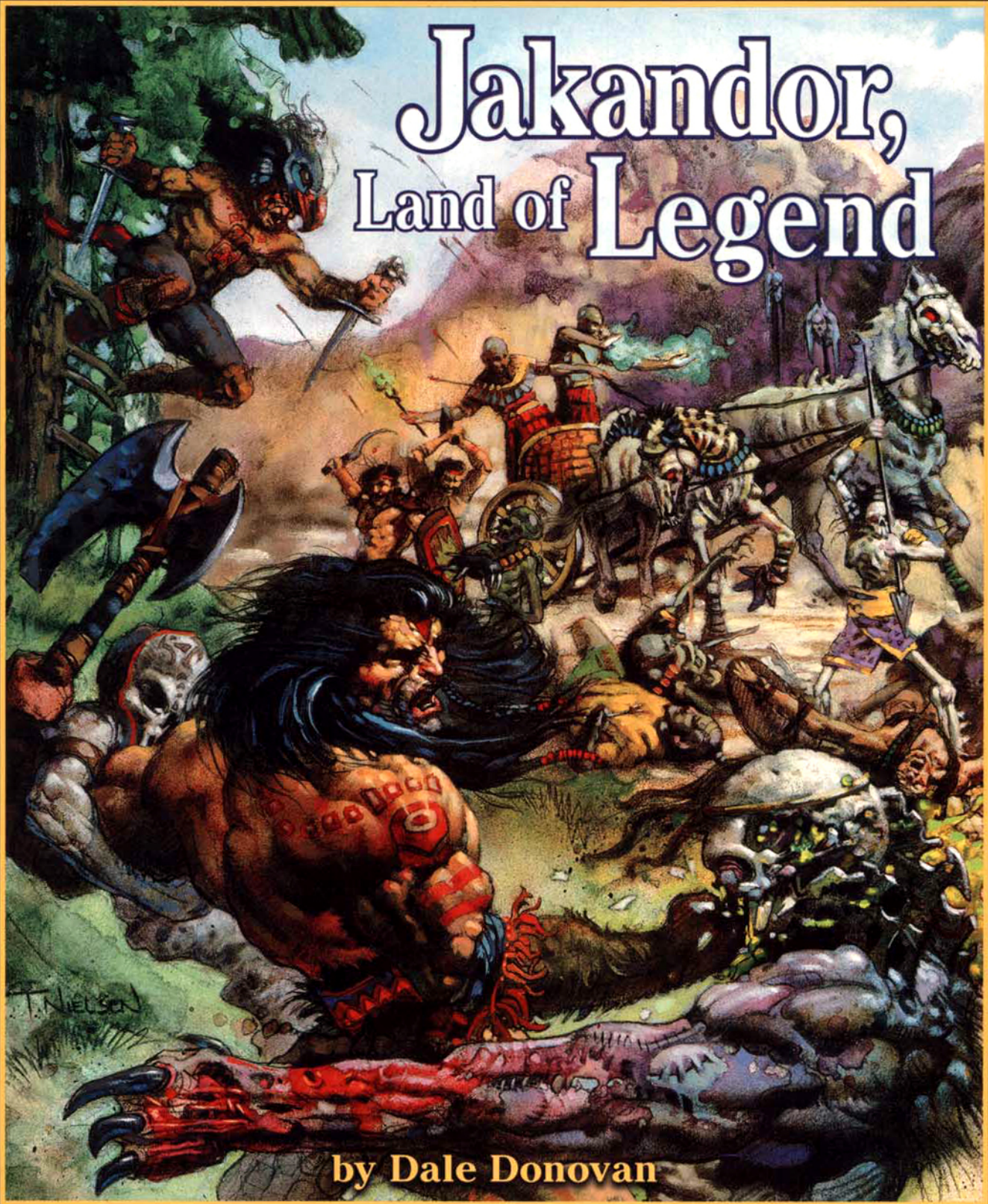




Advanced
Dungeons & Dragons®
Campaign Adventures

O d y s s e y™

Jakandor, Land of Legend



by Dale Donovan

CHARONTI PLAYER CHARACTER SYNOPSSES

CHARACTER KITS

Kit	School of Magic	Requirements	Role	Benefits	Hindrances	Bonus Proficiency
Artificer	Enchantment/ Charm	Int 12, Con 13	Create automatons	Clockwork familiar, +2 to hit machines	Charm spells weak	Engineering
Dilettante Finder	No specialty Divination	Int 9 Wis 16	Craftsmen Explorer	Able to learn all spells Dwarf-like detection skills	None Must use detect skills often or lose	None Ancient history, direction sense
Galvanist	Invocation/ Evocation	Con 16	Researcher	Deflects electricity, doubles magic missile, lightning bolt	Attracts electricity	None
Porter	Alteration	Dex 15	Transporter	Powerful transport magic	1d4 Str/Con loss	Direction sense
Render	Necromancy	Wis 16	Scientist	Can create/repair charonath	Can't destroy undead	Reading/writing
Sandman	Illusion	Dex 16	Journalist	Acute senses & memory detect illusions	Distrusted by public	Artistic ability, language, ancient
Shadow mage	Conjuration	Con 15	Summoner	Familiar, learn high spells	High chance of failure	Weather sense
Warden	Abjuration	Wis 15, LN	Protector	Hear noise, find/remove trap	Protect at any cost	None
Bandit	Outcast	None	Rogue, scoundrel	All thief skills, ambushing	Social outcast	Direction sense, survival
Chirurgeon	Guildsman/ outcast	Dex 16, good or neutral	Healer	+2 to dmg, repair undead	Pacifist	Healing, herbalism, reading/writing
Companion	Guildsman	Cha 17, Int 13 Wis 13	Entertainer	Charm skills, move silent, hide, hear noise, read skills	Limited thief skills	Dancing, etiquette
Guildsman	Guildsman	Cha 11	Merchant	Read wizard scrolls, inspire, bargain, and borrow money	No thief skills	Appraising, read magic
Scribe	Scholar	Cha 14	Record keeper	Read/copy wizard/priest scrolls, bureaucratic jargon	Open locks, hide, read move silent, hear noise	Etiquette, language, ancient
Cultist	Any	Wis 12 or less evil only if outcast	Pagan priest	Priest's god benefits	Limited sphere access	Reading/writing
Jurist	Scholar	Wis 16, neutral good	Law enforcement	Empowered as judge/jury	Can't own property	Etiquette, reading/writing
Pantheist	Any	None	Worship diversity	10% +5%/lvl identify any clerical spell or item	Scorned by priests	Reading/writing, religion
Philosopher	Scholar	Wis 15, good	Politicians, sages	Resistant to priest spells	Slow spell advances	Reading/writing
Thanhotepic	Any	Lawful or neutral	Worship death	Turn/control undead +1 lvl speak w/dead, repair undead	Scorn of others, raise dead limits	Singing
Guardian	Scholar	Str 12, Con 12 not evil	Command Charonath forces	Commands 2+ serathi/level, military strategist	Weak combat skills	Endurance

COLLEGES OF MAGIC

School	Civil Center	Rivals
Abjuration (Wardens)	Nefeneser	Porters (Alteration)
Alteration (Porters)	Amaruk	Wardens (Abjuration)
Conjuration (Shadow mages)	Nefeneser	Finders (Divination)
Divination (Finders)	Amaruk	Shadow mages (Conjuration)
Enchantment (Artificers)	Orchaleum	Galvanists (Invocation/Evocation)
Illusion (Sandmen)	Orchaleum	Renderers (Necromancy)
Invocation (Galvanists)	Alchatay	Artificers (Enchantment/Charm)
Necromancy (Renderers)	Alchatay	Sandmen (Illusion)

CHARONTI EXPERIENCE POINT BONUSES & RESTRICTIONS

- +10% for having a score of 16 or higher in one or more prime requisite ability. A prime requisite is any ability listed in the "Requirements" entry of Kit description and the prime requisite of the Kit's base character class (warrior, wizard, priest, or rogue).
- 200 XP per spell level for any lost spell that is recovered, or 100 XP per spell level if the spell is already known to the Crown, but not available to the public. The XP are gained only when a hero turns over a spell to the jurist at the Civil Center gate.
- +10% for peacefully resolving any encounter in which violence is instigated by another party.
- +20% for any rare or very rare creature (as opposed to common or uncommon, as per MONSTROUS MANUAL™ tome entries) or non-Charonti sentient lifeform that is captured and returned alive to the Civil Center for study in the menagerie of the Dodecon.
- 1,000 XP per spell level for a wizard who successfully researches a new spell and registers it at the Dodecon.
- 50 XP per level for exceptional role-playing keeping with the spirit of the Charonti and the just society.
- 100 XP for any intentional breach of etiquette.
- No XP for killing another Charonti citizen. (Note that outcast Charonti are not considered citizens.)
- Each hero loses XP equal in value to the gold pieces of any nonperishable items provided by a sponsor that are lost during an expedition, including: undead Charonath, sedan chairs, wagons, weapons, magical items, and so on. Perishables that do not cause this penalty include food, water, scrolls, and the charges in charged magical items such as wands (but not the items themselves).

Advanced Dungeons & Dragons® O d y s s e y™

JAKANDOR: LAND OF LEGEND

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Dedication: To my sisters, Lauren & Kathie: Inspirations both, though for very different reasons

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Introduction:

WELCOME TO JAKANDOR

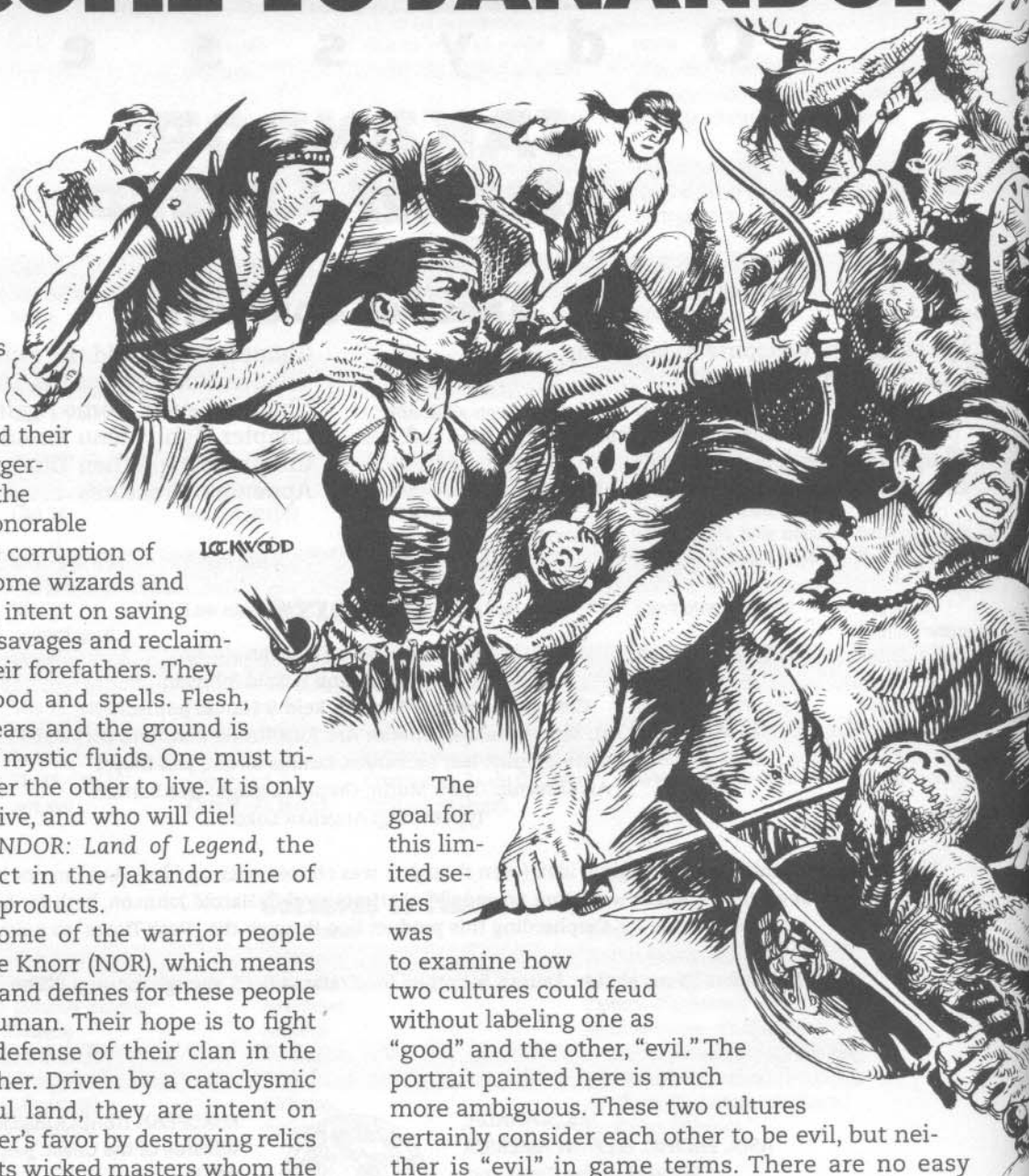
War stalks the

land! From the east come the barbarians and their thundering, wooden juggernauts, vowing to make the island theirs, safe for honorable battle and free from the corruption of magic. From the west come wizards and their legions of undead, intent on saving their heritage from the savages and reclaiming the homeland of their forefathers. They meet in a battle of blood and spells. Flesh, living and long dead, tears and the ground is stained with blood and mystic fluids. One must triumph. Neither can suffer the other to live. It is only a question of who will live, and who will die!

Welcome to JAKANDOR: *Land of Legend*, the third and final product in the Jakandor line of AD&D® ODYSSEY™ game products.

Jakandor, island home of the warrior people who call themselves the Knorr (NOR), which means both "life" and "honor," and defines for these people what it means to be human. Their hope is to fight and die honorably in defense of their clan in the service of the War Mother. Driven by a cataclysmic storm to this bountiful land, they are intent on regaining the War Mother's favor by destroying relics with magic's taint and its wicked masters whom the Knorr call the Broken Ones, the Charonti!

Jakandor, island sanctuary of the wizard people who call themselves the Charonti (sha RON ty), the terms "duty" and "justice" define what it means to be human. A people descended from the survivors of an apocalyptic plague, the Charonti struggle to reclaim their island home and the wonders of their ancestors' empire, to return to their past glory, and rightful place as the rulers of the world! To them all life, and even death, is in service to that great goal, even if it means the destruction of the bestial savages, the Knorr!



The goal for this limited series was to examine how two cultures could feud without labeling one as "good" and the other, "evil." The portrait painted here is much more ambiguous. These two cultures certainly consider each other to be evil, but neither is "evil" in game terms. There are no easy moral or ethical answers in these pages. It's up to the DM and his players to decide those answers for themselves.

This set is designed to be used in conjunction with the ADVANCED DUNGEONS & DRAGONS® rules and the other two products in this series: JAKANDOR: *Island of War* (#9511), the Knorr sourcebook, and JAKANDOR: *Isle of Destiny* (#9512) the Charonti reference. Or, if the Dungeon Master, or "DM," does not possess these products, he may create his own substitutions using the *Complete Barbarian* and the *Complete Wizard* handbooks.



This ODYSSEY™ campaign is designed to be dropped into any ongoing fantasy campaign. Or this land, ravaged by a feud of warriors against wizards, can be played as a stand-alone campaign with the players trying the role of heroes of either culture.

How to Use

The DM must begin by familiarizing herself with the special campaign rules and character kits for barbarians and wizards of these two societies. A synopsis of the kits for each culture is presented on the inside front and back cover of this product.

It is expected that the DM will have to adapt, modify and add her own creations to flesh out these adventures! The DM should take the time to thoroughly read and familiarize herself with each adventure, and make any story decisions or alterations she deems necessary to accommodate her campaign, before play begins.

This product features a collection of adventures designed to explore this island, as well as informa-

tion and guidance for the DM to create new adventures for his ongoing campaign on Jakandor. Each chapter includes a note about which culture the adventure was designed for. But all of these adventures may be adapted to entertain player heroes from either culture. Here is a review of the chapters and their topics.

Chapter One describes the nature of the conflict raging between these two cultures. It analyzes the personal and national conflicts of each society. It provides the DM with insights on how to introduce the conflict, orchestrate its climax, and how to conclude this series with a crescendo!

Chapter Two presents a gazetteer to the lands of Jakandor, both Knorrmen and Charonti sites. Master Random Encounter Tables are presented here to help the DM create his own adventures.

Chapter Three presents the introductory adventure "Island of Fire, Island of Death." This scenario was designed to introduce heroes not native to Jakandor to this intriguing campaign.

Chapter Four is the first of two adventures designed for Knorr heroes. "Vengeance at the Great Drum" provides the heroes with their first experience with the Knorr system of justice.

Chapter Five is a Knorr adventure to explore one of the many ruins scattered across Jakandor, and leads to the heroes' first encounter with the hated Charonti in "Amid the Ruins."

Chapter Six is the first adventure designed for Charonti heroes. With "Siege of the Magelord" the heroes encounter an outcast wizard, and learn how important the undead Charonath are for their survival in this difficult land.

Chapter Seven is the second Charonti adventure and gives heroes their first experience exploring the wilds of their ancient homeland. They become the hunted when pursued by a Knorr raiding party in "Home Again, Home."

Chapter Eight is an adventure for either culture. It explores a ruin and pits the two cultures in a race to scavenge the most lost treasures before battle must be joined in "Menu for Adventure."

Chapter Nine presents rules for battles between Knorr totemic titans and the bizarre Charonti constructs in "When Titans Clash."

Finally, **Creatures** presents MONSTROUS MANUAL™ listings for new beasts encountered here.

Chapter One:

THE CONFLICT



unning
a Jakandor

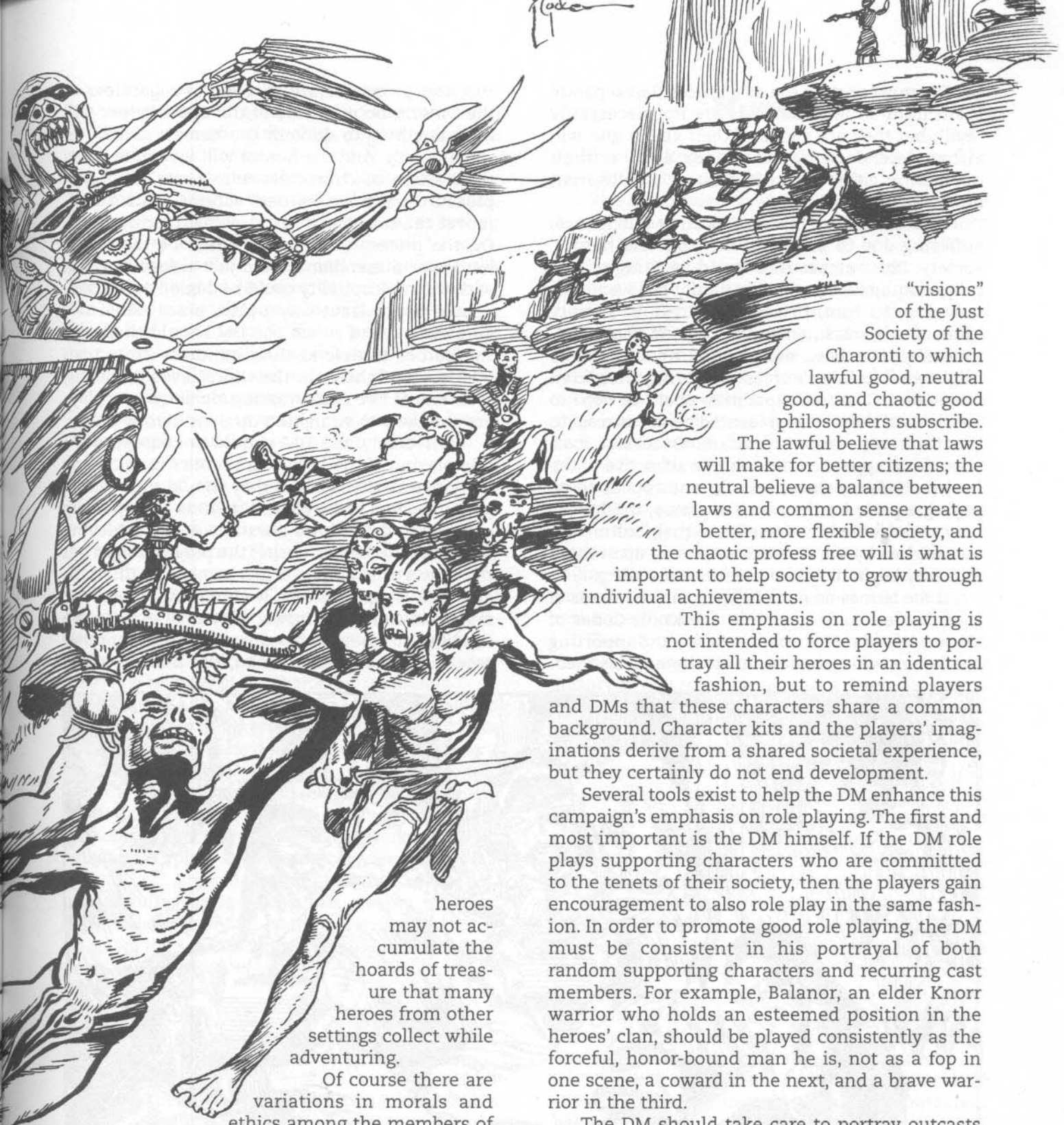
campaign is quite different from handling a more standard AD&D game. It is vital for the DM to remember that each culture on Jakandor considers itself to be at war with the other. While neither side has the resources or inclination to launch an all-out offensive against the other society, the conflict between the Knorr and the Charonti is the central theme with this line. The exploration of that conflict and the differences between the two cultures should be the primary focus of the campaign, and is explained in some detail in the next section.

ROLE PLAYING

The foremost difference between this campaign and a typical AD&D game is the emphasis both cultures place on what they consider to be proper behavior. Consequently, the emphasis is placed on proper role playing of characters from these societies. If a group of players wants to get the most enjoyment when playing in Jakandor, the players should assume the attitudes of the culture their characters portray. The DM also should take care to role play both characters from the heroes' culture and representatives of the other culture to reflect their attitudes and social codes. If a Knorr warrior or Charonti jurist is role played as just another fighter or simply one more priest, then the setting, the campaign, and the players are being sold short.

For example, the Knorr consider tactics such as stealth, trickery, or even using missile weapons

against honorable foes, such as other Knorr, to be highly dishonorable. Players accurately portraying characters with this belief will be challenged, for many common game strategies are no longer permitted according to the Codes of the Knorr. No longer may the heroes sneak up to a campfire of their enemies, pepper the site with spells and arrows, then leap out to battle a weakened foe. Alternately, Charonti society has rules against the accumulation of wealth. Charonti



“visions” of the Just Society of the Charonti to which lawful good, neutral good, and chaotic good philosophers subscribe. The lawful believe that laws will make for better citizens; the neutral believe a balance between laws and common sense create a better, more flexible society, and the chaotic profess free will is what is important to help society to grow through individual achievements.

This emphasis on role playing is not intended to force players to portray all their heroes in an identical fashion, but to remind players and DMs that these characters share a common background. Character kits and the players’ imaginations derive from a shared societal experience, but they certainly do not end development.

Several tools exist to help the DM enhance this campaign’s emphasis on role playing. The first and most important is the DM himself. If the DM role plays supporting characters who are committed to the tenets of their society, then the players gain encouragement to also role play in the same fashion. In order to promote good role playing, the DM must be consistent in his portrayal of both random supporting characters and recurring cast members. For example, Balanor, an elder Knorr warrior who holds an esteemed position in the heroes’ clan, should be played consistently as the forceful, honor-bound man he is, not as a fop in one scene, a coward in the next, and a brave warrior in the third.

The DM should take care to portray outcasts from a society correctly. First, outcasts should be rare. In order for the DM to show the players what is proper behavior for their heroes, the majority of their dealings should be with accepted members of their society. Too much association with outcasts will jeopardize the heroes’ own standing in society. Second, when an outcast is encountered,

heroes may not accumulate the hoards of treasure that many heroes from other settings collect while adventuring.

Of course there are variations in morals and ethics among the members of any society. Not every Knorr behaves identically, just as not every resident of Wisconsin acts in exactly the same manner. Individual philosophies interpret society’s rules and act differently. In the AD&D game, alignment plays a major factor. One example of the difference alignment can play with regard to a hero’s behavior is the three

the DM must portray the differences that separate them from society. Outcasts are not necessarily "evil", but they are aware of their status and will either defend their position or act out their oppression either as an inferior or a belligerent low caste.

Care should be taken to portray outcasts as suffering due to being cut off from the heroes' society. The outcast NPC could be hungry, lack proper equipment, miss his family or loved ones now lost to him, or be the target of bounty hunters or harassment by the agents of the culture they have been exiled from. Knorr warriors might seek to slay outcasts to bring their clan honor or a Charonti expedition could be sent to eliminate the threat represented by the outcast to the Charonti nation's welfare. Outcasts' lives should not appear comfortable or attractive to the heroes. If these characters do not appear to be paying a price for their loss of status, the heroes may come to feel the benefits of their culture are outweighed by the restrictions placed upon them and may begin to ignore the rules of society.

If the heroes do not live up to the standards of their heroes' society, such as the Knorr Codes of Honor, life should become difficult. Supporting characters will ignore or insult them; their theo-

ries and proposals are laughed at regardless of their merit; no members of the opposite sex will have anything to do with the heroes, socially or romantically. And the heroes will face more than their share of characters who show their displeasure with the heroes' actions. This disapproval can take the forms described for outcasts. Or, the price of equipment could be raised for heroes or a merchant could just refuse to trade with them. Hospitality could be denied or refused, people could leave any public place when the hero enters, and so on. The DM should challenge the heroes to defend their honor at every turn (just as gunfighters in the Old West did). Ideally, after one or two embarrassing incidents, the players are likely to straighten up their heroes' acts.

Conversely, the DM should encourage good role playing. If the heroes are remiss in following the tenets of their society they should suffer some penalties. But, if the players witness a supporting character, who follows the rules, easily achieving whatever the heroes desire, the players might get the hint. For example, if the heroes are Charonti and are suspected of withholding magic or resources from the Crown, they may not receive funding for the next expedition to a ruin that they recently discovered. Instead, the heroes would



learn that another character they know was granted the funding, ventured to the ruins, and returned, covered with glory, respect, and the good will of the Crown.

Player characters should receive favorable treatment if they're regarded to be good citizens. For example, heroes, trying to see a leader in their community for some information, would be treated according to their status and reputation. If the heroes are in good standing with the community, the leader makes time to talk to the heroes and do his or her best to assist. If the leader knows the heroes to be somewhat lax followers of the laws, the heroes will wait and wait and wait to see the leader. The leader may never see the heroes, because he does not wish to be associated with such people, much less be seen with them in public or private.

If none of the above tricks work to promote good role playing, the DM should consider these two factors which seem to influence players — greed and maturity. Players can be motivated by rewarding good role playing with bonus experience points or “XP” award. This bonus should only be awarded to those who follow the rules of their society. Knowing that they could miss some extra experience points often does more for some players than any number of “in-character” reminders.

The Jakandor campaign is best when played with mature (not necessarily older) gamers. These are players who enjoy following a story or mystery, who explore creative solutions to encounters and don't always choose to attack first and ask questions later. Playing a Jakandor campaign with gamers who are enthusiastic role players or who are willing to explore the conflict between these societies is best. Enjoying the full potential of this setting requires some strong role playing muscles. While all can enjoy this setting even if they choose to ignore the societal codes of Jakandor, they will be missing out on part of the fun.

CONFLICT

Much has been said in the first two Jakandor sets about the differences that drive the two cultures of Jakandor to war against each other. But the fact that the two peoples are actually quite similar in a number of ways furthers the conflict between them. Indeed, it could be argued that it is these similarities that drive them to war, not their differences. Below is a discussion of similarities of Knorr and Charonti attitudes and cultures.

HISTORY

Neither the Knorr nor the Charonti have worked well with other cultures in the past.

The Knorr went to war against the Allies, who brought their mercantile culture to the Knorr, rather than allow their culture to be assimilated by that of their erstwhile trading partners.

The Charonti's ancient empire is described as having “enlightened” and “brought the light of peace and wisdom” to many of the people of the world. Many of the people whom the Charonti “enlightened” may not have described those explorations and expeditions in that way. These natives may have called it exploitation and conquest. In fact, the Charonti did, in a few cases, feel compelled to reluctantly destroy some of the more resistant simple races. Charonti culture did not attempt to assimilate the culture of any of these “primitive” peoples, but rather tried to dominate or impose its own standards over native societies. Or, failing that, simply exterminated any culture that proved too strong-willed or ethnocentric enough to resist the Charonti rule.

Therefore, when these two cultures found themselves together on Jakandor, neither had any history or precedent for treating a divergent society as an equal. As both learned of the other society and its differences, the Knorr and the Charonti were left with no choice but to become enemies. Their histories set no precedent for any other result.

Bringing this aspect of conflict into play in a campaign is possible by the DM reinforcing this obstinacy or “one-track-mindedness” in the characters of either culture. Unless driven by some extreme circumstances, a group of Charonti facing Knorr heroes, for example, will not try to establish friendly communications with them, much less work together. Charonti history tells them to dominate the “simple” Knorr and since the Knorr have proved resistant to domination (for no Knorr has ever allowed him or herself to be taken prisoner), the only remaining option available is to exterminate the resistant culture.

The DM may intensify the importance of these histories by having supporting characters belonging to the heroes' culture remind them of the past and the lessons learned from it. The Charonti civilization was at its height when it was “enlightening” the simple races of the world. Since restoring the empire is a long-term goal of the Crown, giving the heroes missions that will move the nation toward that goal is important. For example, the adventure “Home Again, Home”

opens with the heroes performing a mission for the benefit of the Charonti nation.

ETHNOCENTRISM

Ethnocentrism is the belief that one's own ethnic group or culture is superior to all others. The Knorr and the Charonti can not consider working out their cultural differences because that would require that both societies admit that their way of doing things wasn't the best and only way to achieve their goals. Each culture's traditions are sacred to them, and each would rather go to war than change them or even admit that alternatives exist.

Defining each culture in terms of AD&D game alignments helps clarify this point. The Charonti are a lawful society, as witness their stratified society with caste divisions within their schools, guilds, and administration. The Knorr dislike authority figures. They are constantly feuding, and the fact that the last large-scale conflict the Knorr fought was to put down a leader who introduced new ideas to the culture in an attempt to unite the people, casts their culture as a chaotic one.

The struggle between law (the rights of the state over the rights of the individual) and chaos (the individual is the most important facet of society) is often overlooked in the AD&D game. However, the law vs. chaos conflict is no less vital or exciting than the battle of good vs. evil, as you'll discover as you play in the Jakandor setting.

Of course no culture is wholly lawful or chaotic. The Charonti's political maneuvering between colleges and the competition between guilds and the Crown, adds chaos to Charonti society. Whereas, Knorr Codes of Conduct and their system of justice adds law to their culture. Still, the two cultures found no similarities, no common ground, which might foster some degree of understanding between them. With this lack of cultural similarity, the "superiority" of each culture was challenged, and this lead to the current conflict.

The DM should reinforce the superiority of the heroes' culture with the supporting cast's actions and speech. If the heroes' Knorr mentor tells them tales of the horrible, depraved things the wicked Charonti do to their own dead, they will likely believe that the Charonti are evil and degenerate and that it is the heroes' job to help destroy that wickedness.

The DM should filter his descriptions of the other culture through the bias of the heroes' culture. Whenever he describes a scene with Charonti, Charonath or anything that the Knorr heroes recog-

nize as belonging to the "enemy" culture, he should describe it subjectively. A Charonti male should not be described to Knorr heroes as a "short, robed figure with a shaved head and top-knot." Rather, the DM should describe him as "a frail manling covering his weakness with a long robe, a bald, pale pate and thin strands of hair growing only from the top of his magic-blinded head."

The same holds true for Charonti heroes. The DM should describe Knorr as "barbaric savages" who have invaded the heroes' very homeland! These uncouth, unwashed bestial men show no sign of logic or intelligence—they fight as wild animals. With no redeeming intelligence, these invaders must be cast out or tamed to serve the Charonti nation.

CONQUEST

As a result of each culture's ethnocentrism, both the Knorr and Charonti societies need to prove the superiority of their respective cultures, and that means conquering the other culture. By defeating the enemy, the victor shows his or her culture to be "correct", "true", "proper", or at least "justified."

The Charonti's attempt to display their superiority is shown, in part, in their desire to regain their lost empire. If they are to again attain the glories the ancient Charonti civilization once reached, the howling beast-men, the Knorr, must first be destroyed. The Knorr are roughly equivalent to one of the simple races that the ancient Charonti dominated or exterminated. Defeating the Knorr is a logical step for the Charonti to rebuild their dominance of Jakandor and perhaps the world.

For the Knorr, the drive to prove their culture's superiority came in the form of a message from their deity, the War Mother. The Knorr believe they were sent to Jakandor as punishment for their past relationship with the Allies that put the Knorr world "out of balance." They believed they must redeem themselves by restoring the balance of this new world before the War Mother will let them return home. As the Charonti are a constant reminder that cultures other than the Knorr's do exist, the Just Society became the Knorr's first target for annihilation. Never underestimate the drive of a people to fulfill a religious mission.

The existence of a divergent culture on Jakandor drives both societies to try to destroy the other. Both cultures' determination to eradicate the other have taken the form of "grand agendas" that are now a part of their society, for both consider themselves to be in a battle for survival



against the other. This war has become a blood feud, so ingrained that it's almost an instinctive part of both cultures.

In game terms, the drive for conquest not only applies to the long-term goal of destroying the other culture, but also in the more immediate objective that takes the form of competition for the Charonti ruins that dot Jakandor. The Charonti seek to recover as much as they can from these ruins, hoping to restore their lost knowledge and magic, thus making both their lives and future conquests easier, and to deny those resources to the Knorr. The Knorr venture to the ruins to explore them, loot them of valuables, and destroy as much of the ancient Charonti knowledge and magical items as possible, because they distrust all magic, and to ensure that the Charonti do not gain its use. The Knorr also gain substantial honor from successfully exploring and exploiting the ruins.

Unless the two cultures do begin a full-scale war (which is a long way off from the situation presented in the Jakandor line), the ruins then become a symbol of the cultures in conflict. The adventure "Amid the Ruins" demonstrates this point as Knorr heroes come across a small set of ruins just as a band of Charonti also arrive at the site. While other

elements exist in this scenario, the combination of Knorr, Charonti, and the ruins makes for an exciting adventure. Entire campaigns can be built around the idea of searching for, exploring, and defending the ruins of Jakandor from the other culture.

COOPERATION?

Eventually, the heroes may at some point suggest or even act on the idea of "Hey, why don't we all work together and unite our two cultures?"

How a DM chooses to handle this is his decision, but the point which should be considered is that, working from the above discussion, only the rare supporting cast character will ever reach this conclusion on his or her own. And then, it is likely that the individual will be treated as a renegade or criminal by his or her society. The hatred and drive to destroy the other culture present on Jakandor forces any other approach to dealing with members of the other culture beyond the realm of possibility for the vast majority of Knorr and Charonti characters. Such a thought would simply never cross their minds; it is too far-fetched to even consider. Any heroes who suggest

KNORR DREAM QUESTS AND SPIRIT WALKERS

The world of the Knorr is alive with unseen spirits that must be tamed or appeased. Some are malign, some indifferent, and some are as protective as kin. The unseen world is inhabited by the War Mother, hearth gods, guardians, nature spirits, and ghosts.

As every young Knorr approaches maturity, there comes a time when he or she must determine what spirits are his or her brethren and to answer the unseen world's call. This may lead to becoming a member of a beast cult or merely pledging one's life to the clan's totem. To find one's destiny, a questor must embark on a *dream quest*.

This clan ritual is similar to the vision quests of other tribal societies. The questor seeks to elevate her level of consciousness to seek with her mind for guidance from the spirit world. Often this involves deprivation and isolation. Fasting and sweat lodges are the preferred manner, but a questor may seek exposure to the elements, exhausting exercise, or the use of herbs to create a semi-delusional state. The hero's player must roll a Constitution, Charisma, and Wisdom check in order for the hero to free his spirit.

Dream quests are similar to real quests, but only the hero's spirit travels, not his body. This form is invisible, though characters with Wisdoms of 16 or greater may see a ghostly image. In the presence of magic enhancing fields, the spirit may also become visible though distorted. Spirits will themselves to their destinations and are not subject to travel time. However, often the spirit trail leads to bizarre paths with psychic challenges. The spirit can pass through wood and water and thin stone, though thick stone and metals are a barrier. Psychic injuries from spirit manifestations weaken the spirit body as if wounds. If a questor's spirit form is slain it returns to its body, but a System Shock roll must be made to survive.

Dream quests are left to the DM to create, but he should reward *spirit walkers* with insights, a totemic guardian, or answers to his questions. *Dream challenges* often involve tests of courage, wisdom, observation, and exploiting an enemy's vulnerabilities. Spirit paths are not always through a shadow of the material world, but may traverse realms that are manifestations of the questor's concerns and cares. A questor facing intrigue might cross a web. A questor trying to capture love, may have to find a treasure chest.

While young Knorr are most likely to pursue a *dream quest*, any mature Knorr may also set his feet on the spirit path in an effort to discern his way or to purify his spirit. Priests and seers may *spirit walk* in an effort to divine information or communicate over a great distance.

this approach publicly are likely to discredited, humiliated, and perhaps branded as mad or traitors to their nation.

The DM should consider this example of how a culture can condition the thinking of those who live within a society. Our culture considers the act of taking the law into our own hands and meting out vigilante justice, such as killing another human being, is murder — one of society's worst crimes. Even though, for a time, vigilante justice was the only kind of justice the Old West experienced. As a result, it is thought that only people who have lost their cultural inhibitions, either temporarily through alcohol abuse or emotional turmoil, or permanently due to some psychological disorder, could possibly contemplate or commit such an atrocious act. But what would happen if elements of our society tried to change our culture to not only tolerate the despicable act, but accept it as part of our society.

Our society would, of course, reject such a dangerously preposterous suggestion, and could well imprison or at least ostracize the promoters of such an idea. These are people who must be watched carefully or cast out of society for their violent inclinations—and rightly so. Of course, such a dangerous suggestion would likely never be made in our world, but the DM can see how the heroes' society is likely to react should they suggest anything so radical as working together with the other degenerate culture.

TYPES OF CONFLICT

Now that the conflict that exists between the Knorr and the Charonti has been analyzed to aid understanding of why these two peoples just can't get along, a discussion of the types of conflict that exist and how the DM can use these in his campaign follows. The categories of conflict defined here apply not only to a Jakandor campaign, but can be used with all game settings. The essence of an adventure is conflict. Four kinds of conflict are discussed below.

HERO VS. SELF

This type of conflict involves the hero and what he or she feels about his or her role in life. This often involves the hero's emotions driving him in one direction while his rational mind tells him to

go a different way. While external influences may inflame the dilemma the character feels, outside influences (characters or actions not connected to the hero) can not help him. The hero must resolve the conflict inside of him himself.

This conflict may require the hero to get in touch with his emotions ("trust the force!"), or demand the hero exercise restraint ("I dare you! I killed your father, come and fight me now!") or overcome his fear ("Snakes! Why'd it have to be snakes?"). In the end, it requires the hero to look inward and face his or her personal demon and overcome it.

In the AD&D game, this kind of conflict is often of a moral or ethical nature. In the game, this is often linked to a hero's alignment. Such a conflict might involve restraint to not slay a murderously insane villain, because the hero is lawful good, and knows that the right thing to do is capture the villain and return him to stand trial for his crimes. If a player is good at role playing, she will acknowledge her character's moral dilemma and exercise restraint.

The player might think differently however, if that insane wizard had just murdered the hero's entire family. Then, the emotion of revenge would conflict with the logical decision and challenge how the hero might act. Posing serious challenges to a hero's morals and ethics can make for some intense stories and some of the most exciting and fulfilling role playing campaigns. The DM should challenge the players to think of consequences!

For the Jakandor setting, heroes face another level of internal conflict. Each player must fit his or her hero's thoughts and deeds into the cultural mindset of either the Knorrman or the Charonti. Each society has its own special rules and taboos, and the players of heroes in those societies must deal with how their characters fit into those cultures.

The DM can bring this category of conflict to his campaign by introducing dilemmas that force players to consider their heroes' roles in society against their logical decisions or emotional drives.

For example, a Knorr hero's clan enters a blood feud with another clan. Several members of this second clan also belong to the same beast cult that the hero does, and these characters have been loyal friends, lovers, or mentors of the hero in the past. When the next cult celebration comes along, how will the hero treat his former friends and current enemies? And how is he treated in return?

How would Charonti heroes react if their magical colleges, already rivals (such as artificers and galvanists) became openly hostile, committing

CHARONTI TESTINGS AND TRAINING CYCLES

Even as Knorr youth test themselves against the unseen world to find their path, so too are Charonti youth faced with a Testing of Aptitude to determine where their future service to the Crown lies. This testing is often on a mental plane pitting the instructor's capable personality against the uncertain nature of the student.

While it is likely that this original Testing occurs before the hero begins his career, this method of Skill Testing is echoed in the Training Cycles each time a character tries to graduate to a higher class level. Such testing often involves illusionary foes, tricks and traps, misdirection, and emotional challenges. To begin a Testing Cycle a candidate must begin a regimen of meditation and controlled rest and diet for a number of days equal to one for each level of testing, clearing his or her mind of extraneous distractions. The hero's player must make a save vs. Spell, and a Wisdom and Intelligence check for the hero to clear his or her mind.

