 points of damage and loss of toes, ears, fingers, or worse (based on the amount of damage).

Snow Gear Results:

- **Skis**—A successful check while slipping down a snow hill indicates that the skier has righted himself. Furthermore, skis give a +3 bonus on Dex checks against falling through snow/ice into crevices. However, they must be removed for ice walls, ledges, and rock outcroppings (takes a turn to put on or remove).

- **Ice pick**—gives a +3 bonus when sliding down a snow hill; it also gives a +20% bonus for climbing ice walls.

- **Crampons**—These give a +1 bonus if sliding down a snow hill, a +10% bonus on an ice wall, and a +5% bonus on ledges.

- **Roped together**—Anyone falling or sliding causes those next to him to make a Str check to arrest the fall/slide. If the one who fell is between two (not the first or last of the chain), there is a +3 bonus on the checks. However, if the anchor people fail their checks, then they fall as well. This process continues until all falling stops or everyone falls. Note that the checks are adjusted by -2 per additional person who has fallen. Thus, if a person in the middle falls, and one of his two side companions makes it and the other fails, then there are now two who have fallen and they must be checked for again at a -2 penalty.



W1

W2

W3

W3

W8

W6A

W7

W5A

W6

W5

W4

Key

↑ N

--- Illusionary wall

☐ Throne chair

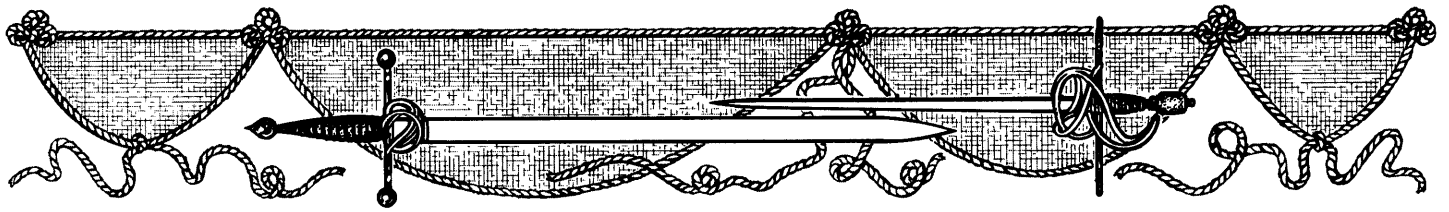
☪ Ice columns

⋄ Gems

☼ Chimney

□ 10'

Caves of the Cold Woman



To the DM: The following section refers to the map on page 66.

This event is to occur at the top of the pass across the Bones of the Old Ones.

#W1. The Opening

As you near the pass, you remember all the tales of pass ambushes, and your awareness heightens. The pass itself is very narrow. A large sled might make it through. Then it widens out for about 50 yards before once again narrowing and dropping off the other side of the Bones of the Old Ones. About half way across the clearing you look up on the far hillside, above a small ledge where the rises temporarily levels off, and you see a 20' wide ice cave. What really attracts your attention are all the pretty colors you see glinting within the cave. There are reds, blues, greens, yellows, and a host of other hues.

If the PCs approach the ledge, they discover a 100-rilk green alexandrite and a 500-rilk yellow topaz which seem to have fallen out of the cave's mouth above.

The ledge is an ice wall 30' high (-20% to climb walls). However, if the PCs go back into the narrow area, they can climb this with some effort and then walk along the rim of the ledge to the cave's mouth.

#W2. Entrance

Once you gain access to the ledge, and look into the cave, you see that many multicolored glass plates have been set into the walls of the ice cave. These are the source of most of the colors. However, you do see several gems lying carelessly about the floor. There is even a small ice pedestal with a brown bag on it.

The glass plates are nearly worthless compared to the gems, bringing on 50 rilks each (there are 12 of them). However, there are 30 gems scattered here worth a total of 3,212 rilks. Anyone opening the bag finds 6 glulditch and a 5,000 gp emerald in it.

A thin silver thread is attached to the bag and runs to #W5. If the bag is disturbed, the thread causes an icicle overhead to break and fall. It makes a sharp, shrill, tinkling sound, and then silence falls. Nothing appears to happen for 2d4 rounds; after this time passes, read the following.

You hear a loud whoomph as a large bank of snow lands outside the cave, nearly half filling the entrance.

If the PCs say they are attempting to escape, have them make Dex checks at a -3 penalty. A small avalanche is occurring outside, and the entrance is sealed. Actually, this is being caused by the Cold Woman who has escaped through the ice chimney at #W5. After setting off the avalanche, she returns to the chimney and prepares herself for the PCs' torment. If the PCs immediately run into #W5 once the avalanche starts, she is not yet there, nor are the indicated illusions.

#W3. Recent Hatchery

As you walk down the ice tunnel, you see an area ahead in which two side passages open up. Both are sealed over with icicles so thickly packed, that you can't see past them.

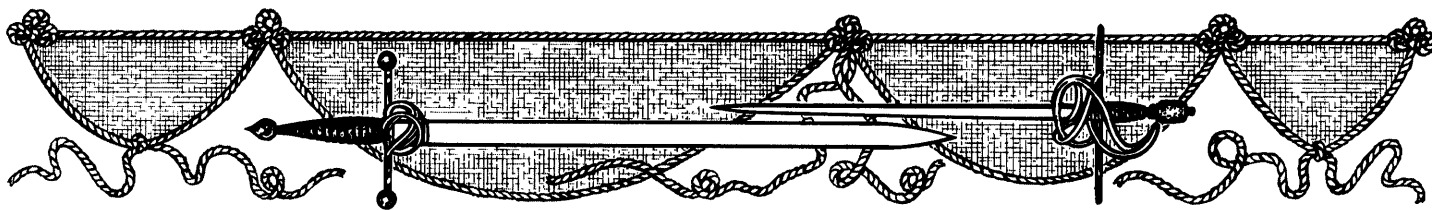
These are so dense that they must be broken through with 50 points of damage, or melted for 20. Once opened, a faint odor of decay floats out. If the PCs enter, read the following:

A horrifying sight is before you. You see over a dozen humanoid bodies lying about the room. They are all half naked and many of them have terrible burns. There are a few which seem to be in nearly perfect condition, but they are all blue as if frozen. Indeed none are moving. Strangely, all of them seem to be pregnant, even the men. Stranger yet, there are two melon sized, white, oblong globs floating about

four inches off the ground. Scattered about the room are several piles of ruined shields, swords, armor, and miscellaneous items. A very faint stench of decay hangs in the air.

The cold woman has inhabited this cave twice before in the past and collected bodies to lay her eggs in. These caves were formed on the last visit and the eggs are about halfway through their incubation. She has laid one egg in each body. The two floating eggs are actually resting in two Nehwon ghouls who were in this region. Upon closer inspection, their bones can be seen (describe this carefully as it adds to the strange scene).

The burns are actually caused by the cold woman's acid. No treasure is found, as the cold woman takes it all. The items are all ruined; the PCs note that they look as if they were melted. Actually this is more acid damage. Of everything, there are but two items that remain relatively usable; a *long sword* +2 lies in the eastern cave along with a *shield* +1. The shield is very large.



#W4. Old Hatchery

Several piles of broken items are scattered about the room. These contain swords, daggers, shields, armor, and miscellaneous gear. A faint stench seems to be locked within the very ice crystals here.

This room and #W6 contain the reason the cold woman returned to this place. This room just hatched out two days ago. The cold woman has herded all of the spawn out of here into #W7 so they wouldn't burrow through the snow into another room and eat the host bodies of those eggs. The items here once belonged to the victims and are all worthless.

#W5. Lair of the Cold Woman

Unless the PCs immediately ran to this room, they see the following when they enter it.

Ahead, the passage widens and then enters a vast cavern with walls of snow and ice. Icicles hang down to within 30' of the white floor. There appears to be no other exit from this vast chamber. However,

your full attention is drawn to the vast horde of treasure against the far wall, and the beautiful white skinned lady who is resting in a great throne of solid gold. Around the throne is a mound of tiks, agols, smerduks, rilks, and glulditch, easily 15' across and two feet in depth. A small fortune of gems is sprinkled about the mound as well, including diamonds, emerald, rubies, topaz, pearls, tourmaline, and many others which you do not recognize. On the wall behind the throne are three great swords: short, long and bastard. Next to them rest two shields and two gnarled staves.

After the cold woman caused the avalanche that blocked off the cave's entrance, she once again entered through the ice chimney at #W5a. Here, she caused the illusionary walls of ice to form across the entrance to #W7 as well as the entrance to #W5a (thus the PCs see no other exits). Furthermore, most of the treasure the PCs see is illusionary, as well as the girl.

Once the PCs enter the room, she begins to toy with them as long as possible before actually moving into the room and attacking. Her goal is to disarm the PCs both of weapons and of caution. She does this by having the il-

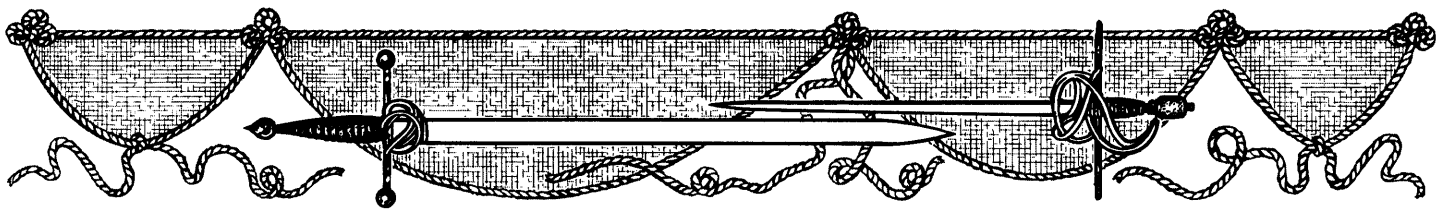
lusionary girl step forward with a smile and motion for the PCs to sit and relax. The girl then waves a hand toward the entrance they came in and it seals over as if by snow and ice (a further illusion).

Then the girl motions to the snow on the floor and causes it to form letters (she can't talk as she is illusionary). In the letters she says, "I am the snow princess, Glamachurine. I have been magically trapped in this cave by an evil minotaur which appears and prevents me from leaving every time I try. He says that if I can get a band of heroes to completely trust me, I am free to leave." After this, she attempts to get the PCs to remove their weapons and "entrust them to her". If the PCs do this for her, the weapons are covered in illusionary snow so as to be hard to relocate. Eventually, she disarms the PCs, at which time she attempts to lull them to sleep with false confidence (rendering them as helpless as possible).

As soon as the "nice girl" approach fails, the cold woman next tries to terrify the PCs into submission. A giant snow monster (illusion) steps through the wall and enters the room. He appears to cast beams of cold into the floor, causing snow snakes and other horrid monsters to arise (all illusions). He grabs one of the swords off the wall (which is also an illusion), which then appears to emit magical light. He then rips holes in the floor (illusion) and demonstrates how powerful the sword is. Then he stabs himself to the hilt with it and draws it out without harm (all illusion). He next does a similar thing with the illusionary staff and magic. Thus the cold woman hopes to convince the PCs that he is impervious to harm. If this ploy works, he begins motioning to the PCs to disarm themselves. He can also cause snow writing.

If either of these ploys works, the cold woman tries to get the PCs to go asleep, or at least to move so their backs are near her hideout. She then attacks:





A giant 30' tall, white skinned, vaguely woman-shaped monster steps through the wall and attacks you.

Nehwon's Monsters—Cold Woman (1): Int Average; AL NE; AC -2; MV 9; HD 16; hp 72; THAC0 5; #AT 1; Dmg 4-40; SA Special; SD Special; MR 25%; SZ L; ML 18; XP 15,000.

Once she enters combat, the only illusions she can maintain are the sealed over passages. Once killed, all of her illusions disappear, including all the treasure except for 22,890 rilks in gems! One of the gems is a *gem of seeing*.

The PCs can climb out the same chimney at #W5a to escape this area and return to the mountainside.

#W6. 2nd Old Hatchery

The walls of the tunnel here are still dripping as if they were recently made.

Indeed, the tunnel was recently made by the cold woman in preparation for the next room's hatching, which was starting just as the PCs entered the pass. If the drips are examined, they are found to be very cold (not warm as would be expected), but seem to lightly burn and irritate the skin (acid).

The description of the room beyond this tunnel is like the second boxed text of #W3 above, with the following addition:

(Read 2nd box of #W3) Then one of the bodies lurches and a gaping hole appears in its side. Out of the hole comes a big white blob of mucus. It moves! It slithers and lurches onto the body and seems to engulf it.

The mucus is actually a cold spawn with only 3 Hit Dice. However, it eats the body in 3 rounds (gaining 1 Hit Die

each round). After that, it looks for other bodies to devour (the PCs being likely targets as they are fresher). Each 8 points of damage caused by it increases it yet another Hit Die until it reaches its maximum of 10.

At this time, there is a second cold spawn already hatched out which is currently burrowing through the snow at #W6a. If it reaches that room, it eats 3 bodies there (killing the eggs within) before becoming a full 10 HD.

Each round, there is a 1 on 1d10 chance that another of the 15 eggs here hatches and does what the first one did. Obviously, some of the cold spawn end up eating the others' bodies before they hatch, thus killing them; thus is the way of nature. It was for this reason that the cold woman returned, to prevent as much of this as possible.

Nehwon's Monsters—Cold Spawn (2-15): Int Non; AL N; AC 6; MV 6; HD 3-10; hp 5 per HD; THAC0 17 (3-4 HD), 15 (5-6 HD), 13 (7-8 HD), 11 (9-10 HD); #AT 1; Dmg 3-24; SA Dissolve wood and metal (and snow); SD Immune to blows, cold, and lightning; SZ L; ML special; XP HD/XP: 3/420, 4/650, 5/975 6/1,400, 7/2,000, 8/3,000, 9/4,000 10/5,000 each.

#W7. Cold Maze

The passage here branches. A small passage only 5' in diameter runs to the left while the main passage continues right. Up ahead it branches again in a similar manner, smaller to the right and larger to the left.

The large passage was recently (several days ago) made by the cold woman to start a new hatchery. The smaller passages have been made by the cold spawn which hatched out of #W4.

The only reason the spawn aren't going into #W8 is that the cold woman sprinkled gems across its entrance. It is a little known fact that gems are un-

digestible to cold spawn; thus they are a constant irritation once enveloped, and they avoid them.

If the PCs enter the maze, design it as you wish. They eventually encounter (in groups of 1d4) the cold spawn from #W4 who are all here. Sometimes they are part of the floor, sometimes they form a new passage behind the PCs and then move in and attack them, and sometimes they form a new passage directly beside, above, or below the PCs and attack (+3 surprise this way).

If the party wanders here long enough, they find exits out of the snow onto the western surface of the Bones of the Old Ones (their original destination). This cuts a quarter day of their mountain trip.

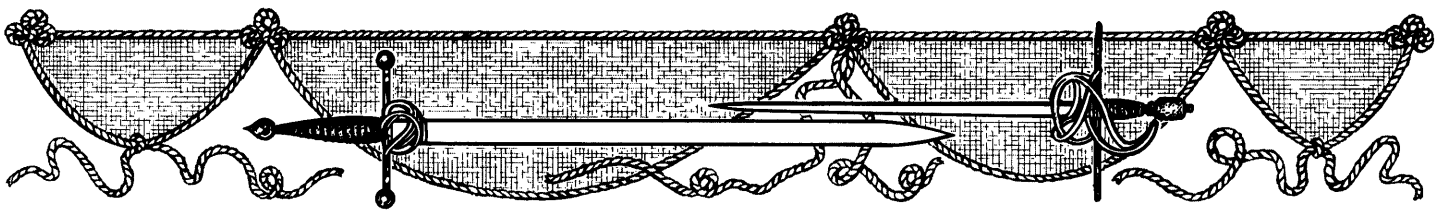
Nehwon's Monsters—Cold Spawn (15): Int Non; AL N; AC 6; MV 6; HD 10; hp 50 each; THAC0 11; #AT 1; Dmg 3-24; SA Dissolve wood and metal; SD Immune to blows, cold, and lightning; SZ L; ML ; XP 5,000 each.

#W8. New Hatchery

You see a small fortune in gems scattered about the entrance to this room. Within are four bodies similar to the ones found elsewhere, but without the stench.

Two of these are barbarians whom Haldrp and Kentck recognize. They fought mightily, but were both killed in the end. However, the other two were simply paralyzed and one is still alive. For stats on this character, use one of the NPCs (preferably a non-warrior) as they would surely have fought as well.

This NPC behaves favorably to the PCs if revived and accompanies them on their quest if asked. The group is partaking in Zodac-no-kara for a winter witch hermit who resides in the Trollstep Mountains and is much more controlled and less vile than most of her ilk. She just received Aarth's riddle for the *cloak of cold*, and the sent her



hero's off to collect it atop Stardock (her riddle was different from the PCs, as Aarth's information had changed).

Some of this party's gear has not yet been destroyed. The surviving NPC can easily gather up enough equipment to make himself useful. If any of the PCs died at #W5, this is a good place to introduce a new character (a player could even play this NPC).

The gems at the entrance are worth 2,350 rilks.

The Purpose Revealed

The *cloak of cold* was actually taken by Hrisa and Hirriwi, who are two invisibles living high on Stardock. Their purpose was solely to lure the heroes to them in order to tell Fafhrd and the Gray Mouser that they are now fathers and to have them perform the Ritual of Entrance for their children. Again, the two princesses' plan is being interfered with by their jealous cousin and father. They even had to promise their father that they would not tell anyone not on Stardock about the children, and would not bring anyone from below Stardock onto the mountain. However, the daughters are getting around their promise by getting the PCs to bring themselves to Stardock. Thus, the cloak was taken as a lure.

In the fourth book of the *Saga of Fafhrd and the Gray Mouser, Swords Against Wizardry*, the two heroes climbed Stardock and met these two invisible princesses. Now the princesses want them to perform the Ritual of Entrance to properly bring their children into the world. If Fafhrd and the Gray Mouser are in the party, then they can actually perform the ritual; otherwise, Hrisa and Hirriwi teach the ritual to the PCs so they may take this information back to their mentor, who can in turn pass the information on to Fafhrd and the Mouser.

This short section has a fairytale feel, and involves the DM mainly as a storyteller and role player. The DM is free to expand this portion, if that is

desirable. One version might cause the PCs to be taken prisoner by the princesses' jealous cousin, or father, and have to fight their way through the vast inner mountain kingdom of the invisibles. Refer to the map on page 70 while playing this portion of the adventure.

#11. Invisible Meeting

This event should occur once the PCs are high up on Stardock and approaching the summit. Just before this event occurs, the DM should inform the party that they have come to yet another rock cliff, except this one has a narrow chimney running up it. He then rolls his dice to simulate a random event, and informs the party that event #1 has been triggered. Then read the following:

As you climb up the narrow chimney, you are surprised to find numerous convenient ledges and hand holds. However, after some time the rock surface becomes smoother and you must stretch your body out till it burns to reach for yet another distant niche in the rock. Finally, after what seems like an endless snail's crawl up the rock, you reach a point where no grips of any sort can be found, not even with your supreme skills. The rock seems to have become nearly glass-like.

The first part of this climb is made at +50% climb walls, then at normal, then -30%, and finally -50%. If the PCs can continue, the event takes place just as they are preparing to top the ledge; otherwise, it occurs as soon as they decide to turn around, or begin to fall:

Suddenly the rock beside you moves, and you see the outline of two rectangles two feet by three feet standing next to each other. They quickly swing out and away,

and you realize they were shutters. Four smiling faces look out at you and eight sturdy arms reach out and pull you in through the window. A strong fragrance as of perfume drifts out of the window, and you feel weak and giddy.

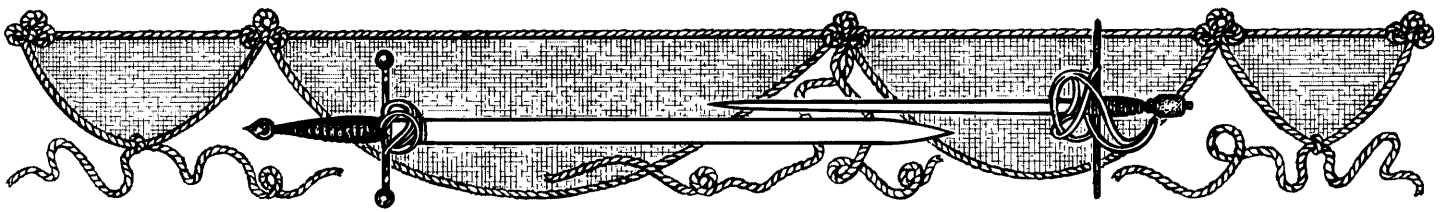
If the PCs resist, tell them that they are nearly exhausted from the climb. Also, if they attempt to fight, inform them that they must make another climb walls roll at -70% or fall. Furthermore, the perfume requires a successful saving throw vs. poison at a -3, or all combat rolls are at -5.