Testing Cycles are similar to real adventures, but often the damage suffered is illusory, though not always. Each Cycle tests the character's mastery of spells and non-weapon proficiencies in pseudo-conflict situations. This may include combat, precision targeting, negotiation, problem solving, creative uses of spells, and teamwork. It may also test a candidate's resolve and reaction to unexpected problems when confronted by misfiring spells and curses. If a candidate suffers enough illusory damage to die during a cycle, the victim will pass out for a prescribed time. When consciousness is recovered, the candidate may face new, more difficult challenges to compensate for the defeat, or the candidate may retire from the field, losing 1,000 experience points which must be regained before undergoing another testing cycle.

Some tests may be strength of Willpower contests, and as such take place on the mental plane with images projected into the candidate's head. Mental injuries are subtracted from Intelligence and Wisdom until an ability falls below zero and the victim passes out. If a candidate is defeated in mental combat, he must make a Resurrection Shock check. If he fails, he suffers a loss of 1 point of Intelligence or Wisdom until he passes his next Testing.

While Charonti normally reserve mental testing as part of level advancement, Charonti may project their spirits, similar to *spirit walking*, using some divinatorial spells. Charonti who are on the brink of death, or reached 13th level or higher upon their death may experience an out-of-body journey for a time until their mortal form is either healed or their moribund flesh is reanimated.

acts of sabotage and terrorism. How would an artificer hero and a galvanist hero react to their friends killing and maiming each other?

An even greater source of internal conflict is when a hero is faced with a moral quandary versus cold hard logic. How would either culture react to finding children of the other culture, perhaps even offspring of an enemy band the heroes just fought and killed in the battle? The children are no threat to the heroes now, and are unlikely to survive alone in the wilds without aid. Yet, they just watched the heroes kill their parents and family; if allowed to grow up, these children could become vicious and determined foes in their quest for vengeance. So, do the heroes kill defenseless children? Do they try to find others of the enemy's culture and return the children? Or do they bring the children back as trophies, experimental subjects, or adoptees? Could a 10-year-old Knorr be brought into and raised in the Charonti culture? Could a Charonti girl survive in the Knorr culture? Would either adopt their new culture, attitudes, and beliefs?

HERO VS. NEMESIS

This type of conflict is the most commonly encountered in literature and gaming. In Hero vs. Nemesis plots, the heroes encounter the schemes of some villain. The majority of adventures with this type of conflict revolve around one hero and the villain engaging in a very personal struggle to defeat the other. This conflict can be physical, psychological, or both. Sometimes parallel conflicts between one of the hero's companions and a minion of the villain will echo the hero and villain's duel.

A Hero vs. Nemesis conflict usually involves some personal conflict existing between the hero and villain. Perhaps the villain killed someone the hero cared for or threatens to discredit the hero or is just gunning for the hero to steal his reputation. The DM might want to consider some more personal tie between the hero and the villain to heighten the conflict, a struggle over loyalties. Perhaps the villain was a boyhood friend or relative who went bad, or is engaged to the best friend of the hero and the hero has sworn not to harm the villain despite the criminal activity that the villain engages in. When is enough, enough for the hero? When is right more important than loyalty? And what are the consequences of abandoning that loyalty? Perhaps the hero's family ostracizes him or he loses his best friend. For every decision, there is a consequence!

Both of the adventures "Home Again, Home" and "Amid the Ruins" have heroes being pursued by groups belonging to their enemy's culture, and the heroes will have to outrun, outthink, or outfight these foes.

Another common archetype for Hero vs. Nemesis conflict is the recurring arch-enemy who has determined that the hero is her ultimate foe, and if she can humiliate, slay, or steal from the hero eventually she will capture the hero's stature. These characters all have long, established relationships with each other, and an arch-enemy who knows a lot about a hero is the most dangerous kind.

The concept of an arch-enemy carries over well to gaming. Many campaigns center on the heroes trying to untangle the plots of a mastermind villain whom always seems to be two or three steps ahead of the player characters. This is possible even on Jakandor. While the heroes may not have enough contact with the island's other culture to develop an arch-enemy, such is possible within each culture.

Knorr heroes could incur the wrath of an elder or prominent warrior or priest of another clan by taking a claim before the Great Drum at Alcuin and winning. Or the enmity of this character could be earned when the hero takes vengeance for an insult beyond what the character considered reasonable or simply as part of an active blood feud. This nemesis could take steps to foil the heroes' plans, insult them, force or trick them into situations where the heroes lose honor among their own clan, and generally make the heroes' lives as miserable as he or she can. Sample mentors are provided in both *Island of War* and *Isle of Destiny* products' campaign starter scenarios. These characters also may be used as nemeses for heroes of the opposing culture. For example, Charonti heroes could encounter Balanor or Shennee, Knorr mentors from *Island of War*'s "To Regain Honor Lost" adventure.

HERO VS. SOCIETY

In this category, the danger may overwhelm the hero with its sheer force of numbers. A hero struggling against society usually means that the main character has somehow been singled out or removed from society and has become a target for the authorities of that society. Many stories involving this category of conflict have as their hero a lone figure, a drifter, a foreigner, or other outsider who enters a situation or society gone wrong and he or she acting alone must correct the problem.

Usually the hero is an outsider, unwelcome by and perhaps even pursued by agents of the state. Where no native is willing to stand against the local challenge, corruption, or villain, this outland hero has no roots, and is just railing against injustice or protecting the underdog, innocent, or helpless victim. In conflicts of this type, the hero can never rest for very long, can never fully relax, and can never let his or her guard down. Only the hero's determination and wits keeps him or her from giving up before triumphing.

Another type are stories where the protagonist knowingly enters the domain, stronghold, or organization of a villain, hoping to gain understanding of the villain's plan and defeat it from within using subterfuge and the element of surprise. The hero is generally alone or has a limited circle of friends and is cut off from any aid or assistance. If the hero is discovered, the situation becomes desperate! Xenophon relates an excellent historical example in *The Anabasis*. This true story of ancient Greece tells how 10,000 Greek warriors trapped hundreds of miles behind enemy lines, faced with slavery or worse if they surrendered or were caught, fought their way to freedom and eternal glory. Heroes should aspire to so great a feat of daring and courage.

In the AD&D game, any group of heroes who snuck through an enemy's defenses to infiltrate the villain's stronghold have taken part in this type of conflict. Any hero who's ever had to escape from a dungeon or other prison also has faced this kind of conflict; the society of the prison is one designed to keep its residents helpless and powerless.

In the Jakandor setting, this Hero vs. Society clash most often comes into play with the outlaw Knorr and outcast Charonti who have created their own societies. While it's not recommended that the heroes play outcasts, heroes can interact with these outcasts in a number of ways. Outcasts can be villains, either competing for resources (food, water, treasure from a ruin, grain or livestock from a farm), or as attackers taking what they want from the heroes' society. The heroes might be sent to hunt down bands of particularly dangerous outcasts.

Outcasts also can be trading partners (if the heroes are willing to take the risk and open-minded enough to deal with such folk), exchanging information or guide-duty for food or other necessities that the outcasts cannot readily supply for themselves. Or, the heroes may find themselves in the debt of outcasts if they save the lives of the heroes. Both the adventures "Amid the Ruins" and

"Home Again, Home" feature bands of outcasts with whom the heroes must decide how to deal.

While it's already been stated that running a Jakandor campaign with outcast heroes rather misses the point of the setting, thrilling adventures can be had if the heroes must temporarily become outcasts. Perhaps they are sent to infiltrate a camp of dangerous outlaws. Or maybe their arch-enemy frames them for a crime or offense for which there's only one punishment: exile. The heroes must clear their names while functioning without the support of their culture, friends, or family. Perhaps they even have to live in the wilderness until they succeed in showing that they committed no wrong. Very interesting role playing opportunities could arise if the outcast heroes must seek aid or shelter from the very outcasts they've been harassing.

HERO VS. NATURE

With this type of conflict, the hero faces an impersonal force of nature such as a hurricane, tornado, or tidal wave. Or, she faces some other aspect of the natural world that is acting, not out of malevolence, but simply acting true to its nature or whose existence causes the conflict with the hero.

A force of nature could be a hungry animal, killing people, not because it is evil, but because it must eat to survive. While the creature has no evil intent, simply acting to survive, the heroes may find themselves interpreting every action of the creature as being guided by a malevolent intelligence. It is possible that an arch-enemy has created or released or trapped the hero so that she must deal with a force of nature, and is in some way, guiding the force. Or it is possible that a wounded creature may be hunting down those who abused it, but these are extreme cases and are more in line with the Hero vs. Nemesis conflicts.

Other forces of nature may be the lonely seas, an horrendous flood, insatiable insect swarm, or a raging forest fire. These are not malevolent forces, but again, every way the hero seeks to escape, uncannily the danger seems to thwart her.

Because the force of nature is not truly evil and is cold and uncaring regarding rational thought, any innate goodness or negotiation skills the heroes possess is not an effective weapon against these dangers. No efforts of a single main character can halt a force of nature (magic notwithstanding). This type of conflict is not one that can be defeated, it must be endured instead. The force of nature overmatches the hero's will;

and sheer survival must be the goal, the hero taxing his intellect and endurance to somehow evade the ravages of nature out of control.

In the AD&D game, this type of conflict is represented by not only storms and wild animals such as bears, wolves, or tigers, but also by an entire class of fantastic creatures and plants. Examples include all the various oozes, slimes, puddings, jellies, and other amorphous monsters. Like the shark, these monsters don't attack just to ruin the heroes' day or to steal their treasure, they attack because that is how these beings survive and propagate their slimy species. They do not hate the heroes; they are incapable of such emotions as they are not sentient and can't think.

With the lack of other sentient creatures beyond the humans of the culture opposed to that of the player characters, these types of monsters and this category of conflict are more important to the Jakandor setting than in most other AD&D games. No other civilizations exist on Jakandor, nor do any other "civilized" races appear on any of the random encounter charts. With fewer "intelligent" kinds of enemies, players are at the risk of becoming bored with fighting "more dumb animals." That's where the force of nature comes in.

The DM should consider the following: rather than making a die roll to determine a random encounter, he should keep track of the encounters and the combats the heroes have recently engaged in. If they fought a pack of hyenas in last week's game, fighting a pack of wolves this week isn't very exciting. Encountering a foraging bear or a bulette while hunting will vary the next encounter and make it much more exciting. The DM should use his best judgement and select encounters from the lists provided rather than relying on random results. Or the DM may make similar encounters have a recurring element that adds an eerie familiarity — perhaps the wolf pack is led by the same big black male, or this bulette has a clipped fin, where the heroes wounded it last time before it got away.

Not every "force of nature" encounter need involve combat. The bear might not be out to harm the heroes; bears don't hunt humans. If the heroes leave the bear alone and don't approach or make sudden moves, the bear will probably stare at them, then turn and shuffle off on its quest for berries. A thunderstorm or a hurricane at sea is nothing most heroes can do anything about. When confronted with such a force, the heroes must make use of their skills and the players' wits to survive.

For example, a storm may arise while the heroes are aboard a ship at sea. Knorr heroes

would likely be fishing or on their way to raid another clan's coastal village. Charonti heroes would be on a voyage of exploration and mapping, searching for coastal or island ruins. The heroes must aid the crew in securing the ship, their cargo, and crew so that all may live to reach their destination. Perhaps the heroes discover a heretofore-unknown whirlpool of vast proportions—a whirlpool that's dragging their vessel down, down, down, toward the sea floor.

THE FUTURE OF THE CONFLICT

Now that the underlying reasons behind the conflict that's taking place on Jakandor and the different types of conflict that exist have been examined, the DM must decide which direction the conflict will take for the conclusion of this campaign. There are three distinct possibilities. The heroes may effect a peace between the nations through some epic action on their part. Or the DM may decide to continue the campaign as it is, exploring the many possibilities for adventure on the island of Jakandor. Or the DM can escalate the war until one side emerges victorious; but at what cost?

Each of these options is examined below. All of these goals require an extended campaign to achieve. If the DM does not want to run a protracted campaign, he may always permit his heroes to find a way to escape from this island and continue on their adventures around the world.

MAKE PEACE

This direction leads the heroes to help their culture find a way to get past their instinctive hatred of each other, and to find some common ground, some idea that they can agree upon, and over the course of years, gradually come to co-exist on Jakandor. This co-existence may be strained, it may suffer setbacks, it may fall apart more than once when important leaders die, but the DM consistently presents the heroes with opportunities to further the cause of peaceful co-existence.

The adventure "Amid the Ruins" introduces a group composed of both Charonti and Knorr living together in the ruins of an ancient temple dedicated to the Charonti's "sleeping god," Thanhotep. The worship of this deity has brought these two vastly divergent groups together. While the two cultures

do reside in their own areas, this united cult shows that, perhaps, the two races may have some hope of co-existence. The two cultures these people left each consider their representatives to be outcasts however, thus showing again how ethnocentric societies exclude any element that might force the culture to re-evaluate itself.

One of the heroes' tasks in this adventure is to determine the fate of the Thanhotepic followers of both cultures. As the adventure was written for Knorr heroes, they may believe that the Charonti Thanhotepics are still Charonti and the Charonti are the enemy and must die. The Knorr followers have been cast out from Knorr society and the heroes may decide to slaughter them believing they are not violating their culture's Codes of Conduct. In this situation, the players must evaluate their heroes' relationships with the culture they've chosen. They will also have to re-examine how their heroes' ethics and morals apply not only to their culture's rules, but to this specific set of circumstances and in regard to the future of both cultures on Jakandor.

If the DM runs this adventure for Charonti heroes, the same decisions must be considered. The Charonti Thanhotepics are being sought for withholding magic from the Crown and thus, are criminals of the worst sort according to Charonti law. Worse, the Charonti outlaws seem to be living with a group of the beast-men, the howling barbarians. Again, the players must weigh their heroes' personal values against those of their society and their hope for the future of Jakandor.

MAINTAIN STATUS QUO

The dynamic situation presented in this series need not change. No mandate requires the DM to alter the storyline. Much effort was put into making the Jakandor line capable of supporting long-term play with only the two cultures present.

With a little imagination the DM can sustain a one-culture Jakandor campaign for an indefinite period, leaving the other culture in the background. Scenarios designed to introduce each culture to their nemesis was included with this set, but the heroes do not need to get involved in the war immediately. The players should be permitted to become comfortable with their heroes' roles in their own society first.

The DM should read over all the information available on the culture she decides to let her players generate heroes for, and then get started. The DM should remain flexible and see where the cam-

paign takes her. She should not force events to occur regardless of probability or player inclination, but should discover what kind of campaign the players enjoy. The heroes' actions and reactions should drive the campaign forward. Of course, the DM should not make life too easy for the heroes.

BLOW IT ALL UP

This is just one suggestion from Jeff Grubb, who originally put forth the idea of a campaign setting where two cultures were antithetical but neither was outright evil, when I mentioned to him that I was writing the third and final set for the line.

What this means for your campaign is that the level and frequency of the violent conflicts between the two cultures on Jakandor can increase until a point is reached that both societies are committed to devoting their resources and people to destroying the other culture present on Jakandor.

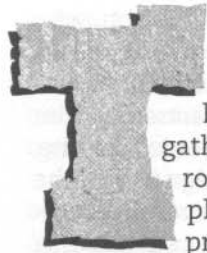
This direction is easier to achieve for the Charonti since their lawful society has already united the nation under their Queen. She has the court, viziers, and jurists to keep rival colleges of magic in line and can pressure them into performing research that will help the Charonti people win the war. This research might even result in some sort of "doomsday magic" capable of destroying the Knorr in one fell swoop, but which is incredibly dangerous to use.

The Knorr face a harder task. This chaotic people must not only put aside their petty bickering and feuds, but also must divest themselves of their dislike of authority figures and leaders. Historically, they managed to do so in order to battle the Allies, but doing so again would require an extreme effort. In any case, this process of preparing for total war should take years of game time. The Knorr do have the advantage of numbers, and are likely to increase that edge with time.

If both cultures do gear up for war — either voluntarily through the acts of the heroes, or because the other culture declares war and it becomes necessary to prepare for the simple sake of survival — it falls on the DM to determine the role of the heroes in the war. Will they be strategic planners behind the front lines, or champions leading the troops, or covert operatives such as saboteurs working behind enemy lines to disrupt as much of the enemy's operation as possible?

Whatever the DM's decision is regarding the long-term future of his or her Jakandor campaign, this is now the DM's game and it should lead where the DM and his players want it to go!

Chapter Two: **THE SETTING**

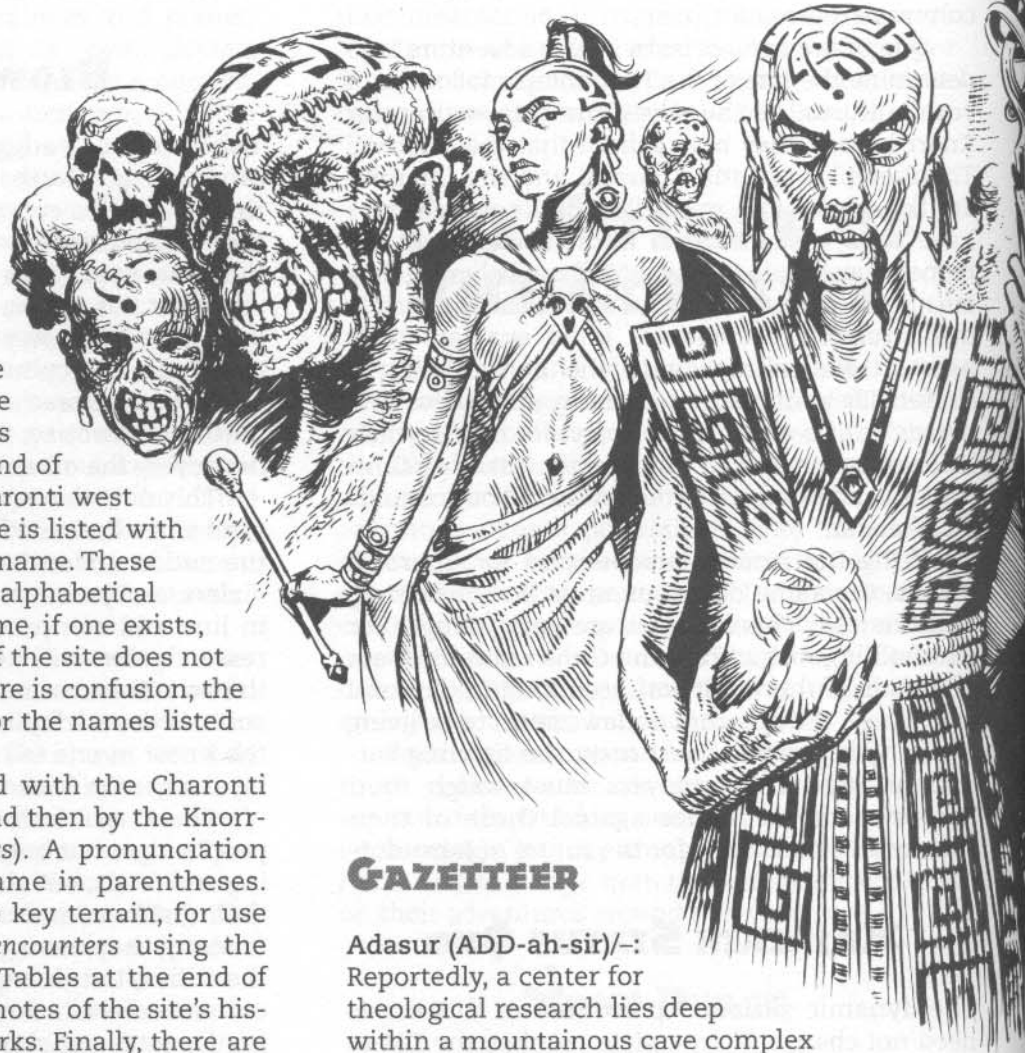


This Gazetteer gathers the Charonti and Knorr place names presented on the poster map. This map, for the first time, accurately portrays all of the features of the island of Jakandor, combining the Charonti west with the Knorr east. Each site is listed with both its Charonti and Knorr name. These sites are presented below in alphabetical order using the Charonti name, if one exists, and using the Knorr name, if the site does not have a Charonti name. If there is confusion, the DM should check the map for the names listed with the site.

These entries are listed with the Charonti name (noted in **boldface**), and then by the Knorrman name (noted in *italics*). A pronunciation guide may follow either name in parentheses. There follows a note of the key terrain, for use when generating *random encounters* using the Master Random Encounter Tables at the end of this chapter. Then there are notes of the site's history and features or landmarks. Finally, there are notes about typical challenges that may be encountered.

In addition, there are entries for general terrain features such as coastlines, glaciers, islands, marshes, oceans, pools, wastelands, and wilds (in **ITALIC CAPS**) with a selection of challenges that might be found in these regions. For more ideas, the DM should review the adventures in this book.

The DM may expand the details of each location using random encounters and by developing some of the legends of the land into full adventures. He should note the location of any adventures or encounters his players' heroes experience, as these can provide inspiration for future adventures.



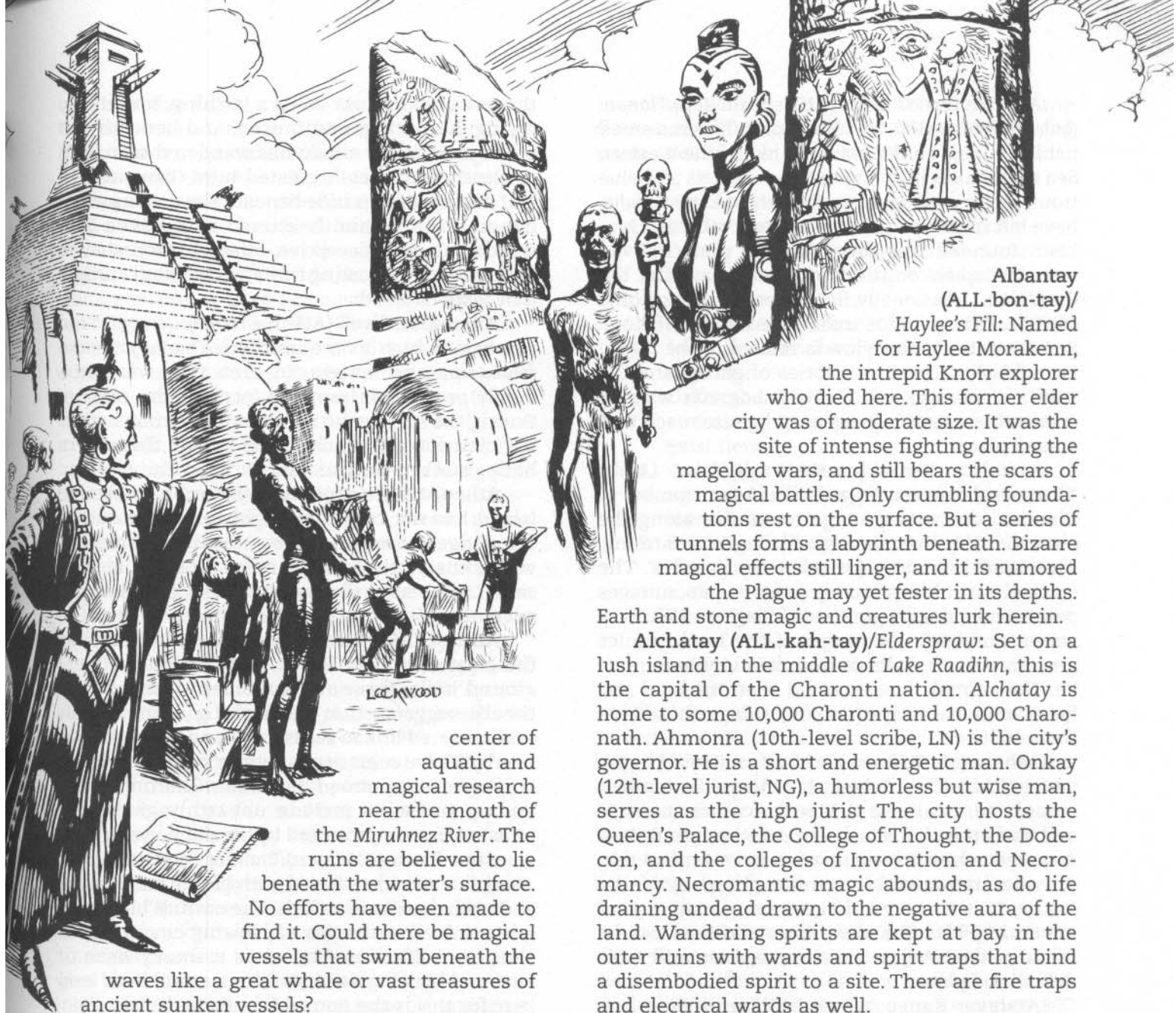
GAZETTEER

Adasur (ADD-ah-sir)/-:

Reportedly, a center for theological research lies deep within a mountainous cave complex near the 120'-high *Jagath Falls*. It is said to connect to another maze of caves to the north known as *Uhron*. Rumors abound that this is the sleeping place of elder gods. Only darkness and the curses of the gods lie within.

Adatep (ADD-ah-tep)/*Dead Drop*: Perched atop the cliffs of *Jagath Falls*, it is believed that somewhere in this ruin 1,000 Charonti wait to be awakened by fell magic. Allegedly, these Charonti and a cache of Charonti magic can be accessed only by passing through the waters of *Sky Falls*. A bevy of nymphs are said to wait within to sing many a man to his doom. These ruins are laced with alteration magics and traps.

Adorlia (add-OR-lee-ah)/-: Ancient records say this place was an extremely well guarded



center of aquatic and magical research near the mouth of the Miruhnez River. The ruins are believed to lie beneath the water's surface. No efforts have been made to find it. Could there be magical vessels that swim beneath the waves like a great whale or vast treasures of ancient sunken vessels?

The Adtep (ADD-tep)/Southwestern Sea: The Charonti divide the ocean that surrounds Jakandor by calling that which lies south of the island, *Adtep*, the "End of the Ocean." The Knorr's journey to Jakandor crossed their western sea, and so their names for the waters on the four sides of this island include the mnemone for Western Sea. The sea is cold, the waters dark and deep. Schools of tuna, trout, and drum are chased through the waves by dolphins, sea lions, and killer whales.

The Adthan (ADD-thon)/Northwestern Sea: The Charonti call the sea that lies north of the continent, *Adthan*, the "Beginning of the Ocean." The water is cold and choppy, requiring a seamanship or Dexterity check once each hour. Barracuda and shark chase sea bass, trout, drum, and mackerel.

Albantay (ALL-bon-tay)/Haylee's Fill: Named for Haylee Morakenn, the intrepid Knorr explorer who died here. This former elder city was of moderate size. It was the site of intense fighting during the magelord wars, and still bears the scars of magical battles. Only crumbling foundations rest on the surface. But a series of tunnels forms a labyrinth beneath. Bizarre magical effects still linger, and it is rumored the Plague may yet fester in its depths.

Earth and stone magic and creatures lurk herein.

Alchatay (ALL-kah-tay)/Elderspraw: Set on a lush island in the middle of *Lake Raadihn*, this is the capital of the Charonti nation. *Alchatay* is home to some 10,000 Charonti and 10,000 Charonath. *Ahmonra* (10th-level scribe, LN) is the city's governor. He is a short and energetic man. *Onkay* (12th-level jurist, NG), a humorless but wise man, serves as the high jurist. The city hosts the Queen's Palace, the College of Thought, the Dodecon, and the colleges of Invocation and Necromancy. Necromantic magic abounds, as do life draining undead drawn to the negative aura of the land. Wandering spirits are kept at bay in the outer ruins with wards and spirit traps that bind a disembodied spirit to a site. There are fire traps and electrical wards as well.

-/*Alcuin*: See *Headcount Camp*.

Amaruk (AHM-ah-rook)/City of the Twice Dead: This city is located on a marshy river delta and is home to 12,000 Charonti and 30,000 Charonath. It is governed by *Banahm* (12th-level scribe, NG), a congenial heavyset woman with a reputation for being a hard negotiator. The high jurist is *Jagathian* (12th-level jurist, NG) an older man with a reputation for cleverness. This city is the trade and transport center of the Charonti nation, and was a major port in ancient times. The city is home to the colleges of Alteration and Divination, teleportal gates to the nation's farms, and the largest guilds in the nation. Undead patrols and patient shaddoc watchers guide decapitated serathi to defend the ruins. Magical walls, animated winds, and a network of alert finders using divinatory spells add to the defense.

Anhramtep Camp (AHN-hram-tep)/Hanahi (*nah-NAH-hee*): (400, 20% Hankenn): This is a small fishing village on the grassy banks of the Western Sea that makes its living netting sea bass and blue trout. Occasional raids on the *City of Eternal Lights* have left from here, but no one ever returns. Hankenn founded this town, though many moved west to *Kaskahi* on the *Bay of Guardians* after the Great War. Occasionally, fishermen returning home can see strange lights under the waters offshore. Some wonder if this glow is related to the *City of Eternal Lights*. There are stories of ghosts and the spirits of young Knorr on Dream Quests walking across these stepping stones of light to reach that cursed place.

Ankakra Plain (on-KAH-rah)/False Lands: These lowlands are rugged hills. A fair number of Charonti outcasts manage to survive along the shores of the river through fishing and farming. This land is known for its many facades. The cracked earth hides muddy pools or pits, mirages paint the land with greens of foliage and blues of water, and even the shape of the land mimics great castles or walls or ruins of old where none lie. The animals have learned from the land and lie in ambush arrayed in camouflage that helps them hide.

Ashara (ah-SHA-rah)/-: North of *Farfield* in the wooded hills lies *Ashara*. It is listed in ancient records as a cultural center for common magic and the arts; this site has yet to be found. It is rumored to be the location of an elder artifact that provides remarkably accurate glimpses of the future. It is rumored that amazing magics that made the elder Charonti's lives effortless can be found within. Animated stone statues and tools defend the place.

Atalaxer Range (AT-ah-LAKS-er)/Hadirashadi (*Barrier Mountains*): This range of bare mountains is steep and unforgiving, sharp and curving like the ribs of some mighty worm. The wind-sculpted ridges hide many canyons, crevices, and cul-de-sacs, causing the strong winds to set up whistling, moaning, and roaring at different locations. The high winds cause constant erosion and fill the air with stinging grit and causes earthslides. There are rumors among the Knorr that there are tunnels here that lead deep into the heart of the earth mother. Giant lizards and serpents bask on the bare rocks.

Aten Hills (AH-ten)/Bone Hills: These hills are mostly baked badlands, though a forest forms a shawl on its northwestern shoulder. The *Bone Hills* form a nightmarish maze of earthen canyons and crumbling peaks. Odd sounds can be heard by

those wandering its valleys (sighing, breathing, crying, humming, and music), and beneath the baking sun, many a man has wandered searching aimlessly until death greeted him. Giant insects and deadly reptiles hide beneath the cooling overhangs, and the land is littered with bones. The wooded slope is deceptive, offering scant shelter with bitter, intoxicating fruits, and tainted springs that taste of blood.

Athamose River (AH-tha-mose)/Gorspill: This run begins high in the northern *Thanhogathmose Mountains* and waters an area that was once highly productive farmland for the elder empire. During the spring and summer, heavy rains wash red clay down to thicken and bloody the waters hiding sunken dangers and strong currents.

Atlia (AHT-lee-ah)/Ocean's Forge: This volcanic island has not been thoroughly explored due to the danger of eruption from the active volcano, which shares the island's name. The smoldering caldera has kept the beast-men at bay. See the adventure "Island of Fire" for details.

Atmose (AHT-mose)/Howling Ruins: Named for the baleful sounds that echo up from its underground halls, these ruins are best avoided. One theory suggests that the wailing is due to an undiscovered link to sea caves along the small bay nearby. These ruins are said to be rife with bizarre creatures summoned by elder Charonti. Legendary treasures include unearthly gems and treasure hoards protected by arcane powers.

Aton Plain (AY-tawn)/Plain of Scorched Earth: This plateau is dry, dotted with barren scrub grass and subject to harsh winds. The earth is black and gritty, mixed with ages of blowing cinders from sleeping volcanoes. The air is a smoky haze of heat and blowing dust. Nothing natural lives long here for this is the home of fantastic beasts.

Bansur (BAN-sir)/Hall Kenn Doom: These ruins are a popular site for young Knorr to test their mettle. One of the most frequently explored ruins, it has not been visited by the Charonti, but is dangerous nonetheless. Many traps and illusory magic can be found here, though few treasures remain in the uppermost levels.

-/*Bay of Guardians*: See *Timir*.

-/*Blisswood*: See *Nathqad Forest*.

-/*Bog Hall*: See *Thanhileum*.

-/*Bone Hills*: See *Aten Hills*.

-/*Borhall*: See *Tephodaal Camp*.

-/*Broken Sea*: See *Namir*.

Charonti Farmlands/-: Guardians supervising Charonath farmers tend these huge tracts of irrigated land in the western river valleys. The Charonti manage the soil with care, working only 25%

of the tillable earth a given season and rotating the fallow land. Some Charonti citizens make their homes on private farms in these areas.

Charonti Mines/-: The locations of these mines are carefully protected secrets of the Crown. Worked by hundreds of Charonath under the watchful eyes of dozens of guardians and scribes, these mines provide the metals and precious gemstones used in constructing tools and for magic spells and items. The ore from these mines is often refined right on site and recast as ingots or sorted stones. Earths mined or quarried include copper, nickel, iron, bluestone (when melted with iron makes a strong steel), coal, granite, marble, shale, slate, and sands. Gemstones include diamonds, emeralds, opals, rubies, sapphires, and semi-precious stones. There are inherent dangers associated with these mines including bandits, cave-ins, explosions, and poisonous gases, as well as those associated with forges. Special teleportal *gates* link the *Civil Centers* to these mines and ores are transported using pack animals, barges, carts, and rafts.

Charonti Ruins/-: There are three types of ruins marked on the map. The symbol for "possible ruin location" identifies places that have been described in ancient texts, but have not been located or explored by servants of the Crown. Some of these may be completely destroyed or inaccessible from the surface, while others may have been plundered by Knorr or in control of outcasts. "Ruins found" indicates sites that have been located and briefly examined, but have not been secured. "Ruins explored" indicate places that have been extensively explored and at least a small section has been made safe. Each secured area has a permanent teleportation *gate* connecting it with the Hall of Doors in Amaruk, and there may be a small staff of Charonti based there to assist in the staging of further explorations.

-/City of Eternal Lights: See *Tayhramtep*.

-/City of Scorched Earth: See *Orchaleum*.

-/City of the Twice Dead: See *Amaruk*.

Civil Centers/-: These are the centers of present-day Charonti civilization. They are linked by teleport *gates* to each other and Charonti from lands, mines, and ruins.

-/Clanspraw (*KLAN-spraw*): Here lies clear pasture and farmland among gentle rolling hills. This is among the safest regions on Jakandor for the Knorr to raise families. Trade is also strong in this region, offering a variety of goods for barter. The biggest dangers are wild goats, wolf packs, irate farmers, rustlers, and young warriors.

-/Clear River: See *Xericha River*.

-/Clear Wall: Downstream from *Sky Falls*, the river widens and forms an 80' tall wall of roaring waters nearly a half-mile wide.

-/Cliff Wall: See *Natep Wall*.

-/Cloud Lake: See *Lake Uhwahmir*.

COASTLINES: A variety of coastline exists.

1. **Deadly Bay**: Bad magic is here. Lacedons prowl the shore and ghostships sail the misty waters.

2. **Abandoned Beach**: A safe beach, but shallows and sandbars cause undertows at high tide.

3. **Driftwood Reach**: Debris washes up here and scavengers, giant crabs, and undead exist here.

4. **Crashing Stones**: Waves crash debris against the rocks. Sea caves appear at low tide.

5. **Black Teeth**: Jagged stones lie just beneath the waves to destroy ships and feed them to the sharks.

6. **Razor Reef**: A bounty of fish and seaweed haunt this stony forest. Predators, eels, octopi, and barracuda lurk among the rocky reefs.

Daaleser (dahl-AY-zer)/-: This ancient city served as a center of culture and is recorded as lying at the mouth of the *Nanath*. It is said that the beauty and art of this place is so haunting that once one finds it, one will never want to leave. Several explorations have set out in search of the fabled center, and some have even reported believing they found it, only to never be heard from again.

Daalramihn Farms (dahl-rah-MIEN)/-: About 400 scribes and guardians manage this area, while over 1,600 farming guildsmen make their home here. The Crown operates these farms with 11,800 Charonath and 1,600 more undead privately owned by guilds. The site has attracted a small group of outcasts that raid the farms, but refrain from attacking guildsmen.

Daalramihn River (dahl-rah-MIEN)/Wailing River: This river tumbles from the alpine *Lake Hramihn* to fertile lands of *Lake Raadihn*. Spray is kicked up slicking the stones in the highlands so that they seem to weep beside the rushing waters. Many battles were fought upon its banks.

-/Dead Drop: See *Adatep*.

-/Deadwood: This is an old forest filled with dead trees amid a tangle of overgrowth and ancient oaks and cypress. Here and there are the skeletal remains of interlopers impaled on branches high in the trees or crushed beneath a fallen giant.

-/Detsahi (*det-SAH-hee*) (650): This is a small village that subsists on farming and fishing on the south coast. Rumors of a great whirlpool or maelstrom off the coast in the Western Sea keeps the fishing boats close to shore—and away from the deep water and the largest schools of fish.

-/Dironesta: See Hara Range.

-/Dironhi (*deer-ON-hee*) (500, 30% Dironkenn): This is a fishing village on the southern shore of the Timir, the Bay of Guardians.

-/Dironispraw (*deer-ON-ee-spraw*): This land is sparsely populated but rich in game and predators. This region is relatively safe from invading armies, though it can be attacked from the shore. Game traps and snares abound in the woods.

-/Dredhall: See Uton Settlement.

-/Drum Wood: These woods abound in game and totem animals and birds, wild boars and deer being the most common. It is an old woods, but there is not much undergrowth. This wood feeds many who journey to the Great Drum.

-/Dry Fields: See Nathaton Plain.

Essur (ACE-ur)/-: Once a center for education, Essur has been partially explored. Its entrance is marked by several huge pillars carved into the cliff wall. Some reports claim that a wizard has organized a group of outcasts and inhabits Essur.

-/Elderspraw: See Alchatay.

-/Falkrest: See Uhwahmir Settlement.

-/False Lands: See Ankahra Plains.

-/Farfield (300): This is an oft-visited farming village. It is often used as a base for raids into the ruins of Hall Kenn Doom. With the good soil of the region, the village will soon become a town.

-/Far Western Sea: See Adthan.

-/Forest of Lost Children): See the Lodredwood.

-/Forge of the Broken Gods: See Ptamosia.

-/Gallet (GAHL-ett) (400, 20% Galkenn): This village is known for capturing and training horses. The high plains provide strong, fast steeds. Strange, whispers, like distant thunder are sometimes heard, and will spook the bravest horse.

-/Galspraw (GALL-spraw): This sweeping land of high grass is home to many cattle herders as well as the rare wild horses of Jakandor. Many Besting games take place here each summer. Here prowl puma.

GLACIERS: High peaks wear shawls of ice. Many dangers are encountered. There are hidden crevices and pits, avalanches and icy slopes, snow storms and white outs, icy rains and deadly frost-bite.

1. **Tatislaw:** Known for its violent winds and gray ice, this glacier is home to goats and wolverines.

2. **Errislaw:** The ground is deceptive and the ice is blue on this glacier of ice caves and bears.

3. **Mengelslaw:** Steep slopes form deadly avalanches on this glacier of black ice; storms abound and a killer beast with stunning cries hunts these slopes.

4. **Thrashslaw:** Rocky terraces form icy fields ravaged by blizzards on this silvery glacier.

-/Goklaya (*Go-KLAY-uh*) (800): This large farming village was the south border of King Hanton during the Great War and was razed after his defeat. It has been rebuilt, but residents still resent the razing.

-/Goranshadi (*gor-ahn-SHAH-dee*): The Northern Dead Mountains (Thanhogathmose).

-/Gorasshadi (*gor-ahs-SHAH-dee*): The Southern Dead Mountains (Thanhogathmose).

-/Gorashaditaw: See Nefon River.

-/Gorspill: See Athamose River.

-/Grayspill: See the Miruhnez River.

-/Grieving Sea: See Lake Raadihn.

-/Hadiranesta (*hah-DEER-ah-NESS-tah*): This forest of pines and cypress is filled with life. There are nut and fruit trees, squirrels and raccoons, with pine martens and wolves to hunt them. There are tales of winds of thorns, blown from the briar thickets.

-/Hadirashadi: See Atalaxer Range.

-/Haffspraw (*HAF-spraw*): This area of farmland, rolling hills, and light woodlands is heavily settled. This region was hotly disputed during the Great War. Old battlefields and cairns are common near the Lodredwood. Some say they are haunted.

-/Hall Kenn Doom: See Bansur.

-/Hall of Broken Spirits: See Nefeneser.

-/Hanahi: See Anhramtep Camp.

-/Hanfalk (200, 20% Hankenn): Originally built as a fortress by King Hanton, this site is now a farming village. This fort's location will be vital should the Charonti bring war against the Knorr.

Hara Range/Dironesta: These wooded mountains and hills protect the land of the Dironispraw to the east. They are rich in game and wild squash, and many game trails wend their way over hill and vale. Totem animals may be found on the mountain slopes. Great horned owls are considered the spirit guardians of the land. The woods are often referred to as the Lovers Shade, for many a couple has wandered into the hills for their coupling. The legends of the land tell of fire beetles in hives in the mountains and the *unseen*, spirits who work for a bowl of milk or fresh fruit.

-/Haylee's Fill: See Albantay.

Headcount Camp/Alcuin (al-KOO-ihn): This is

the site of the Great Drum. See the "Vengeance at the Great Drum" adventure for more details.

-/High Deep: See *Shaleum*.

-/Hoyoka (*hoy-OH-kuh*) (500, 40% Morakenn): This is a large hunting village on the shore of the Lake of Dred Wolf. With little farmland, those who do not hunt become woodcutters, herbalists, or fisherman on the lake. Lycanthropes are known to frequent the woods that surround here.

Hobra Plateau (HOH-brah)/Plain of Distant Thunder: This plateau and the nearby foothills are renown for herds of wild mustang. Some say the sound of thunder comes from phantom armies charging across the plains, others from the unseen playing balls and logs high in the *Totoshadi Range*.

-/Howling Ruins: See *Atmose*.

Hraleum (HRAH-lee-um)/-: Sages suspect the lair of the last magelord, Hralis, is somewhere in this region, though the ruin has not been located. A cruel despot even among the magelords, Hralis reputedly brought creatures from beyond this world to Jakandor to battle for him.

Hramtep (HRAM-tep)/Landfall: This is where the Knorr first landed when they came to Jakandor. This rough, rocky island has few natural resources, though the fishing off the coast is good. Phantom lights are said to dance across the land at night. There are swarms of fire beetles and a will-o-wisp.

Ihnhotep River (IHN-hoh-tep)/Onataw River (OH-nah-taw) (River to the Sea): This lazy course irrigates the farmlands west of *Lodredwood*. Its spring floods are vital to the fertility of the region. Trout, bass, and crayfish fill its waters.

Ihnhotep Settlement (IHN-hoh-tep)/Stormbreak (2,800): This is a major port for the sea-faring clans and fishermen. It's also the most common base for raids on the *City of Eternal Lights*.

Ihnhahileser (een-KAH-hill-ayz-er)/-: Records describe this as a place where many of the simple races were brought to study their primitive religions. It's said that temples to innumerable gods line the streets and menageries of astounding size existed here. This site has not yet been verified as many dangerous creatures roam the region, possibly descendants of those monstrous menageries.

ISLANDS: Coastal isles have many features.

1. **Vanishing Land:** A rocky land that submerges at high tide, but at low tide is a forest of kelp, tide pools, and razor sharp rocks. Oysters, eels, and octopi play in the waters near a sunken wreck.
2. **Sandbar:** Here is a small atoll, with a sandy strand at low tide. Coconuts and a

date tree grow above the reef and shell beach. There is a sandling.

3. **Rocky Spur:** A rocky spire rises 30' straight up out of the waves. Atop is an eerie wood with spiderwebs, frightening haunts, but no danger.

4. **Basking Seals:** Seals and sea gulls claim these rocky islets. Sea lions and sharks hunt here.

Jagath Falls/Sky Falls: These falls tumble 120' down a sheer cliff into a deep pool where it is rumored some simple races once sacrificed great treasures and foes. Then the river becomes raging rapids as it races to the *Clear Wall* falls.

-/Kaskanesta (*kas-kah-NESS-tah*): This region is rolling hills and birch and beech trees. Game and wolves abound. There is an abundance of fruit and fodder for livestock. There is a legend of a battle during the Great War, when King Hanton outnumbered the independent *Dironkenn*. The spirits of the land summoned a great storm that ravished Hanton's army on the plains and allowed the *Diron*, from the safety of the wooded hills, to chase them from the field.

-/Kaskahi (*kas-KAH-hee*) (300, 20% Hankenn): This fishing and hunting village lies in the shadow of the *Kaskashadi*, the *Broken Mountains*. A minor port, it is a common base for excursions into the *Kaskashadi*, where much good ore for plows and weapons can be found.

Knorr Forts/-: These strongholds feature wooden palisades above a dry moat and a stone keep set deep into the earth mother to protect it from invaders. Great warehouses and silos stockpile grains and supplies against the day of another Great War, and deep wells provide fresh water. Rabbits and livestock are bred in pens to provide a supply of fresh meat. Only the aged and infirm live here during the peaceful years, but if the *Broken People* should attack, these are safe havens for the Knorr.

Knorr Settlements/-: Only settlements that exceed populations of 200 are listed. Several thousand Knorr live in smaller settlements not identified on the map and on farms worked by one or two families. If the locale is a settlement and has a dominant population of members of one clan such is listed after the locale's name and total population.

-/Krallrest: See *Lake Mirqadaal Settlement*.

Lake Hramihn (HRAH-mien)/Sea of False Hopes: This spring-fed lake also collects rain that falls onto the *Aten Hills*. The land is rich and fertile around the shores of *Lake Hramihn*, but mere miles distant the land gives way to baked hills and barren plains. The lake is well stocked with trout and salmon, as well as snapping turtles and crocodiles.

Lake Hramose (RAH-mose)/Lake of Open Sky: A beautiful, clear lake in a crater high atop the rocky peaks of the *Thanhogathmose Mountains*. The mineral-rich water reputedly has healing properties. A few sages speculate that research into these properties might someday lead to a cure or at least prevention of new outbreaks of the Wasting Plague.

-/Lake of Dred Wolf: See *Lake Orillia*.

-/Lake of Open Sky: See *Lake Hramose*.

Lake Orillia (or-RILL-ee-ah)/Lake of the Dred Wolf: Steelhead trout and painted turtles fill the waters, providing crocodiles with plenty to eat. This isolated lake's Knorrman name derives from the population of lycanthropes that makes its home in the forest. The lake reportedly contains the sweetest water in all Jakandor, and the forest-dwellers are loath to share its sweetness with outsiders.

Lake Raadihn (RAH-ah-dien)/Grieving Sea: This body of water surrounds the Charonti capital. To protect against invasions, giant crocodiles have been bred and released into these waters along with schools of carp and snapping turtles. The spillways to the *Nethton* and *Shanethi Rivers* are dammed, covered with grills and the water beyond is kept shallow to discourage the brutes from migrating downstream and terrorizing the farmers.

Lake Tephodaal (TEPH-oh-dah-all)/Spirit Lake: This lake is filled with silvery carp whose flashing forms in the dark waters look like spirits of great warriors charging into battle. Many a spirit walker begins his or her *dream* quest on the shores of this lake in a sweat hut or chewing the delirium-inducing chinca weed fronds from the shore of the lake.

Lake Uhwahmir (OO-wah-meer)/Cloud Lake: This lake takes its name from the cloudy white tinge from the mixing of fresh and salt water. The slightly brackish water allows both fresh-water and some salt-water breeds of fish to live and spawn here. There are tales of pale white sharks and of a great worm that hunt these waters.

-/Landfall: See *Hramtep*.

-/Lanor's Stead (LAH-nor) (400): This village is believed to have the richest soil on Jakandor. It was founded by Lanor Kenn Han and was the site of the Battle of Hanton's Head. Some whisper that Hanton's spirit lives here still, hoping to gain vengeance against the culture that overthrew his dream of a united Knorrman nation.

-/Lelaka (leh-LOCK-uh) (600): This is a village of hunters. Logs cut in the *Moranesta* woods are launched downstream from here.

-/Lodredwood (Forest of Lost Children): This wood

is primarily young firs and old beech. Except for game trails, thick undergrowth makes it difficult to explore these wooded hills. The Knorr have a legend that tells of abused and lost children finding a secret vale within this dark forest where they are punished for running away and never grow to adulthood to take their rightful place in their clan.

-/Lokkfalk (200, 40% Lokkenn): This fort was built by Maree Kenn Lokk. It is now a farming village located on a relatively calm stretch of the *River Dred Sky*. Here Lokk share celebrations and trade in the crafts of war. They also gather for raids.

-/Lokkspraw (LOK-spraw): This small but densely populated region is the homeland of the Lokkenn. As the Knorr people prosper, the Lokkenn feel more constrained in their homeland bordered by the *Clear River* and the *River Dred Sky* and their raids on other clans and into the wilds to claim new land for their clan become more frequent. Some say the water of the *River Dred Sky* is poisoned by their blood feuds and drives them mad for battle. War parties frequent this land. The Lokk play cruel games with visitors to their land, taking them as prisoners to *Lokkfalk* and then hunting them in a little game they call "The Run," as they must flee for the borders.

-/Magrashadi Mountains (mah-grah-SHAH-dee): The Northwest Dead Mountains, see *Thanhogathmose Mountains*. Grim tales are told of these barren peaks. Tales of tainted waters, giant vipers, nests of giant ants, and a city of blood drinkers that are only to happy to welcome guests for dinner.

MARSHES: Swamplands abound near the mouth of rivers, along the coast in salt marshes, and in wasteland shallows and the dangers are the same. There are clouds of gnats, serpents, and snapping turtles. There are floods, mires, and quicksand. And there is the chance of disease, becoming lost, and infected injuries. But ruins often hide in marshlands.

1. **The Bog:** This muddy plain is a forest of reeds and stale waters. It hides a lost caravan's remains.
2. **The Muck:** Grassy hummocks rise from this field of dead trees, briars, quicksand, and mud. Within the muck is a fallen temple to *Thanhotep*.
3. **The Stench:** This flooded land is a mass of rotting, tangled vegetation and bubbling gases. Bulbs of gasroot contain a powerful sleep gas.
4. **The Flood:** This plain is flooded, creating meandering streams, muddy isles, and snags of tree offering shelter to some predators.

Mirqadaal River (meer-KAH-dah-all)/Ranitaw River (RAH-ni-taw) (River of Richland): This run flows down out of the mountains to the northwest. The flow is swift but navigable by the boatmen who fish and float logs downstream. Fish are abundant, but occasional rapids and small falls make the waters challenging.

Mirqadaal Settlement (meer-KAH-dah-all)/Krallrest: (3,000): The largest southern port city of the Knorr, Krallrest occupies the enviable site at the mouth of the Ranitaw and the road north to central Jakandor. It from this increasingly crowded central region that more young Knorr are coming to settle in Krallrest or the fine farmland of Clanspraw.

Miruhnez River (meer-uh-NEZ)/Grayspill: This river originates near the southern volcanic peak of Ptamosia and is almost boiling when it reaches the surface. The water's temperature and suspended particles give the water a grayish tinge. It is only safe to drink far downstream.

-/Moraka (MOR-ah-kah) (500): The Morakenn founded this village of fisherfolk and hunters following the Great War. Lycanthropes living in the Moranesta may be infiltrating the populace of this town to better protect their brethren in the woods.

-/Moranesta: See *Nethfereser Woodlands*.

-/Moraspraw (MOR-ah-spraw): This heavily forested area is said to harbor the richest game on Jakandor. Many families of hunters and more than a few lycanthropes live here. Eerie sounds are heard at night and folktales tell of wild spirits who carry off any foolish enough to travel the land at night. Many herds graze on the southern plains.

-/Mud Forge: See *Ptamosia*.

-/Mud River: See *Nethton River*.

Naleum (NAY-lee-um)/-: This site is believed to be the location of an ancient building that is now used as a temple for a cult of Thanhotepic outcasts. Its location has been verified, but not explored. Caution is advised if any expeditions are mounted in this region.

Namir (nah-MEER)/Broken Sea: This huge canyon is thought to once have been a body of water beneath which was located the magnificent ruins of Namiron. Water may still gather in muddy holes and crevices, but it is salty. There are pockets of methane gas and veins of flint here. An incautious spark or open flame may result in an explosion.

Namiron (nah-MEER-on)/-: The ruins are recorded as holding the elder empire's storehouse of the most dangerous and valued magic and technology of the ancient Charonti. After the water was drained during the magelord wars, the walls of the

canyon collapsed, burying Namiron so deeply that the site remains unexcavated today.

Nanath River (NAN-eth)/Shallow Water: This swampy run marks the southern boundary of the westernmost expansion of the Knorr. No Knorr have ever been encountered west of this territory. There are crocodiles and carp in these waters.

Natep Wall (NAY-tep)/Cliff Wall: This is a stretch of beautiful but insurmountable cliffs 80' tall that run 100 miles along Jakandor's western coast. Many seabirds, including several very rare varieties prized for their lovely plumage, make their homes amid the crags and narrow ledges of the wall. There are underwater caves and crevices into hidden bays accessible only at low tide. Otters play in these waters dodging the occasional killer whale.

Nathaton Plain (NAY-thah-ton)/Dry Fields: This vast expanse of badlands was once rich farmland. Perhaps some wasting magic during the magelord wars or a side effect of the Wasting Plague killed this once green land. Lightning and windstorms blast the countryside setting stands of scrub ablaze and crippling the vegetation that survives. Faerie fire dances across the land frightening the giant lizards.

Nathqad (NATH-kad)/Blisswood: Its rich soil and leafy canopy mark an ancient forest high amid the mountains. The trees and paths are twisted, while golden shafts of sunlight, haunting fragrances, and drifting windseed add a fairy tale quality to the woods. An ancient Charonti city, *Shaleum*, has been discovered within its shadowy groves. There are many dangers in this forest. There are carnivorous plants of all varieties, including the deadly mantrap. There are strange dancing lights, fragrances that cause one to wander aimlessly or sleep forever wrapped in a worm's cocoon. There are waters that make one forget his purpose and deadly land crabs that suffocate by hugging one's face.

Nefeneser (NEF-en-ESS-er)/Hall of Broken Spirits: This city of 4,000 Charonti and 6,000 Charonath is governed by Jaorahm (11th-level scribe, LG). She supervises the city's scribes and is a stickler for details. Kahmose (13th-level jurist, LG) is the city's high jurist and was once a teacher to Queen Nefti in her youth. Kahmose is stodgy and she keeps a keen eye on the College of Conjuration. This city possesses only one teleportation gate, to *Alchatay*. This is due to the risk posed by summoned creatures from the College of Conjuration. The city also is home to the College of Abjuration, and is the youngest of the nation's civil centers. The spring floods of the *Nethton River* invade the city and reeds choke the old streets

making it a part of the delta marsh. Magical wards, protections, and deadly stone traps guard the outer ruins.

Nefon Camp (NEF-on)/Nunohi (noo-NOH-hee) (800, 10% Dironkenn): This is a fishing and farming village at the mouth of the Nefon River. Some fisherfolk tell tales of a great beast that lives at the bottom of the bay and occasionally tears the keel from fishing vessels.

Nefon River (NEF-on)/Gorashaditaw (GOR-ah-SHAH-dih-tau): Also known as the *River of the Dead Mountains*, this run's source lies high in the *Totoshadi Range*. The Dironkenn make much use of these waters for transport and fishing.

Nethereser Woodlands (neth-fer-AYZ-er)/Moranesta: This forest is predominantly oak, elm, and ash. Game is abundant and so are the hunters. This was the site of many battles over the last 150 years, and it is common to find battle cairns within yards of a path. Lycanthropes frequent these woods with their bestial and shapeshifting brethren. This land is lashed by heavy rains during the winter and early spring months causing flooding of the *Ranitaw River* to the north. Jaguars prowl these woods, and local tales tell of ghostly battles that take place on moonless nights.

Nethtay (neth-TAY)/-: This is the legendary home of Palian, the scholar who created the elder empire's greatest puzzles and riddles. His influence was instrumental in instituting the practice of testing students with puzzling tests of mind and character. Much of these ruins have been explored, with the exception of a huge fortress referred to as the *Palianon*, which is festooned with scores of deadly but ingenious tricks and traps.

Nethton Farms (NETH-tawn)/-: The largest of the irrigated territories, this land is tended by 14,000 Charonath of the Crown commanded by some 500 scribes and guardians. About 500 guildsmen also make their home here and are supported by approximately 1,000 Charonath of their own.

Nethton River (NETH-tawn)/Mud River: A shallow, muddy affair fed by *Lake Raadihn* and emptying into rocky shoals at its mouth, this river is not suitable for navigation, but its slow current and numerous rocky shelters provide ample spawning grounds for many fish, especially bottom-dwellers. The Knorr believe that undead lurk in its murky waters, and certainly danger is hidden by the mud.

-/Nunneka (noon-ih-KAH) (300, 30% Morakenn): This is a hunting village in the *Moranesta*. This village is a common base from which explorations of *Haylee's Fill* are launched.

-/Nunohi: See *Nefon Camp*.

-/Ocean's Forge: See *Atlia*.

OCEAN WATERS: The sea is cold and deep.

1. **Sargasso:** A dark mass is sighted. It is a snag of kelp. The danger lies in the wreck hidden beneath the snag. If the sargasso is approached, boats will become mired and hulled. Repairs must be made or the boat will sink in an hour. Some supplies may be recovered, but a ghostly giant slug prowls here.
2. **The Ring:** The water heaves in rolling swells. The waves conceal a current that causes boats to sail in a circle. There is a 10% chance per hour that a boat breaks free, and a 10% chance that a whirlpool will form, casting heroes adrift if they don't drown.
3. **Take Arms...:** A giant squid is seen in the waters beside the boat. It is feeding on a school of krill and will attack only if attacked. Then it will bump into the boat, seize oars and men, and try to sink the boat if harmed further. If things look grim, a sperm whale can arrive to eat the squid.
4. **Ship Ho!:** A ship is sighted approaching fast. It may be pirates, a raiding party or a phantom.
5. **Troubled Waters** — The sea swells in great waves. A squall grows and tries to sink the boat.
6. **Bearer of Ill Tidings:** The heroes encounter a bit of debris, an odd fish, or a lone survivor, and it brings a disease that the heroes will suffer from.

-/Onaya (OH-nah-yah) (400, 20% Lokkenn): This is a small farming and fishing village on the shore of *Cloud Lake*. Onaya craftsmen are renowned for the sea worthy war canoes they build from woods cut in the *Onanesta Forest* and floated downstream.

-/Onanesta (OH-nah-NES-tah): This forest is a mixture of deciduous soft woods and tall stands of bamboo and giant grasses. Bulls, behemoths, and giant insects live here hunted by tigers, bears, and giant lizards. The predators in these woods have an uncanny intelligence rivaling their hunters.

-/Onataw River: See *Ihnhotep River*.

Oraton (OR-uh-tawn)/-: According to an annotated map in the *Dodecon*, this place was a center for botany and agricultural research into the cultivation of subterranean plants as a food source. A fragment of text found on a tablet in *Adatep* describes the place's research into a plant-based race of servants for the elder Charonti.

Orchaleum (or-KAY-lee-um)/City of Scorched Earth: This city is home to 12,000 Charonti and

32,000 Charonath. It is governed by the insufferably arrogant and rules-minded governor, Ahminkaheser (12th-level scribe, LG). Ti (12th-level jurist, NG) is the high jurist. She is renowned for her thoughtfulness and compassion. This is the manufacturing center of the Charonti nation, home to many guilds and craftsmen. The city is home to the Colleges of Enchantment and Illusion. *Orchaleum* was the first Civil Center recovered by the Charonti nation and is the headquarters of the Bureau of Mines which supervises the production of gems of suitable quality for use in magic. Illusions, phantoms, and charms protect the outer ruins from intruders.

—/Otauw River: See *Ranez River*.

Outcast Enclaves: The Crown tends to ignore *Outcast Enclaves* that pose no threat to its own interests. The enclaves marked on the map have been noted by scholars or guildsmen and are considered to be worthy of future observation. *Outcast Enclaves* are usually led by the strongest warrior or rogue, though they may in turn kowtow to an outcast magelord or priest. Outcasts are rarely welcoming of strangers. Unless they can benefit by the meeting, outcasts will remain hidden or drive strangers away from the enclave.

Pileser Shelf/Plain of Broken Dreams: Once the center of the elder empire spread across the entire plateau of the *Pileser Shelf*, but now only crumbling stone, barely recognizable as foundations, remains. Here are dry terraced fields filled with dust. There are cracked paving stones beneath layers of mud. Husks of orchards huddle beside fallen silos of grain beside tumbled aqueducts of yore. A drifting veil of dust is tossed lazily aloft by errant winds. Nothing lives here save for cockroaches and small lizards.

—/Plain of Broken Dreams: See *Pileser Shelf*.

—/Plain of Distant Thunder: See *Hobra Plateau*.

—/Plain of Scorched Earth: See *Aton Plains*.

POOLS: There are a variety of fresh water pools and springs not placed on the map. The DM may use these descriptions when the heroes find one.

1. **Ill Waters:** This water is covered with an oily, iridescent film. Strangely malformed, and possibly deadly fish live in these waters. The currents are roiling and there are a number of hidden tunnels and sinkholes. The water echoes with a hissing sound.
2. **Dead Waters:** This water is oddly calm and dark. Nothing lives in the water, but the water tastes fine, though a bit sweet. There are submerged tunnels at the bottom of the pool used by undead creatures who live in the shell of an old tower.

3. **Blood Waters:** The waters are red and shallow. Mud puppies and catfish thrive here. Care should be taken to avoid hidden drop offs and currents.

4. **Clear Waters:** There is rarely a cloud in the sky over this pool, but waterspouts spring up at the most unexpected times. There are rumors of treasures hidden in its depths.

Ptamosia (ptah-MOSE-ee-ah)/Forge of the Broken Gods and Mud Forge: These volcanic peaks are also referred to as “the Fiery Brothers” in some ancient Charonti texts. Both remain active to this day, though neither is as volatile as *Atlia*. Records show that the two volcanoes’ cycles mirror each other. Some sages theorize that these peaks are overdue for a major eruption. The *Forge of the Broken Gods* spews clouds of steam all the time, heating its slopes so they are too hot to walk on unprotected. Lava and limey hot water sluices ooze down from the summit. The *Mud Forge* is hot and steamy and muddy slurries from melting glacier ice sluices down its side carrying pieces of pumice and obsidian bombs.

Qadtay (kad-TAY)/—: This was the trade center of the elder Charonti empire. The city enjoyed rich farmland fed by gentle rivers. Today, the region is forbidding badlands. The site has not been verified, but reports from the time of the Magelord Wars identify that a powerful, free-willed undead made its home here. If such a being still exists, its accumulated knowledge makes it both incredibly valuable and incredibly dangerous.

Rabra Range (RAH-brah)/Kaskashadi (Broken Mountains) (kas-kah-SHA-dee): These low, tree covered mountains are filled with mist in the early morning and late afternoon. Storms are frequent as are mudslides and floods. Legend tells of a great water drake named *Yamm* who brings the floods.

Rachail (RAH-kah-eel)/—: This was the fort of a magelord. It is attached to a complex of caverns in the cliffs of the plateau. It still serves as the home of an outcast mage and her followers. Negotiations with them have begun, but they so far are resistant to joining the service of the Crown. They are not interfering with Crown activities and have been allowed to remain where they are.

Ranez (ruh-NEZ)/Otauw River: This small run marks the western border of northern Knorrman settlements. No Knorr hearth is found west of the *Otauw*. The river runs swiftly with occasional rapids.

—/Ranitaw River: See *Mirqadaal River*.

—/Richground (500): This farming village is located at the crossing of the *Onataw* and the road leading

from *Suhanet* to *Onaya*. Its importance as a trading center for northeastern *Jakandor* is growing.

-/River Dred Sky: See *Uton River*.

-/River of Lamentation: See *Shanethi River*.

-/Sea Marsh: This salt marsh floods and dries with the rise and fall of the tides. Giant crabs and giant serpents hunt gulls, stranded fish, and carrion here. This land is covered with a cloud of disease infecting insects. People have been known to lose their way and die just yards from freedom in the reedy jungle of this land.

-/Sea of False Hopes: See *Lake Hramihn*.

-/Sekohi (*seh-KOH-hee*) (200): This is a fishing and farming village at the mouth of the *Bay of Guardians*. The fishermen here hunt whales that come here to give birth. Unlike the residents of *Dironhi*, these folk restrict their hunting to males.

Shaleum (SHAY-lee-um)/High Deep: *Shaleum* was once an administrative center for the elder empire. Its records have revealed the location of many other ruins whose locations have been verified. Scribes supervising the recovery efforts here have secured one level of the ruins for their base. From 50 to 100 scribes live here at any time, guarded by an equal number of *Charonath* with one guardian for every ten undead. Rumors say this ruin has marble halls that run deeper than the *Dead Mountains* are tall. This complex is the largest the *Knorr* have discovered and all of its halls and corridors are not yet explored for the corrupt *Broken People* and their unliving terrors haunt this site. Darkness and its spawn lurk within these depths.

-/Shallow Water: See *Nanath River*.

Shanethi Farms (shuh-NETH-tee)/- This district is home to about 450 scribes and guardians, plus another 1,000 guildsmen. About 15,000 *Crown Charonath* are here. Some 2,000 are guild property. Despite warnings from district jurists, the farmers here have been known to trade with outcasts.

Shanethi River (shuh-NETH-tee)/River of Lamentation: This calm river waters the grasslands and irrigated farmland of the *Ankahra Plain*. Outcasts often use it as a means of travel, but the mouth's bogs and reed forests make navigation very difficult there, though the rest of the river's run is manageable by even the crudest craft.

-/Sky Falls: See **Jagath Falls**.

-/Shatayet (*sha-TAY-ett*) (400, 20% *Galkenn*): This is a cattle market. Here too the peals of rolling thunder from high in the peaks can be heard on quiet evenings, even when no storms are present.

-/Spirit Lake: See *Lake Tephodaal*.

-/Stormbreak: See *Ihnhotep Settlement*.

-/Suhanet (*soo-HANN-ett*) (400, 20% *Galkenn*): This is a herding camp on the crest of the *Plain of Distant Thunder*. Horses are gathered here and led down the path to *Richground* where they command high prices from the *Knorr*.

-/Tawya (*TAW-yuh*) (200): This is a farming and fishing village on the *Gorashaditaw River*. The giant catfish taken from the river here are dangerous beasts, but their flavor is highly prized by all *Knorr*, especially when the fish are smoked.

Tayhramtep (TAY-rom-tep)/City of Eternal Lights: *Charonti* bone-gnawers have repeatedly been seen in these ruins whose unearthly glow can be seen at night from the shore. Few who enter the city have ever returned, and only the bravest *Knorr* venture to that cursed place anymore. This is the home of a mighty magelord and his cadre. Everywhere *Charonath* are posed as if living, awaiting to spill the blood of invaders. There are many traps and hunters here, and there is a cache of magical lore recorded on magical talking rings. Similar to *Atlia*, the spirit dance brings disembodied spirits here!

Tephodaal Camp (TEPH-oh-dah-all)/Borhall (4,000): This is the largest *Knorr* settlement. It lies on the shore of *Spirit Lake* and is a major center for herding and farming. Tales say the lake holds spirits of those who drown there in torment.

Tephogathmose Range (TEPH-oh-gath-mose)/Totoshadi (*toh-toh-SHAH-dee*) (*Horse Run Mountains*): Rugged fists of rock thrust skyward with sheer cliffs and grassy or snow covered summits. Wind whips back and forth through the valleys creating sonic booms when at gale force. Fairy tale waterfalls leap down the sides of the mountain, catching in cliff basins, only to splash out and continue its plummet. Poisonous plants grow on its slopes and meat-eating beetles breed in its depths. There are legends of firewalkers and fire lizards living on those summits.

Thanhileum (than-ILL-ee-um)/Bog Hall: Ancient records say this place may have been a retreat for *Thanhotepic* priests. Its location in remote northern lands has prevented *Crown* expeditions from reaching it, though it could be a site of major finds. The *Crown* is confident that no *Knorr* would venture so far into the swamps. This place is rife with water enchantments, flooding, and traps.

Thanhogathmose Mountains (than-ah-GATH-muss)/Gorashadi (*gor-ah-SHAH-dee*): This rugged terrain forms a spine through the length of central *Jakandor* and provides a barrier to westward encroachment by the *Knorr*. These rocky ridges and snow-topped peaks present steep, sheer cliffs

and deep valleys to those who try to cross. Common dangers include bears, rocs, and mountain lions. There are also the ever present dangers of falls, avalanches, and cold. Legends of the land speak of skeletons of giant worms along the ridgeline, an avenue of skulls, blue cliffs, footprints of the gods, a mammoth gameboard, and harvesters of the dead.

Timir (ti-MEER)/Bay of Guardians: Each year pods of killer whales swim into the bay to give birth to their young, chasing the sharks away. Orca are playful with swimmers unless there is blood in the water.

-/Totonesta (toh-toh-NESS-tah): Giant redwoods grace the lower slopes, while dwarf pine cling to the rocky fists of the Totoshadi. The ground is carpeted with needles and dappled light. The quiet is at first restful, but may be interrupted by unexplained thunder or the eerie silence can become maddening.

-/Totoshadi: See Tephogathmose Range.

Uhron (OO-ron)/-: This was a center of magical and technological research that lay deep within a cave. Records report that tunnels led all the way to Adasur. Uhron's location has not yet been verified.

Uhwahmir Settlement (OO-wah-meer)/Fal-krest (fall-KREST)(5,000): This is the closest city to the plain of Alcuin and the Great Drum. As such, its population swells each spring as Knorr from every corner come here for a taste of "city life", many for the first time in their lives. Much rowdiness and many adventures of all varieties ensue.

-/Urelhi (yuh-REL-hee) (600): This farming and fishing village serves as a base for excursions into the Howling Ruins.

Uton River (OO-tawn)/River Dred Sky: This river falls from Lake Hramose to water the lowlands of eastern Jakandor. If a large expeditionary force is ever mounted to scour the Knorr from Jakandor, this river will become an important supply line, though the larger areas of waterfalls will require portages. The longest river on Jakandor, this run begins high in the mountains that dominate central Jakandor and passes through the Knorr heartland. Some Knorr priests suggest more forts be built along its length as protection from the dreaded bone-gnawers.

Uton Settlement (OO-tawn)/Dredhall (3,200, 10% Lokkenn): A large settlement and traditional home of the Hankenn. Its heavily used portage road connects the River Dred Sky and the Clear River. It was placed under siege by Maree Kenn Lokk during the Great War. As its road is so commonly used to transport goods, outlaw Knorr tend

to congregate along this highway, hoping to rob bands of traders.

-/Wailing River: See Daalhramihn River.

WASTELAND: In the bleak wastes danger waits.

1. **Faring Fastness:** Scrub brush dot the savannah and heat washes in palpable waves across the land. Wild dogs and giant lizards prowl the land, and if they don't kill the traveler the heat will.
2. **Broken Lands:** The ground is uneven as if it had erupted in places. There is no water, but in the dusk clouds of gnats take up where the sun left off. Disembodied spirits seem to haunt this land of heat.
3. **Crackling Land:** Hot springs, geysers, and steam vents shroud the land in a veil of mist. The bare land crackles as it cools. If one isn't dodging the steam, then it's the undead they must avoid.
4. **Death Valley:** This salt flat bakes in the sun. Here is a graveyard of some prehistory behemoths amid steaming land and bubbling hot springs. Scavengers abound and the gases cause delusions.

-/Western Sea: The Knorr believe Jakandor lies far to the west of the mainland that they once called home. They consider all the waters surrounding the island to be the Western Sea.

WILDS: In the wilds lies the great unknown!

1. **Garotte Gorge:** Deadly plants in jungles.
2. **Mistwilds:** Roving mists hide predators.
3. **Manic Winds:** Haunting winds drive one mad!
4. **Tangle:** Giant briar patch with deadly denizens.

Xeres (ZAIR-ees)/-: The elder Charonti brought many simple races here for study. Most of this ruin is subterranean, with access granted only by a small cave in the forest. A small area of this ruin has been secured, but the site is notable for its large number of unusual and free-willed undead. In addition to its further exploration, the ruins also serve as a base for expeditions to find Oraton.

Xericha River (ZAIR-ee-chah)/Clear River: This run is rapid and dangerous in places, especially when the rains come. As such, the Lokkenn do not use this river for transport, but do fish its waters using nets and even arrows or spears in the shallows.

NEW SITES

On the island map are ten new sites that do not appear on maps from previous sets. Neither culture knows of these sites. Each has a letter designation and the DM may name them or permit the first player whose hero discovers one to name that site. The DM can use these sites as inspirations for new adventures and challenges on the isle of Jakandor.

Site A: This subterranean ruin was the location of the elder Charonti empire's largest and most complete library. There were sections detailing ancient history, extensive records on simple races, and a collection of magical tablets and scrolls that would make the Dodecon's collection appear paltry. What remains is up to the DM. The library has powerful guardians, such as genies, invisible stalkers, slithering trackers, and rogue spells.

Site B: Huge skeletons of strange, monstrous beasts lie buried beneath these badlands. The land was once a mire of tar pits thousands of years in the past. Many large and small creatures were trapped in the tar and died. Many of the skulls and bones appear to be from some mammoth varieties of reptiles. Imagine animating these bones!

Site C: This was an elder Charonti research center devoted to exploring control of the entire island's weather. It may have been built by wizards who were forerunners of galvanists. Such ancient research may be what transformed western Jakandor into inhospitable badlands today.

Site D: In the magma tunnels beneath this volcano, an inactive *gate* to the plane of fire exists. Should the *gate* be activated, the land around it may be transformed into a sea of lava or elemental creatures may be released. Such beings are likely to burn the nearby forests to the ground, and then move on to other challenges.

Site E: This site was an elder Charonti center for research into the creation of magical items. See the *Book of Artifacts* (TSR #2138) for details on artifacts and for guidelines for creating new ones. While the ancient Charonti were mighty, no relic should be found that grants Charonti superiority so that they can overwhelm the Knorr. The two cultures are precariously balanced; the DM should take care not to disrupt that balance with powerful artifacts.

Site F: Buried in the bowels of this mountain lies one of the most powerful magelords. The magelord's mountain was collapsed upon him

during the Magelord Wars by the Crown's forces. His name and every trace of his existence was stricken from all records. He still exists as an undead being, and wishes nothing more than the destruction of anything associated with the Crown. There may be a cache of magical items buried here.

Site G: Tunnels beneath this mountain lead to a vast, subterranean, freshwater sea. What wonders may await are unknown, but there may be a kingdom of naga, or a clan of altered human slaves controlled by inhuman aboleth. Perhaps the power of the Dark encountered in the *JAKANDOR: Isle of Destiny* adventure may be related to the things that dwell in the depths of the earth. Treasures that may be found here are unknown, and probably don't look like treasure — diamonds in the rough, precious ores, and ancient magics and technologies that look like crystals, rocks, or a variety of slimes and molds. Perhaps this is where the great Wasting Plague was developed and where a cure may be found.

Site H: Hidden in the deepest thickets of this forest live magical creatures. The DM should decide what the creatures are. Perhaps there are giant stirges that lay gold eggs or a creature whose touch turns things to stone. There could be a hive of insects whose sting paralyzes and whose cocoons preserve life for hundreds of years or a race of beings so quick, their lives are measured in weeks. Any number of baffling beings can be created. They retreated to this woodland to avoid contact with the tree cutting and wood burning Knorr, but the day may come when they have nowhere left to flee.

Site I: This area of hills holds the lair of a high-level, would-be magelord of the Charonti. As the Knorr have proven themselves good at destroying Charonti and Charonath, this mage plans to recruit Knorr to become his personal army and attack the Charonti nation. If the Knorr refuse, he plans to capture Knorr non-combatants, hold them hostage, and force the bestial warriors to fight for him.

Site J: The heavy forest hides some powerful fiend that was accidentally summoned by a Charonti shadow mage, but managed to escape. As the campaign begins, this is the fiend's location, but if it is freed, it soon takes to wandering and making as much trouble as it can. The fiend has discovered that it is trapped on this plane, and it can not *gate* in any more of its kind. While it reserves its hatred for spellcasters, it will gleefully take out its frustration on any souls — of either culture — who cross its path.

MASTER RANDOM ENCOUNTER TABLES

The random encounter tables from the first two Jakandor products provide a good base for creating spontaneous challenges for the heroes, but more detail has been asked for, and the charts below provide that. One thing neither set of charts did was tell DMs exactly when to check for a random encounter, leaving such decision up to the DM.

The Master Random Encounter Table below gives DMs who want more guidance help. This master table provides percentile chances for events and different encounters on Jakandor in each type of terrain. After determining whether an event or encounter occurs, the DM should roll again against the appropriate sub-table to define the specific type of event or creature that is encountered. The first two Jakandor sets have different encounter table results, to reflect the culture of the heroes. In contrast, the new tables and their sub-tables detailed on the following page are generic and their results can be applied to heroes of either culture.

Of course, not every result on a Random Encounter chart will fit into any given story. DMs must use their own judgment and rely on their sense of the story being told, not just on the result of the dice roll. DMs are encouraged to consult these charts for inspiration, choosing appropriate encounters for the heroes and the current situation.

The DM should roll on this table when the heroes enter a new terrain, or every 4 to 8 hours during a lengthy journey, or simply when the DM feels an added challenge would improve the story.

Nothing/Uneventful:

If the result of a Random Encounter check indicates "Nothing/Uneventful," then the journey proves uneventful up to that point. The DM might interject a description of the surrounding terrain, the weather, the local flora and fauna, or something else that might describe the heroes' journey thus far. Some minor variations may be used with an "Uneventful" result to keep things interesting.

1. The trip may be described as "a pleasant day has passed."
2. The trip may be described as "tedious," "exhausting," or "challenging."
3. Or, the trip may be described as the weather and terrain have proven clear and unobstructed and the heroes have "sped upon their way."

MASTER RANDOM ENCOUNTER CHART

Terrain	Nothing	Event	Men	Game	Critters	Gt Beasts	Fantastic	Undead	Unnatural	Aquatic	Plants
Aerial	01-50	51-75	76	77-83	84-89	90-94	95-96	97	98-100	—	—
Badlands ¹	01-60	61-70	71-75	76-78	79-83	84-86	87-88	89-98	99	—	100
Coastal	01-35	36-55	56-60	61-65	66-75	76-77	78	—	79-80	81-90	91-100
Cliff	01-10	11-45	—	46-55	56-70	71-80	81-85	—	86-90	—	91-100
Deadlands ²	01-25	26-35	36-40	—	41-45	46-55	56-60	61-80	81-90	—	91-100
Glacier	01-10	11-60	61-65	66-70	71-80	81-83	84-85	86-95	96-100	—	—
Grasslands	01-30	31-45	46-55	56-65	66-75	76-80	81	82-83	84-85	—	86-100
Hills	01-25	26-50	51-60	61-70	71-75	76-80	81-82	83-85	86-90	—	91-100
Mountains	01-20	21-60	61-62	63-72	73-82	83-85	86-88	89-93	94-95	—	96-100
Rocky ³	01-40	41-55	56-60	61-70	71-85	86-89	90-92	93-95	96-98	—	99-100
Swamp	01-15	16-40	41-42	43-47	48-57	58-65	66-70	—	71-80	81-90	91-100
Settlements ⁴	01-05	06-35	36-65	66-75	76-85	—	—	—	86-87	—	88-100
Subterrain ⁵	01-50	51-70	—	71-72	73-77	78-80	81-83	84-93	94-95	96-97	98-100
Water, fresh	01-40	41-60	61-65	66-67	68-70	71	72-73	74-77	78-80	81-90	91-100
Water, ocean	01-45	46-60	61-65	—	66-70	—	71-73	—	74-75	76-95	96-100
Woods	01-25	26-45	46-50	51-60	61-70	71-75	76-77	78	79-80	—	81-100
Wilds	01-10	11-40	41-43	44-53	54-68	69-71	72	73	74-75	—	76-100

¹ Baked land, canyon, desert

² Battlesites, cairns, ruins

³ Riverbed, talus slopes

⁴ Farms, huts, villages

⁵ Caves, lairs, mines, dungeons, sinkholes

Events

If an "Event" is indicated, roll "1d10" and select something appropriate from the following lists.