Nehwon's Monsters—Ice Gnomes (4): Int Low; AL LN; AC 6; MV 6; HD 2; hp 12, 12, 10, 5; THAC0 19; #AT 1; Dmg By weapon; SD +2 on cold saves; SZ S; ML 11; XP 65 each.

The arms belong to four ice gnomes who are servitors of the two princesses, Hrisa and Hirriwi. They take the PCs into a prep room where the perfume is so strong that they don't get a save. Thus, they become light headed, giddy, and very jolly (an effect like laughing gas). Go to event #12.

#12. Preparation

Your mind is all a jumble, but you realize that you are gently being stripped of your heavier gear by several gnomes, and placed upon a table. Then pain shoots through your body as two of the gnomes begin massaging your tired muscles. Soon, pain turns to pleasure, and that, combined with the fragrance, warmth, and strange sense of safety, quickly lulls you to sleep. After some time, you awake, finding yourself alone in a small cozy room. You are lying on a soft bed, and a globe of light near the ceiling is radiating a soft, warm glow. The fragrance you recall is gone. Sitting up, you notice that you are unclothed.



The PCs are all in private rooms with a central waiting area connecting them. All of their items have been taken. However, each finds a stiff black tunic with silver trim hanging on the inside of his or her door. Their rooms are unlocked, and they are soon together.

Once all are together, or they find the secret door in the wall, four gnomes enter through the secret door. They inform the PCs that they are to accompany them to the "Ritual of Entrance". They then lead the PCs through a hopelessly complex series of corridors, stairwells, and rooms, and at last bring them to event #13.

#13. Hrissa and Hirriwi

Up ahead, you see a large set of double doors nearly 20' high and heavily engraved with strange depictions of stars shooting off a mountain top. The gnomes open the doors to reveal a small arenalike room with you near the top. Several arched exits lead from the lower level and a black and silver carpet leads from before you to the room's bottom. Standing at the bottom at either end of a stone table are two beautiful women, one garbed in purple, and one in orange. The skin of the women matches their garments. You have the strange feeling that many eyes are upon you. The women speak saying, "I am Hrissa and this is Hirriwi, princesses of Stardock. Welcome!"

If the PCs should foolishly attack, they are overborne by the hundreds of children in the room. They are all invisible like their two mothers, Hrissa and Hirriwi, who are actually coated in jelly-like makeup.

If Fafhrd and/or the Mouser are in the group, they are asked to step forward and partake in the ritual, while the others watch. Otherwise, all the PCs are instructed to take part and learn the ritual, so they can pass it on to these two through their mentor.

The ritual involves speaking the name of each child, placing the tips of

all fingers and the thumb into a bowl of water, and then casting the wetness into the air. (You can make up the details and special effects as you like). A list of the names is provided if Fafhrd or the Mouser aren't present.

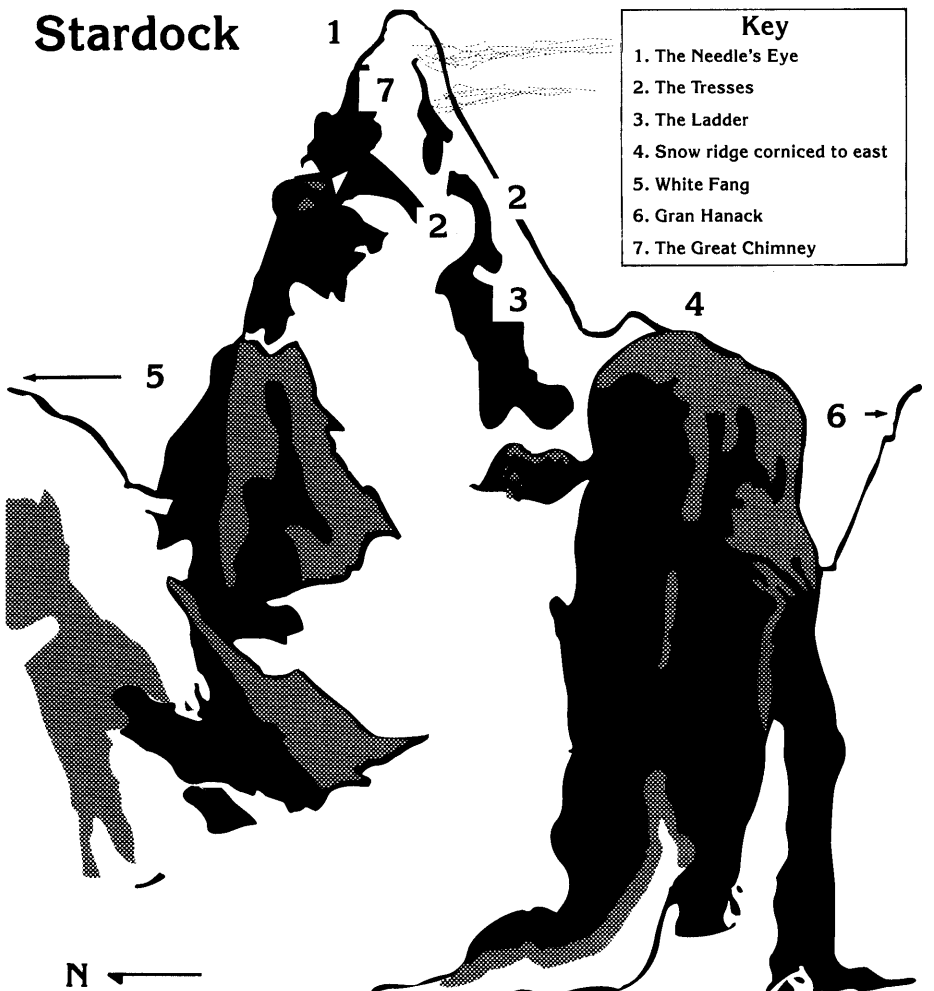
After the ritual, the PCs all are asked forward and a ceremonial drink is offered in thanks for their heroic efforts in reaching them. (Role play this whole event as you wish.) After everyone has drunk, all slowly slip into unconsciousness (those who didn't drink smell the fragrance and do likewise). Now go to Event #14.

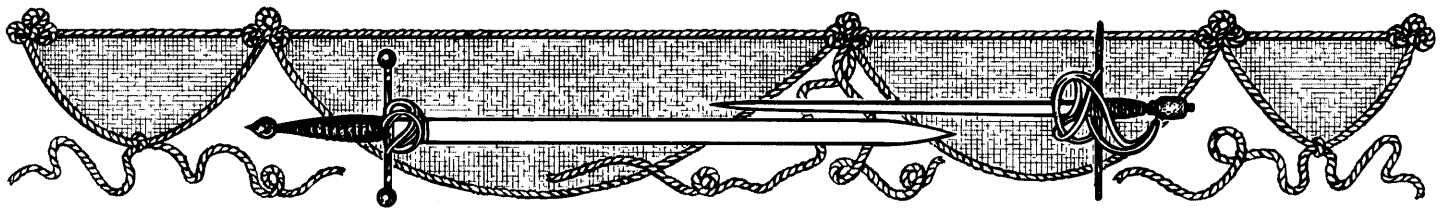
#14. Cloak of Cold

You awake from what may have been a dream. You are lying at the

base of Stardock with nothing but strange memories to confirm that you were ever upon the sheer side of that mountain.

However, if the PCs look around, they find that all their equipment is lying about in neat little bundles. Furthermore, several small princess-sized foot prints are found in the snow. Underneath one of the PCs (Fafhrd or Mouser if they are PCs) is a white bundle for a pillow. This is actually the *Cloak of Cold*. Furthermore, in some recess of each character's possessions is a pouch full of invisible gems (1000 rilks in value each). They can only be seen at night or in darkness when they give off a faint radiant glow.





Section V: Klesh

In this adventure, the PCs are delving into the jungles of Klesh. Here a dark skinned people live, the Kleshneet. Although these people are friendly when they are encountered outside of Klesh, no outsider has ever entered the Klesh and returned! The Klesh are the most ancient people of Nehwon (a fact unknown to them), and have changed little throughout the ages.

The reason for the lack of change is this: the Kleshneet worship a great black stone which they keep in a temple at the center of their realm. By custom, all outsiders must leave the Klesh via a religious ceremony held at this temple in which the stone teleports the intruders back to the lands they came from and erases all knowledge of everything they discovered within the Klesh. It further assures that the intruders never again encounter any of the Kleshneet whom they befriended while in the Klesh, thus assuring total secrecy of the Kleshneet.

What no one knows, not even the Kleshneet, is that the "stone" is actually a *sphere of annihilation*. Long ago, an evil organization of Kleshneet discovered the sphere. They then molded their evil religion around the "great rock" (one of its many names). Over the years, this religion has changed into its current form. The great rock still serves a number of purposes, but only the dark priests who still operate the temple know of the stone's destructive powers. Even they do not understand it, believing it to truly be a stone which represents the heart of their foul god. They also believe that all who are devoured by the stone are taken as offerings to this god.

And so, the *sphere of annihilation* (a completely unintelligent, non-aligned item) is completely misunderstood by both the priests and people of the Klesh. The reason Aarth wants the stone removed is twofold. First, such a powerful magical item should not be left with those who know not of its powers. Secondly, as more and more people brave the Klesh, the stone is being used more often. This is a great

drain on the magical powers of Nehwon.

Most Kleshneet are rangers of at least 2nd level. This is a result of their constant striving to bring themselves in tune with their jungle surroundings. Their combat skills are constantly tested by hostile beings in the jungle as well as war rituals which are held frequently.

Klesh Events

#KE1. Crossing the Marsh

This event works fine no matter from what direction the PCs enter the jungles of the Klesh.

After adventuring for many days, you finally reach the tall, wet grasslands marking the borders of Klesh. The grass here ranges from two to four-and-a-half feet high. After walking on for a while, you come across a winding trail, perhaps animal, perhaps human, heading deeper into the grasslands toward the Klesh.

If the PCs wish to continue forging their own trail, they soon become discouraged. The grasslands grow much more inhospitable. Biting flies and other insects are more frequent, the grass more dense and at the same time more ridged, and the ground becomes spongy with water as the PCs enter the marsh.

It takes the PCs 24 hours of travel (not counting sleep and rest) to forge their own way through the marsh. If they follow the trail, they get through in 8 hours. Both have advantages and disadvantages.

Anyone walking through marsh grass (not on a trail) must roll equal to or above his AC on 1d10 each hour or suffer 1d2 points of damage due to grass cuts (like paper cuts). Everyone must also make such an AC check each hour or receive a point of dam-

age due to the terrible amount of insect bites. At the end of the marsh trek, everyone must roll a percentage greater than the total amount of insect damage or become sick for 1d8 days with a high fever. Those who fall ill must make successful saving throws vs. poison or die.

Healing in the marsh is at half the normal rate due to the constant dampness and filth that finds its way into wounds. Those with herbalism proficiency can make an insect repellent with a +2 check (give 500 XP to the one who thinks of this).

There is a 1 in 20 chance of finding a trail every hour of travel (the first one indicated in the description above was a gift).

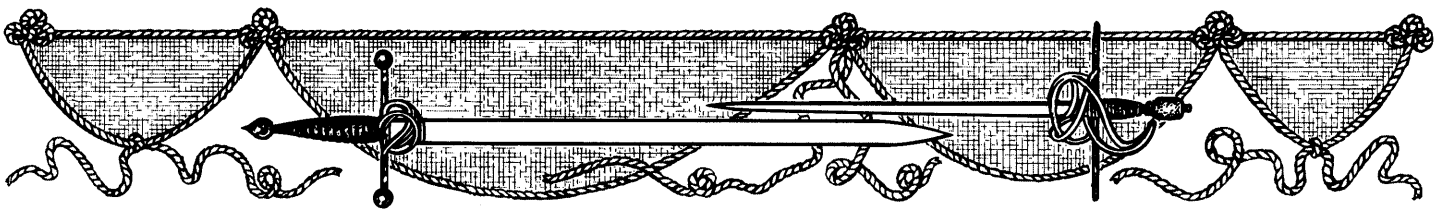
Marsh encounters are as follows:
Trail: 1 in 4 chance per hour
Marsh: 1 in 6 chance per hour

1d12	Result
1	Behemoth
2	Cobra, Water
3	Eels, Poisonous
4	Gladiator Lizard
5	Marsh Leopard
6	Salt Spiders
7	Worms, Giant
8	Marsh Vulture
9	Roll twice more on this table with a d8
10	Kleshneet hunting party
11	Marsh Gas
12	Will o' wisp

Nehwon's Monsters—Behemoth (1): Int Animal; AL N; AC 4; MV 12, Sw 18; HD 15; hp 68; THAC0 5; #AT 1; Dmg 4-40; SZ L; ML 10; XP 5000 each.

Nehwon's Monsters—Cobra, Water (7): Int Animal; AL N; AC 8, 4 in water; MV 12; HD 3+3; hp 24, 21, 18, 17, 17, 14, 13; THAC0 17; #AT 1; Dmg 1-4; SA Poison; SD Water blending; SZ S; ML 10; XP 420 each.

Nehwon's Monsters—Eels, Poisonous (12): Int Animal; AL N; AC 6; MV 9; HD 1/2; hp 4(x4), 3(x4), 2(x4), 1(x4);



THAC0 20; #AT 1; Dmg 1-4; SA Poison; SZ S; ML 9; XP 35 each.

Nehwon's Monsters—Gladiator Lizard (3): Int Very; AL LE; AC -3; MV 15; HD 7; hp 42, 42, 26; THAC0 11; #AT 2; Dmg 1-10; SZ L; ML 13; XP 650 each.

Gladiator Lizards: Several years ago, the dark priests of the Kleshneet had a shipment of gladiator lizard eggs brought to them. As the expedition was traveling through the marsh with the eggs, they were killed by a behemoth. The eggs have since hatched and now several bands of gladiator lizards are threatening the echo system of the entire marsh. They have even entered the Klesh jungle.

Nehwon's Monsters—Marsh Leopard (4): Int Animal; AL N; AC 6; MV 9; HD 3; hp 21, 17, 15, 8; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA Rear claws 1-4 each; SD Surprised only on a 1, camouflage; SZ M; ML 10; XP 175 each.

Nehwon's Monsters—Salt Spider (6): Int Animal; AL N; AC 6; MV 15, Wb 18; HD 3; hp 21, 21, 15, 14, 10, 9; THAC0 17; #AT 1; Dmg 1-8; SA Poison; SZ M; ML 12; XP 270 each.

Nehwon's Monsters—Worms, Giant (12): Int Animal; AL N; AC 10; MV 6; HD 1; hp 8, 8, 7, 6, 5, 4, 3(x3), 2, 1; THAC0 19; #AT 1; Dmg 1-4; SA Mild Poison; SZ S; ML 8; XP 35 each.

Nehwon's Monsters—Marsh Vulture (4): Int Low; AL NE; AC 6; MV 3, FI 24 (C); HD 8; hp 38, 37, 30, 23; THAC0 13; #AT 3; Dmg 1-10/1-10/2-20; SZ L; ML 11; XP 975 each.

Kleshneet Hunting Party 2nd level rangers (12): Int Average; AL N; AC 5 (bamboo breast plates and shield); MV 12; ; hp 20, 17, 16, 12, 12, 11, 10, 9, 8, 8, 7, 7; THAC0 19; #AT 2; Dmg 1d6/1d6 (spear); SA surprise on 1-4; SD surprised on 1; SZ M; ML 12; XP 175 each.

Kleshneet Hunting Party: If the PCs encounter a Kleshneet hunting party,

they are asked to come with the party into the Klesh. They are friendly toward the PCs, but stern in their request (as per their religious views that all who enter the Klesh area must exit via the Great Stone. If thwarted, they employ guerilla ambush tactics to constantly harass the PCs throughout the marsh (increase wandering monster rolls to 1 in 2 chance).

Will o'wisp (3): Int Exceptional; AL CE; AC -8; MV FI 18 (A); HD 9; hp 51, 37, 33; THAC0 11; #AT 1; Dmg 2-16; SA Special; SD Special; MR Special; SZ S; ML 17; XP 3,000 each.

Will o' Wisp: Will o'wisp lead the PCs into one of the few true bogs in the marsh. Here, the PCs sink at the rate of 1'/round until they suffocate in the muck. By the time they notice the sinking, they are 1d100' into the bog.

Marsh gas: This gas smells like the rest of the marsh, and thus is not easily detected. Everyone must make a saving throw vs. poison at a -2 penalty, or fall asleep for 1d8 hours. If they are still in the gas area at the end of the sleep, they die (if they aren't eaten or drown in the marsh first).

#KE2: Traveling Through the Klesh Jungle

At last you've gotten through the incredible natural defense surrounding the Klesh jungle. Hopefully, the jungle is more hospitable than its surrounding marsh proved to be. You can feel the heat and moisture of the jungle roll out across the marsh like some great ball of cotton. Entering the jungle, you feel as if you have literally stepped into a thick, hot cotton ball. In the course of a league, the transition from marsh to dense jungle is complete. Life is everywhere. Great trees screen the sun with their leaves and the draping green moss that hangs from their outstretched limbs. Jagged vines hang at all an-

gles across your path. The undergrowth is so dense, your feet never tread upon the ground. As you round each new tree, another animal runs, scampers, crawls, or slithers from sight. In the distance, a constant orchestra of strange inhuman screeches, chatters, calls, and screams plays for you, but constantly keeps its musicians concealed from your sight.

The PCs find the jungle to be slightly more hospitable. Although the type of insects changes, the ferocity of them remains the same as in the marsh (same rules apply). Healing remains at half the normal rate due to the moisture and infection potentials. However, the threat of grass cuts is now gone. Progress is much slower without a trail.

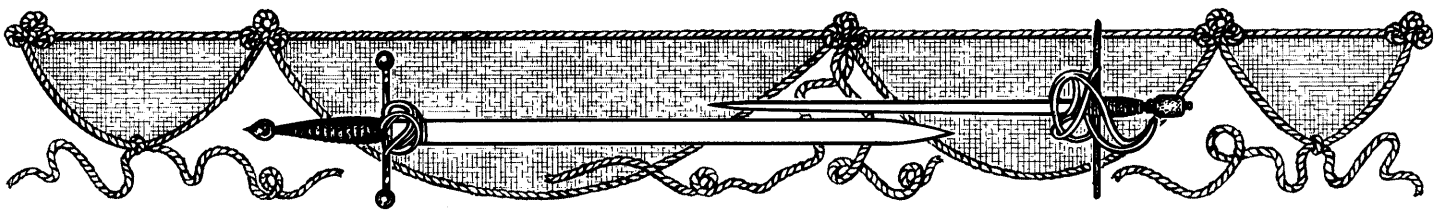
The chance of crossing a trail is 1 in 6 per hour. If the PCs crossed the marsh on a trail, it is 80% likely to continue into the jungle. Movement through the jungle is at two-thirds normal rate on a trail (they wind, cross ravines, white water streams, waterfalls, etc.), and one-tenth normal rate overland (requiring someone with a slashing weapon to be in front at all times, cutting vines and undergrowth). Those cutting vines (in overland travel) must make a Con check each hour in order to continue leading. Failure means that they are exhausted, and must not lead again until they sleep for at least 8 hours (all combat rolls are also at -2).

Each day of travel, there is a 1 in 4 chance that the trail the PCs are on begins to head in a direction opposite to what they want (requiring overland travel). It takes the PCs approximately 10 days of travel to eventually happen upon area #K1 (if they are attempting to plunge deeper into the jungle). If a ranger or druid is leading the PCs, this time is cut in half. If they are with Kleshneet, the time is cut by 5.

Jungle encounters are as follows:

Trail: 1 in 6 chance per hour

Jungle: 1 in 10 chance per hour



- 1d12 Result
- 1 Ant Swarm
 - 2 Ape, Carnivorous
 - 3 Beetle, Rhinoceros
 - 4 Bird of Tyaa
 - 5 Cats, Great—Tiger
 - 6 Couatl
 - 7 Plant, carnivorous—Choke Creeper
 - 8 Spider, Giant
 - 9 Snake, Giant Constrictor
 - 10 Toad, Giant
 - 11 Roll a d10 twice more on this table
 - 12 Kleshneet hunting party

As with the marsh encounters, the DM should take time to set these up as if they were planned encounters. They give the players a sense of time passage and isolation as they delve deeper into the Klesh. Be sure to describe terrain events between these encounters (e.g. crossing logs over stream-filled ravines, climbing hills, delving through denser sections of jungle, etc.).

Ant—Swarm (10,000): Int Animal; AL N; AC 10; MV 6; HD 1 hp per 10 ants; hp 1000; THAC0 Special; #AT 1; Dmg Special; SA Poison; SZ S; ML 6; XP 6500.

Ant Swarm: The ant swarm is very deadly as it completely coats the entire area the PCs are in; it sounds like a slow moving breeze coming their direction. The only escape is to bury oneself, fly away, submerge in water, or circle in flame (otherwise, the PCs are likely to die).

Ape, Carnivorous (9): Int Low; AL N; AC 6; MV 12, 9 in trees; HD 5; hp 29, 26, 25, 24, 23, 23, 19, 17, 15; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8; SA Rending; SD +2 bonus to surprise roll; SZ L; ML 11; XP 175 each.