- 1 **Delay/obstacle** — Something occurs or is encountered which causes a delay. Possibilities include obstacles, such as swollen streams, a marshy region, a rockfall, or a fallen tree, or it could be a mount or Charonath becomes lame or injured, an item breaks or is lost, or the heroes find something to act on or investigate.
- 2 **Hazards** — Hazards also cause travel delays, but are more dangerous to the heroes' health. A hazard may cause harm when someone tries to pass by. Typical hazards are a chasm, cliff face, river rapids, or a viper's den, or it may be a man-made danger or barrier such as a bandit ambush or a trap set to capture animals. Hazards may also include aggressive acts of nature such as an avalanche, a flood, a fire, unstable ground, and so on.
- 3 **Lost/wandering** — Something has occurred that causes the heroes to become confused or wander around their locale until they realize they have been wandering in circles. This wandering could result from a barrier — a river, marsh, or cliff or it could be caused by overcast skies (especially at night), heavy fogs, dense foliage, or misdirecting signs (either accidental or malevolent).
- 4 **Misfortune** — Something unfortunate happens to the heroes. They may lose or break something (which can be especially troublesome, if the item in question is important for their journey. For example, the heroes are supposed to transport something safely and it goes missing). They may become impaired or sick as a result of exposure to the elements or an allergen such as poison ivy or pollen, or they may become lame for a time, or confused or accidentally insult someone or anger a powerful animal such as a bear. Misfortunes should never be devastating, just annoying and perhaps cause an additional challenge for the heroes.
- 5 **Task** — The heroes are called upon to interrupt their mission to perform some task or undertake some new mission. ("Well, your brawl wrecked the inn last night, so today you can re-roof the inn as compensation.") Possible tasks include meeting someone in need, finding a lost item (or animals or children), aiding a creature in distress (a horse trapped in a bog, a stag with its antlers tangled in a thicket, a cow about to give birth). Or this may be a necessary task if the heroes are to proceed, such as building a raft to cross a river or unlocking a door in order to open it.
- 6 **Odor** — The heroes smell something that attracts their attention. This scent can be pleasant or unpleasant. Possibilities include the smell of fresh cut foliage, flowers, spices, perfumes, a skunk, smoke from a fire (campfire or forest fire), or that of cooking food. Alternatively, the heroes may hear something unusual. The heroes may choose to investigate or ignore these occurrences.
- 7 **Omen** — An omen is an event or sighting that seems to bode fair or ill for the heroes. The DM should feel free to create omens that forewarn the heroes of the nature of an upcoming encounter, to lead them to the right path, or just to enhance the mood of the adventure creating wonder, dread, anger, or some other emotional response. Omens may use traditional superstitious symbols or they may be new inventions of the DM. Some examples of omens include ravens circling; an animal caught in the brush; a light or fire flickering or going out; something falling across the heroes path; finding a lucky item such as a coin or four-leaf clover; the clouds parting; a shadow falling across the heroes; something breaking, and so forth.
- 8 **Sighting** — The heroes see something that attracts their attention. Possibilities include such things as oddly shaped or formed rocks or plants, or other landmark, animal activity, smoke or ray of light, a sparkling reflection, tracks, an item cast aside or lost by a previous traveler, or a movement, or shape that may be following the heroes. The heroes may choose to investigate or ignore these occurrences.
- 9 **Spoor** — There is some sign that a creature passed through or hunts this territory. Possibilities include animal droppings or discarded debris, tracks, markings on landscape, a creature corpse or a part of the creature's kill, its nest or den, feather, fur, or shed skin, an odor, the sound of its cry, the presence of its natural food source, and so forth.
- 10 **Weather change** — Most often (01-75%) this change is mild — the wind changes direction, the temperature changes, the sky becomes overcast or clears, the wind velocity changes, it starts to drizzle or stops, a fog forms or lifts. However, the rest of the time (76-00%), the weather may undergo a more dramatic change as appropriate for the time of year and existing weather at the time. Here are some ideas for dramatic weather patterns:
 1. Dark Mist (a blinding unnatural mist that follows the heroes).
 2. Winds (kicks up a dust or sand storm or tornado).
 3. Electrical storm (lightning strikes).
 4. Driving rain storm (cold, mud, floods).
 5. Flash flood (torrent, submerges).
 6. Earth shift (avalanche, earthquake, mudslide, rockfall).
 7. Fire (range fire or forest fire from lightning).
 8. Insect swarm (ants, gnats, locusts, moths).
 9. Fog/overcast (blinds, distorts).
 10. Cold snap (sleet, freezing rain).

MASTER RANDOM ENCOUNTER SUB-CHARS

Men	Game Animals	Fauna	Giant Animals	Fantastic Beasts	Undead Beasts	Unnatural Beasts	Lycanthrope	Aquatic, fresh	Aquatic, ocean	Flora, monstrous
1 Allies	Antelope	Badger	Ants	Aurumvorax	Charonti	Amphisbaena	Jackalwere	Catfish	Current	Ascomoid
2 Bullies	Beaver	Bats	Ape	Basilisk, lesser	Construct	Anhkheg	Sea Wolf	Crocodile	Dolphin	Bloodvine
3 Camp	Bear	Birds	Bat	Behir	Crawling claw	Bulette	Werebat	Dangerous current	Eels	Brambles/thorns
4 Charonath	Boar	Chipmunks	Beetle, borer	Blink dog	Crypt thing	Carrion crawler	Werebear	Fisherfolk	Fish school	Brown pudding
5 Children	Buffalo	Fox	Beetle fire	Displacer beast	Dread	Chimera	Wereboar	Gt. carp	Gt. crab	Choke creeper
6 Craftsman	Cattle	Hedgehog	Beetle stag	Ettercap	Ghost	Dragonne	Werefox	Gt. crab	Gt. octopus	Dead plant
7 Crowd	Coyote	Marten	Centipede	Galeb duhr	Ghost	Fire lizard	Wererat	Gt. crayfish	Gt. squid	Gourds/squash
8 Cultists	Deer	Mice	Centipede megaloo	Gorgon	Ghoul	Gelatinous cube	Wereraven	Gt. frog	High waves	Hangman tree
9 Explorers	Eagle	Opossum	Cricket	Hatori	Haunt	Griffon	Weretiger	Gt. gar	Jellyfish	Hemp
10 Farmers	Grouse	Otter	Lizard	Hydra	Heucuva	Hippogriff	Werewolf	Gt. water Spider	Manta ray	Herbs
11 Hermit/Exile	Hawk	Owl	Minotaur lizard	Lamia	Mummy	Lurker above	Jackalwere	Lycanthrope	Narwhal	Mantrap
12 Hunters	Llama	Porcupine	Python	Leucrotta	Phantom	Lycanthrope	Sea Wolf	Otters	Sea lions	Melons/fruit
13 Magelord	Lizard	Rabbit	Rats	Metalmaster	Shadow	Owlbear	Werebat	Poison. toad	Sea serpent	Mimic, killer
14 Outcasts	Mtn. Goat	Raccoon	Sabretooth	Naga, spirit	Skeleton	Otyugh	Werebear	Quicksand	Shark	Mushrooms
15 Rivals	Mtn Lion	Rats	Sabretooth	Naga, water	Skeleton, animal	Slithering tracker	Wereboar	Rapids	Grey whale	Peppers
16 Scholar/Priest	Mustang	Squirrel	Spider	Peryton	Skeleton monster	Slug, giant	Werefox	Serpent	Killer whale	Poison oak
17 Spirit quester	Pecarri	Insect swarm	Tick	Phase spider	Spectre	Stirge swarm	Wererat	Snapping Turtle	Sperm whale	Snapper saw
18 Tracks/Spoor	Snakes	Vermin	Turtle	Pyrohydra	Wight	Sword spider	Wereraven	Strangleweed	Squall	Stinging nettles
19 War priest	Wolverine	Weasels	Viper	Roc	Wraith	Tunnel worm	Weretiger	Swarm	Strangleweed	Thornslinger
20 War party	Wolves	Woodchuck	Wasp	Shambling mound	Zombie	Wyvern	Werewolf	Waterfall	Undertow	Vines

Chapter Three:

ISLAND OF FIRE, ISLAND OF DEATH



This adventure is designed to introduce player characters who are not natives of Jakandor to this setting. It is a campaign starter for DMs who wish to bring heroes from their own, pre-existing AD&D campaign to the island of Jakandor. This adventure is designed for 4–8 heroes of 4th to 7th level. DMs also may use this adventure with native Jakandor heroes of either culture.

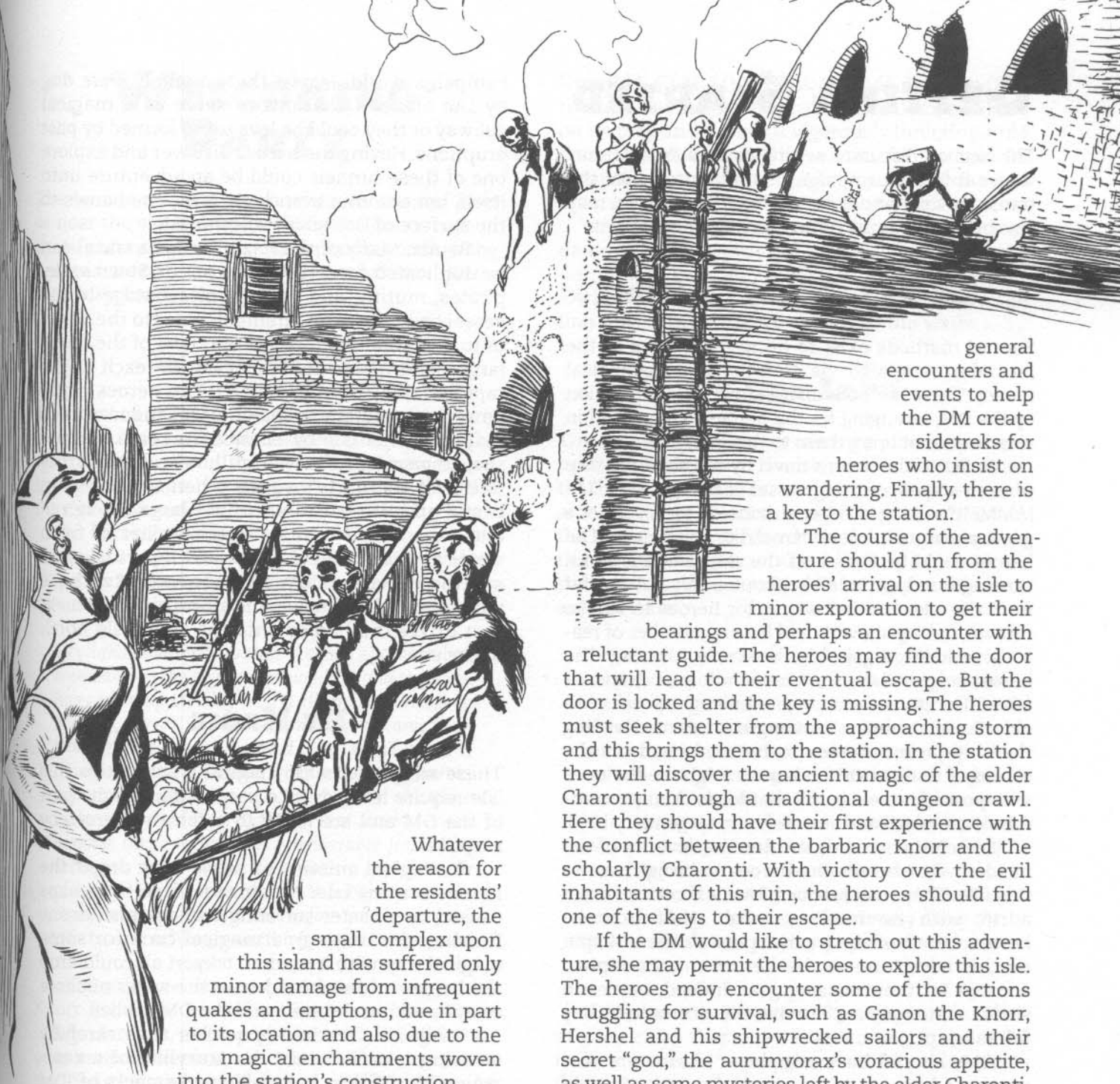
BACKGROUND

The site the heroes will explore in this scenario was once a minor outpost of the ancient Charonti Empire. The outpost is located on the volcanic island north of Jakandor named *Atlia* by the Charonti and called the Ocean's Forge by the Knorr.

This research station was referred to in ancient Charonti records as *Lortileum*. It was a center for magical and scientific study — nearly the same thing to the Charonti. The primary purpose of the station was to study volcanic activity and weather patterns caused by the active volcano. In addition, because of its safe remote location far from population centers, experiments were conducted here on hostile plants and animals collected from around the world. Creatures, including what ancient texts referred to as the sub-humans or shadow people (humanoids and demi-humans), were brought here to be studied.

Some time before the Worldender, the Wasting Plague that all but destroyed Charonti civilization, the station's researchers fled for unknown reasons. Heroes will find ample evidence that whoever lived here left suddenly. It remains for the DM to decide exactly why the station and isle were abandoned.

One possible reason the station was abandoned is that the volcano that dominates this island erupted, threatening lives with earthquakes and lava flows. Another possibility could be that some sort of research went awry, threatening the lives of the workers. It may even have had something to do with the creation of the Wasting Plague. This is merely an option for DMs who wish to determine an exact cause for the Plague.



Whatever the reason for the residents' departure, the small complex upon this island has suffered only minor damage from infrequent quakes and eruptions, due in part to its location and also due to the magical enchantments woven into the station's construction.

DM NOTES

This adventure is presented in several sections. First, a section is devoted to the story devices the DM may use to bring his player's characters to this site. Then follows a section presenting two encounters for parties arriving by land or sea. While most of the adventure focuses on exploring the abandoned station, the third section presents

general encounters and events to help the DM create sidetrek for heroes who insist on wandering. Finally, there is a key to the station.

The course of the adventure should run from the heroes' arrival on the isle to minor exploration to get their bearings and perhaps an encounter with a reluctant guide. The heroes may find the door that will lead to their eventual escape. But the door is locked and the key is missing. The heroes must seek shelter from the approaching storm and this brings them to the station. In the station they will discover the ancient magic of the elder Charonti through a traditional dungeon crawl. Here they should have their first experience with the conflict between the barbaric Knorr and the scholarly Charonti. With victory over the evil inhabitants of this ruin, the heroes should find one of the keys to their escape.

If the DM would like to stretch out this adventure, she may permit the heroes to explore this isle. The heroes may encounter some of the factions struggling for survival, such as Ganon the Knorr, Hershel and his shipwrecked sailors and their secret "god," the aurumvorax's voracious appetite, as well as some mysteries left by the elder Charonti. Or the heroes can return here at a later time to hunt for treasure and the answers to other mysteries, such as the spirit dance and the floating web.

Two factions fight for control of this isle: the sea wolves and a spirit naga. The sea wolves are struggling to understand the ancient technology to use it to bring them wealth and power. The naga uses subterfuge and misdirection to trick others into doing his dirty work for him. How the heroes avoid entanglement in this conflict is left to the DM.

The DM should read all these sections carefully before beginning play.

GETTING STARTED

This section discusses several devices the DM may weave into his campaign's storyline to make the transition to Jakandor easier. These suggestions may also be used to bring native Jakandor heroes here.

BY SEA, LAND, OR AIR

Several methods exist to bring the heroes to the Jakandor campaign via traditional, non-magical means. These methods all require some preparation by the DM, arranging for the heroes to be placed in situations that bring them to this little isle.

BY SEA: If the heroes travel by sea aboard a ship or even a spelljamming vessel (if using the SPELLJAMMER® setting or other airborne vessels), either a great storm or pirates can strike the vessel. The heroes could be forced off the ship when it sinks, runs aground, or is left without a sail not too far from the isle. Another way is for heroes to fall, be thrown, or be put overboard for any number of reasons, including a gale, high waves, or a mutiny. The heroes might dive in to rescue another character who falls into the sea, or, pirates might possess an old map that hints of some great treasure leading the ship-jacked heroes to be marooned on the shores of the isle. Or the heroes might be the ones who possess an old scroll that leads them to commission a vessel and search for this legendary land.

Each DM should determine the severity of the incident that befalls the heroes to bring them to this isle. They may just be blown off course or set adrift with no food or water. Half-drowned heroes, bereft of equipment, puts a different spin on this adventure as the heroes must adapt to account for their missing gear. Indeed, heroes in such a state may not survive this scenario if they fail to adapt.

DMs should have nonplayer characters witnessing a hero strutting around the deck of a ship clad in metallic armor tell him that wearing armor aboard ship is not only a dangerous practice should one fall overboard, but the salty sea air is likely to damage the metal. If the heroes ignore such warnings, then let them learn the hard way that a warrior in chain mail aboard a ship resembles nothing so much as an anchor.

BY LAND: Reaching the island by land is difficult, but not impossible. Long tunnels and natural networks of caverns may connect areas of the

campaign world. Maybe these tunnels were dug by the ancient Charonti to serve as a magical subway or they could be lava tubes formed by past eruptions. Having the heroes discover and explore one of these tunnels could be an adventure unto itself, but one that eventually leads the heroes to the surface of this small volcanic isle.

BY AIR: Many of the hazards of sea travel can be duplicated for airborne travelers. Storms, sky pirates, mutiny, and damage or sabotage to the vessel could force an airship down into the water or to that small isle just off the coast of the much larger land mass that is just out of reach of the rapidly falling ship or heroes. The heroes could be aerial explorers in search of Jakandor or they may find this isle by chance. Imagine a druid *shapechanged* into a sea gull, who is scouting ahead of the party's vessel when she spots an island off in the distance, easily large enough to allow the vessel to refill their supplies of fresh water and food. The druid would report her find and the vessel would move to investigate. That's when the DM unleashes the storm, or *somesuch*, that drives the heroes onto the small isle north of the coast.

BY MAGIC

These suggestions for magical transport to this isle require less advance preparation on the part of the DM and are likely to catch the heroes by surprise.

A magical misfire of some sort drops the heroes on this isle. A botched *teleport* (perhaps caused by a caster suffering damage just as she finishes the casting), a magical *curse*, or some magical trap with a random *teleport* all could drop the heroes on this island or in the water offshore or even within the station if the DM wishes.

While this method is quicker than carefully weaving Jakandor into the storyline of a campaign, it's also less believable and smacks of "DM fiat," which of course it is. This method of transport can be more disorienting for the players as well, when the adventure they thought they were engaged in suddenly changes! The characters find themselves in unknown territory on a small, volcanic island facing extreme circumstances.

Whatever method the DM chooses to bring his heroes to the island, he will find that the first encounters designed for this adventure will work well for all heroes.

WELCOMING PARTY

The heroes arrive, through whatever means, onto or near the shores of this small isle. One or both of these encounters may occur depending on how the heroes enter the scene: in the water offshore or on the rocky, barren shore.

IN THE WATER

The heroes may approach the island from any direction. The easiest place to exit the water is the narrow beach along the island's northern shore, though that area has dangers of its own. The DM may need to modify the following text in regards to the heroes' starting situation — are they in the water, in a boat, swimming, exhausted, or fighting to get to shore before drowning. The text below assumes the heroes are in a vessel of some sort.

Dry land is almost within reach. That's a relief, especially as the sky has grown dark and the wind has picked up steadily as if a storm were building. A rocky, barren isle with a smoking volcanic peak looms before you. This island is not small, but it is dwarfed by the landmass lying to the south across a broad, choppy channel. Most of the shoreline looks rocky and foreboding, sea swells crash against those rocks with considerable force. You think you see an easier slope with a slip of beach along the isle's northern side. You hope you have the strength to reach it. But before you begin your efforts, something, something large bumps you.

The offshore waters are rich with fish, as the Knorr fisherfolk know, but that same abundance brings dangers, marine predators looking for an easy meal. It seems that a school of barracuda has decided that the heroes' boat might hold some interesting tidbits. The fish use their weight to try to capsize the boat or knock those riding in it overboard. Surprised heroes must make a Dexterity check with a -2 penalty to stay in the boat the first round the barracuda attack. Making a normal Dexterity check in subsequent rounds will suffice to keep heroes aboard. A barracuda will attack any who fall into the water, or begin in the water. This attack comes last during the round.

Barracuda (1 per 2 heroes) (MM 117): AC 6; MV —//30^s; HD 5; hp 25 each; THAC0 15; #AT 1;

Dmg 2d4; SZ M; ML (11); AL N; XP 65. *Specials:* On a roll of a natural 20, the barracuda clamps its jaws on its prey and shakes it vigorously inflicting +1d4 damage and stunning the victim for 1 round. To escape its sharp teeth, at least 5 points of damage must be dealt to the beast with one blow.

If a barracuda suffers 15 or more points of damage in one round, it swims away, diving to deeper water and a meal with less fight. On the following round, the rest of the school follows the first unless there is prey already in the water.

ON DRY LAND

The following encounter can take place anywhere near the shoreline of the island. The text assumes that the heroes are on or near the narrow beach along the island's north shore. This encounter can be the heroes' first, or if the characters fought through the barracuda encounter relatively unscathed, they can become prey for hungry animals a second time.

You've pulled your small craft up onto the narrow, rocky shore of this island. It's a good thing too, the sky has grown darker and the sea rougher. Just beyond the rock-strewn beach is barren land. But higher, away from the salty tidal flats, scrub brush and other vegetation grows. Resting here before moving on to explore the island seems like a good idea. There may even be some caves higher up the mountain's slope for shelter from the approaching storm. Before you can do much more than feel how good it is to have solid ground under your feet, you hear a clicking, clattering noise coming along the shore. Are your eyes playing tricks or are the rocks walking?

Check for surprise with a -3 penalty as a number of giant crabs that survive by hunting the island's rocky shores and scavenging its tidal pools, attack the heroes.

Giant crabs (1 per hero) (MM 50): AC 3; MV 9//9^s (3)^B; HD 3; hp 20 each; THAC0 17; #AT 2; Dmg 2d4 (x2); SZ L; ML (13); AL N; XP 65. *Specials:* Giant crabs impose a -3 penalty to opponents' surprise rolls due to their speed and their ability to burrow in the sand.

When the crabs are slain the weather worsens. A cold rain begins to fall and thunder rumbles offshore. The storm will arrive in 12 turns. Heroes may harvest some crabmeat (1d20 rations) and can use the shells to gather rainwater.



ISLAND ENCOUNTERS

This section lists events and featured encounters for the DM to create adventures on Atlia, the Ocean's Forge. Roll 1d20 every 4 hours: 1–10 Nothing, 11–13 Land or Sea Encounter, 14–16 Landmark, 17–20 Event. The DM may also use the Master Random Encounter Tables, making necessary adjustments.

DMs should review these lists and may create other options, then select something appropriate.

When the DM is planning adventures for this island, he should use the following elements to build conflicts. There are two groups marooned on this isle. The Knorr fisherman, Ganon is a loner, because he does not trust non-Knorr and has seen enough of the monstrosities of this isle. His goal is to build a craft to sail across the channel back to the main island. He detests magic and will seek to destroy it and its users unless the magic seems ritualistic and linked to ancestors. He follows the Knorr code of "honor among foes." The second party is a group of outland sailors led by Captain Herschel. They are fanatic and have created a cult to worship a "god" they believe they have encountered. A spirit naga is their "god" and she has an unknown agenda. She has empowered

them to do her bidding to recruit other shipwrecked souls and bring them to her. The naga commands the behir, giant slugs, and an army of giant crabs. She lives in a network of sea caves and canals beneath the isle.

A pack of sea wolves struggle against the naga for control of the magical artifacts of this isle. The sea wolves' goal is to wreck ships, eat the crews, and pirate their cargo. They are using a Charonti machine to control the weather causing storms to shipwreck passing boats. They operate out of the abandoned station and have coerced a Charonti artificer, Es'a-enna to work with them. The Charonti's goal is to eventually destroy his captors and complete the building of a bone construct to transport him and treasures of the elder Charonti back to his people on the mainland. He detests barbarians, seeing them as savage, maddened killers.

Then there are the beasts of the isle. The voracious *aurumvorax* is a tenacious killer and will hunt the heroes. The unnatural *galeb duhr* move through the stone to anywhere on the isle. Their motives are vague and unknowable.

Finally there are the bizarre spirit dance that haunts the island and the mysterious elder Charonti sites: the skydock, pylons, grates, and the massive sealed door, which may hold ancient magics or the secret of the heroes escape from Atlia.

ON THE LAND

- Aurumvorax (1) (MM 10):** AC 0; MV 9 (3)^B; HD 12; hp 59; THACO 9; #AT 1; Dmg 2d4; SZ S; ML (19); AL N; XP 9,000. *Specials:* Charges prey imposing a -3 penalty to surprise rolls. If bite hits, locks jaws onto prey (Dmg 8 points/round) and rends with its claws (#AT 2d4; Dmg 2d4 each). Due to dense form, suffers only half damage from blunt weapons. Immune to gas and normal fire attacks, and poison; suffers half damage from magical fire. This beast attacks until it has killed once a day. It is an unshakable stalker once it scents blood. It can climb most stone with its claws.
- Beetles, fire (3d4) (MM 18):** AC 4; MV 12/6^F (B); HD 1+2; hp 8; THACO 19; #AT 1; Dmg 2d4; SZ S; ML (12); AL N; XP 35. *Specials:* Glowing glands. Beetles are food for the giant lizards.
- Behir (1) (MM 20):** AC 4; MV 15/6^S; HD 12; hp 64; THACO 9; #AT 2 or 7; Dmg 2d4/d4+1 or 2d4/1d6 (x6); SZ G; ML (15); AL NE; XP 7,000. *Specials:* The beast attacks by biting and then looping its body around its prey. If this crushing attack strikes, the next round it rakes with 6 claws (Dmg 1d6 each). Once every 10 rounds it can discharge a lightning bolt 20' long (Dmg 24, save vs. Breath for half). On a natural 20 it swallows prey. Swallowed victims die in 6 rds.

This beast gambols in the waves off the southeast shore of this isle, perhaps living on one of the islets or in a sea cave. It rarely travels inland to hunt for prey, preferring to swim around the coast.

- Galeb duhr clan (1-3) (MM 122):** AC -2; MV 6; HD 8; hp 36; THACO 13; #AT 2; Dmg 2d8/2d8; SZ L; ML (17); AL N; XP 8,000. *Specials:* These creatures live in the volcanic crater, only venturing to the outer slopes to feed. Galeb duhr can cast the following spells at will as if a 20th level mage: *move earth, stone shape, passwall, transmute rock to mud and wall of stone.* They can animate 1-2 boulders (AC 0; MV 3; HD 9; hp 45; THACO 11; Dmg 2d8).

Galeb duhr are not harmed by lightning or normal fire. Cold inflicts double damage and magic fire inflicts full damage (though they save at +4). These creatures have no interest in other living beings. They possess refined gems and feed on volcanic granite.

- Lizard, giant (1d4) (MM 226):** AC 5; MV 15/6^S; HD 3+1; hp 17; THACO 17; #AT 1; Dmg 1d8; SZ H; ML (8); AL N; XP 175. *Specials:* The beast's camouflage causes -3 to opponents' surprise rolls. Attacks of a natural 20, means it bites and holds victim for 2d8 automatic damage.
- Lizard, minotaur (1) (MM 226):** AC 5; MV 6; HD 8; hp 38; THACO 13; #AT 3; Dmg 2d6/2d6/3d6; SZ G; ML (10); AL N; XP 975. *Specials:* Mock charges, camouflage, and long sticky tongue (attack 10' away, AC 5; hp 12). -5 to foe's surprise roll. A roll of a natural 20 bites and holds victim for 3d6.
- Lizard, fire (1) (MM 226):** AC 3; MV 9; HD 10; hp 55; THACO 11; #AT 3; Dmg 1d8/1d8/2d8; SZ G; ML (12); AL N; XP 3,000. *Specials:* Immune to fire-based attacks. Attacks with claws, breath and bite simultaneously. Breath is 15' long cone, 10' wide at its end causing 2d6 damage. These beasts live near lava flows and steam vents, and a family lives in the volcano's crater.
- Pyrohydra (1) (MM 200):** AC 5; MV 9; HD 8; hp 64; THACO 12; #AT 8; Dmg 1d8; SZ G; ML (10); AL N; XP 3,000. *Specials:* Each head can breathe flame twice a day (2' long and 5' wide, Dmg 8). Immune to fire attacks. This creature dwells in a network of lava tubes in the mountain hunting only at night.
- Swarm, ant (1) (MM 206):** AC 8; MV 6; HD 10; hp 80; THACO 80%; #AT 1/victim; Dmg 1d4 +poison; SZ T; ML (6); AL N; XP 975 swarm. *Specials:* The swarm is 10' x 10'. Save vs. Poison or suffer intense pain for next 2d4 turns (-2 to all actions during this time). These swarms form a red carpet working its way across the land devouring all in its path.
- Carnivorous plant, choke creeper (1) (MM 291):** AC 6/5; MV ½; HD 25; hp 100; THACO 7; #AT 8+; Dmg 1d4 each; SZ G (80'); ML (14); AL N; XP 5,000. *Specials:* Main vine has AC 6, and all hit points; attack vines are AC 5 and each has an additional 8 hit points. There are 32 branch vines. It is

immune to small fires and suffers minimal damage from cold. Electrical attacks double its movement. These vines grow on the sides of the mountains and in the lowlands. Other carnivorous plants, such as snapper saws and thornslingers also may be encountered.

IN THE WAVES

- Bats (24) (MM 15):** AC 4; MV 1/24^F (B); HD ¼; hp 2; THACO 20; #AT 1; Dmg 1; SZ T; ML (4); AL N; XP 15. *Specials:* Bats are easily frightened and will dart about obscuring vision, bumping into people and distracting or forcing Dexterity checks to avoid stumbling/fumbling. Confusion causes -2 to combat.
- Rime-Hawks (2) (MM 27):** AC 6; MV 1/33^F (B); HD 1; hp 5; THACO 19; #AT 3; Dmg 1d2 (x2)/1; SZ S; ML (9); AL N; XP 35. *Specials:* These large fisher hawks have keen eyesight and can see fish in the water. They fight in tandem, one distracting while the other dives on the target (+2 to attack roll, doubles talon damage).
- Crabs, giant (1-4) (MM 55):** AC 3; MV 9/9^S; HD 3; hp 16; THACO 17; #AT 2; Dmg 2d4/2d4; SZ L; ML (13); AL N; XP 65. *Specials:* These crabs prefer to ambush prey, burying themselves in sand or hiding behind rocks, imposing a -3 penalty to foe's surprise.
- Otters (1-4) (MM 244):** AC 5; MV 12/18^S; HD 1+1; hp 7; THACO 19; #AT 1; Dmg 1d2; SZ S; ML (9); AL N; XP 7. *Specials:* Otters are friendly and playful, rocking boats, and dunking swimmers.
- Schools of fish (1) (MM 117):** AC 7; MV //15^S; HD 1 each; hp 3 each; THACO 19; #AT 6 per target; Dmg 1; SZ S; ML (6); AL N; XP 15. *Specials:* Schools contain 3d20 fish and fill a 10 cu. ft. volume. All targets in the school's area are subject to attack. There is a 25% chance that predators follow the school (1d4: 1-3 barracuda; 4 shark).
- Barracuda (1-6) (MM 117):** AC 6; MV //30^S; HD 2; hp 9; THACO 19; #AT 1; Dmg 2d4; SZ M; ML (11); AL N; XP 35. *Specials:* On a natural 20, the barracuda clamps prey in its jaws and shakes it vigorously, inflicting +1d4 damage and stunning the victim for 1 round; dealing 5 points of damage with one blow to the fish frees the victim.
- Seabirds on cliffs (2d4) (MM 27):** AC 7; MV 1/24^F (B); HD ½; hp 2; THACO 20; #AT 1; Dmg 1; SZ T; ML (8); AL N; XP 7. *Specials:* Birds are similar to bats, distracting intruders and only attacking if someone threatens their nests. Seabird nests hold 1d6 eggs. There is a 20% chance that rime hawks will be near.
- Sea slug, giant (1) (MM 319):** AC 8; MV 6#6^{CS}; HD 12; hp 55; THACO 9; #AT 1; Dmg 1d12; SZ H; ML (12); AL N; XP 2,000. *Specials:* Giant slugs crush foes beneath a leathery foot. Once every 3 rounds it can spit acid (Dmg 2d8, save vs. Breath for half). This creature swims and climbs walls. It is vulnerable to fire (double damage). Sea slugs prefer the dark canals beneath the isle.
- Sea Turtle (1) (A2 108):** AC 4/7; MV 1/9^S; HD 3; hp 18; THACO 17; #AT 1; Dmg 2d4; SZ M; ML (13); AL N; XP 65. *Specials:* Head and flippers are AC 7, shell is AC 4. It is friendly if fed.
- Shark (1d2) (MM 17):** AC 6; MV //24^S; HD 7; hp 32; THACO 13; #AT 1; Dmg 3d4; SZ L; ML (10); AL N; XP 420. *Specials:* Sharks are curious and often (80%) nudge their prey 1d3 rounds before biting. These sharks would rather wait for prey to exhaust itself before they attack, so they follow for a while unless there is blood in the water; then they frenzy and attack at +2.
- Wasps, large (2d20) (MM 204):** AC 6; MV 1/18^F (B); HD ¼; hp 1; THACO 20; #AT 1; Dmg 1+poison; SZ T; ML (14); AL N; XP 7. *Specials:* Wasps attack in a swarm if their nest is harmed, and 1d6 will attack if swarm is approached within 10'. Its sting requires a save vs. Poison or causes increasing numbness (-1 Strength, pass out if Strength falls to 0). This toxic effect is cumulative with additional stings. Cold slows a wasp, causing it to attack last. Smoke and fire halves the number attacking.

LANDMARKS

The DM chooses where and how to place these.

1. Caldera: The heart of the volcano is a seething pool of magma, throwing rocks hundreds of feet into the air. The crater is filled with smoke and blistering heat. Approaching within 1,000 yards exposes characters to flying rock (5% per turn of being hit, Dmg 2d6). Within 500 yards inflicts damage from heat (Dmg 1d4/turn). If the volcano erupts these distances are increased to 1 and ½ mile respectively. The crater sides are collapsed, bare, and rocky.

2. Skydock: Nestled in the midst of the foothills a stony web-like scaffold, nearly a mile wide, floats 200' above the valley floor. This network has docks and refit facilities for skycraft, but has been long abandoned. At its center huddles a dark mass. There is no visible means of support. In the valley are a dozen stone pylons covered with runes, and two broken 10' wide stone dashes. A third rests at the bottom of a muddy pond, still intact. These dashes are *levitating* plates that raised and lowered cargo and crew to the array. Above, some birds have tried to nest, but two still-active maintenance constructs, periodically clean the debris away. The mass at the center is a control room and refit hanger containing devices for repairs (cables, nets, deflated air bladders, bones, and tools).

3. Coast (beach, cliffs, rocky shore, channel): Along the northern coast of Atlia lies shallow water and a sandy beach. The rest of the coast is mostly cliffs and rocky shores. The channel is filled with choppy waters. The cliffs and rocky stretches have hidden entrances to a series of canals carved beneath the isle along the coasts and through the foothills.

Beach — Sandbars lie off the coast. Gulls and turtles take refuge along this stretch. It is possible to find driftwood and wreckage buried in the sand and beneath piles of seaweed.

Cliffs — The massive basaltic cliffs, 1d8+2 x10' tall are sculpted by the pounding waves. Birds roost along its verge and rime-hawks build their nests on ragged pinnacles. Strange mottled masses as big as a rowboat cling to the cliff. These wasp nests will float for 8 hours before becoming waterlogged and can support up to 3 people.

Rocks — The waves are vicious during high tide and characters swimming here must save vs. Petrify once a turn to avoid being

bashed against the rocks (Dmg 1d8). During low tide there are undertows which must be avoided in the water (Strength check or be pulled underwater for 1d6+3 rounds and check for drowning). Caves and muddy strands are revealed as well. Sea otters cavort off the coast when not being chased by sharks or sea wolves.

Channel — This strait is 22 miles across. The water is cold and choppy, requiring a seamanship check (or Dexterity check once each hour). Barracuda chase sea bass, blue trout, drum, and mackerel.

Canals — These submarine channels meander under the island linking abandoned chambers where geothermal and hydrologic experiments were conducted. These tunnels are home to flocks of bats, giant crabs, and giant sea slugs. A spirit naga dwells here in the dark.

4. Hot springs: The land is crusted with lime and pocked with hot water pools, while steaming fumaroles belch clouds of sulfur laden gases. The water is hot, but not boiling and is safe to swim in. Every 3d6 turns geysers erupt sending up a scalding spray (Area 30'x60'; Dmg 2d4/rd).

5. Lava Flow: Here is a lava flow stretching out like fingers across the land creating billows of steam as the seawater quenches its fire and builds a new peninsula of black rock. The flow has cooled to create a smoking black crust at the edges, but its center still glows with the heat of a forge. The lava burns all in its path (Dmg 1d6 within 50'; 10d4 damage/round if immersed).

6. Miniature forests: What appears to be a vast forest from above is actually a grove of dwarf trees, no taller than 3' in height. Some may have miniature fruits, but they are bitter quince and gall. Birds, lizards, insect swarms, or giant beetles may live within the grove or nearby.

7. Springs: The stone is black and wet or a patch of moss and shrubs turn the land green beside the thin rill of water fed by melting snow or frequent rains. Doubles wandering-monster chance.

8. Steaming land: The rocky slope is bare and scoured smooth by the wind. Ghostly wisps of smoke or steam dance across the land from vents. The rock is hot and causes exhaustion to those who remain an hour here (-1 to all actions).

9. Canal grates: Along the coast and in the foothills, clouds of vapor or sprays of water can be seen erupting from the earth. At these sites are stone grates, often overgrown or concealed. These are air vents for the network of water canals lacing the underbelly of this isle.

10. Watch stations: Several solitary stone pylons nearly 50' tall and 30' wide at their base stand watch across the isle. Stairs wind around the square towers to its 15' cap. The pylons are covered with sculptures of bones of many creatures. There is only a 30% chance that a tower is still intact. The tops are often stained, perhaps from bonfires. There is a 25% chance that a pylon is hollow and has a secret door that opens into internal chambers concealing who knows what secrets. These columns glow green after lightning storms, and spirits sometimes manifest themselves as light shows projected on the tower's side.

11. Offshore Islets: These stony outcroppings are great unknowns. Perhaps there lies a buried treasure, some magical aerial conveyance, the naga's lair, or a temple to Thanhotep, god of death.

12. Monstrous Bones: Here lie the bones of some unknown giant creature. Lizard shaped, it has tusks, a spiked tail, and wings.

EVENTS

1. Cinder snow: The volcano belches clouds of ash and cinders, and a gritty, black powder falls like snow with prevailing winds. Within three miles of the caldera, the cinders are hot enough to burn and cause minor fires (Dmg 1d3/turn; fires 1d6).

2. Dying Beast: A great behemoth moves slowly, menacingly. At the coast this may be a whale or walrus, inland a giant lizard or unknown creature. The heroes may not be aware, but the beast is dying from unknown wounds or causes (hp 13).

3. Earthquake: The earth shudders and jumps for 2d6 rounds knocking things down, opening rifts (1d6x10' deep), and causing rockslides (save vs. Petrify; Dmg 2d6). This may create obstacles.

4. Eruption: The mountain awakes with a fiery fury! A wall of the caldera melts (roll 1d6: 1 N, 2 NE, 3 SE, 4 S, 5 SW, 6 NW) and a river of lava flows seaward one mile a day for 1d6 days. The lava burns and buries all in its path (Dmg 1d6 within 50'; 10d4/round if immersed in lava). Within one mile of the caldera there is a chance of being hit by falling debris (5% per turn; Dmg 2d6).

5. Lightning: The air is charged. A ballet of lightning dances between the steaming land and odd olive clouds. The distance to the storm is 1d6 -2 miles. The lightning seems almost intelligent as it herds creatures toward the station. The storm lasts 2d6 turns (THACO 11; Dmg 1d8).

6. Miasma: The air is brown and thick with

floating ash and rumbling, reducing sight to 60'.

7. Migration: A moving carpet covers the land. This is a swarm or flock of wasps, beetles, or birds migrating, fleeing or moving for some need.

8. Mudflow: Heavy rains or volcanic activity melting mountain snow results in a mudslide, eroding the land. This may occur as a flood, beneath the heroes' feet, or as an obstacle. Requires three Strength checks to escape (Dmg 1d6).

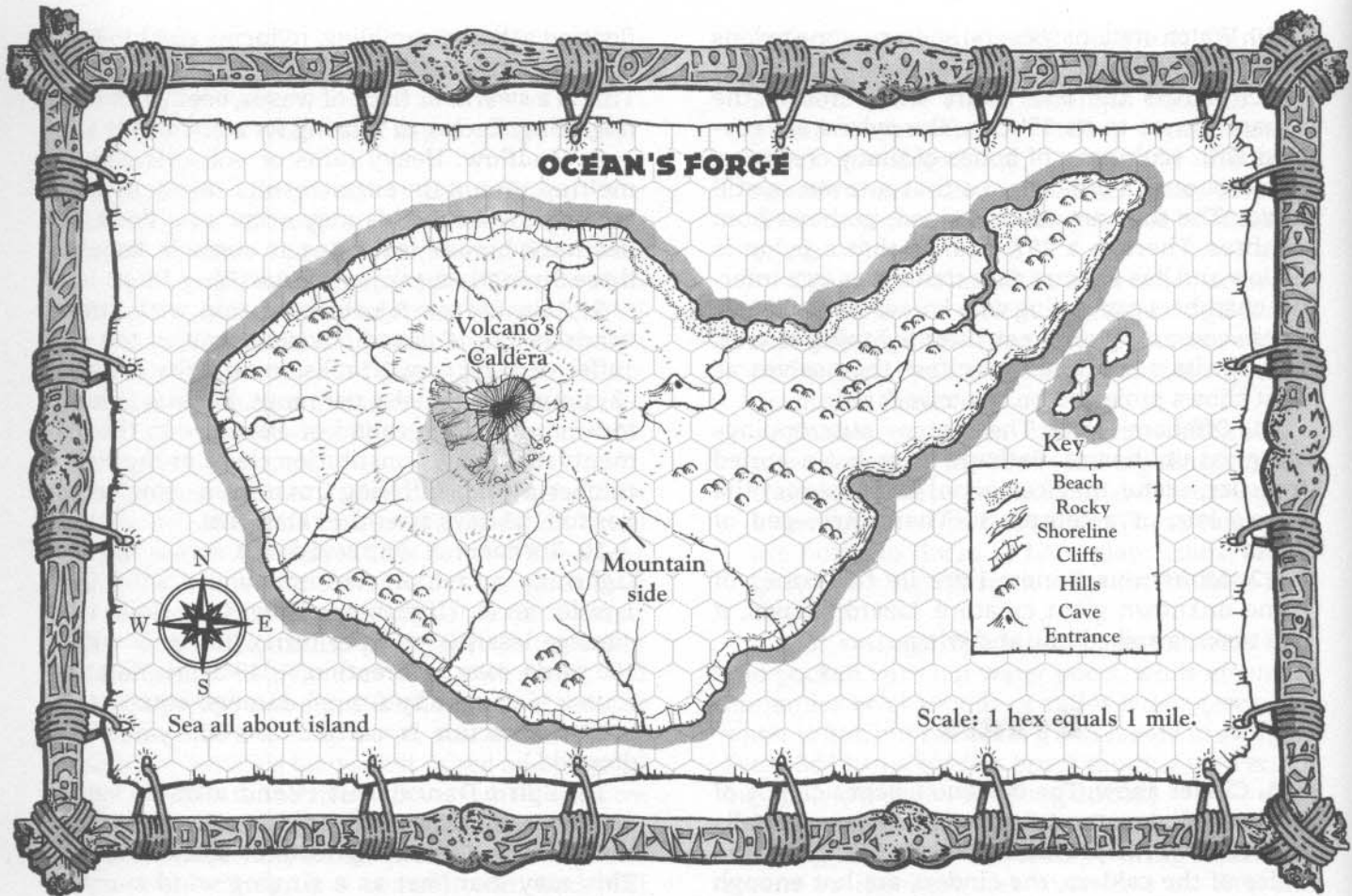
9. Rain Storm: A cold hard rain with strong winds pelts the island. Those caught in the rain suffer -2 to all combat rolls, missile fire suffers a -2 cumulative penalty per range. Move is reduced to ½ normal. Each round of exposure to the elements requires a Constitution check or the victim catches a cold, suffering from these same penalties for 1d3 days after the rainstorm.

10. Tornado: A whirlwind rips across the isle. Lightning and hail accompany the wind in a 1-mile circle. (Lightning: Dmg 4d8; Hail: 1d10 damage less (12 -AC) per turn.) (Tornado: within 100 yards, save vs. Breath or 1d10 debris damage/round; if caught by funnel damage equals 4d10 plus the victim is carried 100-600 yards and dropped.)

11. Spirit Dance: This island attracts spirits and Knorr spirit walkers on dream quests to win their status as Knorr priests or spirit warriors. This may manifest as a singing wind carrying haunting music, war chants or drums, or by manifesting as phantom lights, dancers, or titans' battles in the sky.

12. Power Up: This special event may be run at the DM's option as the climax of an adventure or just as a haunting energy feedback due to shutting down the weather device at the station. This event may run for several days or mere hours creating a mystery to explore later.

The island network of elder Charonti sites may be energized either as the result of a violent storm, a massive eruption or magical discharge. This results in the following effects. All facilities are powered up for a time. Lightning dances across the land from pylon to pylon. Fallen bone constructs are animated, levitate pads are activated and shoot skyward like spotlights, and colored beacons hidden across and under the land or underwater just light up. Finally, random teleports power up creating bizarre rains of materials across the isle.



FEATURED ENCOUNTERS

WATCHER

A middle-aged Knorr fisherman named Ganon was stranded on the north coast a week ago when some huge fish hit his net and pulled him into the water. Fortunately, the fish became entangled and Ganon swam to shore, but he had lost his fishing boat. Since then he has been stranded, catching small fish, clams, and crabs, drinking from a mountain spring, and avoiding beasts and Herschel's group. When he saw the heroes land he hoped they might be kind enough to come to rescue him. But, the heroes look more like the fabled Allies than Knorr, so he is wary. He will watch the heroes. If he is seen, he will flee upslope.

Ganon, Knorr fisher (2nd-level clandestine): AC 9; MV 9 (12); HD 1; hp 5 (11) THAC0 19; #AT 1; Dmg 1d4 (filleting knife); SZ M (6'); ML (14); AL NG;

XP 15. *Personality:* Ganon is a garrulous man who loves to tell and hear "fish stories." Now, he's dirty, hungry, and scared. Ganon was injured by the bloodthorn, which caused him to limp and reduced his hit points. His full scores are given in parentheses. If the heroes help, he will come to trust them. Ganon lives by the Knorr Codes. Ganon wears a dirty leather kilt and woolen, long sleeved tunic with the right sleeve torn off and wrapped around his wounded right leg. He is middle-aged. He has a high forehead with long brown hair and a ragged beard.

Ganon follows the heroes until he is noticed (proficiency check every 2 turns or Wisdom -2 check) or until they stumble into the bloodthorn. Ganon will help others attacked by the bloodthorn. The DM can use Ganon to give the heroes insight into the Knorr culture and mindset. He should insist on honorable combats and disparage use of missiles. He is scandalized by magic, and will wonder if the heroes aren't related to the corrupt Broken Ones. Given a chance, he will destroy magic items. Ganon can speak crude Common (as it was the trade tongue of the Allies), but will try Knorr dialects first.

THORNS OF BLOOD

If the heroes explore the island, or if they chase Ganon, they will find this spring. Near the spring is a bush with berries weighing down its thorny branches. This bloodthorn is a descendant of an experimental plant that survived. It lives on animals and birds attracted to the nearby spring. It attacked Ganon, but he managed to escape, though his leg was injured. If the heroes have not met Ganon, he will rush to help if the plant attacks the heroes.

Arid bloodthorn (1): AC 4/2; MV 1; HD 6; hp 36; THACO 15; #AT 6; Dmg 1d6+special; SZ L (10' vines); ML (20); AL N; XP 650. *Specials:* On any attack that is 4 or more than was needed to hit, the target is impaled. Each subsequent round, the victim is drained of 1d6 points automatically. This draining is painful and a victim must make a System Shock roll or pass out. A successful bend bars roll is needed to pull free. A bloodthorn's trunk is AC 2, vines are AC 4. Attacking a vine with a slashing weapon and inflicting 8 points of damage severs the vine and frees the victim, but does not subtract from the plant's total hit points. The plant will withdraw from flame.

The weather worsens and the heroes should look for shelter from the coming storm. Ganon can lead them to the cave-like opening of the station. He hasn't explored it before as he thinks there are "things" making their homes up there. The heroes can search the area, but no better shelter offers itself. Stress the ferocity of the coming storm if they hesitate. If they still do not decide to investigate the cave, unleash the fury of the storm on them. Wind-driven rain lashes the skin and eyes of the heroes and the gale-force wind chills even the warmest body. The heroes should come to realize soon enough that they need some sort of shelter and soon.

SHIPWRECKED SAILORS

Living in the hills on the south coast just off the rocky bay is a band of outland pirates, not native to Jakandor. "Cap'n" Herschel Puckett, actually the firstmate, is their leader. Shipwrecked by a storm over a year ago, they saw their numbers dwindle due to the ravages of the *aurumvorax* and other monsters. Then, one day, at low tide, Herschel found a sea cave and wandered in. There he

encountered the spirit naga, Krsss'taa. The naga plans to use the sailors to destroy the sea wolves. She corrupted the cap'n. Herschel began a cult worshipping their new "god" and any who opposed him became food for their dark lady. The surviving sailors are fanatics. They try to recruit marooned strangers to their cult or take them to "meet" their god. The naga protects her minions with her control of giant crabs, slugs and the behir. The sailors know about the Sealed Door, and believe it protects either a great treasure or a way home.

Krsss'taa, spirit naga (1) (MM 267): AC 6; MV 13//13^s; HD 9; hp 63; THACO 11; #AT 2; Dmg 1d4/2d4 +poison; SZ L; ML (15); AL LE; XP 4,000. S 18, D 13, C 19, I 16, W 13, Ch 16.

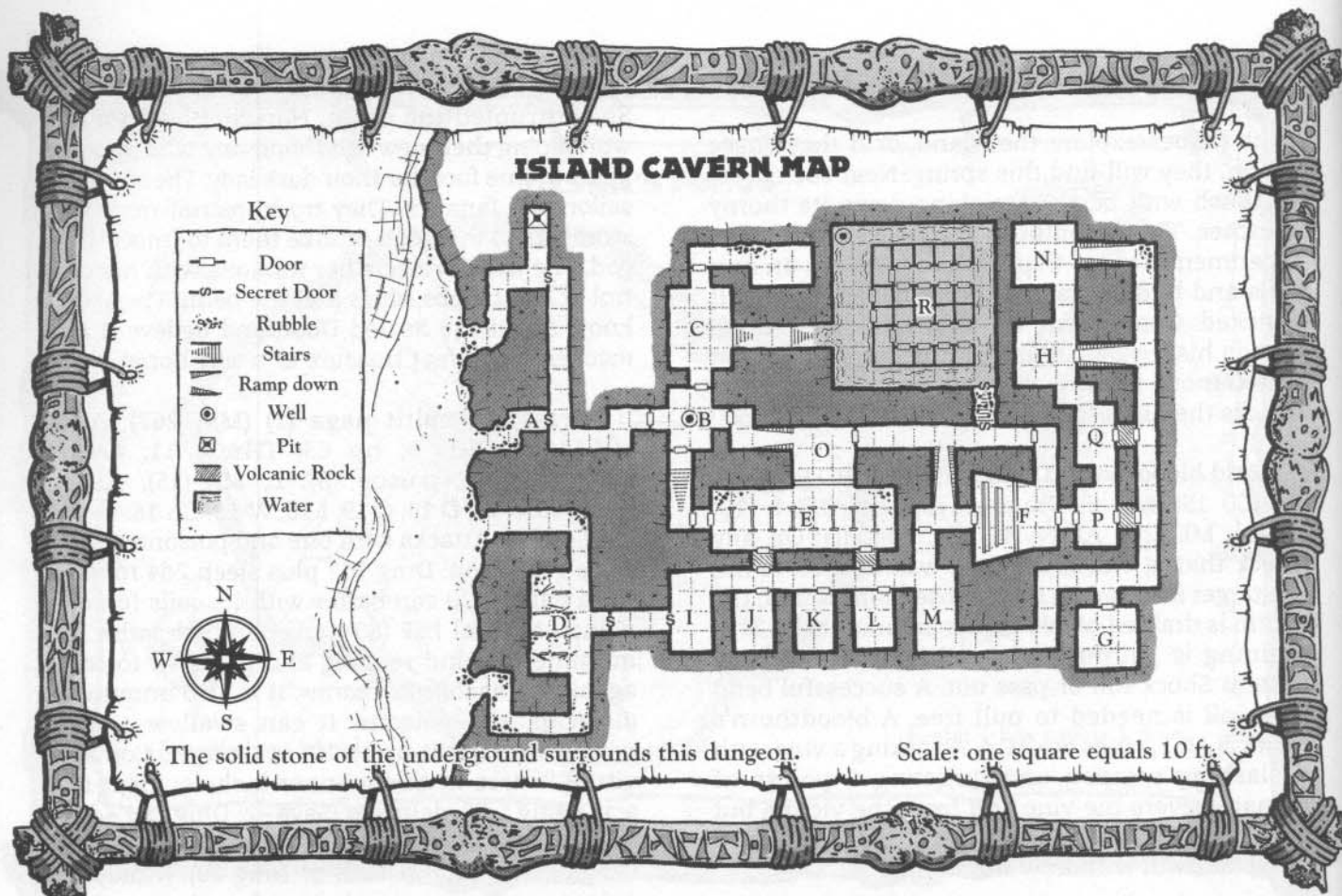
Specials: Attacks with bite and poisonous sting (save vs. Poison, Dmg 1d2 plus sleep 2d4 rounds). On a natural 20 can batter with its coils for +1d4 points. Natural ESP (80' range) and telepathy. It is immune to mind reading and gains +2 to saves against *enchantments/charms*. It is also immune to all acids and poisons. It can swallow acid or poison and spit it up to 10' at a target. Common vitriol it uses in this manner include: giant slug acid (Dmg 1d8), delirium (Save -2; Dmg 1d4 +delusions of peace), paralytic (Paralysis 2d6 rounds or Dmg 6), and fatal (Death or Dmg 20). It may use poison once in a combat, unless it can drink again. Krsss'taa possesses a *potion of water breathing* with three quaffs left.

Spells (4/2/2): 1st: burning (hands) spray, friends, phantasmal force, shocking grasp; 2nd: darkness 15' radius, stinking cloud; 3rd: haste, melf's minute meteors.

Krsss'taa is descended from the experiments of the Charonti. She detests humans. It is safe to believe that other nagas may live in the tunnels. The naga's motives are unknown. She seems amused at her ability to manipulate others.

SEALED DOOR

This special site is a massive stone door that resists all attempts to open. There is a keyhole in its center. This door is opened with a key found in the station complex. Behind this door are stairs down. They lead to a chamber. In the middle of the room is a stone track running to a wall carved with a seal of a stylized sun. There are several carts without wheels, only a groove beneath. This is a magic monorail that, if activated, will transport passengers through an underwater tunnel just behind the massive seal.



KEY TO THE STATION

The station was carved from the volcanic rock of the island. Many magical experiments were performed here, and some effects are still operating today. This complex is not only the key to starting adventures on Jakandor, it holds the key for the locked door to a magical shuttle which can carry the heroes to the mainland. The DM should use this adventure as an opportunity for heroes to learn something of the two native cultures through Ganon the Knorr and Es'a-enna the Charonti. The DM may paraphrase information as the heroes explore each scene.

The "cave" entrances are on a ledge 20' up a cliff. In the driving rain, all actions suffer a -2 (-10% climbing) penalty. If anyone falls while climbing the wet, wind-lashed rocks, the hero suffers falling damage plus an extra 1d4 for every 10 feet fallen due to the jagged rocks the hero strikes.

Once the heroes reach the ledge, they find several cave entrances. They may enter any one. The right two openings lead to what were once

the stables for the compound. The left middle entrance dead-ends as if the passage wasn't completed, and the left most cave leads to the complex's oubliette.

Many ancient minor magical conveniences and devices of the elder Charonti may be found here. Non-native characters will find these devices intriguing, piquing their curiosity, if not their greed for more magic. Knorr, who despise magic, may keep a few trophies, but will destroy whatever they can't understand, carry, or fear to use. Charonti will covet these magical treasures as a link to the secrets of the past, though scholars will be more interested in any records that may still exist.

Some of the magical fields and effects that guard and maintain this outpost continue to function as well. Damage from earthquakes is minimal within the station, for such damage is reduced by magic that dampens the effects of all but the strongest tremblers. The station is clean and does not have the piles of ash or cinder that blanket much of the isle. Some of records stored here still survive. Most of the animals studied here either died or fled. The plant specimens have fared better, however, and some live to this day, mostly carnivorous ones.

Ganon will accompany the heroes if they let him. He will do his best to defend himself if attacked, and if any hero is in danger of dying, Ganon will pull the injured hero out of harm's way. Ganon will tell of how he came to be stranded on the island, his home on Jakandor, his family and clan. He will tell of the Knorr people and how this place must have once belonged to the dreaded bone-gnawers and who they are. Ganon's views will serve as excellent role playing challenges for the heroes when they later confront the Charonti views on history, the Knorr, and the future of Jakandor.

The inhabitants of this place move around the complex. To that end, when a room is described, there are notes of who may be encountered here and when. The DM should keep a tally of which rooms are explored in which order to know when encounters will occur.

A1. The Stables

Either entrance brings the heroes along a rubble-strewn corridor to a central room that may once have been a stable. A small alcove, partially collapsed, stands opposite the stables. Within the darkened room where domesticated beasts of one kind once slept, you can hear the breathing of at least one large animal. Maybe Ganon was right and something does live up here.

This room is littered with rubble from various collapses of ceiling and wall. A musky odor fills the air. A mated pair of manticores nests here. The pregnant female sleeps while the male drowns. Any loud noise or light while the heroes are in the corridor leading to the stable wakens the male and he prepares to defend his mate and unborn offspring. Have the players check for surprise and begin combat. The male fights, flinging tail spikes to cause heroes to retreat. Then he bounds out the opposite corridor to attack from behind or in the open from high ground. The female will not enter melee while the male lives unless the heroes sneak back in or enter from both sides the first time.

Manticores (2) (MM 246): AC 4; MV 12/18^F (E); HD 6+3; hp 39, 33; THACO 13; #AT 3; Dmg 1d3/1d3/1d8; SZ M; ML (13); AL LE; XP 975.

Specials: This beast has a frightening roar. The manticore first fires a volley of 1d6 tail spikes (Dmg 1d6 each) up to 180 yards. It can fire up to 36 tail spikes a day. The manticores are working with the sea wolves who have appropriated this lair, as their watchdogs in return for safe haven for their young.

LEVITATING ROOMS

Several of these magical alcoves exist throughout this complex. Each alcove is an elevator shaft and has a *permanent levitation* spell in effect. The shaft extends 20' below and above the lowest and highest floor it provides access to. Though no floor is evident in this shaft, items and creatures that enter the room will float in place at that level. Elevation is altered by speaking the command words in elder Charonti or by touching one of the arrow sigils that glow on the walls on opposite sides of the room. Sigils glow only with options available at the floor entered. Change in elevation occurs only as long as the wall is touched or until the next level is reached. If contact is broken, motion ceases. To descend or rise beyond entrance levels requires a special command word or a *levitate* spell. DMs may place some small dropped items floating in the air in the room, or on the floor or ceiling of the shaft.

MAGICAL FIELDS

This station has several magical effects in rooms and halls that are powered by energy from the power room, the magic absorption room. When energy is low, these effects are powered in this order.

1. **Cleaning constructs:** small automatons.
2. **Lighting:** Ambient light, when entered.
3. **Wizard locked doors:** requires Charonti medals to open.
4. **Audible Glamer:** Plays odd music in all halls.
5. **Guards & Wards:** DM should place all effects.
6. **Powers Weather Machine.**

A2. The Oubliette

If the heroes enter through this opening, the rough passage soon turns to smooth worked stone. The secret doors in the two left passages appear to be rough stone hewn with a chisel. The floor in front of both doors is littered with debris, but it doesn't pile flush against the wall, since some falls whenever the doors are open. There are raised stones to the left of each door and stepping on the stone will cause the door to swing open north into the hidden hall. However, if the stone is not stood on until the door opens all the way, a trap is set, and the first person to step across the threshold is shot by two arrows (THACO 0; Dmg 1d6). The door closes in 2 rounds.

At the end of the leftmost passage is the station's garbage disposal and oubliette behind a stone railing. Some of the ancient Charonti magics still work. To all within 20' of the end of the hall there is the scent of apple blossoms concealing the

smell of rot. There is a *phantasmal force* placed above the pit showing the image of a huge colonnaded temple, built of white marble, across a court 20' below the balcony. The sun beats warmly down on the scene, as robed, tattooed, and shaven-headed people of both genders walk or run up the massive set of stairs that leads to the colonnaded front of this beautiful edifice. This building was the old capital of the elder empire. If the heroes look closely they may note words of an unknown language are carved into the front of the building. The words are not understandable without magic and then only partly so. The words: truth, knowledge, and justice are all one can make out.

The elder Charonti were nothing if not efficient; they did not simply throw their refuse into this shallow pit to rot and mold, they installed a living garbage disposal, a *dun pudding*. The magics of the station keep the beast docile and prevented it from escaping. It also keeps the foul creature alive indefinitely. The thing lives at the bottom of its 20' pit. The magic that keeps the beast alive have prevented it from starving even after all these centuries, but the thing is ravenous. If someone climbs down to the "courtyard," the attacking beast becomes a visible part of the illusion to those above.

Alternatively, the DM may allow the pudding to leave the pit and follow if the heroes do not enter the pit. This allows the DM to spring this on the heroes when the time is right, not merely when the heroes happen to wander down the appropriate corridor.

Pudding, dun (1) (MM 297): AC 7; MV 12#12^c; HD 8+1; hp 43; THACO 13; #AT 1; Dmg 4d6; SZ M; ML (19); AL N; XP 1,400. *Specials:* This creature can feed on sand and stone if organic matter is not available. It can dissolve leather in one round, and corrodes metal in 2-4 rounds. It is immune to acid, cold, and poison. Lightning and weapon blows divide it into smaller puddings. Fire and magic missiles cause normal damage to it.

A3. Secret Passage

The secret doors to this passage are described in A2. This hallway is bare and nondescript. It is incredibly clean, as if someone had scoured it.

A4. Secret Passage

The south secret door is at the back of an alcove in the old stable where harnesses and tack were hung. Mixed in with the rubble piled in this nook are rusty buckles and rings from rotted harnesses. Seven holes at eye level in the back wall once held

wooden pegs. An item of similar size shoved into the third hole from the right and pulled downward will unlatch the door. Debris must be cleared to pull the door open. There is an odd buzzing felt through the door.

The secret passage is filled with a beetle swarm. The swarm will not pursue. Beneath the swarm are bones of three people and a *dagger* +1.

Beetle swarm (Mm 206): AC 8; MV 6; HD 10; hp 50; THACO NA; #AT 1 per person; Dmg 1; ML 6; AL N; XP 175. *Specials:* Beetles are crawling over the floor, on the walls, and dropping from the ceiling. Every round spent in the room, victims must save vs. Poison or suffer double damage. The attacks continue two rounds after fleeing the nest. Panic causes heroes to make a Dexterity check or fall into the room and suffer 1d6 points of damage.

B. Artificer's Quarters

This room seems to have been quarters for one of the place's residents. There is a small cot at the far end, a small fountain on the south wall, and a large desk carved from the same volcanic rock as the room sits in the southwest corner.

These are the quarters of a Charonti artificer, named Es'a-enna, who was captured during an exploratory mission by the sea wolves. He made a deal to help them decipher the ancient magic in return for his life, but they have made him a prisoner. The sea wolves will represent Es'a as their cruel master who has forced them to serve his nefarious schemes to any intruders. Es'a has poor command of the elder Charonti trade tongue, the precursor to the heroes' Common tongue, and will have difficulty communicating with the heroes.

The desk's surface is clean and free of dust. An ancient quill sits in a long dry inkwell. The only other item that remains atop the desk is a wide-bottomed mug. The item is made of some ceramic material glazed sky blue. The mug is full of a hot liquid covered with a layer of fine dust. If investigated, the liquid is found to have been tea. The drawers can be opened, but all that can be found is a small dull knife and piles of disintegrated paper. Nothing can be done to restore these papers.

The mug is a *full and steady cup* (from the *Isle of Destiny Player's Guide*). The *cup's* magic prevents the tea from spilling, prevents evaporation, and keeps the tea warm indefinitely. This tea has been sitting here some time and drinking the tea is unpleasant as much dust has fallen in. No ill effects occur. If emptied, the *cup* can be refilled

with fresh tea by holding it and saying the command word inscribed on the bottom: "atal."

A long work table fills most of the rest of the room. The surface of the table is clean. A large metal footlocker rests at the foot of the cot. It is locked and has a small black box affixed to the front of it. This is a small variant of the *portal holding lock* described in the *Island of Destiny* set's Player's Guide in the Equipment section on page 78. A *dispel magic* or *knock* spell must be used to disable the lock-box, which is useless without its Charonti command word, and then the mechanical lock must be picked. It's a complicated lock, any rogue trying to pick this lock suffers a -20% penalty.

Within the locker are the remnants of a fine wardrobe. All that remains beyond fabric fibers are several feet of fine gold wire, that will be missed if the heroes don't sift through the fibers, and a bronze medal. The wire was from an embroidered sash. The wire is broken into several lengths. There's over 20 feet of gold wire, which is worth 50 gold, though more for its craftsmanship than the quantity of gold present. The medal will open any Charonti locked door in this complex if touched to the lock.

The only other item that survived the ages is the personal log of the former resident of this room. The journal resembles a ledger, though it has many more pages. The book is within a varnished case of black leather with a large lock on it. This lock is opened the same way the footlocker was.

This case is *fire trapped* (Explosion 5' radius, Dmg 1d4+12, save vs. Spell for half). Opening the brittle case destroys it with an audible crack and puff of smoke. There is a book. The book's cover is of a reddish hide, inlaid with bits of mother-of-pearl. If the heroes do not disarm the spell, the book within erupts into blue flames melting the paper-thin metal pages together into one piece of slag. If the *fire trap* is disarmed, this book contains notes on the history of the station, some of its major accomplishments, and the writer's personal hopes for the future, all written in ancient Charonti script of course.

When and if the book is deciphered, the heroes learn that the book owner's name was Ptamihna, and that she was a high-ranking wizard or researcher for the Charonti Empire. DMs are left to fill in the details of other things the heroes might learn from this tome. Most information will pertain directly to the station, although hints and off-hand references by Ptamihna about the empire, the Emperor, the court, politics of the time, and so on can whet the knowledge-hungry appetite of heroes.

CHARONTI ARTIFICER

Es'a may be encountered in rooms B, F, L, or O. He will be found in the fourth room the heroes explore. Two serataar and an ambulated cloak rack accompany him. A frog construct will be found in the third room. Since the frog is always found before Es'a, he will be alerted to the heroes and prepares any spells he can, or retreats to room G, to cast a spell into that room and power up the *guards & wards* spell.

Es'a-enna, 5th-level artificer: AC 9; MV 12; hp 21; THACO 19; #AT 1; Dmg 1d4+1; SZ M; ML (10); AL LN; XP 420. S 10, D 15, C 15, I 14, W 9, Ch 10.

Personality: Es'a has a passion for automatons, creations of bone, hide, and metal. He hoped to find elder Charonti creations and master them. But, he did not anticipate meeting the sea wolves. While he acts like he is helping his captors, Es'a is trying to gather materials to build a large version of his clockwork toad to carry him home. Es'a fears Knorr savagery, and will try to protect all magics from it. He sneers at those who fight first and ask questions later, and will try to use his wits to out-think non-Charonti barbarians. He discovered the talking well in Room P (actually Krssss'taa the naga), and believes he has a guardian spirit (perhaps one of his ancestors) who is looking out for him.

Specials: Gains +2 to attack automatons.
Spells (4/2/1):

1st: armor (AC 6; hp 13), cantrip, charm person, sleep;

2nd: ambulate object, repair machine;

3rd: enchant automaton.

Weapons: Staff, Dagger +1.

Ambulating Cloak Rack: AC 2; MV 6; HD 3; hp 24; THACO 17; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 120. Made of some unknown metal of the ancients, this cloak rack walks on three short legs. It is draped with a cloak and the heroes may mistake it for a man. It carries a pouch of scrolls, ink and stylus for E'sa-enna. Blunt weapons and +1 or better weapons cause full damage. Sharp weapons only inflict 1 point of damage. It is immune to all mental spells, gases, poisons, and fire. Cold slows it, while electrical attacks regenerate 1d8 hit points. It attacks with a metal baton.

Clockwork Toad Familiar: AC 7; MV 3)1(1); HD 1; hp 9; THACO 19; #AT 1; Dmg 1+shock; SZ T; IN (3); ML (19); AL N; XP 35. This automaton attacks with a retractable spring tongue that delivers electrical blasts (save vs. Petrify or stun for 1d4 rounds). If the creature is cornered, it can create a blinding flare, and then camouflages itself. It grants owner wide-angle vision and +1 to surprise rolls. If owner concentrates, he can see through its eyes.

Serataar (6): AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65. **Specials:** E'sa-enna has the *shards of control* for all six. Serataar are immune to cold, gas, mental attacks, poison, and *charm*, *death*, *hold*, and *sleep* spells. They suffer only half damage from sharp and piercing weapons.

The secret door is concealed behind a fountain statue of a lovely nymph carved in relief in the wall. Twisting the statue's nose opens the door. The latch is rusty and so is the water.

C, D & E. Workers' Quarters

Skeletal *serataar* may be encountered in rooms C/D/E, F, J, or S. One will be located in the third room the heroes explore; it will appear to be a corpse till it rises and attacks with surprise. Three *serataar* will be in the fourth room, and two will be with E'sa when he is encountered.

These three rooms are smaller than room B but each seems to have filled the same purpose: that of staff quarters. Each room is immaculate. There are stone bed frames of varying quality, but none of the bedding materials remain. Desks or small work tables and simple chairs are the only other furnishings in each room. If the DM wishes to place minor items of personal or magical significance to the rooms' former occupants there should not be more than one item in each room. These items should be somehow hidden and protected to have survived the ages. Consult the *Isle of Destiny* Player's Guide for ideas on other magical conveniences of the elder Charonti.

Serataar: AC 7; MV 12; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65. **Specials:** These skeletons are immune to cold, gas, mental attacks, poison, and *charm, death, hold, and sleep* spells. They suffer only half damage from sharp and piercing weapons.

F. Dining Hall

E'sa may be found in rooms B, F, L, or O. He will be found in the fourth room the heroes explore. Two *serataar* and an ambulated cloak rack accompany him. A frog construct will be found in the third room. See page 45.

Skeletal *serataar* may be encountered in rooms C/D/E, F, J, or S. One will be located in the third room the heroes explore; it will appear to be a corpse till it rises and attacks with surprise. Three will be in the fourth room, and two will be with E'sa.

This room is filled with stone tables and benches, apparently for dining. Plates, cups, and dishes still rest on the tables. Long counters occupy the north wall and several pots and pans sit atop these. This room is clean, though it seems whoever was here left in a hurry as chairs are tipped over and eating utensils sit on plates.

This chamber served the outpost as the cooking and dining room. Food was prepared on mag-

ically heated grills and these devices sit along the north wall; the enchantments that warmed them long since faded. No food remains. The heroes may find a few plates of *warming* for heating food, that are warm to the touch, and more *full and steady cups* in a variety of styles, though some fill with hot or cold liquids other than tea.

Serataar: AC 7; MV 12; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65. **Specials:** These skeletons are immune to cold, gas, mental attacks, poison, and *charm, death, hold, and sleep* spells. They suffer only half damage from sharp and piercing weapons.

G. Power Room

This chamber opens into a dark room. Monstrous unblinking eyes glow in the dark ahead. It's curiously empty, but as the heroes enter a roar echoes through the room kicking up clouds of dust. The walls are black, darker than those of the rest of the rooms, as if a *darkness* spell had been cast here. They almost seem to absorb the light.

This room served dual purposes. It was used for spell practice and as a generator to power the various magical effects in the complex. The walls here absorb any spell cast into the room so that no one is harmed by any spell effect while in this room. A *fireball* cast into this room will not expand to fill the corridor even if the door is left open; the walls absorb the force of the spell instantly. A wizard casting a *fireball* would know the spell worked, he will hear the detonation and the wind from the blast, but the fire will be absorbed by the walls, followed by a "whumpfing" sound as air rushes back to fill the room. Each spell cast into the walls is re-emitted slowly as energy to power the complex's magical effects noted at the start of this key. Each level of spell will power the complex for one day, and the total number of levels cast into this room will determine the level of effects that will be activated in this station. Six levels of spells will power all the effects. The walls of this room will radiate light once charged.

This powerful effect also applies to magical items; permanently enchanted items are in no danger, but charged items lose one charge per turn or partial turn spent in the room. Observant heroes may notice slight vibrations from such items. Even magical light sources are slowly drained of their enchantments. If such light sources are removed from the room before they go out completely (1d4 rounds), they aren't damaged; the light returns once the source is removed

from the room. Magical items that are completely drained by the room lose their magic forever.

H. Archaeology — “Breath of Life”

Sea wolves may be encountered in rooms H, R, Q, or Q1. Two will be found in the first room the heroes explore. One will delay the heroes while the second attempts to warn his comrades. There are three in the third room and six in the fourth room. A war dog accompanies the three. When one of their number falls they will flee away from the final encounter room. This group will return and attack the heroes from the rear during the third and final encounter with the sea wolves. The last group extinguishes lights (they know where the switch is to turn off the room's lights) change into wolfmen and attack in the dark. They will activate an inanimate warrior construct once the heroes are attacked.

A gently sloping ramp leads to a locked door.

Actually, it is locked and wizard locked as if cast by a 12th level mage. Within this lower region is a series of laboratories, H, I, J, K, and L, where most of the research was performed. Each room had its own staff and its own area of expertise.

The following description applies to all these rooms: These rooms are strangely clean. Desks, work tables, and shelves occupy each room. Glassware, books, and scrolls found on the shelves are intact. Little else in the rooms will pique the interests of the heroes.

When the heroes enter room H, they discover an earth elemental's lab (see the *Tome of Magic* for elemental rules). The work surfaces and the floor of this room are very clean and dust free.

The shelves along the west wall are heavy with scrolls and glassware. A large variety of containers can be found, protected and preserved by the magics of the shelves. Each container is labeled, but in the elder Charonti tongue.

If these containers are examined, samples of salt and fresh water can be found, as can jars of various types of earth and soil. Oil, alcohol, and other flammable liquids are present in stoppered flasks. On the top of one of the shelves are four ceramic jars. Each jar contains rough, uncut gemstones: rubies, sapphires, emeralds, and diamonds. Each jar's gemstones are worth about 500 gold. If cut and polished by a jeweler, the gems inside each jar could be worth up to 2,000 gold. Also on the top shelf is another container, an odd, long-necked obsidian-glass bottle painted with Arabesque scenes (a market, people atop a flying carpet). This container is like nothing else to be found in the outpost. It is an *eversmoking* bottle that the elemental forgot in his hurry to leave. Consult the *AD&D DUNGEON MASTER'S Guide*, page

224 for details on this bottle. Instead of smoke, this bottle fills the room with water vapor — fog.

On a work table in this room are several petrified bones of a dinosaur that Es'a is attempting to assemble into a larger version of his frog familiar. The ribcage is complete and big enough to hold two seated men. Es'a's plan is to fill his construct's crew cabin with air from the *eversmoking* bottle. He has deciphered the command word to stopper the bottle is “ey”lei!” in the elder tongue.

If the sea wolves are present in this room, they will masquerade as shipwrecked pirates. One will attempt to escape while the others delay intruders. If attacked they will feign surrender and when the moment is right, assume their wolfman forms.

Sea wolves, lesser (MM 232): AC 6; MV 12//30^s; HD 2+2; hp 18; THACO 19; #AT 1/3; Dmg 2d4 or 1d2(x2)/1d4; SZ M; ML (12); AL NE; XP 120. *Specials:* Any humanoid injured by a sea wolf may contract lycanthropy (consult page 230 of the *MONSTROUS MANUAL* book). Complete sea wolf stats are presented on page 51.

I. Geology — “Flesh of the Earth”

This room was the lab of a group of Charonti studying the volcano. The room is clean. A low set of shelves contains a number of rock samples; some are in rough form, and some are polished and quite attractive — these core samples could be worth up to 300 gold if sold to a jeweler or gemcutter — and some are powdered or finely ground. Several large round stones lie on the workbenches next to a set of hammers and chisels. These are geodes which Es'a hopes to harvest and turn into guide lamps for his construct. He is going to cut a hole in one side and drop in a pebble chopped from room G. Casting any spell on the pebble will turn it into a light source which will be magnified by the geode's crystals.

A giant lizard, that escaped from the cells in R, is clinging to the ceiling, camouflaged to look like a rock that protrudes into the room.

Lizard, giant (1d4) (MM 226): AC 5; MV 15//6^s; HD 3+1; hp 17; THACO 17; #AT 1; Dmg 1d8; SZ H; ML (8); AL N; XP 175. *Specials:* This beast's camouflage causes -3 to surprise rolls. Attack rolls of a natural 20 means the beast bites and holds victim for 2d8 damage.

J. Botany — “Roots of Life”

Skeletal serataar may be encountered in rooms C/D/E, F, J, or S. One will be located in the third room the heroes explore; it will appear to be a corpse till it rises and

attacks with surprise. Three will be in the fourth room, and two will be with E'sa.

This room was for the study of plants. Samples of leaves, bark, and seeds are stored in glass covered trays. Woody vines cling limply to the south wall. Many pots and buckets of soil and many bags of seeds (some are for carnivorous plants) fill the shelves here. This room is clean, but a pungent odor is coming from the east hall. Four magic stone plant boxes are on side tables. Seeds planted here and watered will grow to full size in 3 turns. Several huge pods lean against the south wall. Es'a plans to modify and waterproof one of these gigantic pods and suspend it in the ribcage of his construct for the crew quarters. The vines are living.

Carnivorous plant, choke creeper (1) (MM 291): AC 6/5; MV ½; HD 25; hp 100; THACO 7; #AT 8+; Dmg 1d4 each; SZ G (80'); ML (14); AL N; XP 5,000. *Specials:* Main vine has AC 6, and all hit points; attack vines are AC 5 and each has an additional 8 hit points. There are 32 branch vines. It is immune to small fires and suffers minimal damage from cold. Electrical attacks double its movement.

Serataar: AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65. *Specials:* These skeletons are immune to cold, gas, mental attacks, poison, and *charm, death, hold, and sleep* spells. They suffer only half damage from sharp and piercing weapons.

K. Pathology — “Infestation”

Mushrooms, molds, and other fungi overwhelm this room and all its contents with a fuzzy carpet that gives off a pungent odor. No visible source of food, such as rotting vegetation or flesh, can be seen.

This room is the result of an experiment to increase mold growth gone wild. The magical fields of this complex cause the growth, but this same effect keeps the fungi from growing beyond this room. If the heroes insist on investigating this room, DMs are encouraged to stock it with some deadly fungi listed in the *MONSTROUS MANUAL* tome, on pages 120–121. There may be patches of different molds growing around the room.

L. Laboratory — “Construction”

Es'a may be found in rooms B, F, L, or O. He will be found in the fourth room the heroes explore. Two serataar and an ambulated cloak rack accompany him. A frog construct will be found in the third room. See page 45.

This was the outpost amphitheater with an attached viewing room for various presentations, dissections, and such. There is a large table with strange grooves that run its length and a lip around the outer edge about 1.5 inches high. Numerous glassy globes can provide light if this complex is powered up. Silvery plates are mounted on tripods and placed to reflect the light onto the table. Some of these plates have fallen from their mounts, but no shards or any debris litters the floor.

On the table are a variety of bones, tools, needles and gut, and small metal gears and strips. Dried gut is sewn to four pairs of gigantic flippered legs and feet, the propellers for Es'a's construct. There is also a small brass medallion that can be used as a key to open any of the locked doors in this complex.

M. Observation

This room has rows of low-backed stone benches that overlook a darkened room over a balcony. The rows farther from the balcony are elevated so that anyone sitting in the back row still has an unobstructed view of the room below.

This room, 10 feet above the amphitheater below, was where the audience sat to observe the presentations. To either side of the balcony are stony pedestals holding a milky crystal sphere about 2' in diameter. Multi-colored crystals are inset around the sphere. If the complex is powered up, a dull gray light glows at the heart of these spheres. These are viewing globes tuned to the surface of the isle and the sea beyond. Touching the controlling crystals causes them to light up and brings the image in the globes into focus. The view can be made to turn 360° and to provide a zoom image bringing items up to 20 miles away into focus.

N. Lounge

This room is littered with strange sculptures of metal rods, wheels, and canisters, as if some bizarre art collection. It overlooks a darkened room below (room O). While the chamber below seems quite large it is difficult to make out details in the dark. There is the smell of smoke from that room. Suddenly, there is movement in a corner.

The heroes are about to discover the reason this place is so clean. The elder Charonti used many magically ambulatory devices to perform menial tasks. Only this small, brass automaton still functions, though more may be activated if the complex is powered up. It moves on three

jointed legs, has three thin articulated arms, a metallic, barrel-like torso, and a "head" that resembles nothing so much as a handle by which it can be picked up and carried.

This was a common room or study for the researchers. This 3' tall device will move to the balcony railing, cleaning it with cloths in two of its three long arms. If the heroes do not attack it, the cleaning device will ignore them, eventually placing the dirty cloth it's using into the barrel-like chamber on its chest, removing a clean cloth with its pincer-like "hand," and continuing its job. Once the room is cleaned it will stop moving. If the device suffers 12 or more points of damage, it ceases functioning forever. (AC 4; MV 3; HD 2; hp 12; Dmg 0.)

This little guy's torso and arms can extend to reach any surface in the outpost. After a time, if the DM wishes, it may move to another room in the complex and clean there. It diligently goes about cleaning and dusting each hall and living quarters. Rubble is too heavy for it to move and the laboratory rooms and specimen rooms are off-limits to its programming. This device will only function within the confines of this complex. Its barrel-like torso magically cleans and replaces the soiled cleaning clothes indefinitely.

While this device may fascinate heroes, Ganon will be frightened. If not prevented, after a few moments of muttering about the bone-gnawers and their cursed magic, he will bolt forward, pick up the device and throw it over the railing into the room.

O. Archives

Es'a may be found in rooms B, F, L, or O. He will be found in the fourth room the heroes explore. Two serataar and an ambulated cloak rack accompany him. A frog construct will be found in the third room. See page 45.

This large room has suffered fire damage. It is filled with scroll-racks and book shelves. While a fire in this room destroyed a significant portion of its contents, it's still clear that this place is a library.

This room will give the DM a chance to provide the heroes with background information about the Charonti, or at least their elder empire. If the player characters have no way to read foreign language, there may be some picture codexes depicting important events in Charonti history. While the logbook the heroes may have found earlier can tell them about this complex and the studies carried on here, this library can offer the heroes scrolls, books, and maps that give an

excellent idea of the Charonti mindset and society from before the Wasting Plague.

The DM should determine how much background to share with the heroes now and how much to withhold for future encounters with the living ancestors of these people. These documents can give the heroes the Charonti point of view.

The Charonti certainly don't consider themselves evil or exploitative of those who are less advanced. Uncovering some of this information might even cause some consternation among the heroes. Warriors and rogues are often literal minded and are likely to accept Ganon's stories of evil magic. Those who are capable of translating the ancient Charonti records will create controversy about which view is correct. Whose story do the heroes believe? Or do they decide to find out more for themselves, perhaps by exploring that large island to the south?