Apes: If the PCs stop, squat, and put their heads down, the apes do not bother them. Otherwise, they attack believing they are challenged.

Beetle—Rhinoceros (3): Int Non; AL N; AC 2; MV 5; HD 12; hp 62, 56, 55;

THAC0 9; #AT 2; Dmg 3-18/2-16; SZ L; ML 14; XP 4,000 each.

Nehwon's Monsters—Bird of Tyaa (18): Int Low; AL NE; AC 7; MV 1, Fl 18 (B); HD 1/2; hp 3 each; THAC0 20; #AT 1; Dmg 1-4; SA 20% have poisoned claws; SZ S; ML 7; XP 35 each.

Birds of Tyaa: The Birds of Tyaa attack the most charismatic female in the party. Each 10 points of damage reduces her charisma by 1 due to permanent facial scarring.

Cats, Great—Wild Tiger (4): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 31, 31, 29, 28; THAC0 15; #AT 3; Dmg 2-5/2-5/1-10; SA Rear claws 2-8 each; SD +2 surprise; SZ L; ML 8; XP 650 each.

Tigers: If tigers are encountered, there is a 10% chance that a Kleshneet weretigress is with them. She persuades the tigers not to attack if the PCs have been kind to the jungle and haven't harmed any tigers (otherwise, she attacks to kill). After this she sends a Kleshneet hunting party in the PCs' direction (80% chance of an encounter with them in 1d4 hours).

Couatl (1): Int Genius; AL LG; AC 5; MV 6, Fl 18 (A); HD 9; hp 45; THAC0 11; #AT 2; Dmg 1-3/2-8 (2d4); SA Poison, 7th level priest spells; SD Ethereality; SZ L; ML 13; XP 6000 each.

Couatl: The couatl tells the PCs that they should befriend a Kleshneet hunting party and travel with them. It leads the PCs to such a party in 1d4 hours.

Kleshneet Hunting Party 2nd level rangers (12): Int Average; AL N; AC 5 (bamboo breast plates and shield); MV 12; ; hp 20, 18, 17, 16, 11, 9, 9, 8, 8, 8, 5, 4; THAC0 19; #AT 2; Dmg 1d6/1d6 (spear); SA surprise on 1-4; SD surprised on 1; SZ M; ML 12; XP 175 each.

Kleshneet Hunting Party: The hunting party acts exactly like it did in event #1.

Lycanthrope, Weretiger (1): Int Average; AL N; AC 3; MV 12; HD 6+2; hp 33; THAC0 15; #AT 3; Dmg 1-4/1-4/1-12; SA Rake for 2-5/2-5; SD Hit only by silver or +1 or better magical weapon; SZ M; ML 13; XP 975 each.)

Plant, Carnivorous—Choke Creeper (1): Int Non; AL N; AC 6 (vine)/5 (stalk); MV 1/2; HD 25; hp 96; THAC0 7; #AT 8+; Dmg 1-4; SA Strangulation; SD Special; SZ G; ML 14; XP 18,000 each.

Snake—Constrictor, Giant (3): Int Animal; AL N; AC 5; MV 9; HD 6+1; hp 28, 24, 17; THAC0 15; #AT 2; Dmg 1-4/2-8; SA Constriction; SZ L; ML 9; XP 650 each.

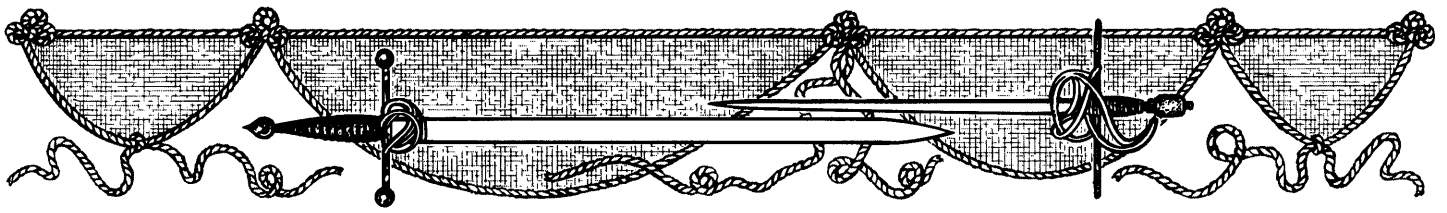
Spider—Giant (5): Int Low; AL CE; AC 4; MV 3, Wb 12; HD 4+4; hp 26, 25, 24, 19, 17; THAC0 17; #AT 1; Dmg 1-8; SA Special; SZ L; ML 13; XP 650 each.

Toad, Giant—Poisonous Toad (7): Int Animal; AL N; AC 7; MV 6, hop 6; HD 2; hp 11, 11, 10, 9, 5, 4, 3; THAC0 19; #AT 1; Dmg 2-5; SA Special; SZ M; ML 7; XP 175 each.

#KE3. Meeting the Kleshneet

This event is to be run the first time the PCs meet up with the Kleshneet.

The vegetation ahead rustles, and slowly, five dark skinned humans rise up as if growing out of the very ground itself. Each has a silver ring pinned through his skin at some location or another. They are carrying narrow tipped spears decorated with feathers and colorful dyes. Each wears a breast plate made of bamboo and carries a shield made of leather stretched over a bamboo frame. Upon the shields is painted a stone temple with a large black stone filling its center. Behind the temple is a volcano just as it is start-



ing to erupt. Several of the men have white circles about four inches in diameter painted around their right eyes. After they have risen to their feet, they become absolutely motionless, but their spears are at hand.

occasionally can be seen as well. Now that the jungle isn't isolating you, you can finally see a little of the world about you. What immediately strikes you is the dormant volcano, on the base of which you are standing.

Suddenly a loud, dull drum is struck in the distance, and silence befalls the entire scene. You can barely make out the sounds of an old man's voice drifting down to you from the top of the pyramid. He seems to be offering some prayer to the village below him. As your eyes adjust, you notice that most of the villagers are now thronged around the pyramid, although it is hard to make them out in the darkness, as the light of the various fires seems to be swallowed by the overwhelming force of the jungle's night.

If the PCs have done any great harm to the marsh or jungle, the Kleshneet all say, "Defilers of the great mother, how do you defend yourselves?" If the PCs can't talk their way out of their actions, the Kleshneet attack to kill. Otherwise (unless attacked), the Kleshneet slowly relax their posture and request that the PCs follow them to "Meeshka", the great stone! If the PCs won't comply, the Kleshneet threaten them with attack and carry it out if necessary. They disappear into the vegetation and then use guerilla ambush tactics to wear down the PCs. Otherwise, as the PCs travel with the Kleshneet, they relax their initial stern attitude (present to all invaders of their land), and become very friendly and talkative as is their reputation when encountered outside of the Klesh.

This is the greatest of the Kleshneet cities (the rest being villages) and is called Tamboo. The grass huts are mobile, and can be unpegged, and moved to a new location by several strong men. This is a constant practice as the Kleshneet use the grass as carpet until it wears thin.

The following is a description of Tamboo at night.

The tropical jungle city seems to come alive at night. As dawn sets, a spear-like item is thrust into the soil some 10' from the door of each hut, and large pyres of wood are placed in evenly spaced piles upon the lower two levels of the pyramid.

As the sun sets, you watch the darkness of the jungle force the sunlight up the side of the volcano. With the dimmer light, you notice that the volcano's top is aglow and several small ribbons of glowing red meander down a third of its side before fading. Just as the last rays of the sun are about to leave the conical mountain, a great chant is called out by everyone in the village, "Chaaa-to-howm".

The chant is repeated three times. On the first, a torch is lit near each hut and placed atop the spearlike items that were thrust into the ground. The overall effect is that of a large swarm of fireflies. On the next two chants, the lower and then middle levels of the pyramid come alight as the pyres are set aflame. The chanting continues, and you can vaguely make out a group of beings moving atop the pyramid.

The ceremony is a long one. The first hour is dedicated to Meeshka; the second hour is a warning to everyone that strangers are in the Klesh and must not be allowed to leave except through Meeshka. The PCs are not directly informed about this. However, once they indicate that they wish to leave, the Kleshneet inform them that they must first bless them with the passage of Meeshka (see event #4). If the PCs try to escape the Klesh after this ceremony, they have a 1 in 4 chance each hour of encountering a Kleshneet war party.

While in Tamboo, each PC is taken in by a host family who treats him or her as an honored guest. The Klesh natives are very interested in learning about the PCs and their life in the outer world (which relatively few Kleshneet have visited). The PCs do not wear out their welcome for 1d8 days. At this time, their host family finds another family to take over as host.

The PCs are free to go anywhere in the inner Klesh as long as the Kleshneet know where they are. Any attempts to proceed to the fringes of the Klesh also bring out war parties.

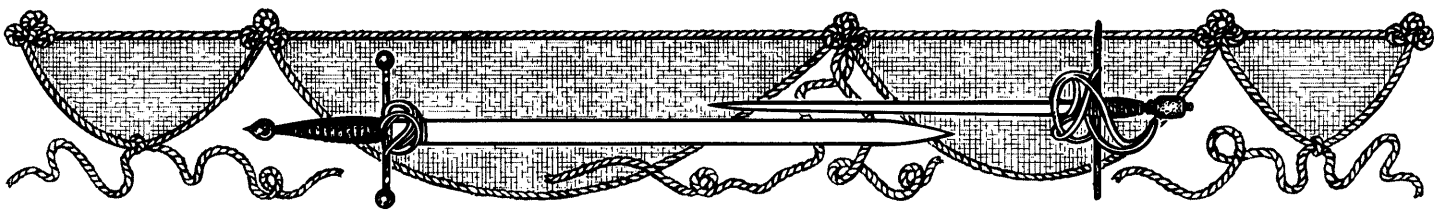
Kleshneet War Party, 4th level rangers (16): Int Average; AL N; AC 3 (full bamboo war gear); MV 12; hp 25 each; THACO 17; #AT 2; Dmg 1-6 spear or 1d3 dart; SA toad poison on darts (+2

Keyed Encounter Areas

Use Map K on the fold-up map sheet for this section.

#K1. Tamboo

Finally, your travels are over and you see the first sign of civilization ahead. As you step from the jungle into a large grassy clearing, you see before you an active city of dark skinned people. It is built with a most peculiar architecture. Many domed huts of dried grass upon bamboo frames and tied with vines and sinew surround a three tiered pyramid of vast size in the middle of the clearing. Small stone structures



save or comatose and die in 24 hours); SD +2 surprise; SZ M; ML 13; XP 975 each.

#K2. The Temple of Meeshka

This pyramidal temple is the largest structure in all of Tamboo. It looks like a giant triangular dais with three levels. Each level is 20' above the previous one. The lower level is 400' on a side. The middle and upper levels are 200' and 100', respectively. Every 20' along the lower two levels, there is a blackened impression about 8' across. The people of Tamboo walk near the pyramidal temple, but never touch it unless custom calls or they are bidden by the priests who dwell within its walls.

The black depressions are the fire pits used in every evening service.

There are no steps or ladders leading up the sheer 20' edges of each level. When the Kleshneet wish to ascend, knotted vines secured to iron rings set near the edge of each level are tossed down to those below. Even the ceremonial firewood must be carried up in baskets hoisted by the vines, or bundled atop a Kleshneet's head. However, there are several secret doors through each wall leading into the temple's interior.

The priests of the temple are an oddity even among the Kleshneet. They never leave their temple. They most often appear atop the upper two levels and are only occasionally seen on the lower level. No villager has ever touched a priest save during initiation into the order. Often, those who enter the order are never seen again, supposedly at work within the temple. The order calls themselves "Sheeka Meeshka" or "guardians of the stone." Each of the smaller villages in the Klesh has a single story (occasionally two story) temple from which other members of their order preach the

teachings of Meeshka. All Klesh priests are either fighters, fighter/black wizards or black wizards. Of course, all magic of the black wizards is considered to be a gift from Meeshka.

The temple itself is vast, as the above description indicates. It is made almost entirely of 5' blocks of granite. However, the passages and rooms through it are relatively far apart, with few walls being less than 5' thick (10'-20' thicknesses are common). The passages also tend to be quite long, with a paucity of rooms. Each of the bottom two levels have a mixture of one and two story rooms and have been left unmapped due to their vast size and lack of likely PC exploration. This is another place in this module where a little extra preparation could lead to a great deal more adventuring if the PCs explore the depths of the temple.

The upper story is detailed below in #K3.

#K3. The Chamber of Meeshka

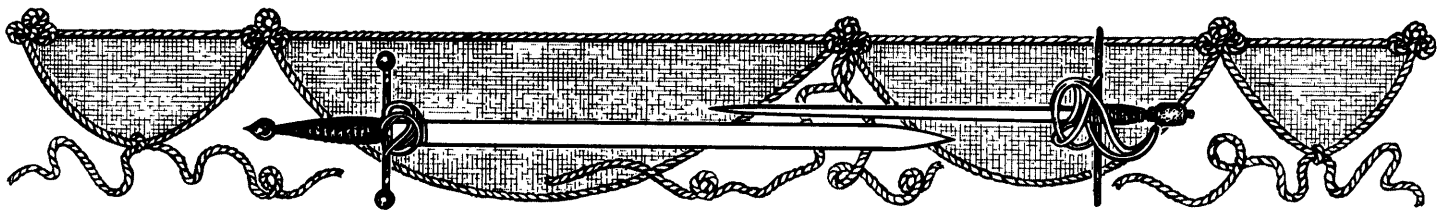
You have entered the obvious heart of the temple. The room is triangular and about 50' on a side and nearly 20' high. Nine archways lead from the room: one at each corner, and two roughly 10' up on each wall. The lower three archways are curtained off with deep maroon draperies. However, what really catches your attention is the altar that fills the room's center. It is also triangular, although the triangle is aligned opposite to the rest of the temple. Its 2' base is nearly 30' on a side with three stone pillars supporting an inverted conical dome 12' above. From each pillar a large blue metal chain stretches down to connect to a 2' diameter ring spanning the equator of a large black stone which looks to be a perfectly round ball of obsidian. The stone is thus suspended between

the three pillars about 4' above the altar's base. A great power seems to emanate from the stone. Directly below it is a triangular stone placed into the altar's base with the familiar image of a granite temple with a large black stone filling its center. Behind the temple is an erupting volcano. There are also three 15' wide circular pits near each edge of the altar. The pits are covered with a four-sectioned iron grating.

First of all, although the chains appear to be holding the *sphere of annihilation* as they would a stone, they are actually only supporting the iron ring that surrounds it. Close examination of the ring reveals that it never actually touches the "stone" (as all parts that did are now in the void). Also note that the ring is around the stone's equator, thus leaving its top and bottom completely exposed. The chains are made of a metal similar to adamantite (possessing the +5 magical properties). If they are moved, the ring moves and is partially annihilated. Of course, anyone touching the "stone" suffers a like fate.

The triangular stone with the Sheeka Meeshka symbol on it that sits below the *sphere of annihilation* is a secret trap door leading into #K4. The other three grates can be lifted with an open doors roll, and lead down into an L-shaped, cylindrical pit that angles in below the altar and is described at #K5.

The three lower archways at the tips of the room lead into round rooms with stone benches carved along their sides. The only unique one is in the south; that one contains a great drum made from a hollow log standing on its end in the room's center. An equally large, leather-thonged mallet hangs from a peg in the drum's top. If the drum is struck heavily, three small triangular sections of the ceiling comprising a larger triangle exactly the size of the altar's base open up over the altar. On two heavy, consecutive drumbeats, they close. If the drum is



struck *lightly* once, the altar rises up (see #K5); twice and it sinks.

The upper balconies lead to three rooms in which the altar's guards reside: six night gaunts. Their tactics are to strike the drum (thus opening the ceiling) and then grabbing PCs and flying off with them through the opening. From here, they fly out away from the temple and drop the PCs from a height of 1d100+100 feet. These gaunts were initiates to the faith of Sheeka Meeshka who made a pact with the inner faith and then broke it.

Any intrusion into this place also brings nine Sheeka Meeshka priestesses (black wizards) from #K6 in 1d6 rounds.

Nehwon's Monsters—Night Gaunt (6): Int Average; AL CE; AC 7; MV 15, Fl 24 (B); HD 5; hp 26, 24, 23, 18, 17, 11; THAC0 15; #AT 2 claws or 2 talons; Dmg 1-4/1-4/ or 1-8/1-8; SA Special; SD hit only by silver or magic weapons; SZ M; ML 14; XP 650 each.

4th level Sheeka Meeshka priestess (8): Int High; AL N(E); AC 6 (armor spell); MV 12; hp 11, 11, 11, 11, 10, 9, 8, 8; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells; SZ M; ML 13; XP 650 each.

8th level Sheeka Meeshka priestess (1): Int Exceptional; AL NE; AC 6 (armor spell); MV 12; hp 31; THAC0 18; #AT 1; Dmg 1d3 (knife); SA poison (Type E, Onset Immediate, Str Death/20), spells; SD spells; SZ M; ML 14; XP 6000.

4th level priestess' spells: each has 3 first and 2 second level spells. To determine which spells they cast, simply refer to the spell lists in the *Players Handbook*. Roll three times on this list when you want to cast a spell and use the one you like best. This keeps things somewhat restricted without taking up the space to make eight spell tables here.

8th level priestess' spells:

1st—*color spray, enlarge, phantasmal force, wall of fog*

2nd—*blur, flaming sphere, Melf's acid arrow*

3rd—*hold person, protection from normal missiles, vampiric touch*

4th—*fear, polymorph self*

One of the 4th level priestesses has a scroll of *eyebite* (which she uses if she gets the chance). The 8th level priestess carries *oil of slipperiness* which she spreads before her, and a scroll of *geas, glasse, stone to flesh, and flesh to stone*. The lesser priestesses each have 2d20 black gems of 1 rilk value each. The high priestess carries 80 of these and two blue gems worth 1 glulditch each.

#K4. Room of the Ancient One

To get into this room, the PCs must find the secret door on its top (the triangular stone with the Sheeka Meeshka symbol on it). There is no way to open this secret door short of *knock* or breaking it (requires 30 points of damage). Once this is accomplished, read the following:

Below you is a cylindrical room some 10' deep and 10' in diameter. Its contents are sparse, although impressive. A 4' stone pedestal of dark green rock stands in the very center. On top of it is a large, clear, crystal flagon holding a yellow fluid in which floats a brain. Either the brain or the fluid, you can't tell which, radiates a faint glow.

This is The Ancient One. At one time this brain belonged to the high priestess of the Kleshneet. It was she who discovered the *sphere of annihilation*, controlled it with her mind and a strange magical item she found along with the sphere, and started the religion that continues today.

As her physical body was disinte-

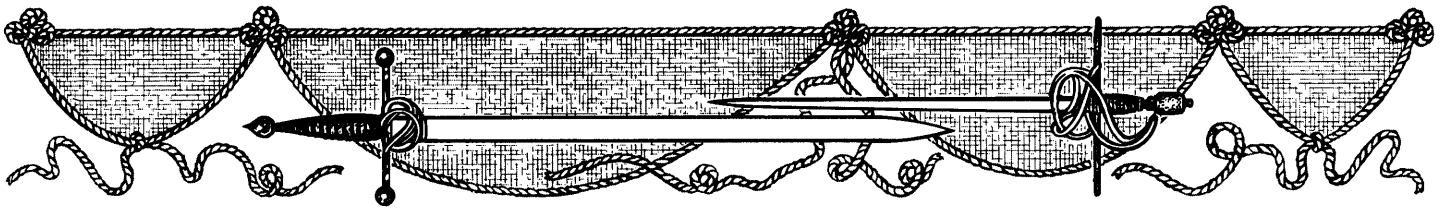
grating due to time, she scoured the lands of Nehwon for a means of longevity. Shunning an undead state, she eventually made a rare deal with an alien being of the Devourer race in which she learned of the "magical art" that enabled her to place her brain in this life supporting flask.

Over the years, her intellect has decreased that of a vegetable. However, the portion of the brain which wizards use to move a *sphere of annihilation* has grown to its maximum size (now able to move it without making any checks). Indeed, it is her ancient mind which causes the *sphere of annihilation* to rise and fall with the altar, giving it the illusion of being a physical part of the altar.

The brain still radiates a powerful evil, for she was once the most evil of the Kleshneet priestesses. Currently, none of the existing priestesses realizes that Sheeka's brain still exists (this room is not known to exist), but her name still carries a strong place in the religion: "Sheeka" (also the word for guardian in the Kleshneet tongue).

Although a near vegetable, the mind of Sheeka is still able to recognize danger and defend itself by acting like a selective *sphere of annihilation* itself. In fact, it has grown so powerful it is now beyond the need for the flask or fluid and is not harmed if they are destroyed. Furthermore, once freed from the flask, the mind of Sheeka is able to move about via *levitation* at a MV rate of 3. Thus, her offense is to move into a PC and selectively annihilate them.