The cause of the fire may be determined with some investigation. An *eternal lamp* was left alight. It fell during a quake and burned many of the papers and records here until the air was depleted and the fire extinguished. This fire lets the DM determine exactly how much information the heroes can gain from this room. Any documents not damaged or destroyed by the fire are safe upon their enchanted shelves. Some other pieces of knowledge that may be learned here are that "barbarians fear what they can not understand and will destroy it," and "magic is what elevates mankind above the beasts!"

P. Well of Knowledge

This room is empty, save for what appears to be a well in the center. All doors are locked.

This room was once a guard post for outpost security and houses the well that furnishes the station's residents with fresh water. The well is very deep, but still has fresh water for the heroes. No mechanism is present however to bring the water to the heroes, because the elder Charonti used *levitating* buckets to retrieve the water.

The shaft of the well reaches down 120' into a subterranean chamber with an underground river. Krsss'taa the naga has discovered this chamber and has come to wait by the shaft in an effort listen into the thoughts of the sea wolves. He discovered Es'a-enna and has been using his mindspeak powers to counsel the Charonti and learn the secrets of the sea wolves' defenses.

If the heroes wander through this room and drop something down the well, Krsss'taa (see page 44) will arrive in 2 turns and will select one hero to mindspeak with pretending that it is the

spirit of the well. Krsss'taa will encourage the hero to spare the mage, but to hunt down and slay the shapeshifters.

If this information is shared with Ganon, he will take offense to the use of the term "shapeshifters," because in his clan, shapeshifters are holy men and women. Whether the heroes cooperate or not, Krsss'taa will now be aware that the heroes are on her island and will summon Herschel to intercept the heroes in two days.

Herschel will begin by offering hope to lure the heroes south. Perhaps he will tell them of others of their kind or that they have a boat they are working on. Perhaps he will show them the sealed door that he knows of and warn against the dangers beyond it. Once he gets the heroes south he will try to convert them or lead them to his god for punishment.

Q. Surgery

Sea wolves may be encountered in rooms H, R, Q, or Q1. Two will be found in the first room the heroes explore. One will delay the heroes while the second attempts to warn his comrades. There are three in the third room and six in the fourth room. A war dog accompanies the three. When one of their number falls they will flee away from the final encounter room. This group will return and attack the heroes from the rear during the third and final encounter with the sea wolves. The last group extinguishes lights (they know where the switch is to turn off the room's lights) change into wolfmen and attack in the dark. They will activate an inanimate warrior construct once the heroes are attacked.

This room appears to have been another lab. There are several metal cages and a few small stone tables and light fixtures like those in Room L. All of the cages are empty and the room is clean.

This room was the station's surgery where magical experiments were tried on a collection of beasts to create larger meat animals, stronger draft animals, and other unknown experiments were conducted, according to the sparse notes found on this room's shelves. DMs might give the heroes evidence that some magically created beings, such as owlbears and chimerae were results, whether accidental or not, of some of the experiments performed here.

This is now the sea wolves feeding chamber, and there may be bones shoved in bins beneath one of the tables, or blood crusted to one leg of the center feeding table. If sea wolves are encountered in this room they will try to get the heroes to help them. They will call a truce and will try to

discover if there are spellcasters with the heroes.

If there are no spellcasters, they will lead the heroes to their "treasure" in room J and trap them with the choke creeper. Captured heroes will be imprisoned in cells in Room R for a later meal. Ganon or a nonplayer character will be their first meal.

If there are spellcasters, the wolves will say that they can lead them to the master of this place. Maybe he can help, for he fears magic. They will lead them to Room G and try to get them to cast spells into the room, until the site is powered and there is enough power to use the weather machine.

From the stairs to the north comes the sound of gurgling water. Perhaps, moaning can be heard by those with the Detect Noise ability.

The door to Q1 is locked. Opening it without saying the password sends a lightning bolt down the corridor at the heroes (Dmg 4d6).

Q1. Conditioning

Sea wolves may be encountered in rooms H, R, Q, or Q1. Two will be found in the first room the heroes explore. One will delay the heroes while the second attempts to warn his comrades. There are three in the third room and six in the fourth room. A war dog accompanies the three. When one of their number falls they will flee away from the final encounter room. This group will return and attack the heroes from the rear during the third and final encounter with the sea wolves. The last group extinguishes lights (they know where the switch is to turn off the room's lights) change into wolfmen and attack in the dark. They will activate an inanimate warrior construct once the heroes are attacked.

Beyond the door, the hall turns right leading to a rubble-filled room. No sooner do the heroes begin down this hall than a shrill, high-pitched tone sounds in front of them. Over the rubble there comes the blue glow of lightning dancing off the ceiling. The air is filled with the smell of a storm, and then a metal rod stuck in the rubble pointing down the corridor glows and there is a flash as a lightning bolt seers past.

Characters must save vs. Spell or be struck by the lightning bolt for 4d6 points of damage (save reduces this to half). The lightning rod recharges in 3 rounds and then blasts again. The sea wolves in this chamber will stall for time, threatening more damage if the heroes don't leave.

In this room is the complex's weather device. It requires at least 6 levels of spells to be cast in Room G for it to remain active for the entire day.



SEA WOLVES

Sea wolves, lesser (MM 232): AC 6; MV 12//30^s; HD 2+2; hp 18; THACO 19; #AT 1/3; Dmg 2d4 or 1d2(x2)/1d4; SZ M; ML (8); AL NE; XP 120. *Specials:* Any humanoid injured by a sea wolf may contract lycanthropy. Their goal is to capture spellcasters or magical items to power their weather machine. Their strategy is to misdirect use their knowledge of the site to perform hit-and-run attacks, and to pick off stragglers. The sea wolves should be played intelligently, but ruthlessly.

War Mastiff (MM 57): AC 6; MV 12; HD 4; hp 24; THACO 17; #AT 1; Dmg 2d4; SZ M; ML (17); AL NE; XP 270. *Specials:* Keen sense of smell and hearing and adept at detecting intruders. Extremely loyal and vicious, charges prey and victim must make a Dexterity or Strength check to stay on his feet or else he is knocked down and suffers -2 to his attacks while the hound gains +2 to its attacks. It is a strong swimmer, playing in the waters in Room R.

If the hound's masters are slain and it survives, it will hunt the heroes during their time on this island, seeking to slay them one by one.

Construct, warrior: AC 0; MV 12; HD 9; hp 45; THACO 11; #AT 1; Dmg 3d8; SZ M; ML (20); AL N; XP 2,000. *Specials:* The construct is made of bone, leather and metal gears. It stands 8' tall, has three legs and two long arms with cruel claws. It is often mistaken for an undead creature, but can not be turned. It is immune to mental attacks and magic such as *sleep*, *hold* and *illusions*. It is also immune to disease, gases, and poisons. It suffers only half damage from fire, slashing, and piercing weapons. Cold and *shatter* spells will make the construct brittle for 1d4 rounds causing it to suffer double damage from all attacks. This automaton does not use weapons, but swings its great arms to inflict 3d8 points of damage. It is not intelligent and can not perform complex maneuvers or quick changes in the directions of its movement.

Otherwise, there is just enough energy to power it for 10 rounds. There are also sea wolves in this room, and it is likely that there is either a mastiff or the bone construct which may charge into battle. (See the previous page.)

The weather device can summon storms, fair winds, lightning and rain as a *weather summoning* spell. The device looks like an old boiler with crystal rods and lights all over it. It may be destroyed, but that will cause it to explode as if a *delayed blast fireball* (Dmg 8d6) four rounds later.

R. Detention

This large room is flooded about 3' deep, judging by the position of the water on the doors. Within are a number of small cells with stone doors.

This was where experimental subjects were kept. It is now the sea wolves' larder. If the complex is powered up, glow globes just above the surface of the water flicker with a dim light. Most of these cells are empty and unlocked, but a few are locked for they hold prey. The two bigger rooms are quarters for the sea wolves. They will be in full sea wolf form able to swim swiftly through the dark waters and leap up with surprise.

The heroes can force their way into any of the cells with a combined strength of 25. They will discover the bones of a few beings that were left behind when the station was evacuated. Also, the DM should describe a few demi-human skeletons of the races of any hero demi-humans. Occupied cells will hold a drowned Charonti, three waterlogged, nearly dead Knorr, two wounded seals, and one of Herschel's sailors who was caught when he tried to explore the site. If rescued, he will lead the heroes south to his "Cap'n"

If the DM wants, there is a well in one corner of this room that connects to the lake where Krsss'taa can be summoned. Krsss'taa can drink one quaff of her *potion of water breathing* and join the fight as an unknown force attacking from beneath the dark waters.

S. Tumbled Stairs

Skeletal serataar may be encountered in rooms C/D/E, F, J, or S. One will be located in the third room the heroes explore; it will appear to be a corpse till it rises and attacks with surprise. Three will be in the fourth room, and two will be with E'sa.

The eastern hall has several glowing hemispheres (lights) at waist height along its wall. The one on the secret door is burned out. Pressing on the globe turns out all lights in the corridor and

opens the secret door. There is the sound of tumbling pebbles. Chances are there are several skeletal serataar in this chamber instructed to attack those who are not Es'a or sea wolves.

The wall of the western room also has several dimly glowing globes, but the one on the secret door shines brightly. Pressing on this globe opens the secret door and causes the lights in the room to strobe, blinking brightly on and off making actions difficult (-2).

Serataar: AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65. *Specials:* These skeletons are immune to cold, gas, mental attacks, poison, and *charm, death, hold, and sleep* spells. They suffer only half damage

FINAL NOTES

While this scenario may seem prejudiced against the Charonti in favor of the Knorr, this is not the intent. The staff of this research station were not mad scientists or cackling madmen. They were pursuing knowledge for the betterment of their empire and their world, through the use of study, experiment, and observation. Whatever happened here to cause the mages, researchers, and scribes to flee happened suddenly. In a panic, most of the people forgot even to grab personal items such as a diary.

In their hurried escape from this island, the staff of the outpost also left behind experiments in progress, and worst of all, left living things behind, locked in cages to die. The staff did not do this as part of any plan to make these beings suffer; they simply panicked, and some danger kept them from returning. The DM should consider this as he presents this adventure.

CONTINUING THIS ADVENTURE

The heroes have now explored this small complex, seen some of the wonders of the elder Charonti, and heard stories of their "evil" descendants from Ganon. This gives the heroes several directions to go, but none lead directly home.

The heroes might guess that the modern Charonti must possess the magical means to send them home. The only problem lies in reaching the Charonti and convincing them to help.

The heroes could spend some time exploring the rest of the island. There are possibilities for several adventures remaining, including dealing with Herschel and his sailors, the ruins of the Charonti, including the skydock, and exploring the volcano and the odd creatures that live there.

There are many ways for the heroes to escape this island, only a little ingenuity is required.

If the heroes arrived at this island in a vessel of some sort, they can try to repair their craft, stock up on fresh water and food, and sail on to Jakandor, saving the stranded Ganon.

If they were stranded the heroes can search the island for materials and build a raft of some sort to cross the channel. There may be an old dinghy hidden in the debris on the beach, or there is driftwood, or the heroes could try to steal a giant wasp nest or two. All these craft will only stay afloat for a day, sinking just before the heroes reach safety.

Or the heroes can build Es'a's construct.

Another option is to find the keys to the sealed door and the secret subway below. Then find some way to power the craft to carry the heroes safely under the channel.

Or the heroes can try to reach the skydock and figure out how to build a makeshift aircraft.

If the DM wants to help, within a few days of the heroes finishing the exploration of the sta-

tion, some of Ganon's kenn may sail by the island looking for their missing dred. The heroes will have to find some way to attract the attention of these Knorr and convince them of their good intentions.

New characters, such as these Knorr are left to the DM to detail. If the Knorr land and Ganon lives, the least they'll do is allow the heroes to journey back to Jakandor with them. Once there, the heroes must decide where to go. If they've treated Ganon well, such as healed his wound, lent him weapons to defend himself, protected him in combat, and so forth, he feels indebted to them and invites the heroes back to share the hospitality of his hearth.

If the heroes found and kept a map of the ancient Charonti empire in the station's library, they have an incredible artifact. This map shows most if not all of the ancient Charonti cities (ruins now, as some are mentioned in the *Isle of Destiny* set and Chapter Two of this book) and both cultures would dearly love to learn the locations of these places. The Knorr would enjoy exploring more ruins and destroying as much of the magic there as they could to keep it from falling into the Charonti's hands. The Charonti would love to learn of the exact locations of all their lost cities.

The heroes can use the map to try to get them to the Charonti, but they'd soon learn that some great catastrophe struck these people as most of their cities are gone. Reaching one of the Charonti's remaining Civil Centers could be an adventure itself.

The heroes also could decide to strike off on their own, learning of both cultures living on Jakandor but being accepted by neither. This lifestyle would sooner or later bring them into contact with Knorr and/or Charonti outcasts. The heroes could play some of the other adventures in this set that deal with outcasts of one or both cultures, if the DMs modifies those scenarios to fit the heroes.

Chapter Four — Knorr:

VENGEANCE AT THE GREAT DRUM

This adventure is designed for four to eight Knorr player characters from

2nd to 4th level and represents the heroes' first official appeal to the Great Drum at Alcuin for justice. While they may have attended the Great Drum in the past, this should be the first time the heroes actually present a claim to be judged by the assembled elders.

DM NOTES

This adventure is presented in two parts; the first half is a series of events that can take place weeks or even months before the rest of the adventure, and the second half takes the form of a timeline adventure (described in detail following).

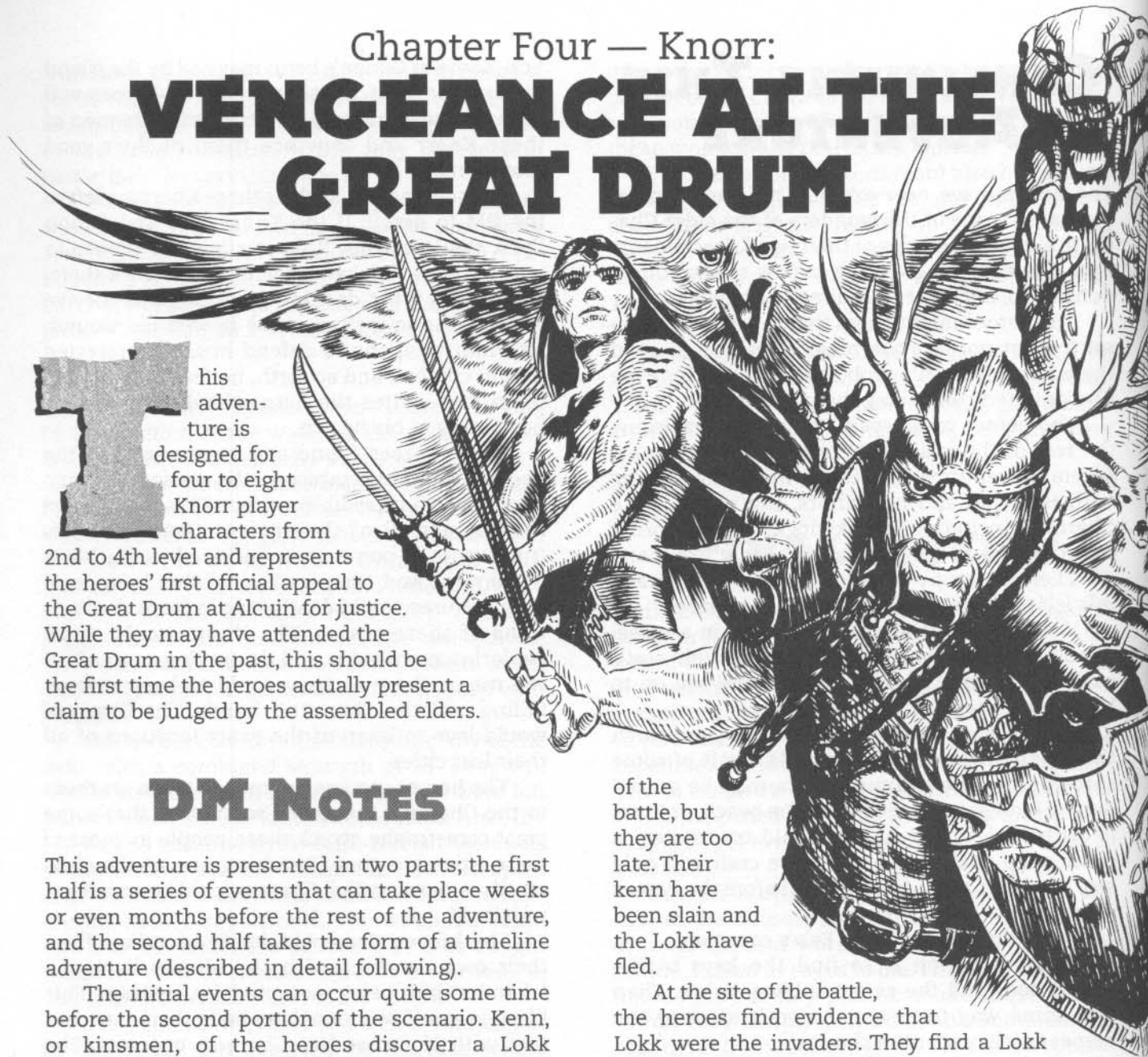
The initial events can occur quite some time before the second portion of the scenario. Kenn, or kinsmen, of the heroes discover a Lokk encampment near the heroes' village. Suspecting that the camp is only the launching point for a Lokk raid on the village, the outnumbered kinsmen of the heroes decide to attack, though they send a boy, Indinon, back to warn the village. In the first scene, the heroes begin in the village unable to lend aid. This is the same village described in *JAKANDOR: Island of War DM's Lorebook* and features characters first met in that adventure on page 23.

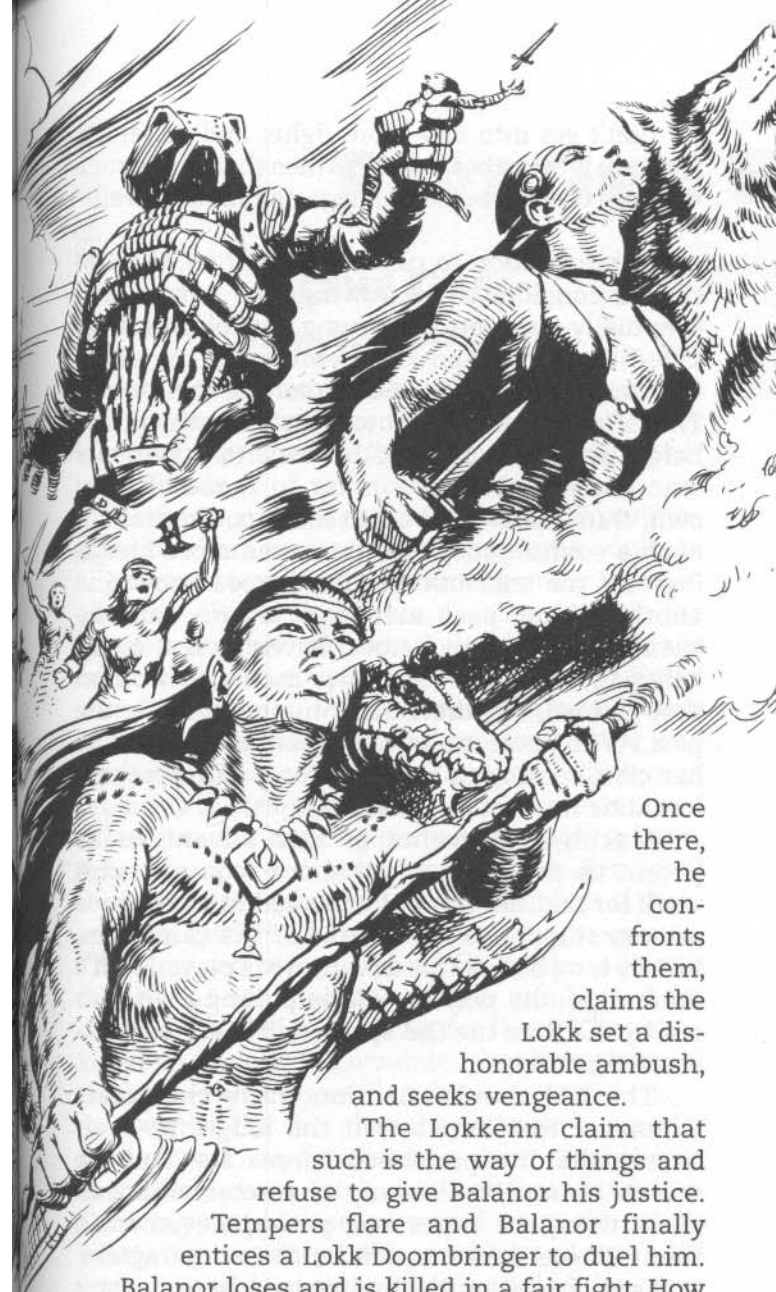
The boy, Indinon, returns to the village and reports on the bravery of his father and family who attacked superior numbers. Now, the heroes become involved, as does Balanor the Backlasher. With directions from the boy, who is not allowed to make the trip, Balanor leads the heroes to the site

of the battle, but they are too late. Their kenn have been slain and the Lokk have fled.

At the site of the battle, the heroes find evidence that Lokk were the invaders. They find a Lokk totem in the hands of the one of their dead and they discover that several of their kenn have been killed after the battle ended. To most Knorr, killing a defenseless foe is dishonorable. But the Lokk made a pact long ago with the War Mother that, in exchange for victories, the Lokk would slay all their wounded enemies. Balanor recalls that Indinon's father won a claim at the Great Drum, some years back, against a Lokk from a nearby village. The conflict was over whether the Lokk had the right to dam a stream that crossed his land and continued through the woods and onto the heroes' kenn's land.

With this evidence, Balanor returns to the village with the bodies, convinced that the attack was an ambush. After the funerals, Balanor heads out, with the heroes, to the nearest Lokk village.





spilling of the heroes' blood. At the Drum,

this plot continues and several subplots appear with which the heroes may deal.

This section is presented as a "timeline." A timeline adventure is organized chronologically. In this case, the unit of time is one day. Each day has its own section with its own events. Some of these events occur regardless of the heroes' involvement and others only occur in response to the heroes' actions. Each day is divided as follows:

- **General Events:** These are the random, day-to-day occurrences at the Great Drum that can either occupy the heroes' day or distract them from other, more important matters. These events are often keyed to specific times of day, but the DM should feel free to alter those times. These events will take place with or without hero involvement. Nothing that affects the course of the main plot happens under this heading, though hero reactions to these events can improve their overall image at the Drum, which in turn, could reflect well when the Drum judges their claim.
- **Main Plot:** These events are actions that the Lökkenn take in preparation for going before the assembled elders of all the clans at the Drum to settle Balanor's claim. Different factions of the Lökk clan undertake these events. The heroes must figure out who's doing what. These events occur whether the heroes are aware of them or not.
- **Sub-plot:** These are the other important events at the Great Drum. While they do not affect the adventure's main storyline, opportunities for gaining experience, honor, and making new friends and enemies await the heroes here. Many of the sub-plots listed herein could lead to full-blown adventures in the campaign's future.
- **Hero Notes:** The final section of each day's listing is miscellaneous notes regarding the player characters. If, for example, they were involved in a battle the day before, those heroes who were wounded will be healed 3 hp by the end of the day, assuming of course they

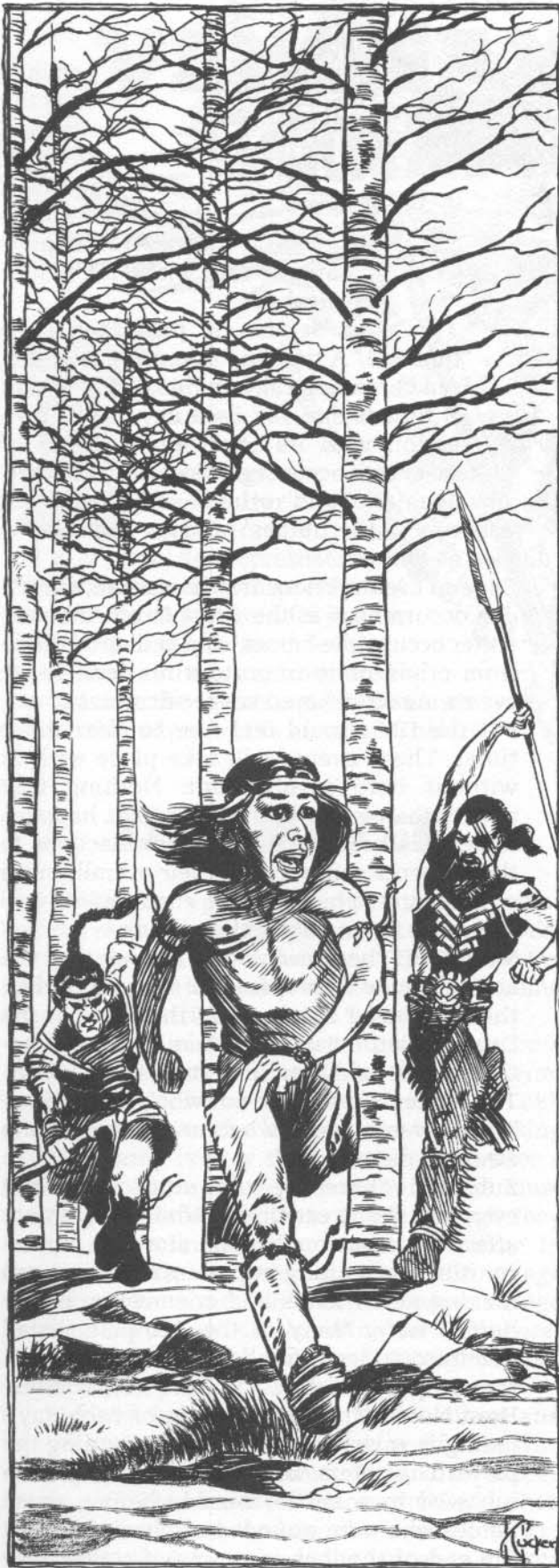
Once there, he confronts them, claims the Lökk set a dishonorable ambush, and seeks vengeance.

The Lökkenn claim that such is the way of things and refuse to give Balanor his justice. Tempers flare and Balanor finally entices a Lökk Doombringer to duel him.

Balanor loses and is killed in a fair fight. How the heroes react to this is left to their choice, but assuming they survive the encounter, Balanor's family asks the heroes to take on the burden of Balanor's claim against the Lökk.

Eventually, through the acts of other characters, if not those of the heroes, events escalate and a truce must be called in this blood feud. The Lökk agree to settle the issue at the next Great Drum at Alcuin.

The second half of this story then begins. Jumping ahead the necessary amount of time, the heroes are preparing for their journey to Alcuin. (See *JAKANDOR: Island of War* for full details on characters and how to prepare to present a claim at a Drum; a short summary is presented here on page 61.) Along the way, the heroes will be waylaid by a group of Lökk unwilling to wait for the Drum for their vengeance; they seek it now with the



don't get into any more fights and generally took it easy that day. Activities that the heroes may wish to take are suggested here as well.

In preparation to run this adventure, the DM should consider the following. The heroes will eventually discover that among the Lokkenn who killed their kinsmen are members of the same warrior beast cults as one or more of the heroes. The effect of this is potent in two ways. The heroes may well come to blows with opponents who possess abilities similar to those of their own, thus making for an exciting confrontation. Such a confrontation becomes even more meaningful if the Lokkenn and the heroes know one another from past meetings or are actually friends. Imagine, the heroes, driven by honor and vengeance to fight the same men and women they trained, ate, drank, and hunted with in the past. As no Knorr is allowed to marry within his or her clan, coming to blows with a past or present romantic interest is a possibility.

Making the events of this adventure as potent as those described above requires extra work for the DM. The DM will need to work these relationships into the course of his campaign, ideally long before this adventure is played. If it's done right, the players will be pulling their hair out by the time the DM springs all these surprises on them.

The DM should mention these characters whenever the heroes visit the lodges of their beast cults. Inexperienced heroes are likely to attach themselves to any character who can show them the ropes and perhaps even train them. These Lokkenn can be those characters. Perhaps the romantically involved hero doesn't even know his or her paramour's clan affiliation; they meet secretly in the wilds, at the lakeshore, or atop a high, isolated plateau to avoid being observed. Even mentioning these names once or twice during the campaign between major events or earlier quests can increase the drama of this adventure.

Similar relationships also should be developed between the heroes and their clan, including those who are slain by the Lokk. If the victims are known to the heroes ahead of time, the heroes will feel more passionate about avenging their deaths.

This adventure can be run without any of these additional complications, of course, but challenging the heroes morals, not just their muscles, adds immeasurably to the depth of the campaign.

PART ONE: BLOOD DEBT

SCENE ONE: SURPRISE ATTACK

The start of this scene takes place "off-stage." The heroes do not witness these events, they only learn of them when the young boy tells of it breathlessly.

Indinon and his extended family of parents, older brothers, aunts, and uncles (seven adults in all) were returning from visiting other kenn in another village. They were passing through the woodlands that surround the heroes' village when they came upon a group of young Knorr warriors camped by a stream. The two groups startled each other. By the warriors' attire and equipment — faces painted for battle, war armor, full array of weapons — the heroes' kenn realized this was not a hunting party, but a raiding band. When the hot-tempered strangers realized that their surprise raid would never take place if these men escaped to warn the village, melee ensued. The strangers were prepared for battle, Indinon's family was not, and the superior numbers of the strangers sealed the victory for them. They then killed all three of the wounded, but living kenn of the heroes who surrendered.

Despite the fact that the stranger's superior numbers and equipment won them the day, that didn't help them catch the fleet-footed Indinon. Knowing that his escape would rouse the whole village against them, the spooked and wounded warriors gathered their fallen and fled the scene returning to their homes, thinking that their identities were safe from discovery.

Note that relationships similar to those suggested above regarding the identities of some of the raiders also could be developed between the heroes and their slain kin. Use the same tactics mentioned to make these victims into fallen comrades encountered earlier in the campaign. So, when they die, the impact is greater on the heroes.

If the DM wishes, one or more of the heroes can be the first to hear the scared, blood-splattered, and exhausted boy's breathless story:

"Painted raiders . . . in the woods . . . attacked. . . Father told me to run, didn't want to . . . wanted

to stay and fight, but . . . then Father was struck down, hit so hard . . . blood everywhere . . . on my kilt; I turned, and ran and ran . . . didn't catch me, didn't catch, never catch me . . . Father . . ."

At this point, Indinon breaks down into barely stifled sobbing. The heroes can learn no more, until the boy calms down. He has surviving kenn, cousins and grandparents, in the village who should be notified. For all the heroes know, the unidentified raiders could be right on Indinon's heels or headed for the village proper. Shennee, the village leader, and the rest of the kenn must be warned.

Upon reaching the village, the heroes will find all is calm; that is, until they tell of Indinon's news. After family members have comforted the boy, he will be able to share more about what happened, but with few details. He doesn't know who the raiders were, or the outcome of the battle. Before long, Shennee, the village elder, and Balanor, the village champion, arrive and start to make plans. (The stats for these characters are repeated at the end of this adventure.)

Shennee organizes defense against a possible raid, sending the children and elders to safe locations at the village's center. Balanor recruits some warriors (the heroes) to go to meet any threat head-on, well away from the village, thus helping to assure the safety of its occupants. He says:

"Come, my dreds. Time for me and you to meet these cowardly raiders, these vile ambushers — dishonorable scum — and share with them the righteous might of our vengeance. Get your gear and be outside the longhouse in less time than it takes for the hawk to take a hare."

Once the heroes have gathered their armor, weapons, and such, and have met Balanor outside the village longhouse, they return as a group to the home of Indinon's remaining kenn. Shennee, while rallying the village's defenses, has managed to get approximate directions from the boy. The DM should decide where it will best fit his campaign. Balanor and the heroes then head off into the woods to avenge their kenn!

SCENE TWO: MURDER!

The scene of the battle should not be too far from the village or Indinon would never have been able to run all the way back to the village. Perhaps one to two miles deep in the woods, Balanor and the heroes find the campsite and the aftermath of the battle.

In a thicket you discover the aftermath of a fierce battle. Amid the green bushes and saplings lie the bodies of your kenn, all dead. They appear to have died in honorable battle, showing the raiders, whoever they were, that your clan is not one to be trifled with. The raiders must have taken their fallen and wounded with them as no other bodies lie about. Before the battle this site was a campsite and embers still smolder within the circle of stones that bounded the fire and spaces have been cleared for bedrolls. In one of these spaces lies one of your kenn, now at rest forever.

The heroes must decide the best course of action. They can pursue the raiders through the woods and perhaps fall prey to another ambush. Or, they can return to the village with their dead and see that they receive a proper funeral pyre.

Balanor is furious beyond reason. He says the heroes should return the dead to the village while he tracks the raiders. If the heroes agree to this illogical proposal, they'll never see Balanor alive again, as he's too enraged to wait for the heroes to catch up once he has found the raiders. Instead, he'll track the Lokk— it's not too difficult as the raiders are carrying their own wounded and dead through the forest — and then charge as soon as he catches sight of them. While he is mighty and will kill several before he falls, it's unlikely that Balanor will survive such a desperate battle.

The most sensible thing to do, since the trail is easy to follow, is to first return the dead to the village so their spirits can be put to rest. The slain will be avenged, but one's kenn comes first. The heroes can convince Balanor that this is the best course of action, but only if he's assured that they'll help gain vengeance for this affront, which Balanor is now convinced was an ambush.

While the group prepares to return home with the bodies of their kenn, the heroes may

discover a small clan totem from a necklace clutched in the fist of one of their fallen brothers. The DM should select a hero at random to notice this. The image on the totem is that of a sheaf of wheat — the clan totem of the Lokkenn. The heroes may notice also that several of their kinsmen don't seem to have died in battle after all. All the bodies have multiple wounds, but three have their throats slit from ear to ear. Any Knorr warrior knows that such wounds do not occur in battle, these cuts were precise and deliberate. Upon further examination, all three of the bodies with their throats slit have incapacitating battle wounds of some sort. These wounds would have prevented them from stopping whoever slit their throats, such as a blow to the head that would render a target unconscious, a badly wounded weapon arm, a bad belly wound, or such.

It's common knowledge that the Lokk long ago made a pact with the War Mother, that, in exchange for victory in battle, the Lokkenn swore to sacrifice all their fallen foes. This knowledge, the totem from the dead man's hand, and the direction of the raiders' trail leading in the general direction of the nearest Lokk settlement, all give hints to the raiders' identities.

At this point, the group can transport the dead back to the village where they will be given warriors' funeral pyres and songs will be composed to remember their honor and sacrifice for the clan. Indinon will recover with time, but will carry a deep hatred for all Lokk forever. Though he's too young to accompany the heroes when they go to track the raiders, he formally requests the first hero he talked to upon his return to the village, to accept the burden of his vengeance against the Lokk. No sane Knorr will refuse such a request. If the heroes do refuse the request, Balanor will browbeat or just beat them into it, or will shame them in front of the whole village.

If, for some reason, the heroes insist on setting off on the trail of the raiders immediately before returning the dead to their village, the heroes will be able to follow the path for a few hours, and then the sun sets. The darkness prevents further tracking until morning. If the heroes choose this option, the DM may throw one or two random encounters at them during the night. After a night of lost sleep and lost hit points, the heroes should be ready to reconsider this course of action and return to their village just in time for Scene Three.

SCENE THREE: CLAIMING VENGEANCE

At dawn, Balanor rouses the heroes and says:

"Yesterday you found your kenn murdered in a dishonorable ambush. Today, we claim vengeance. Come, my dreds, let us take to the war trail!"

The journey back to the site of the battle is uneventful. Even a day old, the trail the raiders left is easy to follow. As the journey progresses, Balanor huffs and puffs himself into another rage. The DM should determine the distance to the Lokk village, and if he wishes to give the group a target for their anger, he may roll once or twice on the Woods row of the random encounter chart.

If the enemy village from the *JAKANDOR: Island of War*, "To Regain Honor Lost" adventure on page 28 of the DM's Lorebook has been used previously by the DM and was determined to be a Lokk village, the journey there may be duplicated for this scenario. This option also provides a group of characters that the heroes are already acquainted with from that same adventure.

Once the group reaches the Lokk village, the heroes may request to see the elders of the village in a council drum since they have a claim against members of the Lokk of this village. The heroes must detail the charges; Balanor is so angry that he cannot speak. When they hear the charges, the Lokkenn immediately call a village drum.

Among the Lokk elders who gather in the village longhouse is one Jalogon (male/5th-level war priest/LE) who regrets having been born after the Great War. He believes that a clan can only find glory through battle with other Knorr. Jalogon wanders among Lokk settlements preaching raids and vengeance. In fact, he was the one who incited the Lokk youths to raid the heroes' village. (Jalogon is mentioned under "Notable Lokkenn" on page 100 from the *Island of War* set.)

The Lokkenn who holds a position in this village similar to Shennee's in the heroes' village is Badiree (female/6th-level war priest/LN). She leads the hero group to the village's longhouse.

THE DRUM

Here the heroes must present their version of the story of the raid. Below are the facts and the likely conclusions the heroes may reach:

FACTS:

- Indinon's family stumbled across a party prepared for combat.
- A melee erupted. The raiders' superior numbers and weapons helped them slay the heroes' kenn.
- Several of the heroes' kenn had their throats cut in addition to other, incapacitating wounds.
- The Lokk are known to kill wounded foes.
- A hero found a Lokkenn totem symbol in the hand of one of their slain kenn.
- Several years ago, one of the slain won a claim at the Great Drum against a Lokkenn of this village over water rights.

CONCLUSION:

- The Lokk set a dishonorable ambush to kill the kenn, as cowardly revenge over a past slight.

Badiree does not deny that a raiding party left the village headed for the heroes' home. Such things are common enough. She does deny that any ambush was set however, and considers the charge a stain on the honor of her clan. With Jalogon's urging, she refuses to offer any settlement until the Lokk's honor has been restored. She doesn't know who the raiders were, and that is no longer the issue that concerns her; her own clan's honor has been assaulted and she wants to set it right.

Upon hearing that Badiree will not give them the names of the raiders, Balanor can restrain himself no longer. Before the heroes can act to restrain him, the backlasher bellows out a challenge for a duel to the Lokk. He shouts:

"Enough talk! You Lokkenn have a talent for turning your own dishonor to an advantage. I'll abide it no more! The spirits of my slain kinsmen cry for vengeance and they will have it! Come, I will duel any Lokk who dares face me!"

A chorus of angry shouts and counter-challenges rises from the assembled crowd. Balanor will have his battle!

From the benches of the longhouse rises a chorus of cries to accept Balanor's challenge. But, the raucous shouts die when Badiree rises to choose a champion to fight Balanor. Again, with Jalogon's prodding, she chooses one of her own kenn, Badiron the doombringer. A thunderous cheer fills the longhouse, accompanied by every Lokk in the longhouse banging his or her weapon

on a shield, table, or beam, to the chant "Bad-iron, Bad-iron."

If any of the heroes step in and try to take Balanor's place, Badiron cites the Code of the Warrior, saying that none of this band of whining, weakling outsiders are suitable foes for him; only Balanor is an equal to him in combat.

Unless the heroes are willing to start a brawl in the middle of the Lokk alehall — a fight they will not win — they've no choice but to let Balanor fight. He cannot be convinced to back away from the fight.

Balanor, 11th-level backlasher: AC 4; MV 12; hp 94; THACO 10; #AT 2; Dmg 1d8+2; SZ M (6'); ML (19); AL LN (G); XP 4,000.

S 15, D 16, C 15, I 11, W 13, Ch 15.

Special Equipment: Oathkeeper, a backlash club +2; a bolos +1; a ring of warmth, a minor artifact looted from a Charonti ruin engraved with ancient runes.

Badiron, 13th-level doombringer: AC 3(5); MV 12; hp 114; THACO 8; #AT 2(1); Dmg 1d8+1; SZ M; ML (20); AL N; XP 4,000.

S 16, D 15, C 15, I 11, W 14, Ch 9.

Special Equipment: Battle axe +1, ceremonial doombringer armor (provides AC4).

Special abilities: Each round, Badiron announces he will allow Balanor to strike first. This makes him subtract his shield and Dexterity bonus from his armor class and restricts the Lokk doombringer to only one attack that round, but both the attack and damage rolls gain a bonus of +3. Statistics in parentheses reflect these effects.

Appearance: Badiron is huge, even for a Knorr, standing over six-and-one-half feet tall, and looks even larger in ceremonial armor, covered with ornamental scythes signifying his clan's guardian spirit, the harvest. He's also much younger than Balanor. His flaming red hair and mustache are barely concealed by his helm. His dark eyes promise no quarter for his foes.

Badiron dislikes all non-Lokk, and especially detests those who can not hold their temper.

The DM may either read the brief description of the fight's finale given below or allow one of the players to play Balanor for the duration of this fight.

In either case, Balanor should lose the fight. Badiron has enough advantages that he should easily defeat the backlasher. If the hero playing Balanor actually starts to win, the DM should fudge Badiron's combat results to keep pace with Balanor's rate of success. Eventually, Badiron's

higher hit point total will come into play. Ultimately, for the story to proceed as scripted, Balanor must lose. Read the following as the fight nears its climax:

The savage battle lasts for over thirty minutes, and despite being his opponent's senior, Balanor's rage sustains him, for a time. But, as Badiron's blows continue relentlessly, Balanor's strikes and parries come slower and slower. Realizing he is weakening, Balanor becomes incautious, reckless, in the hope of landing a lucky blow—a blow that never strikes home. Balanor pays the price for his decision as more axe blows rain down from Badiron. The huge Lokk presses his advantage, and you're struck by a chilling thought—against a Lokkenn, there is no such thing as surviving a duel if one doesn't win. The Lokk's pact with the War Mother determines the fate of all Lokk fallen foes.

The DM should pause to allow the players to discuss their options. They may be considering making an attempt to save Balanor. Interrupting a duel however, is a dishonorable thing to do.

If a player is running Balanor, make it clear it to him or her — if it already isn't — that Balanor is going to lose this fight and what that means. Then, just as the players seem about to reach a decision, cut them off by reading the following:

With a complex backhand flurry, Badiron disarms Balanor and strikes a blow with the flat of his axe that knocks the valiant backlasher to his knees. The crowd falls silent. Badiron steps forward. He raises his axe over his head. Balanor does not resist, but shouts, "Avenge me, my dreds. Take our claim to the Great Dr—" The battle-axe falls, and Balanor's head follows.

What happens next is left to the players' choice. Most Knorr would understand if the heroes can not restrain themselves and are driven by rage to attack. But that path is likely to lead to death. Some options available to the heroes are:

- Accept the outcome of the duel and return home. The War Mother has decided the conflict, choosing the victor; she judged who was right and who was dead. When the heroes return, this time with Balanor's body, they are respected by their kenn as honorable but are considered weak — a reputation that will stay with them for a long time. After a time Shennee will be displeased with the result and

badger the heroes to plead their clan's claim at the Great Drum.

- Mindlessly attack a hall full of people who just watched their champion kill the heroes'. Again, this is not a fight the heroes can win. Let three rounds of combat occur, and then encourage the heroes to create a distraction so they may flee. Make their flight from the hall a grand legend, and none should leave unscarred. Back in the safety of their village the heroes honor will be marred and they will be encouraged by Shennee to plead the clan's claim at the Great Drum.
- The heroes may accept Balanor's burden of vengeance. With Indinon's debt already on their shoulders, much rides on their actions. The Lokk consider the matter closed and will brook no more discussion or challenges. If the heroes persist, they are run out of the Lokk village by a large, angry mob. They may either begin a blood feud, or seek a binding judgment at the Drum.
- The only option left is for the heroes to announce they intend to present this issue at the next Great Drum in Alcuin. The procedure for presenting a claim at any drum is listed below. More details can be found on pages 55-56 of the JAKANDOR: *Island of War* set.

Whatever the heroes decide to do, they need to make that decision and leave the Lokk village. If the heroes are still angry over Balanor's death, the DM should roll for a random encounter or two so they can work out those aggressions.

This storyline can then become a secondary part of a Knorrman campaign. The Great Drum is some time off (how far in the future is up to the DM). This time will allow the heroes to organize their claim while other plots, dangers, and adventures appear in their lives and take priority for a while. This ends the first half of this adventure.

RESOLVING A CLAIM

Declare the claim: Before any action is taken, the party seeking retribution must announce his complaint to the offending party. This is what Balanor and the heroes did when they traveled to the Lokk village. If no vengeance is realized — the heroes watched Balanor die without resolving the issue of the raiders and the heroes' slain kenn — again, an announcement of a claim must be made.

Collect witnesses: Each party may bring as many as 12 witnesses to testify on their behalf. These witnesses make a personal pledge to arrive at the Drum and testify as to how honorable the party is and so on. The witnesses need not have been involved in any way with the claim at issue.

Issue summons: The party seeking retribution then informs the offending party of his intent to bring a claim forward at the Great Drum.

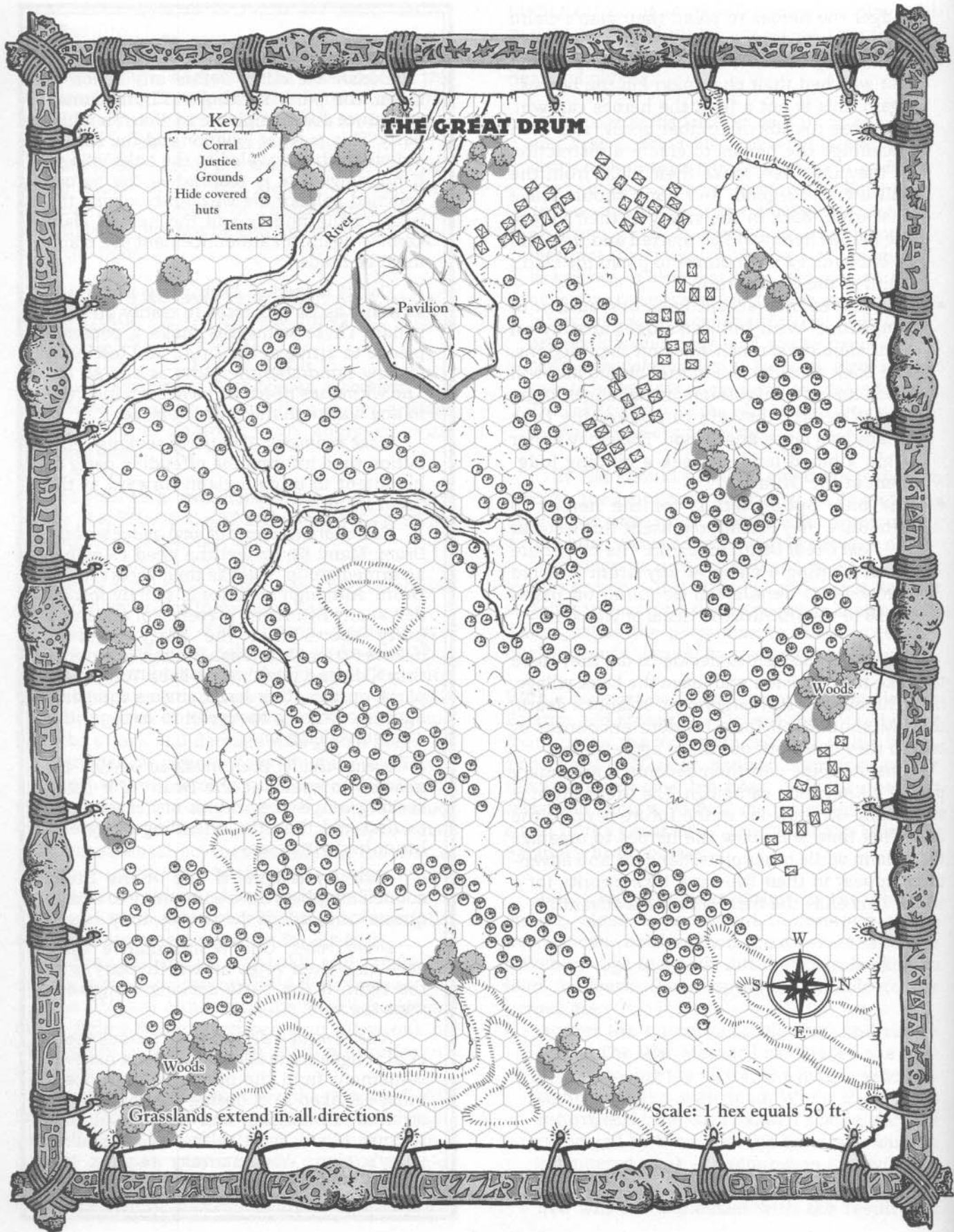
Collect armed escort (if any) and attend the Drum: Many Knorr feel the need to gather an armed group to act as their escort to the Drum. Although violence is strictly forbidden at any Drum, the presence of an armed party shows that the party involved believes strongly enough in their claim that they'll defend it with their lives. Too large a party, on the other hand, makes the party appear cowardly, too weak to back up the claim on their own.

Parties testify: Both involved parties are allowed to speak at the Drum; the party seeking vengeance and his or her witnesses first and then the offending party and his or her witnesses.

Assembly testifies: If any of the Drum council members have something to add or questions to ask of the parties, they do so.

Drum votes: One representative from each clan then votes on which party is in the right. If the party seeking vengeance wins the vote. . . .

A Settlement is defined: A victorious seeker of vengeance is allowed to claim his own settlement from the offending party. Care must be taken in choosing the settlement, as an unfair decision now could result in a vicious blood feud with the offending party's clan. Winners may request the Council to decide the settlement.



PART TWO: YOUNG JUSTICE

THE TIMELINE

This portion of the adventure opens with a prelude on the way to the Drum and then takes the heroes through the events of the Great Drum and their claim before the Drum council. With the exception of the prelude, this half of the scenario is presented as a day-by-day series of events at the Great Drum.

Time has passed for the heroes since the death of Balanor, and events have escalated to a blood feud between their clan and Badiree's Lokkenn. Finally, a truce is called as the time draws near for the Great Drum at Alcuin, and it is agreed to plea the dispute before the council of all clans. The Great Drum takes place every year as the rainy season ends and just before the planting season begins.

Not every member of every clan makes the trek to the Drum. Most who go are party to a claim to be settled there, a witness sworn to testify, or a clan elder on the Drum council itself. Other Knorr attend to carouse, renew acquaintances, look for a potential spouse, or trade for goods and services.

PRELUDE

The burden of honor the heroes accepted from Indinon and Balanor should become their primary concern in this adventure. The heroes should have gathered their witnesses and be prepared by now. This event opens on the road after the heroes and their escorts have left to travel to the Great Drum. Read the following aloud when they are ready to play the adventure at the Great Drum:

You have left the village behind, your last memories of loved ones wishing you well and of Shennee, who bid you remember your clan's honor and Balanor's memory.

Your trek has been pleasant enough, the warm spring rains ending as the sun breaks through the clouds, heralding the approach of planting season. The sun and the spring breeze dry the passing fields. You are reminded of the toil that awaits after the Drum: tilling the fields for planting wheat, hay, and the vegetables your kenn rely on to get them through the winter . . .

Have the players roll surprise checks at this point. The heroes are about to be met by a band of Lokkenn who wish to "resolve" the heroes' claim here and now — in blood.

As you round a sharp bend in the dirt road, you step into the shade of a small stand of trees. When you emerge from the trees' shade, you can see a band of young warriors you recognize as Lokkenn by the designs on their painted faces. They stand with drawn weapons about 20' away. Upon spotting you, they charge toward you and one shouts, "You shall pay for staining the honor of the clan Lokk. Pay with your pathetic lives!" At this, the band of Lokkenn echoes the sentiment with whoops and war-cries.

This band of Lokk was incited by Jalogon to "do something" about the heroes' claim. Being young and hot-tempered as so many Knorr are, their first thought was to slay the heroes before they reached the Drum. That way, the Lokk would win the claim and their honor would be restored.

Even if the heroes have gathered an armed escort for the journey to the Drum, the DM should make the group of Lokk large enough to challenge the heroes. If the player characters are 2nd level, one Lokkenn for each hero should present a good fight but still give the heroes a reasonable chance of victory. If the characters are 3rd level, they ought to be able to handle two foes each easily. And at 4th level or higher, no fewer than three Lokkenn would offer each hero a sufficient challenge. These Lokkenn believe they are acting in their clan's best interest by preventing the dishonorable heroes from besmirching the Lokk name at the Drum. Since they view their foes as honorless, they do not feel constrained to fight per the tenets of the Code of the Warrior. The Lokk will gang up on the heroes, if their numbers and heroes' levels permit.

Band of Lokkenn 1st-level clanded warriors: AC 8; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (hand axes and short swords); SZ M; ML (14); AL N; XP 35 each.

If the heroes are traveling with an armed escort, the DM need not roll dice to determine every exchange of blows for groups of nonplayer

combatants. The DM may either make one set of attack rolls for every five combatants on either side to register a general tide of battle or he may simply decide ahead of time which side wins the battle and mention occasional details that the heroes witness while battling their own foes.

The Lokkenn fight to the death unless they fail a morale check. If the group does fail, the DM rolls individual checks for each Lokk fighting a hero. If that Lokk fails a check, the fear of death and guilt over this dishonorable attack well up in the warrior and he or she flees the battle. If the heroes are fighting the Lokk according to the Code of the Warrior, a fleeing foe is not viewed as an honorable target. The Code doesn't recognize a fleeing foe's prior actions, only that he is retreating. The Code states that an honorable Knorr does not strike a foe who turns and flees combat. The act of retreat grants victory to the champion who holds the field and as much honor as if the victor had slain the fleeing foe.

The Lokk will attempt to kill any downed or unconscious foe, although heroes nearby may try to prevent such an act from occurring. After the battle, if any of the heroes are badly wounded or dying, the DM should arrange to have one of the characters who escorted the heroes to be a priest who can tend to the wounds. The heroes are not intended to die here. They have a claim to settle at the Great Drum. They should be keeping their minds on that task.

DAY ONE

THE PLAINS OF ALCUIN

A few days after the Lokkenn attack, the heroes will reach the huge open field that serves as the site for the Great Drum at Alcuin. While several days of the Drum are detailed below, the DM may skip ahead so the heroes' claim comes before the Drum Council more quickly. Or he may lengthen the time by adding more days, sub-plots, and characters (old friends and distant clan relations, perhaps) to the mix. Additional site codes have been added to the map and presented at the end of this section for the DM's own creations.

Read the following when the heroes reach the actual site of the Drum:

Your hearts swell with pride as you step upon the plain at Alcuin; soon, all the might and power of the Knorr people will be assembled to dispense justice. Before you all manner of tents, pavilions, tepees, and other temporary shelters are being

erected. The banners of many Knorr clans already flap and snap in the spring breeze, and raucous calls, shouts, and screams reach your ears as distant relatives renew their relationships with hugs, fists touched in the traditional gesture of salute, and the occasional impromptu wrestling match.

The sun is setting as you seek the perfect site for pitching your own tent near those of your clansmen who have come to attend the Drum as well. You pass near the cooking fires of others. After a long day on the road, the scent of roasting meat sets your stomachs rumbling—you hope setting up camp tent won't take too long so you too can sit down to a meal.

General Events: There are no organized events at the Drum this day. The council does not begin hearing claims until tomorrow. The huge, saffron-colored pavilion that will hold all the council elders is not fully erected yet. If the heroes are so inclined, they can assist in this action of pitching the pavilion, digging the council pit and setting up the council benches around that great trough. This activity may be punctuated with surprise events such as a rope or pole snapping, burying workers in suffocating folds of canvas, unearthing a bumblebee hive, or walking the stretched guy ropes to the post pinnacles to attach the hawsers to raise the canvas. Otherwise, the most exciting thing to happen today is the occasional squabble or brawl over a tent site. While violence is forbidden at the Drum, fistfights and wrestling matches do not qualify.

Main Plot: Badiree's Lokkenn have not yet arrived, so little happens with this storyline.

Sub-Plot: With little for anyone to do yet, attention turns to which Knorr can carouse the hardest for the longest period of time and who has the best tale to tell of one's prowess in battle. This is an excellent opportunity for heroes to make use of the Revelry and the Boasting non-weapon proficiencies listed in the *JAKANDOR: Island of War* set. Failed rolls against these proficiencies may call for a check of a hero's Pacify proficiency, if a character doesn't like the tale a hero tells or if that same character doesn't like being outcaroused by the heroes.

Hero Notes: There is nothing planned this day. The heroes pitch their camp within sight of one of the corrals. Provide the players with the map of the Great Drum on page 62, so they can wander the plain and explore the sites of the Drum. The

DM should identify the sites that interest the heroes and provide some role playing interaction at each site: meeting an old friend, witnessing a boasting or wrestling match, trading news, and stirring up resentment against the Lokk.

Below is a key to the Drum sites. The DM may add his own encounters to listings H through Z.

A: Council pavilion

B: Barter market

C: Heroes' tent

D: Rival Lokkenn area

E: Corrals

F: Tent fire event

G: Justice field: This is where contests of strength and such take place. Use the tactical maps on pages 136 as needed.

DAY TWO

General Events: The first event of a series of physical contests begins today with the caber toss. A caber is a large wooden pole or log. The caber is thrown by grasping the base of the upright pole and hurling it into the air so that the caber flips end over end in flight to strike the ground on one end and cause the pole to fall away from the tosser. The distance from the hurler to the far end of the caber is then measured; the greatest distance wins the contest. This contest is derived from the Knorr's history; cabers were hurled in this manner to destroy the walls of fortifications.

For heroes interested in taking part in the caber toss event: successful Strength checks must be made to lift the caber, and another must be made to position one's body and the caber for the toss. If either check fails, the character fails to make a toss, and he or she is roundly booed, hissed, and laughed at. If both checks are successful, the player rolls a 1d20 and a 1d12. If the d20 score is greater than the hero's Strength, ignore the d12 roll. If the d20 roll is under the hero's Strength, add the result of the d12. This number is the official distance of the toss.

Each contestant gets three tries to make a toss; the highest total distance is the victor that round, gaining respect for his or her Strength and winning a minor prize such as a carved alehorn.

For those less interested in feats of Strength than in a new pair of boots, the Barter Market opens today and runs for the duration of the Drum. All the items listed in the *JAKANDOR: Island of War* set, and maybe a few new items recovered from the Charonti or their ruins, are available for trade.

Main Plot: The Lokk that the heroes have the claim against arrive just before dawn. Badiree and Badiron are present, as are their witnesses and Jalogon. With the exception of Jalogon, this party knows nothing of the Lokkenn who attacked the heroes on the road and will act honorably for the duration of the Drum.

Sub-Plot: The beast cults meet today to train, swap stories, renew friendships, and mourn the loss of those members, such as Balanor, who've died since last year's Drum. These annual meetings are one of the prime means information is exchanged among the Knorr. Heroes may meet new companions, possibly encounter love interests or jealous rivals, as well as characters who seem to take an instant dislike to the hero. A player character backlasher should tell the tale of Balanor's honorable passing in a duel to the death. The hero will gain honor if the telling is dramatic and heroic.

Hero Notes: Let the heroes go where and do what they wish: that's the point of this scenario structure. Any hero who took part in the carousing contests of the previous evening suffer a -1 penalty to all ability checks and non-weapon proficiency checks for half the day, due to the effect of too many Knorr beers.

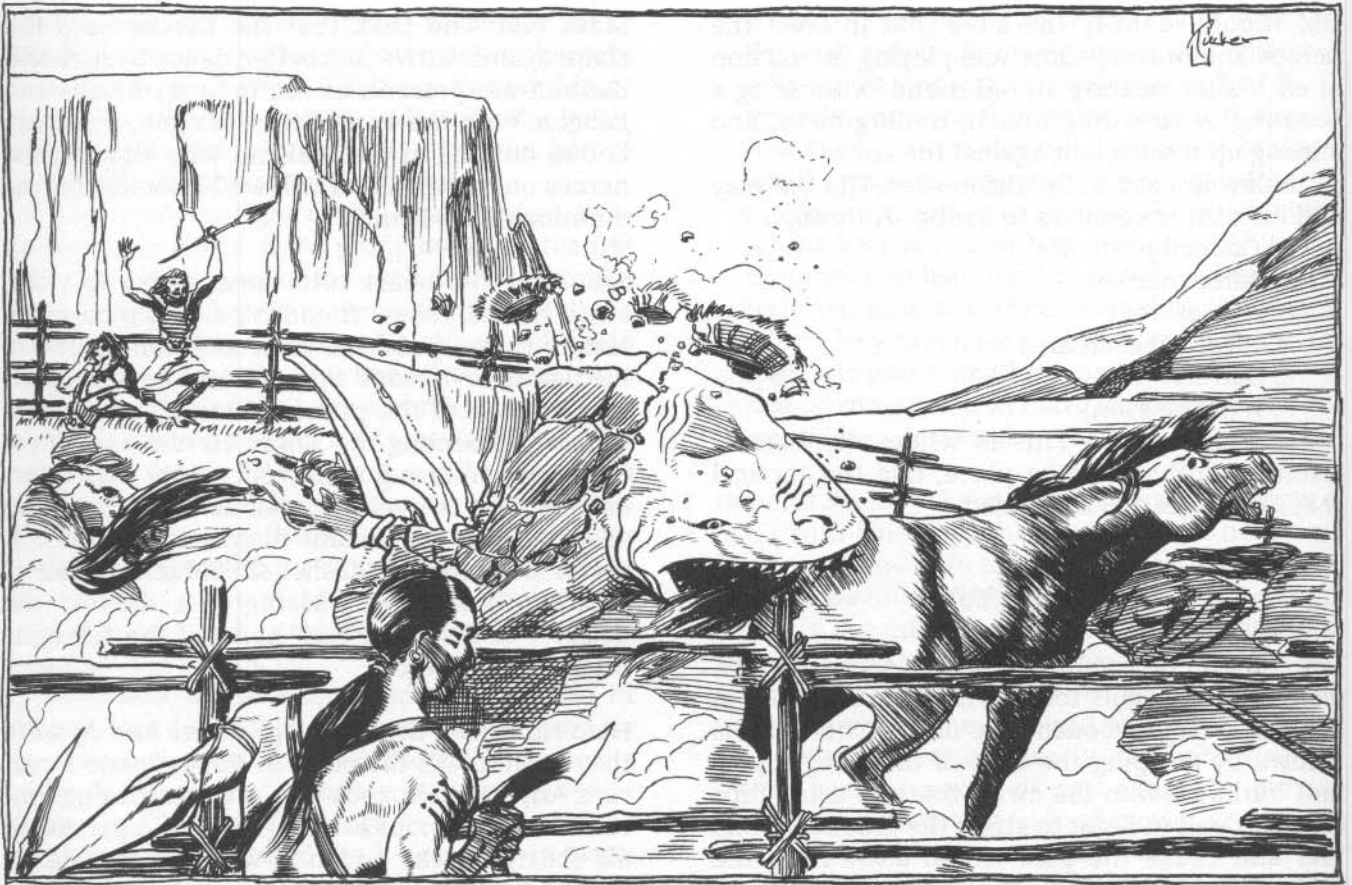
DAY THREE

General Events: Some Galkenn brought a few of their rare Jakandor horses for trade and to pay off honor debts. Unfortunately, the Knorr aren't the only ones who value a good horse as the Knorr discover when a bulette attacks the small corral at first light. Horseflesh is a bulette's favorite food.

Bulette, 1 (MM 33): AC -2/4/6; MV 14 Br 3; HD 9; hp 55; THACO 11; #AT 3; Dmg 4d12/3d6/ 3d6; SZ L; ML (11); AL N; XP 4,000.

An incredibly rare beast on Jakandor, the bulette causes the closest thing to a panic most Knorr ever experience. There is a frenzied rush to gather armor and weapons to protect the valuable horses, and to gain for oneself and one's clan the honor of slaying such a rare, dangerous beast.

Since the heroes aren't camped far from the corral, they can be among the first to reach the scene of the attack. The bulette wants to kill as many horses as it can and drag them into its burrow for consumption later. The heroes' first



task, as they approach the corral and hear the horses screaming in terror, is to save the horses. They can open the corral and lead the panicked creatures away. Unless the gate is opened, the horses are trapped and doomed. In the open, they can outrun the bulette and can always be collected later. If the heroes attempt to fight the bulette while the horses are in the corral there is a 50% chance per hero that each will suffer a random attack by a terrified horse (THACO 19; #AT 3, Dmg 1d6/1d6/1). There are 20 mustangs.

If the heroes are integral in saving the horses and slaying the bulette, they may be rewarded in one of two possible ways. The scales of a bulette can be fashioned by smiths into shields of +1 to +3 value. Or the heroes may make lifelong friends among the Galkenn.

Main Plot: While the heroes are involved fighting the bulette, Jalogon acts against them. He seeks to discredit the heroes by hiding a golden armband engraved with a sheaf of wheat that belongs to Badiree amongst their belongings. Badiree has no knowledge of this scheme; Jalogon took the armband while she was occupied with the bulette.

Sub-Plot: That evening, as heroes are wandering, they encounter an amorous young couple. The girl, Suka, is a kenne, a distant relative. Her family brought her to witness her first Great Drum. The young man wears the wicker armband of a Lokk! How the heroes react is up to them, but the girl is willful and independent, as the young so often are, and will tell her kinsmen to mind their own business. The lad, Allakiene, is not linked to the Lokk village that the heroes oppose, but will defend his kenne.

Hero Notes: If any of the heroes were seriously wounded in the battle with the bulette, Galkenn priests will be happy to heal the characters' wounds as best they can. If a hero died in the fight and most of the horses were saved, the Galkenn respectfully offer the remaining heroes one of their horses as compensation. If more than one hero died, the Galkenn offer one mated pair of horses to the heroes as a gift from one clan to another.

DAY FOUR

General Events: Another round of physical contests takes place today. This time the contest is running, both sprints and long-distance. For each

sprint race, characters must make three Dexterity checks. Those with successful checks total the results. The runner with the highest total wins the race. The long-distance races work in a similar manner, except that only the first check is against Dexterity, the second and third checks are made against Constitution.

Main Plot: Jalogon has been spreading the word around the Drum cooking fires, especially to members of clans uninvolved with the heroes claim against the Lokk, that the heroes are reputed to be thieves. He also points out that one of his own kenn, Badiree, had a treasured armband, made by her late husband's own hand, disappear only the day before.

Sub-Plot: One of the Galkenn, Taron "Strongarm," — he won the caber toss three years straight — seeks out the heroes. He believes the Knorr should continue to expand to the west, into the mountains. He wants to know if the heroes' clan might be interested in joining such a venture. Besides the prospect of gaining honor and land for the clan, such an expedition might find ancient ruins to explore and loot. (This could lead to the "Amid the Ruins" adventure in this book.)

Hero Notes: If the heroes specifically state that they are searching their tent for a change of clothes, a token of honor or gratitude, or have for some other reason, there is a chance they may find Badiree's armband buried in one of their rucksacks. The player should roll an Intelligence check at -4 to stumble upon the item. What the heroes do with the armband if they do find it is up to them. How can they return this item belonging to the very clan they have a claim against, without appearing as thieves and losing honor as a result?

Even if they don't find the armband, the heroes will still receive suspicious stares, overhear half-whispered gossip and name calling, and strangers will clutch their belongings when the heroes pass thanks to Jalogon's lies and suppositions.

DAY FIVE

General Events: The day is broken by cries of "Fire! Fire!" A cooking fire has gotten out of control. To prevent the blaze from spreading, the tents surrounding the one on fire need to be collapsed and removed. If this isn't done, the fire has a 35% chance per round to leap to another tent within 20 yards. Roll 1d4 for the direction the wind is

blowing: 1=North, 2=East, 3=South, and 4=West. If all surrounding tents have been collapsed, there is only a 10% chance that burning embers will start another tent on fire, and these flames can be simply stamped out with sturdy Knorrman boots.

The oiled hides burn with a blue, blinding smoke. If the heroes want to fight the fire, treat it as a 10HD monster (AC 5; hp 10d10; #AT 1 per target within its area of effect; THAC0 10; Dmg 1d6 + chance to start new fires (+1d10 hit points each round); *Special:* regenerates 3 points per round). A bucket of water will extinguish 1d6 points of flame; a bucket of earth will smother 1d4 points; beating with a blanket will snuff 1d2 points.

Unknown to the crowd, two young Knorr were sleeping in the tent that caught fire. Kata and Lon Dironkenn, a toddler and an infant respectively, were misbehaving, and were sent to the tent to calm down. They fell asleep. The children's mother arrives at the scene 1d4+2 rounds after the shouts of "Fire!" first ring out. From that point, the children have 1d6+3 rounds to live before suffocating from the smoke.

The mother is frantic and tries to enter the tent, and is restrained by the crowd. She recognizes the heroes from the battle with the bulette and tells them that her babies are still inside! Any hero who enters the burning tent suffers 1d6 points of smoke and burn damage per round, and must make an Intelligence check with a cumulative -1 penalty per round to find each unconscious child. After the first round, rescuers must make Constitution checks or be overcome.

Main Plot: With only one day remaining before the heroes' claim is heard, Jalogon decides to leave. He has sown all the evil he feels he can and prepares to continue his travels to reach all of the Lokkenn he can to stir up trouble. Jalogon may become a long-term foe of the heroes. He's smart enough to use innuendo and implication to sow doubt in the minds of honorable Knorr and can espouse rhetoric fiery enough to incite many young Lokk into doing his dishonorable bidding. This shouldn't be the last time the paths of Jalogon and the heroes cross. As one last bit of deviltry, he asks Badiree why she isn't wearing her armband, and wonders if she thinks those dishonorable Knorr (the heroes) might've stolen it.

Sub-Plot: Mina "Land-walker" Dironkenn (female/5th-level windlord/NE) approaches the heroes and thanks them for their efforts in fighting the fire and saving her kin's children. She mentions the Galkenn expedition the heroes heard about the

day before. She tries to lead the conversation around to the Charonti, hoping to hear the heroes' opinions of the bone-gnawers.

Mina is one of the few Knorr willing to work with the Charonti and she's looking to find other like-minded, or at least open-minded, Knorr. If the heroes respond with the standard Knorr attitude regarding the Broken People, Mina will cover her true feelings by agreeing and move off to try again.

This encounter can lead to future adventures regardless of the heroes' response. If they don't give the typical response, Mina may try to draw them into working with her and some outcast Charonti—though this will be unknowingly at first. If the heroes are rude, she may remember the slight and try to arrange a meeting between the heroes and her Charonti friends at some point in the future—perhaps when the heroes join the Galkenn expedition to further explore the mountains.

Hero Notes: The Dironkenn may reward the heroes, if the children are saved. A suitable reward might be the children's mother volunteering to testify on the heroes' behalf tomorrow.

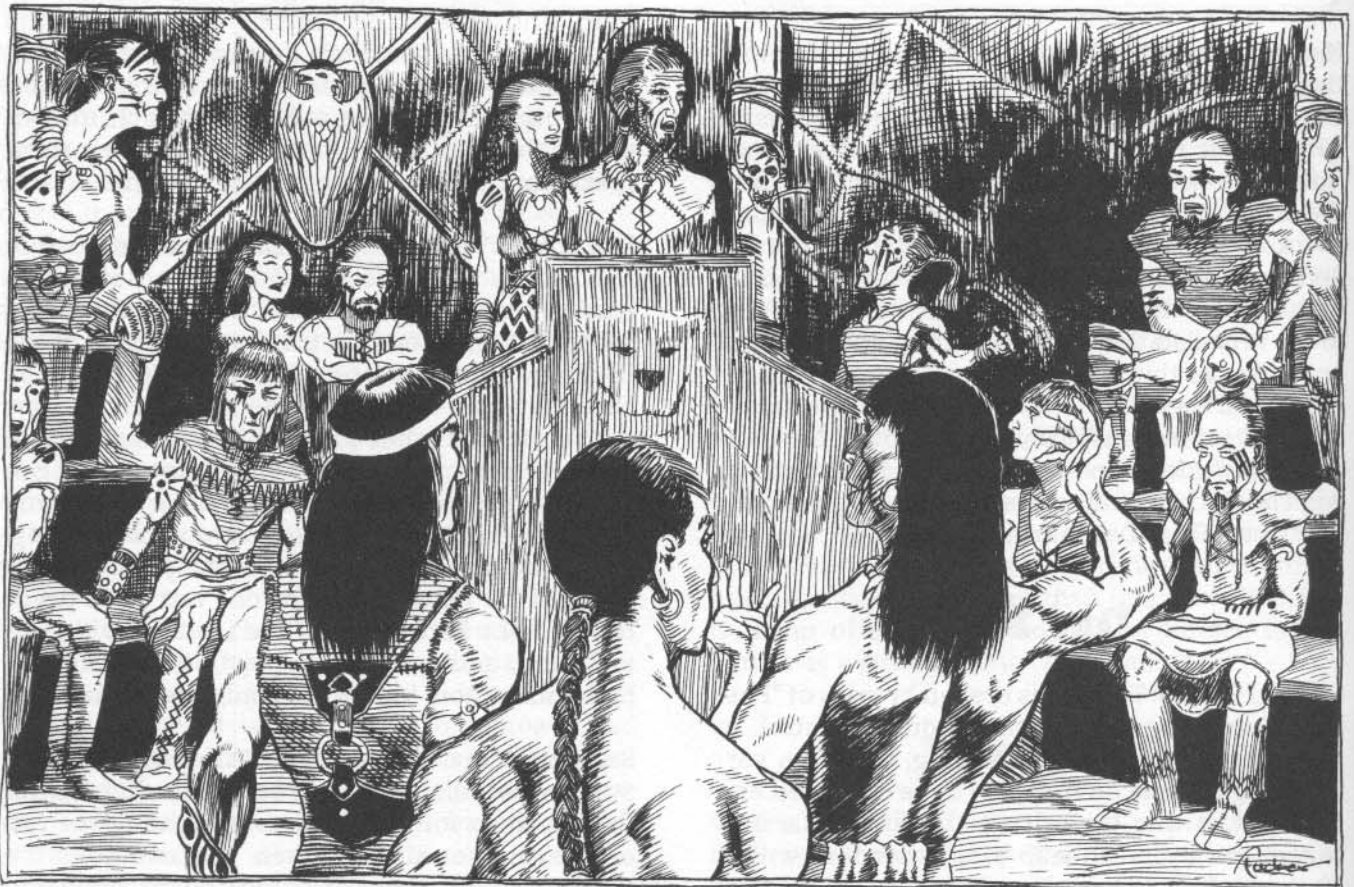
DAY SIX

General Events: This is the heroes' big day; other events at the Drum pale in comparison.

Main Plot: The heroes claim is scheduled to be heard at high-sun. The heroes can spend the morning preparing, gathering their witnesses and escort, and arriving at the Council's pavilion early. Read the following as the heroes enter the pavilion:

As you enter the pavilion, you see the assembled wisdom, honor, and glory of the Knorrman people arrayed on several levels of benches that surround the challenge ring. The banners of every clan hang above the benches, and the eyes of many elders turn to you as you step to the circular empty area in the pavilion's center. A hush falls over the pavilion as you are recognized by the assembly and granted leave to present your claim.

Now, it is time for the heroes to present their claim. The DM should not interrupt them with questions from the assembled elders at this point. The DM may take notes for later questions. If the



heroes describe the attack on the way to the Drum by the band of Lokk, Badiree will appear honestly surprised, but she recovers quickly, demanding proof of the identity of the attackers.

After the heroes finish declaring their claim, their witnesses step forward and tell of the heroes' honor and valor. If the heroes acted well in the course of events that occurred during the Drum, they may have more witnesses testify of their bravery and self-sacrifice. Since some of the elders already know of the heroes' courageous actions, the normal limit of 12 witnesses is waived, though the Lokkenn will not be happy about this.

Next, Badiree steps before the assembly and reiterates her clan's side of the story. She has little new information to add, though she denies accusations of a band of Lokkenn attacking the heroes on their way to the Drum unless they have irrefutable proof. The Lokk witnesses then testify, describing the Lokk's close relationship with the War Mother, victories in battle, Badiron's defeat of Balanor and the heroes' refusal to accept the War Mother's decision. Then she asks the council to send a neutral Knorr to search the heroes' tents for the armband she suspects they stole. If the heroes haven't found it, this could weaken their claim.

The DM may then have the council elders ask the heroes questions. Challenge the players' assumptions, make them defend their position.

Sub-Plot: The heroes may recall that Badiree did not reveal the original raiders' identities back in the Lokk village. She doesn't volunteer the identities now either, but will answer if the heroes ask the council to force an answer. The answer she gives shocks the heroes, as one or more of the names are of Lokk the heroes knew well before this incident. See the notes on this topic on page 56.

Hero Notes: The fate of the heroes' claim is now in the DM's hands. Rather than roll dice to determine whether the Drum council finds in the heroes' favor, the DM should decide based on who presented the best case. If the DM wants the feud to continue, declare that the stolen armband is evidence enough of the heroes' lack of honesty and dismiss the claim. If however, the players have behaved honorably throughout this scenario and just want to end this, grant their claim. They then must decide on a just settlement. The normal payment for a slain kinsman is 30 cattle. With eight of the heroes' kenn dead, that would total 240 cattle—an outrageous settlement! They must reach a settlement with the Lokk or drag their entire clan into a deadly blood feud!

SUPPORTING CAST

Shennee "Homeguard," female 9th-level clan priest: AC 6; MV 12; hp 70; THACO 16; #AT 1; Dmg 1d4+1; SZ M (5' 9"); ML (20); AL NG.

S 12, D 13, C 14, I 14, W 17, Ch 12.

Personality: A middle-aged woman, Shennee is the matriarch of the heroes' clan and village elder. She is gentle and wise, but strong and tough when facing danger.

Balanor, 11th-level backlasher: AC 4; MV 12; hp 94; THACO 10; #AT 2; Dmg 1d8+2; SZ M (6'); ML (19); AL LN (G).

S 15, D 16, C 15, I 11, W 13, Ch 15.

Personality: An older, scarred, but fierce warrior. The clan respects his opinion. Balanor considers the foundation of society is honor, and always acts according to the Codes. He reminds youth to follow honorable paths or suffer his club.

Special Equipment: Oathkeeper, a backlash club +2; a bolos +1; a ring of warmth, a minor artifact.

Jalagon male 5th-level war priest: AC 6; MV 12; hp 32; THACO 18; #AT 1; Dmg 1d6+1; SZ M (5' 7"); ML (17); AL LE; XP 270.

S 10, D 11, C 16, I 12, W 15, Ch 14.

Personality: He regrets having been born after the Great War. He believes a clan can only find glory through battle with other Knorr. Jalagon wanders among Lokk settlements preaching raids and vengeance against all the non-Lokk.

Badiree, female 6th-level war priest: AC 6; MV 12; hp 39; THACO 18; #AT 1; Dmg 1d8+1; SZ M (5' 6"); ML (20); AL LN; XP 420.

S 15, D 10, C 15, I 10, W 14, Ch 11.

Personality: Badiree is her village's elder, and embraces the Lokk ideals. She considers non-Lokk, those unwilling to embrace Lokk ideals, as weaklings and cowards. Still she has a strong sense of honor, and will be true to her word.

Badiron, 13th-level doombringer: AC 3(5); MV 12; hp 114; THACO 8; #AT 2(1); Dmg 1d8+1; SZ M; ML (20); AL N; XP 4,000.

S 16, D 15, C 15, I 11, W 14, Ch 9.

Special abilities: Battle axe +1, ceremonial doombringer armor (provides AC4). Each round that Badiron announces he will allow his foe the first strike, he loses his shield and Dexterity bonus from armor class and is restricted to only one attack that round, but both his attack and damage rolls gain a bonus of +3. The numbers in parentheses reflect this.

Personality: Badiron is huge, standing over six-and-one-half feet tall, and looks even larger in ceremonial armor. He has flaming red hair and mustache. His dark eyes promise no quarter to foes. Badiron dislikes all non-Lokk, and especially detests those who can not hold their temper.

AMID THE RUINS



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nario is

designed for four to eight Knorr player characters of 3rd to 5th level. The highlight of this adventure is the heroes' first contact with the Broken Ones, Bone-Gnawers, the Charonti. This encounter takes place in the wilds of Jakandor (the DM should choose the precise location), amid the ruins of an ancient Charonti city.

DM NOTES

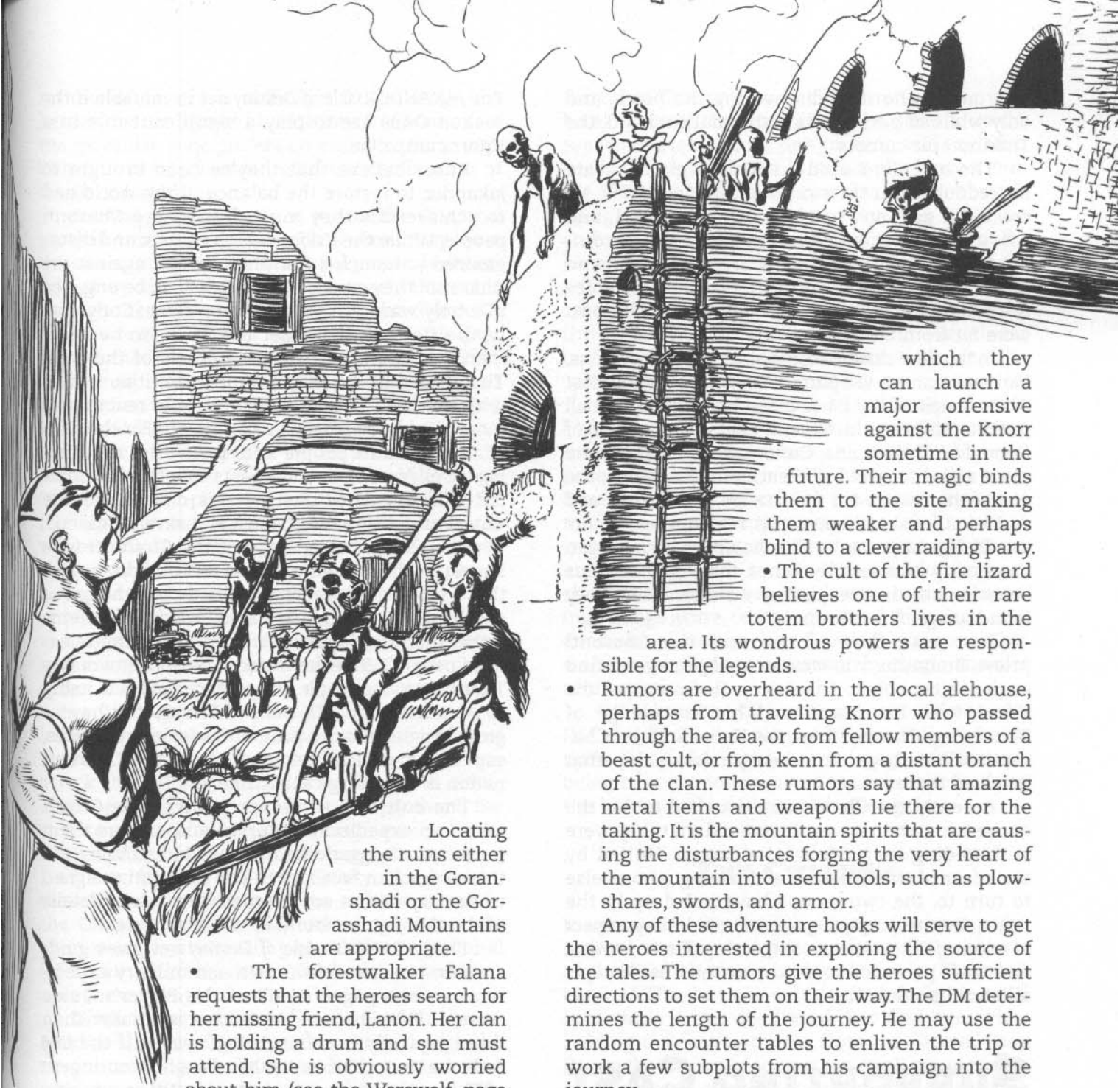
The purpose of this adventure is for the heroes to explore a small area of ruins and battle its dangerous inhabitants in the hope of gaining honor, glory, and wealth for their clan. Several elements have been added to create greater challenges for the heroes. There is a Charonti expedition searching the ruins for a group of thieves and outcasts who worship the "dead" god of the Charonti, Thanhotep. That group of outcasts knows they are being hunted and are prepared to defend themselves. And there is a werewolf, a chaotic force unrelated to, and uncaring about, the human factions and their battles. The evil lycanthrope impersonates a friendly character and seeks to sow discord among the heroes and weaken them to the point where he can kill them all.