What remains of her mind is thus very powerful, but the worst is still left untold. Her utter greed for power and magic has spanned the loss of her body, and it is her mind which is the cause for Nehwon's reduced magical status. It has adapted the ability to annihilate the fabric of magic which exists in all things. In fact, it has gained the ability to suck that fabric slowly toward itself and devour it, much like a pool of black oil which lies over a small open drain. As this power grows, the rate of magical decline in Nehwon in-



creases. However, her ability only extends to “free magic” and cannot lessen the powers or effects of magical items and spells (unless cast or used directly on her).

Obviously, her mind must be destroyed, but that is a most difficult task, accomplishable in one of two ways. First, sitting at the bottom of the flask is a *talisman of the sphere*. This loop of adamantite is such a part of Sheeka, that any wizard holding it is able to control her movement as if she were a *sphere of annihilation* and he were a wizard 15 levels greater than his current level (all wisdom and intelligence bonuses normally allowed apply; however, the talisman’s bonus is not added in).

If the PCs can force her brain into the *sphere of annihilation*, both brain and sphere are destroyed. The resulting explosion causes 6d6 points of damage to all within 60’ and has a much stronger impact upon the top level of the temple, completely destroying it (without causing harm to those in it). This explosion is also 25% likely to rip the magic from any magical items within 60’ and send it back into the fabric of magic. Of course, this also destroys the *sphere of annihilation* which the PCs were sent to retrieve.

Alternately, the PCs can accomplish their goal by forcing her brain into the Well of Forever, detailed below.

#K5. Pits of the Dead

To get into these, the PCs must lift the iron grates covering them (open doors roll).

A 10’ diameter shaft opens up below you. It seems to drop about 20’ where another shaft runs under the altar. A series of thick iron bars with both ends embedded in the walls are evenly spaced every 5’ along the shaft.

The bars are actually rungs used by the two fire giant skeletons below. The PCs won’t be able to see them until they get to the bottom of the shaft.

As you look down the passage which runs under the altar, you notice that it actually only runs for 10’ and then ends. However, you cannot see the ceiling near the end. What you *can* see are two giant pairs of skeletal legs, from the knee down, standing there motionless.

These legs belong to the two fire giant skeletons who are stationed in this U-shaped area to raise and lower the altar when the drum at #K5 is softly struck. Together with the other two pairs of fire giant skeletons (one pair in each shaft), they can hoist nearly three tons of weight, and this just compensates for the weight of the altar that exceeds the counterbalance.

Within their section of the U, which is 18’ high, there are several large iron pegs driven into the wall. This wall is actually the outer wall of #K4 and all of #K4 is lifted up as the altar rises (and likewise Sheeka forces the *sphere of annihilation* at #K2 to act as if it is being lifted as well). Thus, the wall with the steel pegs in it is rather convex in shape.

These giants only attack in defense, but once any of them are attacked, all six of them (four from the other shafts) converge upon the PCs.

Fire Giant Skeletons (6): Int Non; AL N; AC 4; MV 15; HD 15 + 2-5 hit points; hp 94, 86, 82, 65, 65, 52; THAC0 5; #AT 1; Dmg 1-8, or weapon (2-16+8); SA Hurling rocks for 2-18; SD Resistant to fire; SZ H; ML special; XP 9,000 each.

Upon the outer walls of #K4 (which is seen here) is a series of pictographs. A thief can attempt to use read languages, or an ancient languages proficiency can be checked (or magic used) to determine what they say. Each of the three #K5 rooms must be

entered and the pictographs deciphered to get the entire message, which reads:

- 1—destroy brain
- 2—feel heat of Nehwon
- 3—drop into well of forever

It is actually saying, “To destroy Sheeka, go into the volcano and cast her brain into the Well of Forever which lies there”.

#K6. Guard Room

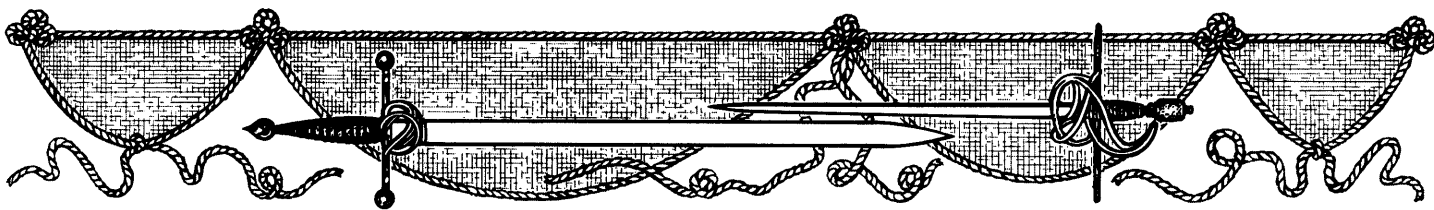
This circular room is lined with a bench carved out of the rock walls. Higher up is built a series of niches and small shelves. These contain various religious knick-knacks. In the center of the room, a stairway opens up and drops downwards.

There are always several Sheeka Meeshka priestesses here who serve as altar guards. They are, however, very lax and do not hear noises at #K3 unless they are loud (such as combat), because no one has broken into the temple in their generation. Their stats are listed at #K3, as that is where they are likely to be encountered.

Into the Volcano

This segment of the adventure is a detour from the path the PCs think they need to take. However, its importance is paramount. If the PCs properly decipher the pictographs inside the Sheeka Meeshka temple at #K5, they are headed here. Otherwise, you may have to have the Tamboo witch doctor or some other such figure assist the PCs in deciding to take the brain of Sheeka into the volcano (Uungau) to be destroyed. (Use Map V from the fold-up map sheet for this section.)

If the PCs destroy Sheeka by forcing her into the *sphere of annihilation* at #K3, then the main purpose of this segment of the adventure is void. However, instead of wasting this section of the module, the DM may decide



to cause the PCs to learn that they must take the *Talisman of the Sphere* (found at #K4) and toss it into the Well of Forever in order to prevent Sheeka's essence from ever reentering Nehwon.

As a note: Below, "young red dragons" are mentioned in several places. For these newly hatched dragons, I have used fire lizards.

Volcanic Events

#VE1. Reaching Uungau

To reach Uungau (the volcano), the PCs must once again cross jungle. The volcano is taboo to the Kleshneet via the teachings of Sheeka Meeshka. Also, anyone openly going there finds a party of Kleshneet warriors attempting to thwart progress. For these reasons, the PCs are not likely to have any guides, and must forage through the jungles themselves. Also, there are no human trails leading to the volcano, only animal trails that are hard to follow. Thus the party must move as if going overland through the jungle. It takes the PCs 2 days to reach Uungau from Tamboo. Other than these factors, use the rules in event #K2 for jungle travel.

Kleshneet War Party, 4th level rangers (16): Int Average; AL N; AC 3 (full bamboo war gear); MV 12; hp 25 each; THAC0 17; #AT 2; Dmg 1-6 spear or 1d3 dart; SA toad poison on darts (+2 save or comatose and die in 24 hours); SD +2 surprise; SZ M; ML 13; XP 975 each.

#VE2. Climbing Uungau

Finally, after a long journey from civilized lands, you stand at the rock strewn, barren base of the Kleshneet volcano known as Uungau. As you look up its towering face, you can see faint ribbons of red far above where open rivers of lava slowly flow down its sides and

harden into great hanging pools of stone. The broken landscape ahead is dotted with fissures, smoking vents, and small patches of red. Now, the ascent begins.

The PCs likely don't know exactly where they are going. However, if they simply begin scaling the side of Uungau, they eventually cross a trail which spirals around the mountain and then zig-zags its way up to a high ledge (#V1 below). However, the ascent is long and dangerous.

It takes the PCs (at MV 12) 2-8 (2d4) hours to cross the trail. During this time the following events can occur with a 2 in 6 chance each hour:

1d6	Event
1	Rock Slide
2	Falling Rocks
3	Fall into hidden fissure
4	Magma splash
5	Flame jet
6	Footing shatters

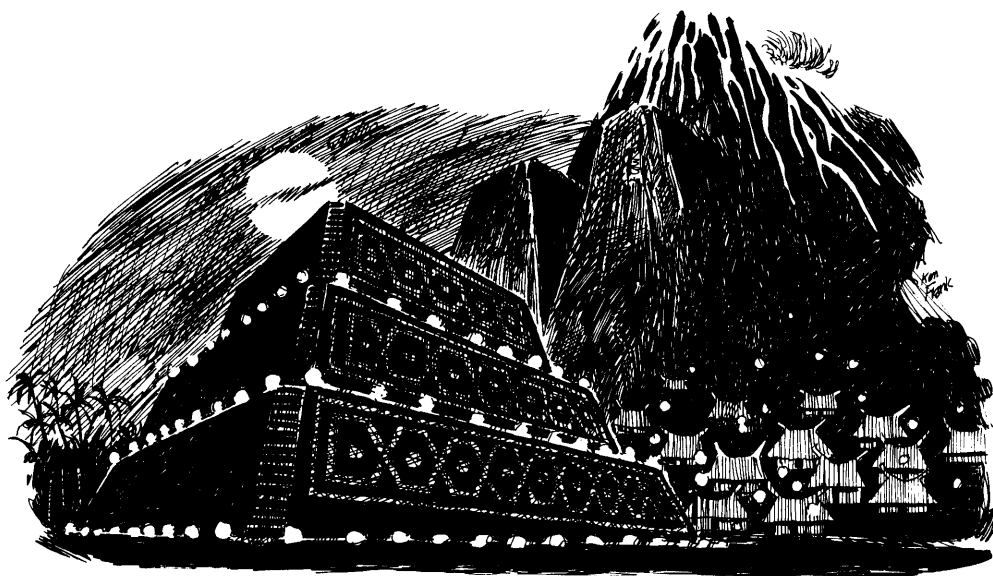
- **Rock Slide**—Everyone in party is caught. All take 2d10 points of damage (saving throw vs. petrification for half damage) and must make saving throws vs. death magic or end up buried (bend bars to free self) and begin suffocating. Finding a buried character requires a secret doors roll and takes 2 rounds. Digging them out takes 1d6 rounds.

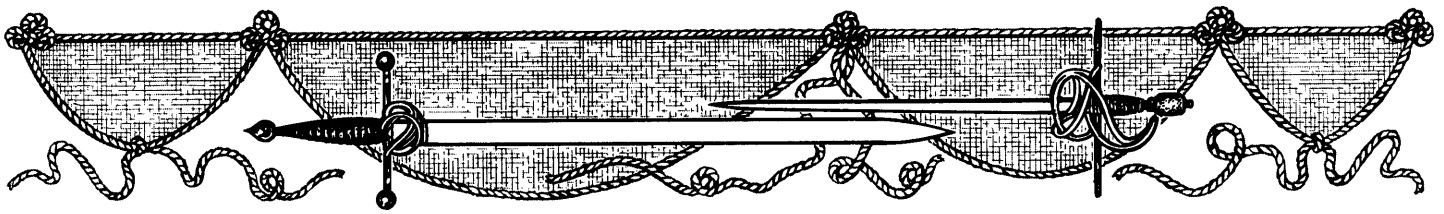
- **Falling Rock**—Roll an attack on each PC as if with a THAC0 of 10. Those hit take 2d12 points of damage.

- **Magma splash**—All within 20' must make a saving throw vs. petrification or be hit by magma for 2d8 points of damage (saving throw vs. dragon breath for half damage).

- **Flame jet**—All within 10' must make a saving throw vs. petrification or be hit by flame for 2d6 points of damage (no saving throw).

- **Footing shatters**—Characters' footing shatters, causing them to tumble 3d20' down the side of the volcano (using falling damage due to jagged rocks and severity of slope).





Besides these hazards, each hour the PCs must make a Dex check or suffer the effects of "Footing shatters" above. Another Dex check must be made or the PC suffers 1d4 points of damage in minor cuts and bruises (unless properly outfitted for mountaineering).

Finally, there is a 1 in 10 chance per hour of an encounter:

- | | |
|-----|-------------|
| 1d4 | Encounter |
| 1 | Fire Giants |
| 2 | Galeb Duhr |
| 3 | Roc |
| 4 | Fire Lizard |

Giant, Fire (2): Int Low; AL LE; AC -1 (5); MV 12 (15); HD 15 + 2-5 hit points; hp 67, 60; THAC0 5; #AT 1; Dmg 1-8, or by weapon (2-20 + 10); SA Hurling rocks for 2-20 (2d10); SD Resistant to fire; SZ H; ML 16; XP 8,000 each.

Galeb Duhr (3): Int Very; AL N; AC -2; MV 6; HD 8; hp 39, 35; THAC0 8 HD: 139-10 HD: 11; #AT 2; Dmg 2-16; SA Special; SD Special; MR 20%; SZ L; ML 17; XP 8 HD: 8,000 each.

The galeb duhr are 50% likely to aid the party a little, if they promise to soon get off "their hill". Otherwise, they do things in gradual degrees of severity to thwart the party and force them off the volcano.

Roc (1): Int Animal; AL N; AC 4; MV 3, FI 30; HD 18; hp 90; THAC0 5; #AT 2 or 1; Dmg 3-18/3-18 or 4-24; SA Surprise; SZ G; ML 11; XP 9,000 each.

Lizard, Fire (1): Int Animal; AL N; AC 3; MV 9; HD 10; hp 31; THAC0 11; #AT 3; Dmg 1-8/1-8/2-16; SA Special; SD Special; SZ G; ML 12; XP 5,000 each.

#VE3. Crossing the Great Cliff

Finally you have found a trail up this inhospitable mountain of fire and ash. The trail continues to arc around the hill as far as you can see

at a sharp incline. The slope of the hill rises as fast as it runs.

The PCs travel on the trail for 1d12 turns before coming to the final ascent. During this time, only encounters as per event #V2 occurs. After this time, they reach the great cliff.

You are now approaching half way up the mountain. You can see the rivers of lava above you very plainly now, and realize that reaching the summit would be nearly impossible due to the heat. The slope of the volcano now rises faster than it runs, thus it is more vertical than horizontal. The trail rounds a sharp bend and comes to an end! Four feet of stone juts out from the surface of the mountain, running as far up and down the mountain as you can see. The trail seems to dead end into this vertical rock wall.

Actually, this is the edge of a great cliff of granite. Out on the cliff face, a small stream of lava has coated about a third of it in pumice and obsidian. The cliff rises 5' per 1' of run (a 5 to 1 slope, very steep!). It is roughly triangular shaped, with the apex of the triangle pointing down. It is about 400' across and 500' down!

It is climbable with a +10 bonus due to the cracks and granularity of the surface. However, a fall would likely prove fatal as the PC would fall for 500'!

Actually, the "trail" here climbs straight up the edge of the cliff for 50' where a large crack across the cliff's surface begins and runs steeply up to the cliff's top. This crack is about 5' wide and is very sturdy. Anyone can climb up this 50' stretch if they stay on the outside of the cliff where cliff and mountain merge, as every 5' along the cliff's edge, there is a 2' wide and deep hole into the rock. These are actually fire giant steps. The PCs must simply make a Dex check to climb this (those failing take falling damage, but

only back to the trail below). Of course, a thief going out on the cliff and climbing upwards eventually intersects the crack some 50+ feet above.

Where the trail crosses the lava flow, it dips deep into the cliff forming a 20' tunnel which is 20' high and 15' wide (see #V4).

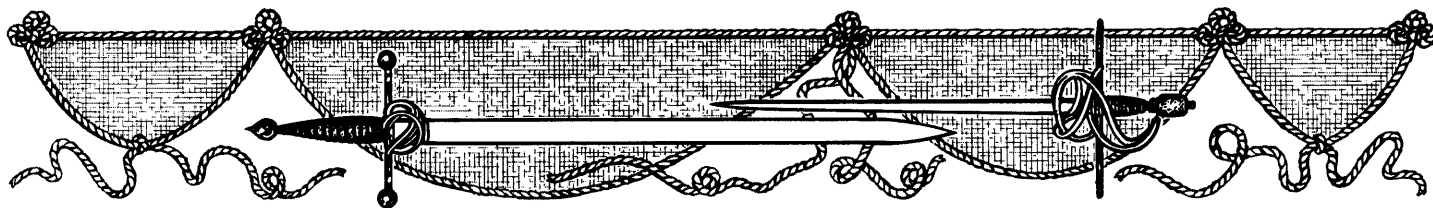
Keyed Encounter Areas

#V4. Fire Giant Ambush

As the 5' wide crack of a trail crosses the cliff face, it comes into contact with a taffy lava flow. Here the passage dives into the cliff face and emerges on the other side of the 20' flow. The side tunnel is about 20' high and 15' wide. The heat of the taffy lava makes you uncomfortable, although it isn't at a harmful level.

Within this tunnel is a fire giant guard post. They haven't had an encounter here for years (the last being an overzealous galeb duhr) and are not keeping a close watch (50% chance that they fail to notice the PCs unless they are being noisy).

If they notice the party, they rush out their secret door and attack. One is armed with a great short sword, one with a club, and the other wrestles with the PCs. Any damage of 20 or more by a single blow requires the recipient (giant or PC) to make a Dex check or fall (Giant's Dexterity are 12). In addition, a roll of 19 or 20 by the club wielding giant indicates that he has hit a PC "golf" style. Roll 1d8 for direction with 1-3 indicating PC was knocked from the ledge. Also, the giant who is wrestling attempts to toss the PC off the ledge or hold him in the taffy lava. On table 58 (on 2nd Edition DM screen, and in *Players Handbook*), a kick, trip, or throw result indicates that the PC was thrown from the



ledge; any result ending in “-lock” indicates that the PC is being held in the taffy lava.

Those “falling” off the ledge have a 2 in 6 chance of ending up in the taffy lava instead. Otherwise, they plummet 550’ before landing. Those in the taffy lava take 1d10 points of damage each round, and slowly are coated and dragged over the edge where they continue taking damage as they are smothered in the lava. Once 10 points of lava damage is received, an open doors roll is required to escape. Once 20 points total are taken, a bend bars roll is needed and the PC then is over the edge of the ledge (still stuck in the lava) and begins suffocating (as well as suffering heat damage).

The giants are so large that they must be very careful if they try pursuing the PCs out onto the crack. Thus their MV is 3 here. It is more likely that they grab the taffy lava, roll it into balls, and hurl it at the PCs. Hits cause 2d16 points of damage (soft), and unless a saving throw vs. petrification is made, the lava is stuck on the PC (causing 1d10 points of damage for two rounds before cooling and cracking off).

Giant, Fire (3): Int Low; AL LE; AC -1 (5); MV 12 (15); HD 15 + 2-5 hit points; hp 81, 75, 65; THAC0 5; #AT 1; Dmg 1-8, or 2-6 + 10 (short sword or club); SA Hurling rocks for 2-20 (2d10); SD Resistant to fire; SZ H; ML 16; XP 8,000 each.

The giant’s short sword functions as a heavy two handed sword, and is a sword +1. The wrestling giant also carries a *potion of treasure finding*. Other than this, they only carry gold nuggets worth 40 rilks each.

Their ambush cave is rather barren. It has a table and four chairs suitable to their size. Upon the table is a giant sized deck of cards and 1200 rilks in large gold nuggets.

#V5. Entrance Guards

Finally, you have reached the top of the cliff and the end of the trail. Here a giant cave mouth, easily 40’ wide and high, opens up into the side of the volcano. A 6’ wide stream of lava slowly flows out of this mouth and tumbles down the cliff face like molasses, slowly solidifying to the consistency of taffy, and eventually hardening into rock. The entire length of the passage is lightly aglow from the lava stream. And you can see two large boulders, about 15’ high, along either wall directly inside the entrance.

The boulders are used to shield the two entrance guard rooms from view by outsiders. In each room are three very unwary fire giants (one adult, five teenagers) who are supposed to be on guard duty. If the PCs do not speak, there is only a 1 in 10 chance that they are noticed. Talking increases this to a 5 in 10, and loud noise makes it a 9 in 10. Asleep atop each rock is a hell hound who only wakes if the giants attack, or if the PCs ambush the giants (then the hounds ambush them).

The lava stream causes 1d12 points of damage per round to anyone in it. It is about 5’ deep and 8’ wide. The giants simply walk over or through it (much as we would water). However, it poses a problem to the PCs.

Giant, Adult Fire (1): Int Low; AL LE; AC -1; MV 12 (15); HD 15 + 2-5 hit points; hp 65; THAC0 5; #AT 1; Dmg 1-8, or two-handed sword (2-20+10); SA Hurling rocks for 2-20 (2d10); SD Resistant to fire; SZ H; ML 15; XP 8,000 each.

Giant, Teenage Fire (5): Int Low; AL LE; AC -1; MV 12 (15); HD 10; hp 49, 47, 46, 43, 41; THAC0 11; #AT 1; Dmg 1-6, or 2d6 + 8 (long swords); SA Hurling rocks for 2-16 (2d8); SD Resistant to fire; SZ H; ML 14; XP 4,000 each.

Hell Hound (2): Int Low; AL LE; AC 4; MV 12; HD 6; hp 30, 29; THAC0 15; #AT 1; Dmg 1-10; SA Breathe fire; SD Special; MR Standard; SZ M; ML 13; XP 659 each.

Each giant has 1d100 rilks and there are 3,000 rilks total upon both tables in gold nuggets. The oldest giant carries a golden medallion set with gems, which is worth 5,000 rilks.

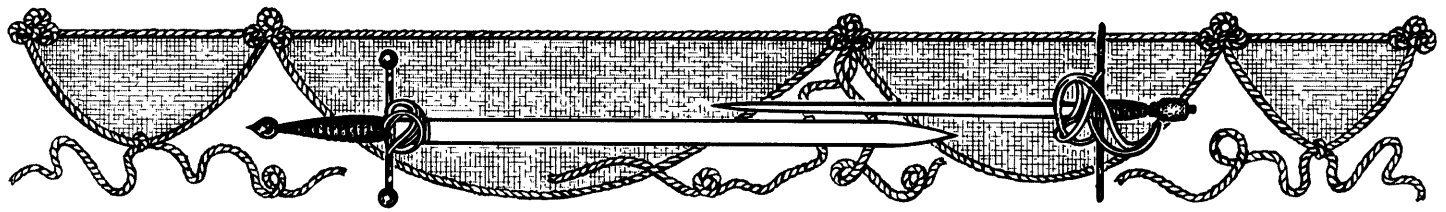
#V6. Cavern of Fire

A great cavern extends before you. It is easily 300’ across and nearly 80’ high. Most of it is taken up with a large lava lake. Large air bubbles are constantly rising from below and popping like mud pockets once they reach the surface. The whole room is dimly aglow from the lava. Long, sharp stalactites hang from the ceiling and careen down the walls. A few look as if they have broken off.

Several vast columns span the distance from floor to ceiling and aid in supporting the rock above. In some areas archways stretch between the columns, walls, and even curve up from one rock floor to meld back into the stone elsewhere. The whole sight is quite maddening in its strange, burning elegance.

You think you can make out a cave mouth or two on the room’s far walls, but you can’t quite confirm this in the dim light. The entire floor is speckled with two-foot-diameter splotches of hardened lava, making it very uneven as if you were walking on a field of huge stone plates. Nowhere are there any stalagmites.

One thing unmistakably gives evidence that intelligent beings have been here before. Several great chains of gold hang from the ceiling. Each has a huge gold bar attached to its end forming an upside down “T” from 10 to 30 feet above the lava. One of the bars is cur-



rently caught in the crotch formed by a column and archway.

This room holds many secrets and serves many purposes. Foremost is its function as secret portal and guard to the vast underground kingdom of the fire giants. They swim down through the lava and emerge in underground caverns below and to the side of the lake. All told, there is a kingdom of some 800 fire giants below. Rarely do they leave this room or venture from the volcano. Thus, not even the Kleshneet guess as to their numbers. They have aspirations of crushing all beings of the Klesh and ruling it from their fiery mountain throne. However, they await the final hatching of their "war beasts", an entire horde of red dragons.

The room also serves as the upper incubator for the red dragons. Finally, it is used by the fire giants (particularly the youth) as a recreational area. The gold chains with bars are actually swings they use to swing out over the lava lake and then dive into it. They swim and enjoy other activities in the lava lake (which is to them as a fresh water lake is to us). There is even a rockery room (rockery is like rock pottery) here. And last of all, the "Well of Forever" lies in a back alcove of this room. The fire giants only know of it as a blue stone table left behind by "the ancients". It is now a forgotten oddity.

The heat in this room causes 1d4 points of damage per turn to the PCs. If they climb up on the archways or otherwise rise up, they take 1 point per round. All the stone here causes 1 point per round of contact, except the floor due to its form (all the layers of stone plates are actually hardened magma pools left behind by the giant's "wet feet" as they leave the lava lake; these provide a little insulation). The lake itself causes 1d20 points of damage/round near the shore up to 3d20 points of damage/round near its center.

The stone arches range from 20-50 (1d4 + 1 x 10) feet high at their peaks.

They support the PCs easily, although a Dex check must be made to cross one due to the heat and semi-molten slipperiness.

The chains are worth 20,000 rilks each with the bars valued at 4,000 rilks. However, they are very difficult to retrieve as 4 out of the 5 are hanging freely out over the lake (the other being hung on a column). Touching them causes 1d4 points of damage/round (one point/round even through insulating protection). It is possible to swing from one to the other if the PCs keep swinging (Dex checks must be made each round).

Each turn, there is a 2 in 6 chance that one of the events below occurs:

1d6	Result
1	Sudden movement
2	Child's play
3	Watch changes
4	Spotted
5	Hatchling attack
6	Surfacing of Eeluge

#VE61. Sudden Movement

A great burst of lava suddenly shoots up from the center of lava lake. As you whirl to see what is happening, you think you catch the image of a giant man and some sort of lizardlike tail, but you aren't sure.

This event's only purpose is to scare the PCs.

#VE62. Child's Play

The surface of the lava lake parts with a molten splash and five fire giants begin swimming toward the shore.

There is only a 1 in 4 chance that they see the PCs before reaching shore. Once there, they climb the rock columns, walk across the arches, swing on the gold chains, dive into the

lava lake, fling lava at each other, and enjoy themselves.

If they spot the PCs, they attack them by belly flopping into the lava near them and attacking them with splashing lava. A belly flop requires all PCs in the area to make a saving throw vs. petrification to avoid the splash, otherwise they take 2d20 points of damage (saving throw vs. dragon breath for half damage). Splashing is handled the same way, but it can only hit 2 PCs at most and the damage is only 2d12. If they fail morale, they return in 1d10 rounds with a change of watch to aid them (see "watch changes" below for stats).

Giant, Teenage Fire (3): Int Low; AL LE; AC 5 (no armor); MV 15 (no armor); HD 10; hp 55, 49, 47, 37; THACO 11; #AT 1; Dmg 1-6; SA Hurling rocks for 2-16 (2d8), and lava splash; SD Resistant to fire; SZ H; ML 14; XP 4,000 each.

These young giants have no treasure.

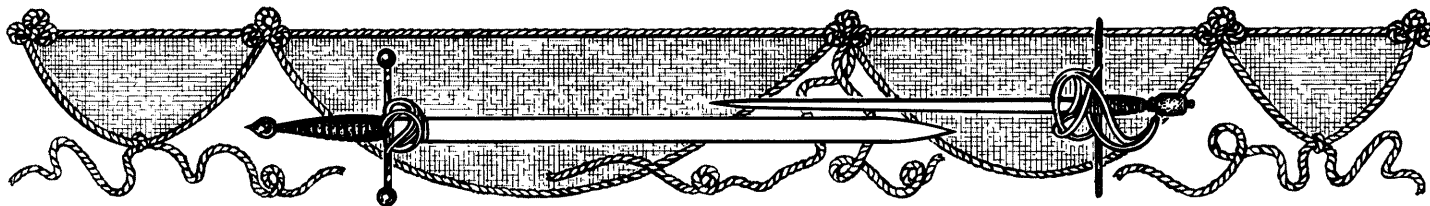
#VE63. Watch Changes

Slowly emerging from the edge of the lava lake are six fire giants. One is much larger than the others. As they step out, they shake themselves like wet dogs, sending blobs of lava in all directions, and you see that they are wearing armor.

These giants have come to relieve the watch at #V5. If they spot the PCs (1-2 on 1d6), they attack. If they discover that those they are to relieve have been attacked, they call up another squad with 5 hell hounds and two young red dragons to comb the cavern.

If this result is rolled again, have three giants show up as the change of watch for #V4.

Giant, Adult Fire (1): Int Low; AL LE; AC -1; MV 12 (15); HD 15 + 2-5 hit points; hp 65; THACO 5; #AT 1;



Dmg 1-8, or two-handed sword (2-20+10); SA Hurling rocks for 2-20 (2d10); SD Resistant to fire; SZ H; ML 15; XP 8,000 each.

Giant, Teenage Fire (5): Int Low; AL LE; AC -1; MV 12 (15); HD 10; hp 47, 43, 42, 40, 33; THAC0 11; #AT 1; Dmg 1-6, or 2d6+8 (long swords); SA Hurling rocks for 2-16 (2d8); SD Resistant to fire; SZ H; ML 14; XP 4,000 each.

Hell Hound (5): Int Low; AL LE; AC 4; MV 12; HD 4; hp 20, 16, 15, 13, 12; THAC0 17; #AT 1; Dmg 1-10; SA Breathe fire; SD Special; MR Standard; SZ M; ML 13; XP 4 270.

Lizard, Fire (2): Int Animal; AL N; AC 3; MV 9; HD 10; hp 42, 30; THAC0 11; #AT 3; Dmg 1-8/1-8/2-16; SA Special; SD Special; SZ G; ML 11; XP 5,000 each.

#VE64. Spotted

You hear a noise in the lava near you, and a giant begins to slowly rise up. He is completely coated in lava and you cannot see his features.

This is actually a stone statue of a giant being hoisted upward by several fire giants below. The PCs have been spotted, and the giants are employing a simple trap. They hope the PCs are distracted by this while two of their best warriors mounted on young dragons surface in the lake's center and then move to attack the PCs.

Giant, Fire (2): Int Low; AL LE; AC -3 (Heavy armor); MV 12; HD 15 + 2-5 hit points; hp 84, 74; THAC0 5; #AT 1; Dmg 1-8, 2-12+10 (spears) or 2-20+10 (two handed swords); SA Hurling rocks for 2-20 (2d10); SD Resistant to fire; SZ H; ML 15; XP 9,000 each.

Lizard, Fire (2): Int Animal; AL N; AC 0 (armored); MV 9; HD 10; hp 60, 54; THAC0 11; #AT 3; Dmg 1-8/1-8/2-16;

SA Special; SD Special; SZ G; ML 11; XP 6,000 each.

#VE65. Hatchling Attack

You hear a noise behind you. Turning, you see a young dragon approaching. It is spouting little whiffs of flame from its mouth and looks hungrily at you.

This is a freshly hatched young dragon from #V7 (this variety is identical to a fire lizard), which is very hungry. If fed a lot, it might befriend the PCs; otherwise it attempts to eat them.

Lizard, Fire (1): Int Animal; AL N; AC 3; MV 9; HD 10; hp 37; THAC0 11; #AT 3; Dmg 1-8/1-8/2-16; SA Special; SD Special; SZ G; ML 11; XP 5,000.

#VE66. Surfacing of Eeluge

You first notice a tremor in the very ground below you; then the lava of the lake begins to break up into choppy ripples. Nearly a minute passes (ask for PC reactions). Suddenly a giant reptilian head easily 12' across juts from the lava 20' into the air. A thick multi-scaled neck with spines all along its crest vanishes into the lava below. As the great head rotates, you can nearly see the penetrating red funnels of light which seem to emerge from its intelligent eyes and carefully scan the room. Even now, lava pours from the spikes and spiny hair of its head and splashes back into the lake below.

This is Eeluge, the old red dragon who laid the hatchlings at #V7. She is surfacing because she either felt her young were in danger, or she has been brought up by the fire giants who have encountered the PCs. If she lo-

cates them, she attacks after playing with their minds about letting them go if ... etc. If she can't locate them, she spouts flame in all directions, and then submerges.

If the PCs are in #V7 and threaten to crush her eggs unless she cooperates, they might possibly strike a deal, but they have to be very crafty and persuasive. Even then, there is an 80% chance that the great wyrm flies from the mountain and hunt them down once the threat is over.

Eeluge (Old Red Dragon) (1): Int Exceptional; AL CE; AC -7; MV 9, FI 30 (C), Jp 3; HD 16; hp 61; THAC0 5; #AT 3+special; Dmg 1-10/1-10/3-30 (3d10); SA 16d10+8 breath, 2 2 1 spells, & Special; SD Variable; MR 45%; SZ G; ML 17; XP 15,000.

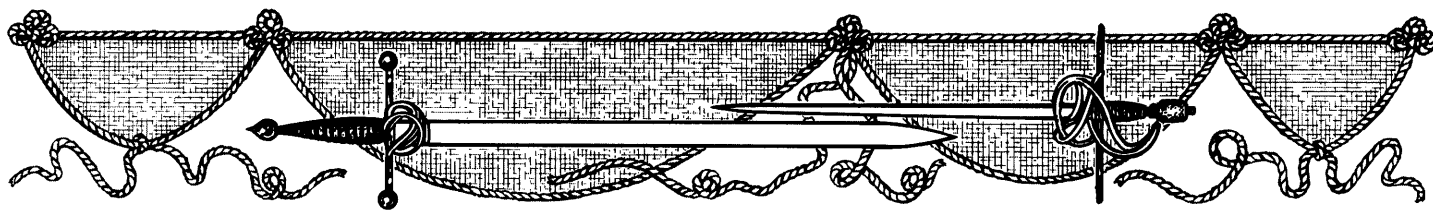
Eeluge employs the following spells:
1st—*charm person, taunt*
2nd—*hypnotic pattern, stinking cloud*
3rd—*suggestion*

If the threat upon her eggs requires payment to the PCs, she has a vast wealth below in her fiery lair, and could likely pay any feasible ransom.

#V7. Incubator

Over a score of giant leathery red eggs with white speckles fill this room. All of the eggs rest in a rough depression in the room's center, and all of them point upwards. Each egg has been positioned under one of the many streams of lava. Several gaps above allow the lava to enter the chamber and run down various stalactites to then fall upon the eggs.

There are two of these incubators. Eeluge has entrusted the giants in positioning them in these rooms so that they maintain the proper temperature. Several of the eggs shift and move as the young are about to hatch. In fact, careful examination shows that two have already done so.



As the PCs examine this place, there is a 1 in 10 chance per round that an egg starts to violently shake and a young red dragon emerges. If treated kindly and immediately fed, it may bond with the PCs and wish to stay with them. Otherwise, it tries to eat them.

Lizard—Fire (1): Int Animal; AL N; AC 3; MV 9; HD 6; hp 23; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA Special; SD Special; SZ L; ML 10; XP 2,000 each.

#V8. The Rockery

You have stumbled into some sort of giant work room. In fact, it looks very much like a giant pottery room. There is a giant pottery wheel in the room's center with a stool next to it. A workbench lines the left wall, and tools of all shape and size associated with pottery fill the right wall. However, you see no kiln and notice that there are a lot of odd shaped blotches of cooled magma around the room. Several of them almost look like a giant misshapen bowl, pitcher, and stool.

The rockery is the giants "rock pottery" recreational room. It was placed here so that anxious parents could entertain themselves while they watched their young swim in the lava lake. The giants take taffy lava and then shape it into the form they want.

Each turn spent in this room, there is a 1 in 6 chance that two adult giants surface in the lake and come here while their two young play in the lava. The family hell hound is with them.

Giant, Adult Fire (2): Int Low; AL LE; AC 5; MV 15; HD 15 + 2-5 hit points; hp 83, 70; THAC0 5; #AT 1; Dmg 1-8, or 2d4 + 10 (stone tongues); SA Hurling rocks for 2-20 (2d10), Hurl magma for 2d12 Dmg; SD Resistant to fire; SZ H; ML 15; XP 8,000 each.

Giant, Child Fire (2): Int Low; AL LE; AC 5; MV 15; HD 8; hp 32, 29; THAC0 13; #AT 1; Dmg 1-6; SA Hurling rocks for 2-12, lava splash for 2d20 Dmg; SD Resistant to fire; SZ L; ML 10; XP 3,000 each.

Hell Hound (1): Int Low; AL LE; AC 4; MV 12; HD 4; hp 22; THAC0 17; #AT 1; Dmg 1-10; SA Breathe fire; SD Special; MR Standard; SZ M; ML 13; XP 270 each.

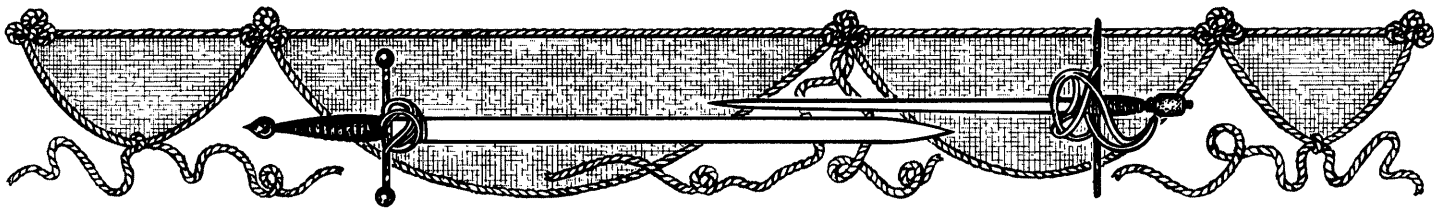
The two adults are wearing giant bracelets worth 2,000 rilks each.

Close observation also reveals that many of the rockery tools are tipped with diamonds to help cut the rock. All in all, the PCs could gather 30,000 rilks in diamonds.

#V9. Well of Forever

You round the rock column which blocks off over half the entrance to this room, and behold a strange





dead end passage. A circular stone slab 12' in diameter lies upon a 2' pedestal which is 10' in diameter. The five inch slab is made of blue stone and is deeply engraved with runes and decorative carvings. The real oddity is the small blue flame which dances along its surface in a chaotic pattern.

Although the stone is magical, the runes are not. A thief who makes his read languages roll or someone employing ancient languages can determine that the runes say: "I am the guardian of endlessness. When the time has come and the ancient one returns, share the flame and call forth the mighty. Flame two fold will open the way to No-when, and the circle will be complete."

Whoever first attempts to grab the flame finds that it duplicates and leaps into their hand without burning them. In fact, they instantly feel as if they are standing in the perfect environment (all the heat of this place is gone for them). Others undergo an identical effect if they try. As each person takes a flame, the blue flame upon the slab becomes larger, more intense, and less random beginning to settle itself at the wheel's center. It also becomes hotter, causing 1hp of damage per round to all in the area who don't hold a duplicate of it. The damage increases by 1hp every time the flame increases in size.

If any PC concentrates on summoning, read event #V66 above. Eeluge soon locates the PCs and rips open the entrance to the small chamber with a mighty taloned foreleg (see dotted line). Then, she breathes flame upon the party. All those with blue flames are protected; however, for the rest, it looks like a scorcher! If the PCs somehow killed Eeluge, another red dragon is summoned from the eastern lands, Giahama. He arrives in 4 hours. The PCs know that something is happening either way, as the blue flame in the slab's center roughly forms itself into the sum-

moned dragon and portrays its travel here.

The only way to shatter this slab is to blast it with the blue flame at the same time that a red dragon is breathing flame upon it (two flames). To blast it, all a PC has to do is aim their hand at it and concentrate on shooting the flame or some such thing. To make things more dramatic, you may describe how the slab begins to shake with the first PC, then increases and begins to crack as more of the PCs combine their flames (always hinting at the possibility that they don't have enough members in their party), and then with the last PC, causing the slab to finally open. However, it only takes one blue flame in combination with the dragon breath to actually open it.

When the slab opens, read the following:

The entire room is encased in violently billowing red flame from the great old wyrm who is trying to destroy you. As you concentrate upon the blue flame in your hand and will it to spring forth, you are amazed to find your will obeyed. A streak of blue flame rips through the red and strikes the great stone wheel full in its center. The entire room seems to buckle and tremble about you. Then a great crunching sound erupts from the well as it bursts into pie slice fragments which lift into the air and then dive down the black shaft which had been concealed beneath it. A powerful force instantly sucks all flame, blue and red, from the room into the shaft.

All PCs must make a Dex check and a Str check. If both fail, it means that they have been sucked into the Well of Forever and will live for eternity as they fall endlessly (remove their character from play, immortal, but unaccessible).

Explain to the PCs that the sucking force is increasing in strength and they soon have to check again with

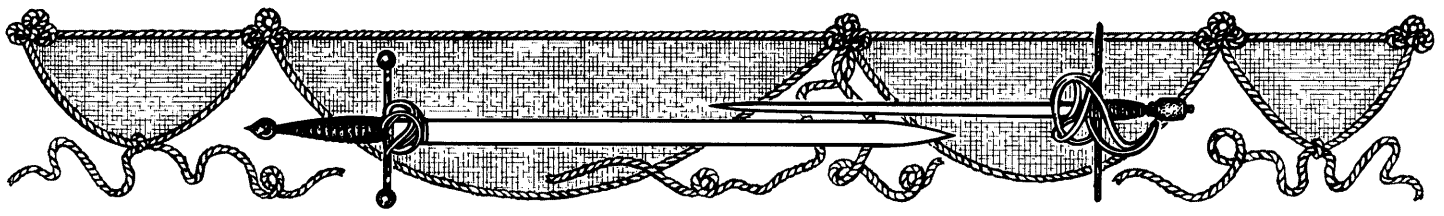
penalties. If they cast the mind of Meeshka (or the *talisman of the sphere*) into the well, read the boxed text below. Otherwise have them make two more checks each round with increasing penalties (1, 2, ...) until they are all lost (along with the Meeshka or the talisman).

As you mentally cast the mind of Meeshka into the Well of Forever, a great counter explosion of the non-physical occurs. It looks as if a multicolored bomb of light exploded deep in the shaft. A warm turbulent wind blasts for with the light, lifting you into the air and hurling you against the wall.

This causes 1d4 points of damage, but don't allow it to kill anyone or make them go unconscious. Tell the players that they see strange shapes and unnaturally stretched figures spew forth from the well. After what seems like an eternity of being held high against the wall by wind, the eruption ends, and the PCs drop to the floor (1d6 points of damage, but again don't overly harm anyone).

When they stand up, have all in the room begin to sparkle with light where ever they are injured. Soon, all their wounds are healed. However, a new worry has started! Read below:

The ground suddenly jumps beneath your feet and several chunks of the ceiling tumble down. As you remember the dragon, and look out into the vast lava cavern, you see a frightening sight. The whole lake is rising visibly and looks quite turbulent. The dragon is not paying attention to you and is spouting flame toward the ceiling in apparent rage, or perhaps fear! It then quickly submerges into the lake and is gone! Several of the distant archways crack and splash into the lava as the ceiling begins to collapse. The volcano is erupting!



The force of magic just released has set off the old volcano. Uungau is erupting!

At this time, all living PCs should be completely healed by the well's eruption. However, they must still get out! Each round the following checks must be made:

Chance Result

- 100% lava lake rises 1'
- 1 in 6 that each archway collapses
- 1 in 10 that each column falls
- 1 in 12 that a crevice opens by each PC
- 1 in 8 that each PC is struck by falling rocks
- 1 in 8 that each PC is splashed by lava.

- Lava rises—this reduces the shoreline by 5' per foot risen.
- Crevice opens—if below PC (2n6 chance), the PC falls for 2d20 feet (falling dmg) and has a 2 in 6 chance of landing in lava (2d20 dmg). Otherwise it separates the PC from his exit and is 1d10 feet wide.
- Falling rocks—Attack PC as if by THAC0 5. If hit takes 2d12 points of damage.
- Lava splash—causes 2d12 points of damage (saving throw vs. dragon breath for half damage).

This would likely prove fatal, except that the magical healing from the well is still going. PCs regenerate 5 points per round. However, after 3d10 rounds, the entire cavern collapses, killing all those who are in it!

#VE10. Fleeing the Eruption

Outside, the descent looks hopeless. Rocks the size of Kleshneet huts are rolling down the mountainside. Half of the great cliff below you has shattered and fallen to the valley floor below. To top this off, lava from somewhere higher up is beginning to close off the entrance like a great red theater curtain.

If the PCs somehow have the abilities to escape, then let them. Otherwise, let them run to the extent of their skill and time. Then, when all seems hopeless, read the following:

The end seems to have come! It was most glorious, but as all glory, is short lived. Another great tremor shakes the very rock below and beside you. Looking up, you see a boulder, easily the size of a house, falling toward you. Yet another tremor shakes the rock beside you and the very wall itself seems to open up like putty. A cave just large enough to squeeze into appears!

The PCs' mentor wizard has persuaded the galeb duhr to protect the PCs. They use their powers to move the PCs into the mountain in an air pocket in the rock. They do not show themselves, but form rough benches for the PCs to rest upon. Here, they ride out the eruption. In 2d12 hours, they are taken to some point on the volcano's surface where they can safely make their way back into the Klesh.

#VE11. Ending

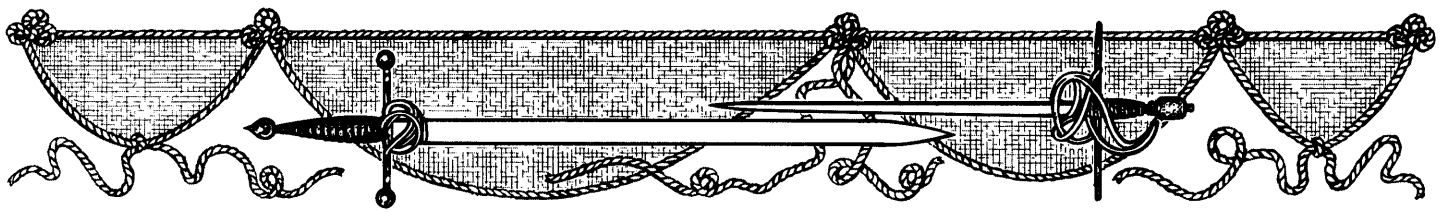
Finally, the maelstrom is behind you and you are once again walking through the Klesh jungle. It now seems much more peaceful and tranquil than you remember it.

The eruption occurred mostly to the south, and thus did not overly affect Tamboo. At this point, this adventure is complete (except for returning home). The fire giants, dragon, and their lairs were so deep in the volcano, they likely survived (although with an unavoidable decline in population).

If the PCs get to this event, and the volcano erupted, they should all get a bonus 10,000 XP. Also, Aarth realizes what has happened and thanks them in the following way: all of their major items (max of 5/PC) have a 10%

chance of becoming magical (roll magical effect randomly using similar items in the *Dungeon Masters Guide* as results). Also, the blue palm flames are within the PCs, although they won't realize it. It grants them immunity to normal fire and heat damage (although it still is painful). Further, they find it possible to emit the flame on a successful saving throw vs. spells. These flames jet out for one foot per level causing 1d4/level damage and can be used once a day. Furthermore, each character who "fails" a Con check continues to have the magical regeneration ability (one point per turn) as the magic found them too weak to abandon.





New Magical Items

The following four special magical items are not fully explained elsewhere, and are likely encountered by the PCs during their adventures across Nehwon. They all approach artifact/relic level. However, none of these are kept by the PCs for any length of time, as they are to return them to their mentor wizard. Of course, they may use the items until they return from their current quest.

These items can be temporarily loaned to the PCs by their mentor if they are in great danger. There is only a 25% chance of this, and the loan only lasts until the danger is gone. If the PCs are overcome, the wizard teleports the item back. This is one of the few ways mentors are allowed to aid their champions during the Zodiacno-kara.

Stone of Darkness

This black stone looks like a chunk of slag. It is roughly 3 inches in diameter, but weighs 25 pounds. Forged at the request of the god Death, its actual purpose is to mask the *Medallion of Light* with darkness so as to prevent its being detected in Shadowland (Death's realm).

When worn, it confers the following bonuses automatically: -5 AC, +3 levels (or HD), +5 points of damage on all melee hits, those hit are automatically blind (no save), and the wearer is immune to turning. Furthermore, any being (living or undead) with intelligence can command it to cause darkness. This darkness is so great that it automatically quenches all light sources within it (including *light* and *continual light*). In fact, spells such as *lightning bolt* and *fireball* which inherently produce light do not function within its darkness. This darkness has a 30' diameter, but only functions for a turn each hour. The stone is powerless in full daylight (all functions cease).

There are other functions of the stone, but they are unknown at this time. It can only be destroyed if a bright spell is cast upon it while in full daylight near noon.

Medallion of Light

This item holds the life essence of the lich Larng who was once Larong, the god Death's love. Besides its inherent importance to Larng, it has several special powers. It radiates light of torch intensity which is so powerful, that even if in the *stone of darkness'* darkness, it is still faintly visible. If worn, the wearer can see 60' even through *darkness* including the *stone of darkness'* darkness. Anyone wearing it gains the abilities of a first level white wizard (or increase 3 levels if currently a white wizard). The wearer is immune to blindness; the stone cures blindness as well. All saves by the wearer are at +10. Finally, the wearer is able to cast *light* from his eyes at will once per round in addition to other acts. There is a 100-use limit on this per day.

This item can only be destroyed if a neutral or good aligned being crushes it and then tosses the shards into a dark place (all of Shadowland is a dark place). If it is destroyed, Larng ceases to exist, and Death will be heartbroken for a full year. During this time, those destroying it have a -1 penalty on all saves and once killed, no magic including *wish* can bring them back as Death snatches up their soul. However, after this time, he realizes that his torment is over and that Larong's soul is now truly in his keeping. He then confers a +1 on all the individuals' saves, permanently.

If the medallion is dropped into the bag which Larng gives to the PCs (if encountered), the medallion disappears, and Death and Larng unite as Death and an undead Lich. Death grants all the PCs a bonus life. Larng also watches over the PCs and is 25% likely to aid each of them once if they are in dire straits. She simply uses her magic to teleport in to the PCs and then aids them as only a lich can. Besides these great benefits, the PCs still have the bag which is a *bag of devouring* (useful if carefully used).

Cloak of Cold

This cloak was made from the pelt of one of the thirteen protectors of winter

wolves (as per the Cult of the Beasts myth in Nehwon). The wearer can assume the form of a winter wolf with all of its statistics (48 hp in this form), as well as full knowledge of the wolf's abilities. The wearer is always immune to all cold of any intensity, as well as physically cold things (such as avalanches, falling off a cliff onto frozen ground, etc.). Thus, in cold region combat, most weapons which have not been carried close to the body do not harm the wearer.

Perhaps the greatest ability is that of weather alteration. Any weather in a particular locale can be made as cold and stormy as desired. Even a large region (such as the Great Forest), it can be made as cold as it ever has been in the past.

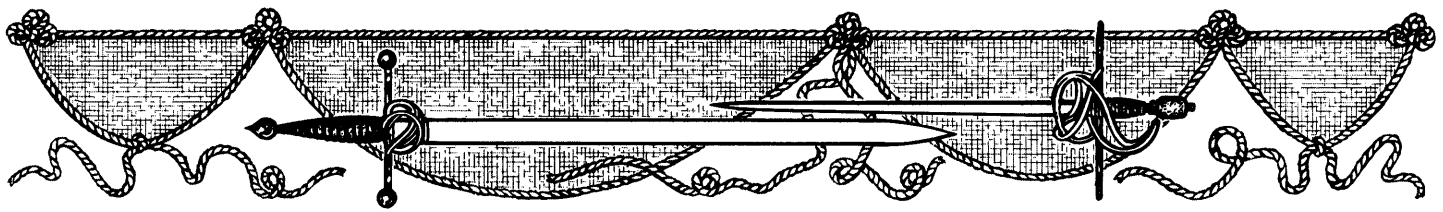
This item can only be destroyed by tossing into a volcano, red dragon breath, or similar such severe heat while it is in a cold region. In warmer climates, it can be destroyed by heat spells as low level as *fireball*.

Conch Shell

This conch shell can summon 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses which arrive in 1d6 rounds (providing there is any feasible way they can get to the one sounding it). They are utterly loyal to the sounder with +5 morale bonuses. Once the shell is blown, it confers water breathing to all within 10' (at the sounders discretion). It can revive a drowned being if used within 1d20 hours of the drowning. Anyone carrying it can breathe both air or water and can swim at a rate of 24 movement. Furthermore, no neutrally aligned sea creature attacks the one carrying it.

Out of water, it functions as a *decanter of endless water*. In water, it can create membranous walls which automatically fill with air and keep out the sea (see the Sea King section). Up to 10,000 cubic feet of passage in any shape can be made this way per hour, but its magic only supports a maximum of a million cubic feet total.

It can only be destroyed if digested by a leviathan or giant slug.



Major NPCs

The following NPCs can be used for multiple purposes. First, the players may use them as PCs if they wish. If just Fafhrd and the Gray Mouser are being used, please use their more powerful forms. Secondly, these NPCs can be used to make up the other adventuring parties that the PCs are competing against. They can also be used to make up the random overland encounter of "adventurer" that is listed.

Fafhrd, ranger 10, thief 3, skald (bard) 4.

Str 18/75 Dex 17 Con 18
Int 15 Wis 10 Cha 17

AL NG; AC 6 (leather + Dex); MV 12; hp 110; THAC0 11 (and +2 Str, +2 Dex); #AT 5/2 (one with off hand each round); Dmg weapon (+3 Str); SA (x2) backstab; SZ M (6'11"); ML 18; XP 7,000.

PP 40% OL 33% F/RT 30%
MS 27% HS 20% HN 15%
CW 95% RL 90%

Fundamental Gear: Leather armor, +3 *bastard sword* (1d8+3 [one handed], 2d4+3 [two handed]), weighted dagger (1-6), long bow (1-6), thieves picks.

Description: Born in the frozen north lands, where he learned fighting, hunting, archery, sailing, mountain climbing and Skald talents. His father died when he was young, and he ran away from his domineering mother, Mor, with Viana in his late teens.

Fafhrd is a big barbarian, some 6'11" tall with long red hair typically worn in a braid. He prefers to dress in furs and manly jewelry. He always names his sword "Graywand" and his dagger "Heartseeker". He is also proficient in the battle axe (as well as the above).

He has unusual skill at climbing (even ice and snow) and reading languages as listed above. Fafhrd never uses a shield. He fears and hates wiz-

ardry. He also gets +3 on all cold saves due to his upbringing. However, women with Charisma of 15-17 have a 50% chance to charm him and those of 18 Cha always succeed.

Fafhrd is a dreamer, loves to dabble with religion, and enjoys spending money on silly things.

If Fafhrd is to be played with just the Gray Mouser, use the stats below:
Ranger 15, thief 5, skald (bard) 5.

Str 18/00 Dex 17 Con 19
Int 17 Wis 16 Cha 17

AL NG; AC 6 (leather + Dex); MV 12; hp 130; THAC0 6 (and +3 Str, +2 Dex); #AT 3 (one with off hand); Dmg weapon (+6 Str); SA (x3) backstab; SZ M (6'11"); ML 18; XP 12,000.

PP 50% OL 42% F/RT 40%
MS 40% HS 31% HN 20%
CW 98% RL 90%

Gray Mouser, fighter 6, thief 10, black wizard 3.

Str 15 Dex 19 Con 17
Int 16 Wis 11 Cha 17

AL N; AC 4 (leather + Dex); MV 12; hp 70; THAC0 15 (and +3 Dex); #AT 2 (one with off hand each round); Dmg by weapon; SA (x4) backstab, spells; SD spells; SZ M (5'4"); ML 16; XP 7,000.

PP 80% OL 67% F/RT 65%
MS 78% HS 63% HN 30%
CW 95% RL 50%

Fundamental Gear: Leather armor, rapier (1-8) (treat as long sword), throwing dagger (1-6), thief's picks, he is carrying a *bag of tricks*.

Description: His origin is shrouded in mystery, although likely coming from the south. He was an apprentice to a white hedge wizard for some time. Thus, he is fascinated and drawn to anything magical; however, he never manages to hang onto his spell book

(and thus is without one). Mouser is a supreme organizer of schemes and favors those that promise complexity.

He always dresses in gray wearing a hooded cloak, tunic, trousers, soft boots, and flexible gray gloves. Mouser always names his dagger "Cat's Claw", and his rapier "Scalpel". After using a particular rapier for 2 weeks, he gains a +3 to hit bonus with it due to his great skill.

The Gray Mouser is extremely streetwise, gaining a 10% bonus on all rolls for finding information, bargaining, and dealing with bureaucrats. He is also well-known to the Lankhmar underworld. He is charmed 50% by women with 16-17 charisma and 100% by those with 18.

If the Gray Mouser is to be played with just Fafhrd, use the stats below:
Fighter 10, thief 15, black wizard 3.

Str 15 Dex 19 Con 17
Int 18 Wis 15 Cha 18

AL N; AC 4 (leather + Dex); MV 12; hp 96; THAC0 9 (and +3 Dex); #AT 5/2 (one with off hand each round); Dmg by weapon; SA (x5) backstab, spells; SD spells; SZ M (5'4"); ML 16; XP 11,000 each.

PP 95% OL 92% F/RT 90%
MS 95% HS 95% HN 50%
CW 95% RL 75%

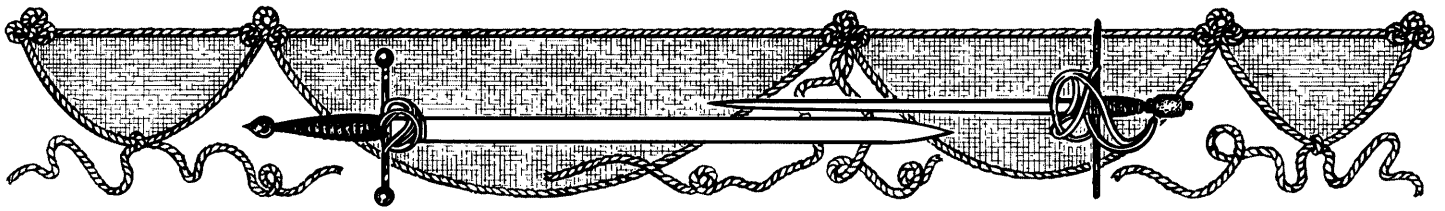
Viana, thief 10:

Str 12 Dex 17 Con 12
Int 16 Wis 14 Cha 17

AL N(E); AC 5 (padded armor + Dex); MV 12; hp 40; THAC0 16 (and +2 Dex); #AT 1; Dmg by weapon; SA (x4) backstab; SZ M; ML 13; XP 4,000.

PP 80% OL 67% F/RT 65%
MS 78% HS 63% HN 30%
CW 95% RL 50%

Fundamental Gear: Padded armor, short sword (1-6), 3 weighted daggers (1-6), long bow (1-6), 12 arrows, thief's picks.



Description: Born the daughter of a farmer in Lankhmar's grain fields, she saw her parents starve while feeding Lankhmar. She thus became a thief, but when her partner was killed by the thieves' guild, she swore vengeance upon it.

Vlana is a masterful actor and mime, disguising herself as male or female. She is brave and resourceful. She has learned to fight with a bow so well as to rival most warriors (+5 to hit).

Pulgh, fighter 10, thief 4.

Str 17	Dex 17	Con 16
Int 14	Wis 15	Cha 8

AL LE; AC 3 (studded leather + Dex); MV 12; hp 75; THAC0 9 (and +1 Str, +2 Dex); #AT 3/2; Dmg by weapon (+1 Str); SA (x2) backstab, poison (Type F, Onset Immediate, Str Death/0); SZ M; ML 16; XP 7,000 each.

PP 45%	OL 37%	F/RT 35%
MS 33%	HS 25%	HN 15%
CW 88%	RL 20%	

Fundamental Gear: Studded leather, +1 spear (1-6), long sword (1-8), short sword (1-6), 7 throwing daggers (1-6) (3 poisoned), 6 darts (1-3) (all poisoned), caltrops, strangling wire, vial of 8 doses of poison type F, thieves' picks.

Description: Pulgh's history, like himself is a mystery. He is a high member of the Slayer's Brotherhood (an assassins' guild in Lankhmar). He always dresses in black, even the hilts of his weapons are black wrapped. His favorite weapon (next to poison) is his magical spear, but it is so renown that he often travels without it. Due to his code of ethics, he prefers to face his enemies man-to-man. Perhaps this is to maintain his reputation as the most skilled fighter on Nehwon. He also attempts to maintain his reputation as a do-gooder who must occasionally stoop to evil to maintain things.

Pulgh is a master poisoner, with the

a herbalism skill of 19. He can make a poison for nearly any purpose.

Movarl, paladin 9.

Str 17	Dex 16	Con 17
Int 13	Wis 15	Cha 18

AL LG; AC 1 (plate mail + Dex); MV 9; hp 70; THAC0 12 (and +1 Str, +1 Dex); #AT 3/2; Dmg by weapon (+1 Str); SD as paladin; SZ M (6'); ML 17; XP 5,000.

Fundamental Gear: Plate mail, two-handed sword +2 (1-10), short sword (1-6), heavy white war horse.

Description: Movarl is Overlord of the Eight Cities and rules from the city of Kvarch Nar. He rides on a huge white war horse with maximum abilities.

Besides the normal paladin abilities, he is totally immune to fear and paralysis. His sword is called Astrendan, and instantly kills any undead which it strikes. As a crown prince, his father trained him in the arts of war and statecraft. He is particularly skilled at naval combat.

Kreeshkra, fighter 8.

Str 17	Dex 16	Con 14
Int 15	Wis 12	Cha 12

AL CG; AC 6; MV 12; hp 45; THAC0 13 (and + Str, +1 Dex); #AT 3/2; Dmg by weapon (+1 Str); SD 80% invisible in dark; SZ M (5'); ML 13; XP 4,000 each.

Fundamental Gear: Long sword (1-8), 2 hand axe (1-6), long bow (1-6), 20 arrows, a ghoulight horse.

Kreeshkra is a Nehwon Ghoul (see monster section). However, she is unusual in her beliefs (CG alignment) and abilities. Like her kind, she abhors wearing clothes, and is proud of her bones. She dons a cloak if necessary and occasionally wears makeup to be seen. Kreeshkra is intensely loyal to her friends and lovers, though a bit jealous.

She uses a shield if offered one, but never armor. She has learned how to make herself appear most terrifying, so that those never having seen a ghoul must make a saving throw vs. fear.

Mannimark, ranger 7.

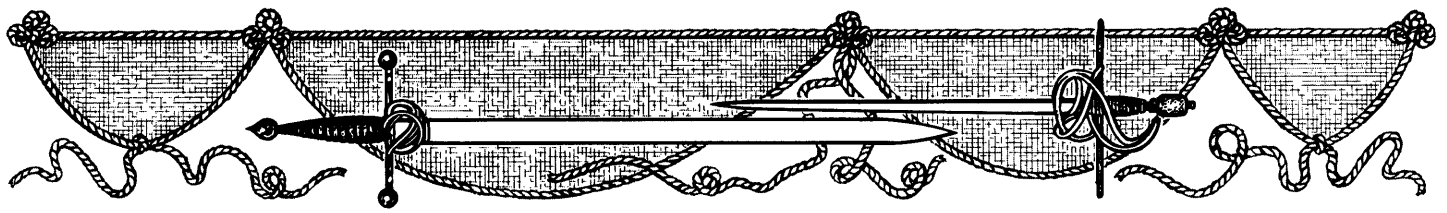
Str 18/76	Dex 14	Con 16
Int 13	Wis 14	Cha 18

AL LN; AC LG; MV 12; hp 55; THAC0 14 (and +2 Str); #AT 5/2 (one/round with off hand); Dmg by weapon (+4 str); SZ L (7' tall); ML 14; XP 4,000 each.

Fundamental Gear: Studded leather, long sword (1-8), battle axe (1-8), 6 throwing daggers (1-6), *potion of speed*.

Description: Mannimark is a northern barbarian like Fafhrd, whom he served under when sailing the Sea Hawk against the Mingols in the Rime Isle adventures. He is very loyal to Fafhrd, and looks upon him as a big brother (although he is a few inches the larger).

Mannimark also gets +3 on saving throws vs. cold attacks, and has a climb walls ability of 50%. He enjoys throwing the knife, and one of his favorite tactics is to throw two daggers at his opponent as he closes (then attacking with his sword in one hand and dagger in the other). In unarmed combat, Mannimark can bear hug for 2d4 + 4 dmg.



A Growl in Your Ear...

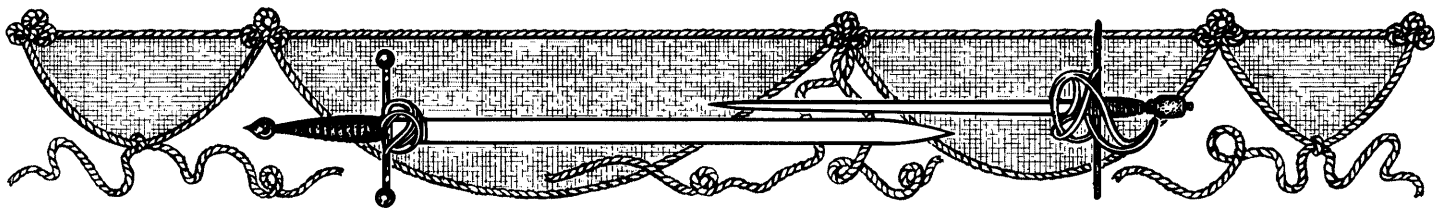
The following list of 118 monsters is provided so that the DM may pull these pages from the Monstrous Compendium volumes and place them into a special notebook for this particular module. This makes the game move more quickly, and the DM is then assured that none of the monsters encountered in this adventure is missing.

It is strongly recommended that the DM look over the monsters. For maximum efficiency, a good plan is to go through the combat sections and highlight special attacks, defenses, magical resistances, and other such oddities. This effectively streamlines the encounters and assures that no unique abilities are overlooked. The DM should, of course, also familiarize himself with the monsters within the module itself.

Aboleth
 Anemone, Giant
 Animal, Herd—Buffalo
 Ant—Swarm
 Ant Lion, Giant
 Ape, Carnivorous
 Barracuda
 Basilisk—Greater Basilisk
 Bear—Polar
 Beetle—Rhinoceros
 Behir
 Bulette
 Catoblepas
 Cats, Great—Smilodon
 Cats, Great—Wild Tiger
 Centipede—Giant
 Cloaker
 Cockatrice—Pyrolisk
 Couatl
 Crocodile—Crocodile
 Crustacean—Giant Crab
 Dogs—War Dog
 Dogs—Wild Dog
 Dragon, Green
 Dragon, Red
 Dragon Turtle
 Eel—Giant
 Eel—Marine

Eel—Weed
 Elemental—Earth
 Elemental—Water
 Elephant
 Galeb Duhr
 Gargoyle—Gargoyle
 Gargoyle—Margoyl
 Genie—Marid
 Ghoul—Lacedon
 Giant, Fire
 Giant, Frost
 Giant, Stone
 Griffon
 Hag—Sea
 Hell Hound
 Hippocampus
 Horse—Heavy
 Horse—Light
 Horse—Medium
 Horse—Mule/donkey
 Kelpie
 Leech—Giant
 Lich
 Lizard—Fire
 Lizard—Giant
 Lizard—Subterranean
 Lizard Man
 Locathah
 Lycanthrope, Seawolf—Greater
 Lycanthrope, Seawolf—Lesser
 Lycanthrope, Weretiger
 Men—Pirates/Buccaneers
 Men—Thieves/Thugs
 Merman
 Mimic—Killer
 Minotaur
 Mud-man
 Nereid
 Octopus, Giant
 Ogre—Morrow
 Ogre—Ogre
 Ogre—Ogre Leader
 Oozes/Slimes/Jellies—Crystal Ooze
 Oozes/Slimes/Jellies—Gray Ooze
 Oozes/Slimes/Jellies—Green Slime
 Owlbear
 Piercer
 Pixies
 Plant, Carnivorous—Choke Creeper
 Plant, Carnivorous—Sundew, Giant
 Puddings, Deadly—Brown
 Ray—Manta
 Ray—Pungi
 Ray—Sting
 Roc

Roper
 Rot Grub
 Sahuagin
 Scorpion—Large
 Sea Lion
 Shark—Common
 Shark—Giant (Megalodon)
 Skeleton
 Slug, Giant
 Snake—Constrictor, Giant
 Sphinx—Hieracosphinx
 Spider—Giant
 Spider—Huge
 Sprite
 Squid, Giant
 Toad, Giant—Poisonous Toad
 Treant
 Triton
 Troll—Saltwater Scrag
 Troll—Troll
 Urchin—Black
 Urchin—Green
 Urchin—Red
 Urchin—Silver
 Urchin—Yellow
 Water Weird
 Whale—Common
 Whale—Killer
 Will o'wisps
 Wolf—Winter
 Wolf—Wolf
 Wolfwere
 Yeti
 Zombie—Common
 Zombie—Ju-ju



Nehwon Monsters

Astral Wolf

CLIMATE/TERRAIN: Astral plane
FREQUENCY: Very rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral evil

NO. APPEARING: 3-12
ARMOR CLASS: 3 (astral plane)
MOVEMENT: 18
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: L (4' shoulders)
MORALE: Average (8-10)
XP VALUE: 175

All Nehwon wolves which die from malicious cruelty become astral wolves. When their tormentor is in an isolated area, he hears their howling by day, and can be drawn into the astral plane to be attacked (saving throw vs. spells) when he dreams at night. All astral damage caused by these wolves is transferred to the host body. Wolves attack others if their tormentor eludes them.

Behemoth

CLIMATE/TERRAIN: Swamp/Snow/Desert
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1 (10% for 2)
ARMOR CLASS: 4
MOVEMENT: 12, Sw 18
HIT DICE: 15
THACO: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: L (40' long)
MORALE: Average (8-10)
XP VALUE: 5000

From a previous age, this monsters is also called the swamp whale due to its size and whale-like shape. It has four stubby legs with webbed feet for swamp travel (capable of walking on water or quicksand for short distances). There are unconfirmed rumors of sub-species living in other environments (arctic, desert, etc.).

Bird of Tyaa

CLIMATE/TERRAIN: Near pretty women
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Any
DIET: Berries and grain
INTELLIGENCE: Low (5-7)
TREASURE: Q
ALIGNMENT: Neutral evil

NO. APPEARING: 3-30
ARMOR CLASS: 7
MOVEMENT: 1, Fl 18 (B)
HIT DICE: 1/2
THACO: 20
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: 20% poison claws
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: S (1' tall)
MORALE: Unsteady (5-7)
XP VALUE: 35

These servants of the goddess Tyaa are indistinguishable from large ravens, but they can speak in coarse rhymes. They hate beautiful women whom they sometimes attack (pecking at their faces). Their poison has an onset of 1 turn.

Cloaker, Sea

CLIMATE/TERRAIN: Salt water
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night

DIET: Carnivore
INTELLIGENCE: Average (8-10)
TREASURE: F
ALIGNMENT: Chaotic evil

NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVEMENT: 1, Sw 15, Fl 3(D)
HIT DICE: 5
THACO: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 + victim's AC
SPECIAL ATTACKS: Grab
SPECIAL DEFENSES: Mimicry
MAGIC RESISTANCE: Nil
SIZE: M (5' tall)
MORALE: Elite (13-14)
XP VALUE: 650

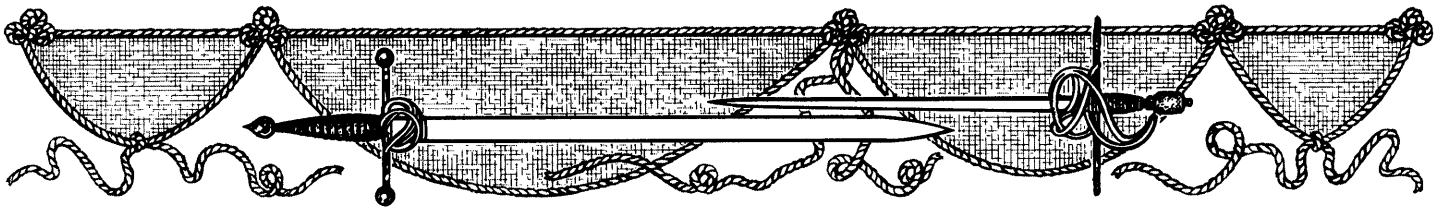
This relative of the cloaker has a back which can mimic its surroundings in color, while its inside is always pale gray with a large multi-fanged mouth and glowing red eyes. Unlike its cousin, it has no tail. They can only be out of water for an hour before drying out and dyeing.

It attacks by dropping on or swimming to its victims, then grabbing with its hands. The grab does no damage, but it can then automatically bite each round and its victim is totally helpless (being enveloped). All damage to an enveloping cloaker causes half damage to its victim. Area effect attacks do full damage to both.

Cobra, Water

CLIMATE/TERRAIN: Salt/fresh water
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1-8
ARMOR CLASS: 8, 4 in water
MOVEMENT: 12
HIT DICE: 3+3
THACO: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Poison



SPECIAL DEFENSES: Water blending
MAGIC RESISTANCE: Nil
SIZE: S (3' long)
MORALE: Average (8-10)
XP VALUE: 420

If disturbed, it bites with an extremely poisonous and fast-acting venom (saving throw vs. poison at -1 or die in 1d4 rounds). In water, it has a chameleon-like ability which adapts to whatever color is below it, thus being nearly invisible there (AC 4).

Cold Spawn

CLIMATE/TERRAIN: Any cold
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Any
INTELLIGENCE: Non-(0)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1-4
ARMOR CLASS: 6
MOVEMENT: 6
HIT DICE: 10
THACO: 11
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-24
SPECIAL ATTACKS: Dissolves items
SPECIAL DEFENSES: Immune to blows, cold, and lightning
MAGIC RESISTANCE: Nil
SIZE: L (8' diameter)
MORALE: Special
XP VALUE: 5,000

There are the hatched eggs of the cold woman, and are similar to black puddings except they are white. Upon the cold woman's death, they undergo metamorphoses and fight to the death with the survivor becoming the new cold woman (this process takes a year).

Cold Woman

CLIMATE/TERRAIN: Her personal cave
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any

DIET: Any
INTELLIGENCE: Average (8-10)
TREASURE: U(x5)
ALIGNMENT: Neutral evil

NO. APPEARING: 1
ARMOR CLASS: -2
MOVEMENT: 9
HIT DICE: 16
THACO: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
SIZE: L (30' tall)
MORALE: Fanatic (17-18)
XP VALUE: 15,000

She looks like a huge cold spawn resembling a woman. According to legend, there is only one at a time. She lairs in a cave filled with riches to lure the greedy. She then paralyzes them and uses their body to incubate her spawn (taking a day). The egg is easily removed and dies if exposed to air.

She has *illusion generation* and *cold ray* powers. The ray has a 6 range and does 7-70 points of damage if target fails a saving throw vs. breath weapon. Her touch causes 4-40 points of damage and those touched must make saving throws vs. paralyzation. Only blunt weapons harm her, and she is immune to *lightning bolt* and cold-based attacks. Her touch is as corrosive as a black pudding.

Eels, Poisonous

CLIMATE/TERRAIN: Swamps
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 2-12
ARMOR CLASS: 6
MOVEMENT: 9
HIT DICE: 1/2
THACO: 20
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: S (2' long)
MORALE: Average (8-10)
XP VALUE: 35

These eels are a Lankhmar delicacy, but retain their poison unless properly cooked. Their bite is poisonous (saving throw vs. poison or die in 1d10 turns).

Ghoul, Nehwon

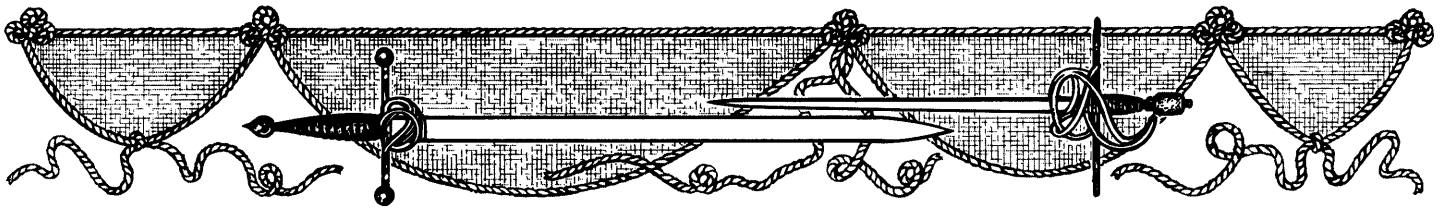
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Band
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average-Very
TREASURE: Variable
ALIGNMENT: Neutral evil

NO. APPEARING: 3-30
ARMOR CLASS: 6
MOVEMENT: 12
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: 80% invis in dark
MAGIC RESISTANCE: Nil
SIZE: M (5')
MORALE: Steady (11-12)
XP VALUE: 175

These ghouls are a species of humanoids, being almost totally transparent, except for their grey bones. They enjoy the taste of human flesh and sometimes raid human settlements for loot and food. It is said that they ride ghoulish (transparent) horses as well.

Gladiator Lizard

CLIMATE/TERRAIN: The Bleak Shore
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
TREASURE: Nil
ALIGNMENT: Lawful evil



NO. APPEARING: 1-2
ARMOR CLASS: -3
MOVEMENT: 15
HIT DICE: 7
THACO: 11
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: L (8' talk)
MORALE: Elite (13-14)
XP VALUE: 650

Found on the Bleak Shore, they hatch full-grown and ready to fight (although hatching takes many years). It stands erect with a reptilian head, boned and crested helmet, clawed lizard's feet, shoulders topped with bony spikes, and yard-long claws in place of hands which they wield like swords, attacking twice per round. Pairs are always brood mates, having a mental link allowing them to coordinate their attacks. They speak a language of screeches and whistles.

Hamadryads

CLIMATE/TERRAIN: Secluded groves
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: Exception (15-16)
TREASURE: I
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: 4
MOVEMENT: 12
HIT DICE: 6
THACO: 15
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 70%
SIZE: M
MORALE: Elite (13-14)
XP VALUE: 3,000

A hamadryad leads every large group of dryads, looking and acting just like

them. It is much more a part of its oak than a normal dryad, never straying more than 180' from it (or die). At her mental command, her oak attacks as a 12 HD treant, but for every two points of damage the oak takes, she takes one, and if killed, she dies. She regenerates 1 point per turn and any tree within 180' of her oak can be used as a *dimension door* to any other tree in that area. Hamadryads are the avengers of trees and dryads. They typically carry a battle axe and have a dryads *charming* power, except the male must have an 18+ Cha.

Ice Gnomes

CLIMATE/TERRAIN: Cold regions
FREQUENCY: Rare
ORGANIZATION: Clans
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low to Average (5-10)
TREASURE: Nil
ALIGNMENT: Lawful Neutral

NO. APPEARING: 1-6 lair: 20-200
ARMOR CLASS: 6
MOVEMENT: 6
HIT DICE: 2
THACO: 19
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +2 on cold saves
MAGIC RESISTANCE: Nil
SIZE: S (3 1/2' tall)
MORALE: Steady (11-12)
XP VALUE: 65

These gnomes burrowed under the northern peaks. They have thick, horny, gray-blue skin and no body hair. They have been enslaved as butlers and artificers by the invisibles, a race of invisible humans.

Leviathan

CLIMATE/TERRAIN: Salt water
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore

INTELLIGENCE: Animal (1)
TREASURE: A
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: -1
MOVEMENT: 9, Sw 15
HIT DICE: 40
THACO: 5
NO. OF ATTACKS: 8
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: Hull damage
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
SIZE: L (300' long)
MORALE: Fanatic (18)
XP VALUE: 36,000

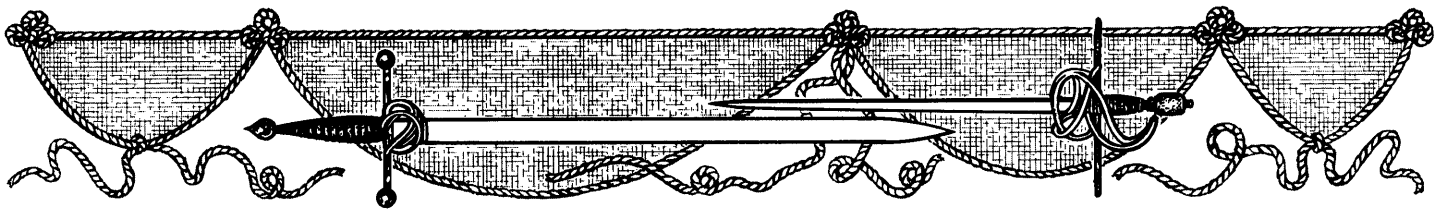
When very hungry, a leviathan attacks sailing vessels to consume the people inside. When it grabs a ship with all eight tentacles, it does 40 points of hull damage. It always retreats after taking half damage.

Marsh Leopard

CLIMATE/TERRAIN: Swamp/Marsh
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1-2
ARMOR CLASS: 6
MOVEMENT: 9
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/1-6
SPECIAL ATTACKS: Rear claws 2d4
SPECIAL DEFENSES: +2 surprised, comoflauge
MAGIC RESISTANCE: Nil
SIZE: M (4'-4 1/2' long)
MORALE: Average (8-10)
XP VALUE: 175

Marsh leopards have brown and yellow spots for camouflage. Travelers can detect it by its glowing blue eyes.



Marsh Vulture

CLIMATE/TERRAIN: Marshes & swamps
 FREQUENCY: Rare
 ORGANIZATION: Flock
 ACTIVITY CYCLE: Day
 DIET: Scavenger
 INTELLIGENCE: Low (5-7)
 TREASURE: Nil
 ALIGNMENT: Neutral evil

NO. APPEARING: 2-5
 ARMOR CLASS: 6
 MOVEMENT: 3, Fl 24 (C)
 HIT DICE: 8
 THACO: 13
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-10/1-10/2-20
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: L (30' wingspan)
 MORALE: Steady (11)
 XP VALUE: 975

Their talons and beak are so slime encrusted that there is a 95% chance of catching marsh fever after a single successful attack.

Night Gaunt

CLIMATE/TERRAIN: Old ruins
 FREQUENCY: Very Rare
 ORGANIZATION: Solitary
 ACTIVITY CYCLE: Night
 DIET: Special
 INTELLIGENCE: Average (8-10)
 TREASURE: G
 ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-8
 ARMOR CLASS: 7
 MOVEMENT: 15, Fl 24 (B)
 HIT DICE: 5
 THACO: 15
 NO. OF ATTACKS: 2 claws or talons
 DAMAGE/ATTACK: 1-4/1-4 or 1-8/1-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: hit only by silver or magic weapons
 MAGIC RESISTANCE: Nil
 SIZE: M
 MORALE: Elite (13-14)
 XP VALUE: 650

These undead were people who made a dark pact with evil forces and died before completing their appointed tasks. They turn as wights. They look like hairless, naked men with bat wings, strong taloned feet, clawed hands, and a featureless oval for a face. Night gaunts can sense alignment up to 240' and use this for vision. Their favorite tactic is to swoop down off a ledge or tower, grab a victim with their foot talons, and fly 100 + ' into the air where they drop the victim.

Ray-fish, Invisible Flying

CLIMATE/TERRAIN: Cold land near water
 FREQUENCY: Very Rare
 ORGANIZATION: Solitary
 ACTIVITY CYCLE: Any
 DIET: Sea plants/fish
 INTELLIGENCE: Semi-(2-4)
 TREASURE: Nil
 ALIGNMENT: Neutral

NO. APPEARING: 1
 ARMOR CLASS: -1 (invisible)
 MOVEMENT: 1, Fl 21 (A)
 HIT DICE: 6
 THACO: 15
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Invisible
 MAGIC RESISTANCE: Nil
 SIZE: L (12' long)
 MORALE: Steady (11-12)
 XP VALUE: 1,400

Resembling a giant manta ray, this ray is completely invisible and flies. It does not attack creatures unless trained to. Even then, its only attack is a charge. It is strong and serves as a steed for the invisibles near Stardock mountain. It can carry two men and their equipment.

Salt Spider

CLIMATE/TERRAIN: Salt marshes
 FREQUENCY: Rare
 ORGANIZATION: Group
 ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Animal (1)
 TREASURE: J, K, L, M, N

ALIGNMENT: Neutral
 (RF) NO. APPEARING: 1-6
 ARMOR CLASS: 6
 MOVEMENT: 15, Wb 18
 HIT DICE: 3
 THACO: 17
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: Poison
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: M (4' long)
 MORALE: Steady (11-12)
 XP VALUE: 270

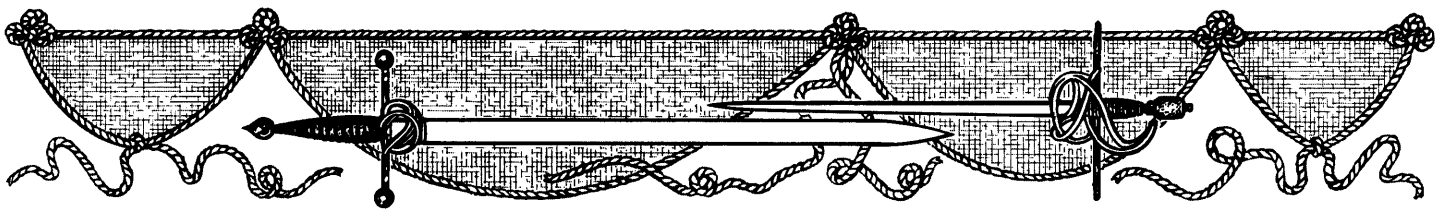
They build large webs, some stretching 150', to trap prey. Their wide foot pads allow them to move over water easily. Their poison causes death in 1-6 turns unless a successful saving throw vs. poison is made.

Skeletal Bats

CLIMATE/TERRAIN: With undead
 FREQUENCY: Rare
 ORGANIZATION: Swarm
 ACTIVITY CYCLE: Night
 DIET: Special
 INTELLIGENCE: Animal (1)
 TREASURE: Nil
 ALIGNMENT: Neutral evil

NO. APPEARING: 10-100
 ARMOR CLASS: 7
 MOVEMENT: Fl 12 (C)
 HIT DICE: 1-3 hp
 THACO: 20
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: Swarm
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Nil
 SIZE: S (1' long)
 MORALE: Unsteady (5-7)
 XP VALUE: 15

These bats are only found in the presence of powerful undead. They are once-dead bats that feed off the auras of other undead. They radiate evil under a *detect evil* spell. They are harmless, but follow the orders of any undead of mummy or greater power and can be made to fly into a spellcaster's face or to distract an opponent.



Snow Serpents

CLIMATE/TERRAIN: Cold regions
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

MAGIC RESISTANCE: Nil
SIZE: S (3' long)
MORALE: Average (8-10)
XP VALUE: 35

These large pale worms have a poisonous bite which causes 1d6 points of damage if a saving throw vs. poison fails.

NO. APPEARING: 1
ARMOR CLASS: 6
MOVEMENT: 9
HIT DICE: 10
THACO: 11
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Constriction
SPECIAL DEFENSES: Hide under snow
MAGIC RESISTANCE: Nil
SIZE: H (100' long)
MORALE: Average (8-10)
XP VALUE: 2,000

This creature is actually a legless mammal. It looks like a white furred snake. It typically lies in a snow field in several loops and when someone steps inside a loop, it springs up and coils around its victim. After this, it automatically bites for 2d10 (instead of the 1d10 for a non-held bite) each round. Those in its coil are helpless.

Worms, Giant

CLIMATE/TERRAIN: Damp dark places
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 2-12
ARMOR CLASS: 10
MOVEMENT: 6
HIT DICE: 1
THACO: 19
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Mild Poison
SPECIAL DEFENSES: Nil



CLIMATE/TERRAIN:	Death Coral Coastal Water	Giant Coral Coastal to Deep Water
FREQUENCY:	Common	Very Rare
ORGANIZATION:	Colony	Colony
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Non-(0)	Animal (1)
TREASURE:	20% of Z	C
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	100-1000	10-100
ARMOR CLASS:	6 (10)	0 (8)
MOVEMENT:	1 in coral	12 in coral, Sw 3
HIT DICE:	1 hp	3 to 8
THACO:	20	3-4 HD: 17 5-6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1-10	1
DAMAGE/ATTACK:	1	1d4 per HD
SPECIAL ATTACKS:	Paralysis, Razor Edges	
SPECIAL DEFENSES:	Retreat	Retreat
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2" long)	L to H (7'-20' long)
MORALE:	Unsteady (5-7)	Steady (11-12)
XP VALUE:	270	3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 975 7 HD: 1,400 8 HD: 2,000

Coral is the tubular skeleton shells of calcium secreted by the beings which live within it. Coral can be of nearly any color from dull green or brown to brilliant reds, yellows, and oranges. White coral also exists. Of course, typical coral is no major threat to adventurers. However, death coral and giant coral are much more formidable. Death coral blends in well with regular coral and is indistinguishable from it.

Combat: Death coral does not leave its coral shell. Instead, it extends its tiny tentacles and feeds on small ocean organisms much as typical coral does. However, if a large animal (fish or adventurer) gets too close, as many of the little animals as possible (typically 1-10) extend themselves and attack the victim. Each individual animal makes an attack roll, and those that hit cause 1 point of damage each. Moreover, the attacked being must then make a saving throw vs. paralysis (+5 bonus) for each successful hit. Failure means that the victim is paralyzed for 1d4 rounds and likely falls down onto the coral bed. This is almost always fatal as next round 1-100 of the animals then are able to attack the helpless victim.

Although each individual animal in a death coral colony has only 1 hp, it is usually a waste of time to attempt to combat them with conventional methods (due to their sheer number). Even area affect spells have little lasting effects, as death coral extends some 5' into the reef or ocean floor upon which it is imbedded. At all times nearly 50% of the animals are somewhere deep within the complex. Impending threats cause those on the surface of the coral complex to also retreat deep into the coral.

The two armor classes represent the coral rock (AC 6) and the animals (AC 10).

Habitat/Society: Death coral, although deadly, are not a real threat to those sea dwellers who know of them. In fact, it is a common practice by tritons, mermaids, locathah, and sahuagin to use death coral as a sort of watch dog or trap. The only danger being that they must keep track of which coral is typical and which is the death variety.

Ecology: Several sea animals (such as barracuda) are not subject to their paralysis and often dine on the coral (both rock and animals). Certain starfish and urchins also eat them. They are considered a delicacy among most of the intelligent sea races (much like escargot among humans). Just as with regular coral, the red-orange, pinkish, or white varieties are valued as fancy quality gems (100 gp for an unchipped, polished specimen). In addition to this the listed treasure type is typically found lying around death coral where it was "left" by the last victim.

Giant Coral

Giant coral ranges from 2'-8' in diameter and stands from 2'-20' high. It is always colored the same as the precious variety of normal coral (red-orange, pinkish, or white). The animals which inhabit it don't look like typical coral animals, but are long dark black slug like snakes whose diameter exactly fits their coral openings.

Giant coral have mouths lined with many rough bony plates which are capable of biting holes in rocks, ship hulls, and through armor.

Combat: Giant coral typically wait for their victims to approach their huge reef. They then dart out of their coral tubes to their full length and attack their victims with their rock grinding mouths. The damage from this is based upon their size. Roll 1d4 for each Hit Die of the monster (thus a 4 HD giant coral does 4d4 damage).

They are known to occasionally swim out of their protective coral tubes (AC 0) and attack boats or swimming victims. However, they swim very slowly and are only AC 8.

Although the inside of the coral tubes are pearly smooth, the outsides are covered in razor sharp ridges some 4-6" high, and running several feet. Anyone coming into contact with these ridges suffer 1d10 points of damage.

If threatened, giant coral can retreat into the safety of their reef where only the foolish pursue them as areas open up where many of the beings can attack at once.

Habitat/Society: Giant coral are considered a threat to all. However, there are rumors that they allow certain lampreys and eels to live with them.

Ecology: The coral from their tubes is considered valueless. However, the intact tube complexes are an invaluable naturally occurring dwelling used by many different marine animals (both intelligent and non-intelligent). The listed treasure represents the remains of past victims.

Map S4

Coral Mound Entrance
One square equals 10 feet

Sentinel pedestals
mermen
air filled membrane

Section of the Coral Mound
One square equals 10 feet

PCs

- Orchin
- Coral opening
- Sea anemone
- Sentinel pedestal
- Death coral

Map S5

Lair of the Ray (rock pinnacle bottom)
One square equals 10 feet

air bubbles

Map S6

Aqua-air-eum
One square equals 10 feet

S61, S62, S63, S64

Map S5

Sea King's Throne (rock pinnacle top)
One square equals 5 feet

air bubbles

Map S9

Sea King's Fortress
One square equals 10 feet

S91, S92, S93, S94, S95, S96, S97, S98

Map G

City of the Ghouls
One square equals 10 feet

G3, G2, G5, G6, G7, G8

invisible portcullis
invisible wench
telling high rubbish barrier

Map D

Death
One square equals 5 feet

D8, D9

Larg's Lair
One square equals 5 feet

D6, D5, D20, D22, D23, D19, D17, D18, D16, D18, D4

Dragon Castle
One square equals 10 feet

Map C

Cold Corner
One square equals 20 feet

C3, C4, C5, C6

Map K

Klesh

Top Tier
One square equals 5 feet

K5, K6, K3

Tambo Temple
One square equals 20 feet

K2

Map V

Volcano

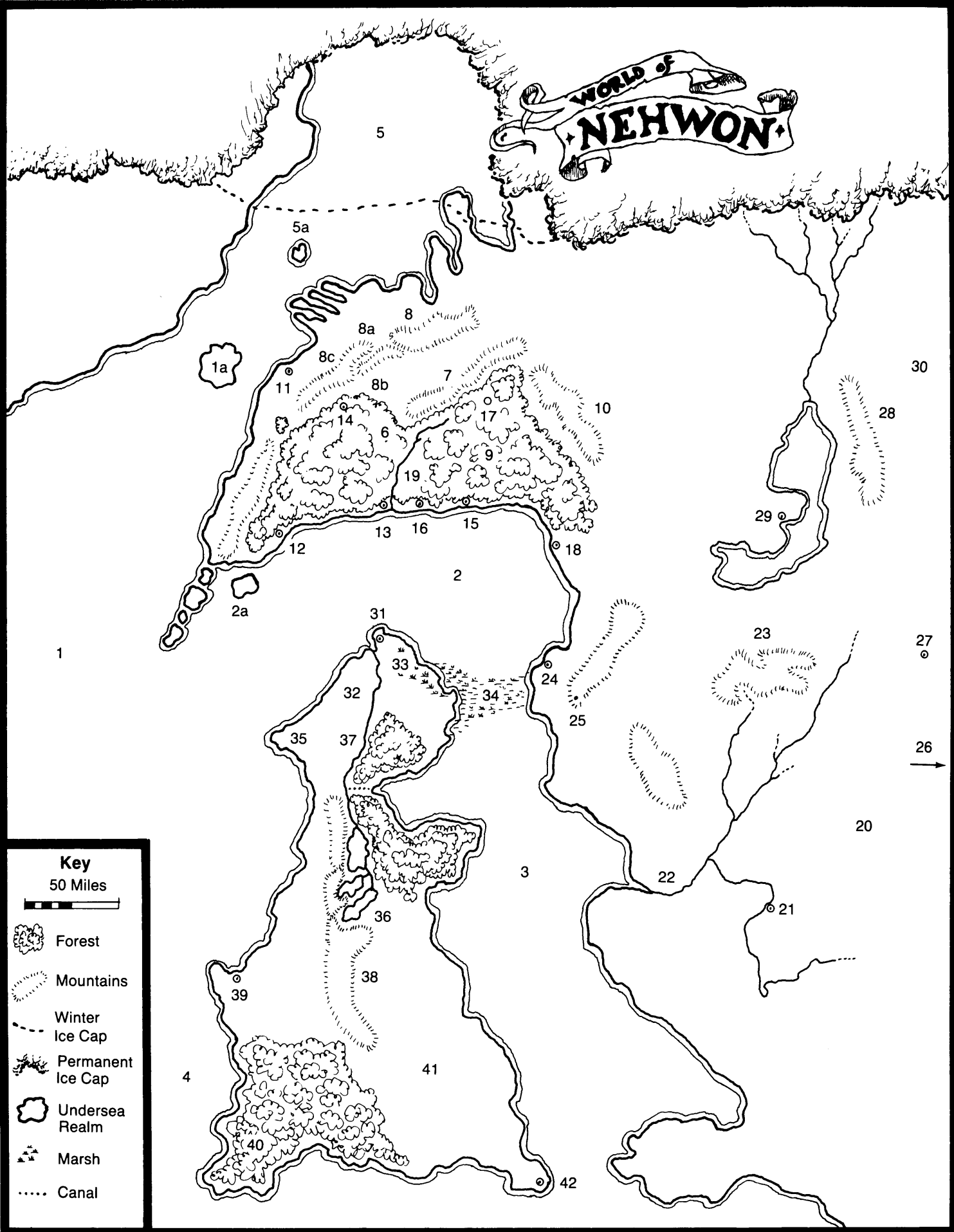
V7, V6, V8, V9, V4, V5

lava








One square equals 20 feet
One square equals 10 feet
One square equals 5 feet

10L0XX5066

WORLD of
NEHWON



Key
50 Miles

-  Forest
-  Mountains
-  Winter Ice Cap
-  Permanent Ice Cap
-  Undersea Realm
-  Marsh
-  Canal

Glossary

- Aarth:** Demigod of Wizardry and Knowledge
Alegond: Traveling merchant
Chaaa-to-howm: Kleshneet religious chant
Cloak of Cold: powerful magical cloak
Constable Grishna: Influential ghoul who loves human flesh
Coroval the Courageous: Thief leader of a rogue gang
Deekwood: The invisible palm-like trees of the ghouls
Eeluge: An old red dragon kept by the Uungau fire giants
Elyra: Matron of the Snow Clan barbarians
Froth Fighter: Sailing vessel
Gem of Light: contains Larng's life essence
Giahama: Old red dragon of the Eastern Lands
Glamachurine: Illusionary snow princess
Godshall: Religious center of the northern barbarians
Haldrp: Barbarian brother of Kentck who seeks the PCs' aid
Hirriwa: Princess of the invisibles
Hrissa: Princess of the invisibles
Invisibles: Race of invisible humanoids on Mount Stardock
Karak: A RAVENLOFT™ setting wolfwere
Kentck: Barbarian brother of Haldrp who seeks the PCs' aid
Klesh: A land of tropical jungles in the south of Nehwon
Kleshneet: The dark-skinned people of the Klesh
Kreeshkra: Ghoul woman who befriended the two heroes
Lankhmar: The most prominent and civilized city in Nehwon
Larng: Lich form of Larong, entrapped beneath Shadowland
Larong: Death's lost love
Meeshka: The *sphere of annihilation* worshiped by the Kleshneet
Movarl: Overlord of the Eight Cities and a good warrior
Nehwon: The world on which this adventure takes place
Ningable of the Seven Eyes: Powerful wizard, Fafhrd's mentor
Pulgh: Powerful evil warrior
Sena-tor: High level thief
Shadowland: Realm of the god, Death
Sharan: An alias of Larng
Sheeka: The Ancient One, first priestess of the Kleshneet
Sheeka Meeshka: Kleshneet priestesses of the Klesh
Sheelba of the Eyeless Face: Powerful Wizard, Gray Mouser's mentor
Stardock: Highest peak in the Bones of the Old Ones range
Stone of Darkness: Powerful stone made at Death's request
Tamboo: Main village of the Kleshneet
Trogard: Captain of the Froth Fighter
Tyaa: Evil goddess of Nehwon
Uungau: Dormant volcano found in the heart of the Klesh
Vlana: Skillful thief and Fafhrd's companion
Well of Forever: Endless well within Uungau
Xheilda: Powerful white wizard who encounters Sena-tor
Zhataw: Powerful curse of the gods
Zodac-no-kara: Festival of Aarth, interpreted "Year of the Wizard's Quest"

25. Caves of Ningauble

These passageways connect Nehwon with other worlds.

26. Tisilinilit

This is one of Nehwon's most exotic lands. It is a distant outpost of the Eastern Kingdom.

27. Empire of Eevanmareensee

Once a great empire, its culture has decayed into such decadence, that every man and woman, and every creature living within the city are completely hairless.

28. The Parched Mountains

These barren peaks are one of the most inhospitable place in all of Nehwon. The only form of life that can be found here are dried up lichens and hardy insects. Nary a drop of water can be found.

29. City of the Ghouls

This cities inhabitants are known for their completely invisible skin which makes them appear as animated skeletons.

30. Shadowland

This land is the domain of Death.

31. Lankhmar City

This city is the focal point of all commerce and trade in Nehwon. It is without a doubt the most fabulous city.

32. Grain Fields

These fields are the mainstay of Lankhmar's economy.

33. Great Marsh

This uninhabited region provides Lankhmar with sufficient cover from attacks from eastern approaches. Various unfriendly creatures that inhabit this area make travel though the marsh very hazardous.

34. Sinking Lands

This is one of the geological wonders of Lankhmar. It is said that a large bubble of gas regularly builds up within a subterranean dome of rock below the Sinking Lands. When the pressure reaches the bursting point,

the gas escapes into the sea and the land above sinks about 12 feet, creating a water passage, for shallow vessels, between the Inner Sea and the Sea of the East. The land slowly rises again, making the water passage shallower by the hour, until it emerges to reform the land neck linking Lankhmar and Ilthmar.

This isthmus of land is thirty miles long. For game purposes, the DM rolls a die when the characters first arrive at the border of the sinking land. If the result is even, the land is above water; if an odd number results, it is currently submerged. If the land is submerged, the DM rolls a 1d12. The result is the number of feet of water covering the land, and the number of hours until the land rises above water level.

If the land is raised, or rises as the characters watch, the DM rolls 2d8 to determine how many hours the land remains above water. If the land was above water when the PCs arrived, subtract 1d6 from this result for time already passed. If a 0 or less results, the land begins to submerge immediately.

35. Earth's End

This narrow promontory of land marks the end of Lankhmar's Great Dike. The dike was erected to hold the tides and storms from the Outer Seas back from the precious grain fields.

36. Lakes of Pleea

These lakes provide the headwaters for the broad river Hlal. Small fishing villages border these deep and cold rivers, taking advantage of the generous catches of trout and salmon.

37. River Hlal

This broad and muddy river flows from the Lakes of Pleea to the Inner Sea. This is the only reliable trade route between Lankhmar and the Sea of the east due to the nature of the sinking lands. A canal has been cut through a narrow strip of land, that links the Sea of the east with the Hlal River, making the trade route possible.

38. Mountains of Hunger

This mountain range, though not high by Nehwon standards, is extremely barren. Most of the volcanos that gave birth to the range now lie dormant, but a few have been known to spew occasional bursts of steam and ash.

39. Quarmall

Quarmall is all that remains of a decadent and great culture. Now, it is a slave-holding society that has retreated within its huge, domed city.

40. Klesh

This country lies south of Quarmall on the coast of the Outer Sea. Very little is known, for its people are secretive and mysterious. Rumor tells of several fabulous cities of rare beauty and ancient architecture which lie within the impenetrable Kleshneet jungles. Although the people of Klesh are not outwardly hostile, no expedition into the interior of the country has ever returned.

41. Quarmall Barrens

A vast desert occupying most of the eastern portion of the continent of Lankhmar, the barrens are an uninhabited region of towering sand dunes, splintered red rock, and little water.

42. Kokgnab

Located at the opposite end of the Lankhmar continent from the city of Lankhmar, Kokgnab is a small country of farmers and seafaring folk. The country is known for its exotic spices and customs.

Godsland

Thought to be located near or over the Nehwon's South Pole, Godsland is the home to all of the gods, except Death. Evidently, Godsland is not subject to the varieties of climate that the rest of the world is.

Advanced Dungeons & Dragons
2nd Edition

LANKHMAR™

Official Game Adventure

Nehwon

by Blake Mobley

It is the year of the Zodac-no-Kara, the year of the wizards' champions. Once every 140 years, the search for grand and glorious magical items is called, and adventurers from far and wide convene to participate in the hunt. This year, though. . . this year is even more exciting than the last.

Nehwon's already-sparse magic is being leached from the land itself. Powerful magical items are being misused, and Aarth has called for the bravest and most daring adventurers to collect these items and return them to him for safe-keeping. Those who accept this quest will travel from one end of Nehwon to the other, and even beyond, into the realm of Shadowland. They will be tested by cold, heat, water, and ice. Their rewards will be great—should they survive to collect.

Is your party worthy of the Zodac-no-Kara? Take the test of the riddles, and find out.

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