The DM must manage these different potential foes and their actions in the story in addition to running encounters, combat, and keeping the narrative moving. If the DM feels this scenario is too difficult for his heroes, he can decrease the chal-

lenge by lowering the number of opponents present or reducing their hit points. A pad of paper and pencil to keep track of foes' actions will be useful.

BACKGROUND

Several options are presented for getting the heroes involved in this adventure. The DM should use one that fits his campaign or he can create his own. This ruin may be placed anywhere on the map of the Jakandor that best fits the DM's campaign. The ruins should be located in the highlands somewhere toward the center of the island, and should be far from any sizeable Knorr settlement.



Locating the ruins either in the Goran-shadi or the Gorasshadi Mountains are appropriate.

- The forestwalker Falana requests that the heroes search for her missing friend, Lanon. Her clan is holding a drum and she must attend. She is obviously worried about him (see the Werewolf, page

75). This option is especially appropriate if one of the heroes is a forestwalker.

- The heroes may hear stories about the region where these hidden ruins lie. Tales of strange lights, eerie noises, weird creatures, and uneasy spirits await any Knorr with the courage to travel there. It is suggested that the heroes would bring much honor to themselves and the clan if they solved the mystery of the place. Some fear this region is an outpost for the Broken Ones. From there, some believe, the Charonti gather information with

which they can launch a major offensive against the Knorr sometime in the

future. Their magic binds them to the site making them weaker and perhaps blind to a clever raiding party.

- The cult of the fire lizard believes one of their rare totem brothers lives in the

area. Its wondrous powers are responsible for the legends.

- Rumors are overheard in the local alehouse, perhaps from traveling Knorr who passed through the area, or from fellow members of a beast cult, or from kenn from a distant branch of the clan. These rumors say that amazing metal items and weapons lie there for the taking. It is the mountain spirits that are causing the disturbances forging the very heart of the mountain into useful tools, such as plowshares, swords, and armor.

Any of these adventure hooks will serve to get the heroes interested in exploring the source of the tales. The rumors give the heroes sufficient directions to set them on their way. The DM determines the length of the journey. He may use the random encounter tables to enliven the trip or work a few subplots from his campaign into the journey.

STORY OF THE RUINS

These ruins were once an outpost and retreat of one of the ancient Charonti magelords, although a minor one. This outpost was his last line of defense against enemy magelords. If he were alive today, he'd find it ironic that only now are the

Charonti authorities discovering the place, and only while in pursuit of another outlaw band, the Thanhotepic cultists.

The magelord used ancient magic to create his redoubt from the stones of the mountains. He created a gate and gatehouses (areas A, A1, and A2), a perimeter wall, and an entire small community within. He also set traps magical and mundane to protect himself and his valuables from saboteurs, for in those days, the Charonti were far from united.

In the time since, nature has reclaimed the ruins. Various creatures use parts of the ruins as dens. Most of the magic of the place faded long ago, but small pockets still remain. Several years ago, a band of Knorr found the ruins. Curious, they explored the place and discovered references to Thanhotep, the god of the dead. With the strange occurrences and odd weather that haunts this region, these Knorr ascribed great power to Thanhotep and they began to worship him secretly. When their blasphemous behavior was uncovered, they were banished. They found refuge in these ruins.

Last year, they encountered the Charonti priest, Branatha who was on a pilgrimage to find ancient sites holy to Thanhotep. He impressed the Knorr with his magic and his knowledge of Thanhotep. Through him, the Knorr and the Charonti cultists began an uneasy relationship that involved trade.

Recently, the Charonti cultists had to flee the authorities when it was discovered that they were withholding magic from the Crown. United by their fear of the Charonti and having no one else to turn to, the two groups have holed up in the ruins and are preparing for an attack they expect is coming. They are not expecting Knorr heroes, and their presence could throw the Thanhotepic alliance into disarray.

SUPPORTING CAST

THE CHARONTI

In order to make full use of the nonplayer character groups and the information presented here, a copy of the *JAKANDOR: Isle of Destiny* set is recommended. As the Knorr are an atypical society of warriors for the AD&D game, so too are the Charonti an unusual magic-using culture. To explore the nuances of that culture and its contrasts to the Knorr is a key element of the Jakandor setting.

The *JAKANDOR: Isle of Destiny* set is valuable if the Broken Ones are to play a significant role in a Knorr campaign.

Knorr believe that they've been brought to Jakandor to restore the balance of the world and to achieve this they must destroy the Charonti people. While the Knorr are too chaotic and disorganized to launch a full-scale assault against the Charonti, they consider themselves to be engaged in a holy war against the Broken Ones. Conversely, the Charonti consider the Knorr to be beast men, just a step above the animals of the wild. They fear that the Knorr are too primitive to deal with civilized people and their only reaction to magic and knowledge is to destroy it. For the sake of the Charonti people and the world, the Charonti believe these wild beasts must be exterminated before they destroy this chance for the Charonti to bring magic back and save mankind.

This is the background of the Charonti who appear in this scenario. It was recently discovered that a secret cult worshiping Thanhotep, the god of death, was hoarding magical knowledge and items rather than sharing them with the Crown and Charonti people. While the Charonti no longer worship Thanhotep as a people, the presence of his worship is permitted for followers of Thanhotep have a great insight into the past. But, keeping resources, especially magical resources, from the Charonti nation is an unforgivable crime.

The cult fled to escape justice. The Crown raised an expedition to pursue and capture them to recover the purloined magic, and to bring the thieves back to face a trial. The Charonti assigned to the expedition are detailed later. More details of the Cult can be found in the adventure.

The *JAKANDOR: Isle of Destiny* set gives guidance on how to outfit Crown and military expeditions — see pages 64–67 of the *Player's Guide* therein. This Charonti expedition is smaller than those typically encountered. However, if the DM feels the Knorr heroes can handle a full contingent of Charonti wizards, two dozen serathi or zombies, not to mention the other inhabitants of the ruins, this group's numbers may be added to. This number is due to attrition through recent conflicts with the cultists, wild beasts, and accidents in the wild.

Depending on the DM's preference, the players' skill, and the heroes' levels, the Charonti posse may include four to six characters. The Charonti listed in the sidebar are given in descending order of importance. The expedition's leader is listed first followed by other less important members. If the DM feels that five Charonti and their

retinue of serathi is sufficient to challenge the heroes, he can ignore the statistics of Nemukan, the galvanist. If he prefers an even smaller group, Charonti can be crossed off from the bottom of the list upward.

Several options for how to run the Charonti party in this scenario exist. The heroes may meet the Charonti at several times and places predetermined by the DM as they approach the ruins through the wilds and then again at the climax. Or the Charonti posse may leave a trail of battle sites behind them for the heroes to encounter before the climax occurs. During the climax, the heroes may either interrupt the Charonti posse during their final battle with the cultists, or the Charonti may in turn interrupt the heroes interaction with the members of the Cult of the Unviewable Visage. The DM should plan the final battle carefully, for the large number of characters on the two teams will be difficult to manage. The final result of these options is that the heroes may make enemies of both sides and end up badly outnumbered.

Another option the DM may want to consider is to have the Charonti posse manipulate the heroes into doing their work for them. The Charonti can detect the heroes' approach and learn their destination through observation. They could decide to let the heroes search the ruins for them in hope of flushing the cultists. Then, the "howling Knorr" can attack the cultists, and thus weaken both sides, allowing the Charonti expedition to apprehend the cultists and regain their stolen magic easily.

In addition, Chadallabanzo suggests capturing surviving Knorr for study. Surely, he reasons, these barbarians represent but a crude threat to the Charonti nation, and returning with some specimens for study will give scholars additional information to help determine how best to eliminate these savages.

Given this option, the Charonti can be encountered as shadowy figures as they move through the ruins, observing the characters but not interacting with them. If the heroes ever split up during the adventure, the Charonti may ambush one of the groups using serathi and appropriate spells.

The Charonti's tactics will vary with their numbers and location, but Xerumi will coordinate any serathi's attacks. She will direct one serathi to attack each hero to start and will send more into the fray and engage in melee herself, if needed. If she and her serathi can find concealment from which to surprise the heroes, she will take advantage of it.

Wapalatur and Chadallabanzo and the other serathi will form a barrier between the melee and

the other Charonti, to deal with any Knorr who break through the front lines. The other wizards, especially Nemukan if he's present, will use their spells as best they can to defeat the heroes. But, the Charonti hope to capture the heroes, not just slaughter them. Of course, returning with the entire group of savages could make the Charonti's journey home unwieldy, so they may capture only a few of the heroes. If any of the Knorr are spellcasters and use those abilities when observed by the Charonti or during combat, Wapalatur instructs the expedition to make capturing the "primitive" spellcasters a priority.

Whichever option the DM chooses for the Charonti, the heroes should consider these Broken Ones to be subhuman, dishonorable, and deserving only death. This image can be reinforced by vividly describing the unholy figures of the waxed and wrapped serathi, their lumbering gait, and unnerving silence, even when the Knorr are hacking them to bits. The Charonti mages should be described as small, weak humans wearing strange attire, cowering behind their accursed, dead slaves rather than fighting like honorable warriors, and using untrustworthy magic, the tool of the weak.

Whenever the Charonti are encountered, the DM should fill the event with dramatic descriptions to reinforce the Knorr image of Charonti being corrupt monsters and to make it something the heroes will remember for a long time.

THE CULTISTS

In contrast to the flexible role the Charonti posse plays in this scenario, the Cultists and the objects of their search play a more static role. The small band of Thanhotepic cultists fled their Charonti home after it was discovered that they were withholding magical resources from the Crown. They fled to the wilds and to another small group of outcasts, a group of exiled Knorr, calling themselves Servants of the Unviewable Visage. These Knorr were exiled from Knorr society some time ago. The heroes may have heard of this event as gossip makes its way from village to village. These cultists had been exploring the mountains and eventually discovered the ruins the heroes will explore in this adventure. They found references to Thanhotep in the carvings there and secretly came to worship him. When they were discovered, they fled to the ruins. A Charonti Thanhotepic pilgrim, Branatha discovered them there and began surreptitiously trading with them. When the Crown discovered the

CHARONTI POSSE STATISTICS

Wapalatur, 4th-level male philosopher: AC 6; MV 12; hp 21; THACO 18; #AT 1; Dmg 2d4; SZ M; ML (15); AL LG; XP 270.

S 12, D 13, C 11, I 13, W 15, Ch 13.

Personality: This priest is committed to helping return the Charonti nation to its former greatness and deeply values the Charonti ideal of a just society. These cultists who dared to withhold magic from the civil authorities are criminals, and need to be punished for their crimes.

Weapons: club, quarterstaff.

Spells (3/2): 1st: *bless, detect magic, detect poison;*

2nd: *augury, find traps.*

Special abilities: +4 to saves vs. illusion, 40% resistance to spells cast by priests, other than jurists.

Xerumi, 3rd-level female guardian: AC 6; MV 12; hp 25; THACO 18; #AT 1; Dmg 1d10; SZ M; ML (16); AL NG; XP 420.

S 15, D 15, C 15, I 9, W 11, Ch 10.

Personality: This warrior is a young, but competent commander of Serathi. She does not unduly risk her serathi, but, will sacrifice one to gain a tactical advantage.

Weapons: Halberd, short bow, club.

Special Equipment: *Shards of control* for all her serathi.

Special Abilities: All serathi in melee combat while within 10 yards of Xerumi gain a +1 bonus to their attack rolls and armor class. After one round in which no serathi attacks (including but not limited to the first round of a combat), Xerumi can orchestrate the attacks of all serathi within this radius, granting the undead use of her initiative number, rather than their striking last each round.

Serathi/zombies (4+2/spellcaster in the party): AC 8; MV 6; HD 2; hp 10; THACO 19; #AT 1; Dmg 1d8; SZ M; ML (20); AL N; XP 65.

If encountered on the move, Xerumi has four serathi fanned out at the head of the column with the others in pairs carrying the sedan chairs of the spellcasters. Xerumi has no chair, preferring to walk so she can move more quickly and observe the ground for tracks.

Chadallabanzo, 3rd-level male warden: AC 10; MV 12; hp 11; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (15); AL LN; XP 175.

S 8, D 11, C 15, I 14, W 15, Ch 9.

Personality: This wizard takes both himself and his job of protecting Wapalatur and the other scholars quite seriously. He never wanders far from Wapalatur, and has self-righteously assumed the role of second-in-command.

Weapons: Staff.

Spells (3/2): 1st: *alarm, hold portal, light;*

2nd: *detect invisibility, protection from supernatural*.*

*Spell can be found in the JAKANDOR: *Isle of Destiny* Player's Guide, and works similar to *protection vs. evil*.

Special Abilities: Find/Remove Traps 25%, Detect Noise 20%. If not surprised, Chadallabanzo gains a -3 initiative bonus the first round of combat, a -2 bonus the second round, and -1 bonus the third round. Chad also casts all abjuration spells with a casting time of 1.

Orihnifer, 3rd-level female porter: AC 8; MV 12; hp 9; THACO 20; #AT 1; Dmg By weapon; SZ M; ML (16); AL N(G); XP 175.

S 8, D 16, C 13, I 13, W 11, Ch 13.

Personality: This wizard has dedicated her life to the Charonti nation and is determined to use her abilities only to benefit a just society. She's tried to create unusual uses for her spells, especially combat-oriented uses.

Weapons: Dagger.

Spells (3/2): 1st: *color spray, feather fall, spider climb;*

2nd: *levitate, knock.*

Special Abilities: Porters can assemble a *home gate* in one hour. For details, see Chapter Six of *Isle of Destiny*.

Dodebucaron, 3rd-level male sandman: AC 8; MV 12; hp 10; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (15); AL CG; XP 175.

S 9, D 16, C 12, I 14, W 12, Ch 9.

Personality: This wizard desires to become known as the next great historian of the Charonti. He sees this mission as his chance to get noticed. He's therefore determined not to miss opportunities to record every aspect of this expedition's adventure, even to the point of putting himself in danger.

Weapons: Staff.

Spells (3/2): 1st: *cantrip, document*, spook;*

2nd: *blur, improved phantasmal force.*

Special abilities: Sandmen possess perfect memories.

Nemukan, 3rd-level male galvanist: AC 9; MV 12; hp 8; THACO 20; #AT 1; Dmg 1d6+1; SZ M; ML (16); AL N; XP 270.

S 9, D 15, C 16, I 15, W 12, Ch 10.

Personality: This wizard believes that several galvanist scrolls, treatises, and objects are among the items the cultists stole and he's eager to recover them for himself — not for the good of all Charonti.

Weapons: Metallic staff.

Spells (3/2): 1st: *magic missile, shield, shocking grasp;*

2nd: *flaming sphere, stinking cloud.*

Special abilities: Nemukan can ground electrical attacks made against him by planting his staff in the ground. He can ground a number of points of damage equal to his current hit points. He can revive unconscious characters with a *shocking grasp* spell; he also can use this spell normally.

Charonti cultists activities, they too fled to the ruins. The groups now live together, worshipping Thanhotep. (See page 84 for stats.)

The cultists make their home in the center of the ruins and they know that the Charonti are likely to send an expedition after them. They did not foresee that Knorr might visit the area. While they seem united now, when the Knorr and the Charonti appear, their unity may fall asunder as the heroes' presence reminds the Knorr cultists what they've left behind. Perhaps some of the cultists were kinsmen of the heroes before their cult of Thanhotep was exposed and the cultists disinherited and exiled. Full details of the encounter with the cultists can be found on page 83.

The last item to consider regarding the cultists is the differences between their races, classes, and kits. The outlaw Knorr who live amid the ruins are all treated as Servants of the Unviewable Visage and are described as such. The Charonti cultists however, come from a magical society and have different abilities and can create and command undead. The nature of Thanhotep's worshippers is detailed in the *JAKANDOR: Isle of Destiny* Player's Guide.

THE WEREWOLF

The final faction in this scenario is a werewolf. This true lycanthrope left the Moranesta forest and has been roaming a large range that includes the area surrounding the ruins. When the warrior Lanon (mentioned by Falana) encountered him, the werewolf attacked and killed him, afraid that if he did not, the man would return with others to reclaim the ruins. A canny monster, it adopted Lanon's garb and identity as a ruse for its life in this wilderness far from the warmth and hearth gods of the Knorr villages and towns. It normally avoids the ruins, as creatures dangerous even to the werewolf live there. The recent arrival of the cultists worries the lycanthrope, and he's been trying to devise a scheme to get rid of the troublesome humans.

The heroes provide an opportunity to do just that. As the heroes enter the area around the ruins, the werewolf, impersonating Lanon, approaches them. He walks with a false limp, explaining it as an injury he suffered some time ago that he's been letting heal while staying near the ruins. He'll ask to accompany the heroes noting there's safety in numbers. He is not familiar with all the tenets of the Knorr Codes of Conduct, since he is evil and saw them as needlessly restrictive. Thus, the heroes may observe conduct

they consider dishonorable which may offer a clue to the duplicity of Lanon.

Lanon will accompany the party, but won't overtly guide them in any one direction. He claims to have stayed in one small area. His injured leg, he claims, kept him from exploring the entire area. He'll also fight the creatures that the heroes encounter, but not very well as he is used to fighting in his wolf or werewolf forms. He'll defend himself, but claims his leg prevents him from being more aggressive in counterattacking.

He is, in fact, hoping the heroes encounter as many of the creatures in the ruins as possible. This will weaken the group and help Lanon, by eliminating creatures that might challenge the werewolf for control of this territory. He is uncertain how the heroes will react to the other humans, so he tries to delay their meeting as long as possible. He is unaware of the Charonti expedition.

If a grand melee between the heroes, the cultists, and/or the Charonti breaks out, Lanon will limp away to await the outcome. With these humans killing each other, he hopes to return in werewolf form and kill any survivors once the combat is finished, thus ending the presence of the bothersome humans.

If Lanon can arrange to separate from the rest of the heroes in the company of a single hero, he will take the opportunity to whittle their numbers down a little on his own. He shifts to werewolf form, when his companion is distracted, and attacks to kill. If successful, he'll resume human form and return to the group with a story of a huge beast — he will describe a creature that resembles an owlbear — which attacked them. The hero gave his life so the injured Lanon could escape. He explains any wounds he suffers from as he was the target of the beast's initial lunge and was knocked to the ground before his brave companion stepped to his rescue and drove off the creature.

Lanon, the werewolf: AC 5; MV 15 (12 due to limp); HD 4+3; hp 30; THAC0 15; #AT 1; Dmg 2d4; SZ M; ML (15); AL CE; XP 420.

Personality: Lanon wants all the humans gone from his range, but has been afraid to take them all on alone. He uses the heroes to guard his own safety, and to eliminate his competition in the ruins. He then hopes to kill any surviving heroes.

Special abilities: As a lycanthrope, only silver or magical weapons harm Lanon. If the heroes are to defeat this creature, they must possess silver or magical weapons of some sort.

The werewolf possesses Lanon's equipment: clothing, short bow, long sword, pack, and ring of

IN THE WILDS

Once the heroes reach the vicinity of the ruins, the DM may use the Random Encounter table below to add spice to their wanderings. Roll 1d10 every 8 hours (1-5: nothing; 6-7: landmark or event; 8-9: random encounter; 0: people). Roll twice at night if the heroes do not set a watch with a fire.

Landmarks are something odd that catches the heroes' attention — an oddly shaped bush or rock, a bare patch of ground, a scarred tree, a stream or trail. *Events* should be brief distractions — finding a trail, being startled by an animal, a sudden breeze, the roar of a hunter, or marks of some creature.

If an *encounter* is indicated the DM may roll 1d10 or select something appropriate to the terrain.

Encounters with people may be chance meetings with one of the Charonti, Cultists, or Knorr. This may only be a sighting of a person in the distance or encountering some sign that people are in the area, such as footprints, campfires, snares, and bodies.

Use these encounters only as sidelights to the main adventure. Do not allow an inopportune random encounter to ruin the entire scenario. Note that some normal animals aren't always going to fight to the death, many will run away.

Random Encounter Table

1: Hangman tree, 1 (MM, p.293): AC 3/5; MV 0; HD 6; hp 36; THACO 7; #AT 3; Dmg 1d3; SZ H; ML (15); AL N (E); MR 15%; XP 1,400.

Special abilities: Can release hallucinatory perfume at will; those within 30-80' who breathe it believe the tree to be normal. This hangman tree has 6 vine-nooses, but can only attack with 3 at one time. Each noose is AC 5 and takes 1d8+12 points to sever. The trunk is AC 3. A victim may make one bend bars/lift gates roll to escape a noose. Otherwise, the tree drags a victim into its stomach in 4 rounds, wherein the victim suffers 3d4 points of acid damage each round.

2: Brown bear, 1 (MM, p. 17): AC 6; MV 12; HD 5+5; hp 34; THACO 15; #AT 3; Dmg 1d6 (x2)/1d8; SZ L; ML (9); AL N; XP 420.

Special abilities: If the bear scores a hit with 18 or better, it hugs its target for an additional 2d6 points of damage. Bears fight for 1d4 rounds after reaching 0 hp. When they are reduced to -9 hp, they die. This bear is foraging for food, and won't attack a group of humans. It will defend itself if attacked.

3: Owlbear, 1 (MM, p. 284): AC 5; MV 12; HD 5+2; hp 27; THACO 15; #AT 3; Dmg 1d6(x2)/2d6; SZ L; ML (12); AL N; XP 420.

Special abilities: An owlbear hugs as a brown bear, but its hug inflicts 2d8 points of damage and can bite a hugged victim with its beak as well. Owlbears attack on sight, and fight to the death of their prey.

4: Fire beetles, number equal to ½ number of heroes (MM, p. 18): AC 4; MV 12; HD 1+2; hp 10; THACO 19; #AT 1; Dmg 2d4; SZ S; ML (12); AL N; XP 35 each.

Special abilities: Two glands that glow red with a radius of 10'.

5: Wild eagles, 2 (MM, p. 27): AC 6; MV 1/30^F; HD 1+3; hp 9; THACO 19; #AT 3; Dmg 1d2 (x2)/1; SZ S; ML (9); AL N; XP 175.

Special abilities: When diving gains a +2 bonus on attack rolls. Attacks only if their nest is disturbed.

6: Displacer beast, 1 (MM, p. 56): AC 4; MV 15; HD 6; hp 28; THACO 15; #AT 2; Dmg 2d4 (x2); SZ L; ML (13); AL LE; XP 975.

Special abilities: Displacement power causes a -2 penalty to opponents' attack rolls; in addition, the beast gains a +2 bonus on all its saving throws.

7. Wolves, 7 (MM, p. 362): AC 7; MV 18; HD 3; hp 14; THACO 18; #AT 1; Dmg 1d4+1; SZ S; ML (10); AL N; XP 120.

Special abilities: Wolves gain a bonus of +1 to resist charm spells. Wolves hunt in packs separating the weak for a quick kill.

8. Skunk/Opossum, 1 (MM, p. 241): AC 8; MV 12; HD ½; hp 3; THACO 20; #AT 1; Dmg 1; SZ S; ML (7); AL N; XP 15.

Special abilities: Musk/play dead. These animals steal food, and will become vicious if cornered attacking at +1 to attack. They may carry a debilitating disease (Dmg 1d4+2/day for 1d6 days).

9. Snare/Trap, 1: This may be a small snare or hunter's trap, or one set to catch and harm larger prey (Dmg 1d6). Dexterity check to avoid. These traps may be set, already tripped, or have prey trapped.

10. Game Animal, 1 (MM, p. 241): AC 7; MV 15; HD 1 - 3; hp 4/HD; THACO 17; #AT 1 or 2; Dmg 1d6 or 1d4 (x2); SZ S - L; ML (7); AL N; XP 35.

Special abilities: Game animals vary from small squirrels and rabbits, to goats and warthogs, to stags and wild cattle. Most possess one or two special abilities such as camouflage, charge, climb, jump, quills, rend, or sprint. Game animals are skittish.

warmth. In order to achieve his "limp," the werewolf has placed a small stone in his right boot, which does cause an annoying pain, but no damage.

Lanon will be careful to create a distraction whenever he changes to a werewolf so that if he fails to slay the hero, he can run away and then come limping back as Lanon bringing help to slay the beast. If, he is discovered and attacked by the heroes, he will assume werewolf form and fight until he has less than 10 hit points, then he flees. Lanon will continue to hunt the heroes if they remain in the area trying to lure lone characters away from the rest of the party or attack solitary guardsmen.

Lanon's lair is a den beneath a rocky outcropping. He has dug a shallow pit under the lee of the rock, hidden by a bush. In the pit are two blank scrolls, an empty potion bottle, and 47 gold pieces.

AT THE RUINS

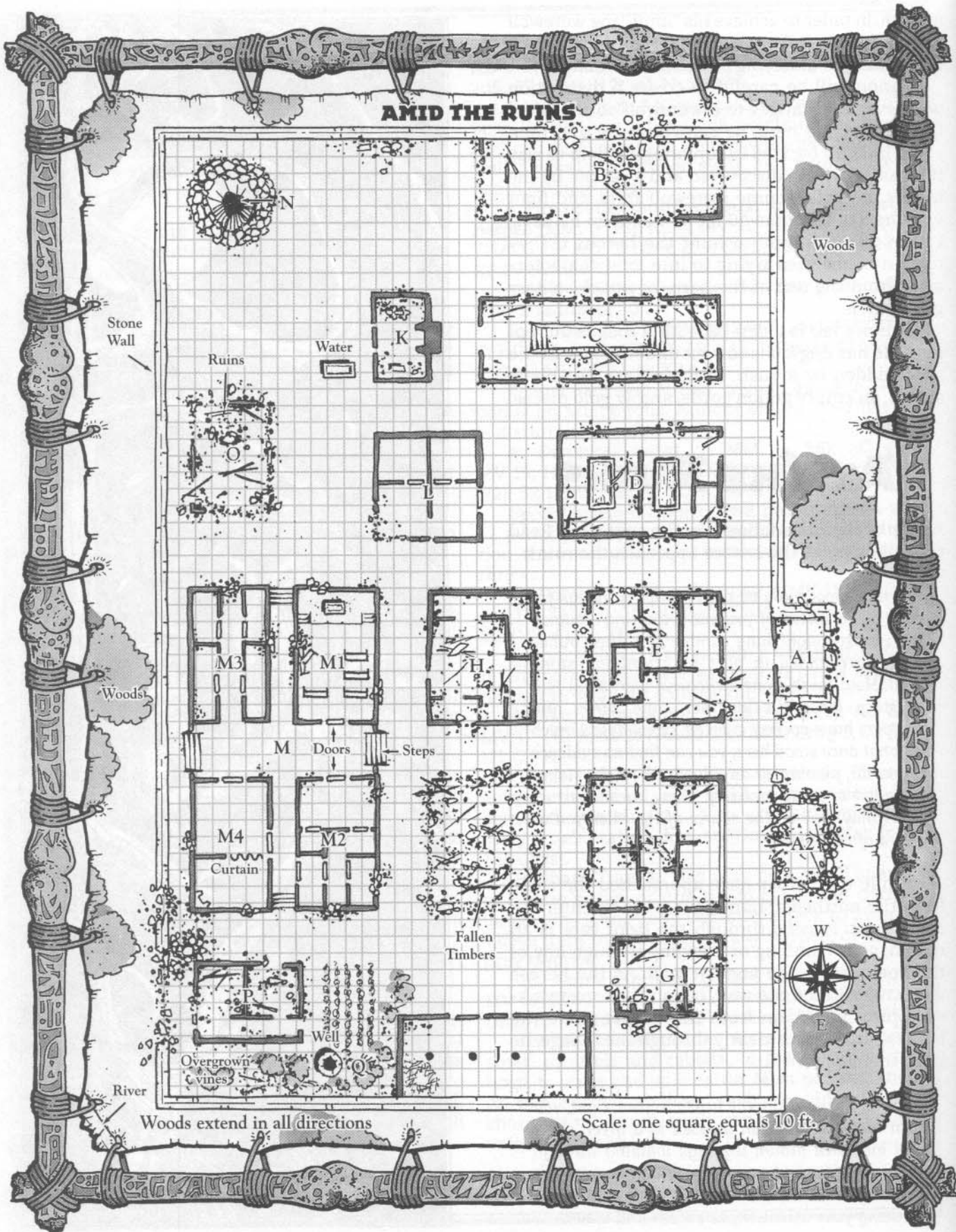
A map of the ruins follows on the next page. Read the following as the heroes approach the ruins:

The hilly woods you've been tromping through for days opens ahead of you into a clearing occupied by a most astonishing tumble of ruined buildings, surrounded in part by crumbling stone wall. How these stone structures were built is a mystery, for while weather, time, vines and creepers have pocked, cracked, or collapsed much of what once stood here, you can find no evidence of mortar, pinning, or any clues of how the stones were cut to fit so precisely. These curious structures may well be the source of the tales you've heard of this region.

While the heroes have approached the ruins from the northeast, numerous ways to enter the ruins exist. Passing through the front gate is an option, as is climbing or crawling through any of the openings in the ancient wall. As the heroes move to examine the wall, Lanon the forestwalker approaches them from the woods. Once the heroes can see him clearly through the foliage, he hails them.

Hearing a noise from the brush to your right, you turn to see a tall man dressed in a green cloak and kilt with brown leggings walking through the woods toward you. He is limping with his right leg and uses his bow as a staff to aid him. Noticing your attention, he smiles and waves.





"Greetings, my brethren. Ahh, it is good to see strong Knorrman faces again, my friends. I am Lanon, of the Cult of the Stag, a walker-in-the-woods. I've been long in this forest, but never hoped to see friendly faces in this remote region."

This is the werewolf that killed the real Lanon. The lycanthrope will answer heroes' questions about why he's here and why he's been missing so long.

"I've roamed these mountains for a long time, but my footing betrayed me one day and I fell off a cliff. My leg was broken in the fall. I managed to set it myself and hobbled on my way, until I found this place. I've been recuperating here since. And as you can see, my leg will soon regain its strength. But, what of you, my friends? What brings you so far from your homes and hearths?"

Lanon won't go into any more detail regarding his injury, saying the injury is long in the past and not worth the heroes' consideration. He says he has survived on plants, berries, and trapping small animals. If asked about the ruins, he says he knows little, just that he was using one of the shells of a buildings for shelter when necessary, but has been hesitant to fully explore the possibly treacherous area due to his weak leg. He'll gladly accompany the heroes though, since they'll be there to help him if the need should rise.

Lanon will accompany the heroes from this point on, taking part in the heroes' activities and even combat. When possible, he stays in the rear of the group — "my leg, you understand" — and limits himself to firing arrows from his bow at any beasts. At the same time, he is looking for an opportunity to get one of the heroes alone so he can kill him or her. Failing this, he'll gently point the group toward such hazards as the living wall (area "E"), or the lair of the silver spider (area "I"), the only creatures that he knows dwell here, although he does suspect a fire lizard also lives within the ruins somewhere. He will not mention the dangers to the heroes, and certainly won't share his speculations about the presence of a fire lizard. He knows some of the Knorr revere these creatures and he doesn't want more Knorr trudging up here after the lizard. By subtly pointing the heroes into danger, he hopes to have the ruins' denizens do some of his work for him.

If the DM wishes, the werewolf can make mistakes the Knorr heroes have a chance to notice. Possible mistakes include not praying for any creatures he kills with his bow, alternating

between polite, even deferential conversations and periods of rudeness and short temper, and needlessly killing small, harmless animals or slaying a stag. Heroes who are forestwalkers also may note that, for a member of the same cult, and someone who should have many of the same skills, Lanon seems quite clumsy with his bow and long sword. Lanon does suffer a -3 penalty to his attack rolls with these weapons as he is not accustomed to using them.

If the heroes confront him about these matters, he'll say his injury has kept him sedentary for so long that he's out of practice with the weapons and that one can forget proper behavior when one spends so much time alone. He'll ask the heroes for their assistance in these matters, hoping they'll lead by example.

KEY TO THE RUINS

Area A: This was the original gate for the magelord's redoubt. The gate must have been magical as no evidence of any gate or even hinges exists now. The only evidence that indicates this ever was a functioning gate is the two gatehouses bracketing the opening.

The cultists use this entrance when convenient, but with their fear of Charonti expeditions finding them, they've ceased using it recently and have covered or obscured any tracks they may have left. Heroes with the tracking skill have a -4 penalty to find any human-sized tracks around the gate.

A1: Little remains of this gatehouse, which once housed the magelord's human guards and protectors.

A2: Even less remains of this structure, but among the rubble, the cultists have cultivated the fungus known as shriekers to serve as an alarm system for their community. They've hemmed the fungi in with stones from the building and part of the remaining wall. The cultists feed the fungi with dead leaves and debris from the woods.

Shriekers, 5 (MM. p. 120): AC 7; MV 0 (normally 1); HD 3; hp 6; THACO 17; #AT 0; Dmg 0; SZ M; ML (12); AL N; XP 120.

Special abilities: When any movement within 10' occurs they emit a piercing shriek that lasts for 1d3 rounds. This scream alerts the cultists that someone or something has entered through the gate and has a 50% of attracting a random encounter.

The shriekers have no treasure; nor do most of the creatures that make their homes here. Most valuables have degraded over the centuries to be valueless, and the cultists have scavenged those that haven't. The only creatures whose lairs still possess

valuable items are the fire lizard's and the silver spider's; the two creatures the cultists are afraid to attack for the chance of a few baubles.

Lanon did not know of this recent innovation as he seldom enters the ruins and never goes in through the gate. He is aware of the mimic, having escaped from it once before. He knows little of the rest of the ruins other than the cultists have moved into his territory.

The wall is crumbling and dangerous to climb. Anyone attempting to climb the wall must make a save vs. Petrify or suffer 2d8 points of damage from falling debris. The cultists have stacked loose rock into some of the openings. So what may appear to be solid wall, may actually be more dangerous to climb (-4 / -20% penalty to climbing).

Area B: This long building probably was the magelord's stables before the part of the wall that abutted it collapsed, bringing this building down and opening a way back to the forest.

There is little to interest heroes here, except that whoever used to live here apparently owned quite a number of horses, very rare animals today.

Area C: This building is only partially collapsed. It can provide adequate shelter, if such is

necessary. From the exterior, it's difficult to tell what the structure was, but it could have been a Knorr longhouse. It appears to have suffered fire damage and is covered with soot.

If the heroes explore the building, have them make surprise rolls when they step on the sunken pit. Inside lies a giant lizard sleeping beneath a layer of soil and soot. While this may appear to be a common lizard, it is really one of the incredibly rare fire lizards. It is not surprised, if the heroes set off the shriekers within the last three turns.

Fire lizard, 1 (MM. p. 226): AC 3; MV 9; HD 10; hp 38; THAC0 11; #AT 3; Dmg 1d8 (x2)/2d8; SZ G; ML (12); AL N; XP 3,000.

Special abilities: Can breathe a 15'-long cone of fire, 5' at its mouth and 10' wide at its end for 2d6 points of damage three times a day. They are immune to fire-based attacks.

The lizard will attack invaders of its home, hoping to drive them off with a blast of fiery breath. If this fails, the lizard enters melee, using its breath twice more on those heroes who are dealing it the most damage. If reduced to less than 12 hit points (or sooner if it fails a Morale check), it will try to flee through the stables and the hole in the west wall, heading for the woods.



If the heroes search the lizard's lair for a total of four turns, they can find 2d6 garnets, each worth 100 gold and a metallic *shield* +1.

Firebreather heroes will view this very rare and dangerous creature as an opportunity to gain much honor and standing with the cult, if the heroes can kill this beast and bring evidence of their kill back to their lodge. This evidence may be an undamaged piece of its hide to be made into armor or shields, a claw or several of its teeth. Any wounds suffered by firebreathers are treated as badges of honor by other firebreathers and are subject to the optional Scarring rules from the *JAKANDOR: Island of War* set.

Area D: The interior of this building is bare except for the usual litter of a forest floor and the walls seem to have some sort of tiles set into them. There is a rank odor coming from the building's interior, smelling sort of like a swamp.

This was the magelord's bath-house. Within the walls are two large pools that were once filled with magically heated water. Now they are filled with centuries of wind-blown forest refuse. For each turn that a hero wanders in this building, have the player roll a Dexterity check at one-half the hero's Dexterity score. Failure means that the hero has wandered into one of the pools. The density of the pools' contents is about that of quicksand, and heroes sink 10' to the pools' tiled bottom one round after falling in. The sides and bottom of the pools are tiled, and are impossible to scale by any character who doesn't possess the thief's skill of Climbing Walls. (Such characters still have a -25% penalty to their score.)

Unless rescued, the hero may "drown." See the *AD&D Player's Handbook* (page 160) for rules on holding one's breath and drowning. Even if the hero is rescued, the stench from the fetid water prevents any hero and those he or she accompanies from surprising any foe until said hero has a good bath.

Area E: The remains of this building shows evidence of a fire that ravaged it. Many of the stones are blackened, broken, and a few seem almost partially melted.

Within are a few petrified bones, weapons rusted away to little more than their hilts, and an ash-like substance on the bare ground — ground where no plants grow and not even any insect can be found.

This building, and area F next door, were the barracks for the magelord's troops. After the magelord and his apprentices died from an outbreak of the Wasting Plague, the magelord's foes attacked and killed all his remaining followers.

The magelord's enemies used a dire magical fire cast from a distant location as their primary weapon, to burn out any remaining plague.

Area F: This area is unremarkable, except that its north wall is almost intact, untouched by the devastation that leveled this compound.

The reason the north wall appears the way it does is because it's a killer mimic. It is likely that the mimic was used by the magelord as a guardian and has somehow survived. The cultists lost a member to the mimic, but they keep an eye on it now, allowing it to hunt near the gate as a means of dealing with intruders.

Killer mimic, 1 (MM. p. 250): AC 7; MV 3; HD 9; hp 30; THAC0 11; #AT 1; Dmg 3d4 + glue; SZ L; ML (13); AL N(E); XP 2,000.

Special abilities: The killer mimic's camouflage imparts a -4 penalty to opponents' surprise rolls. It also exudes a glue that holds any creature or item fast. Alcohol weakens the glue enough in three rounds for a creature to break free, or a creature can make one Open Doors roll to try to escape. The glue dissolves five rounds after the mimic is killed.

Area G: This building has a large common room and a smaller area that must have been a kitchen as noted by the presence of what appears to be collapsed fireplaces.

Amid the stones and under a carpet of forest detritus, there lies an ancient Charonti *plate* of warming the size of a sofa. While its heat is insufficient to set even dead leaves ablaze, it does still have the magic to keep things placed atop it warm. In fact, a female bear in the region has used this particular ruin as a den for the last several winters. Depending on the time of year that this adventure takes place, the heroes may find evidence of the bear's stays or even the bear.

Area H: This building has also suffered fire damage. Melted and rusted pieces of metal and nodules of glass can be found if a search is made.

This was the magelord's lab where he experimented and instructed disciples. Even after all this time, one of his lessons is still in effect. To ward off over-inquisitive students, the magelord set up a permanent effect combining a *scare* spell with a *spectral force* display of a fierce thunderstorm with flashing lightning, booming thunder, and howling winds. This display was keyed to be active at all times unless the magelord consciously deactivated it. It is triggered whenever anyone enters without saying the proper command word first. It was left active when he died from the



Plague and it's been on ever since, even though most of the building is no longer standing. This is the cause of the legends about the place. The "ghosts" are conjured up in the minds of those who fall victim to the *scare* effect as a rationalization for their fear. See the *AD&D Player's Handbook* pages 187 and 197 respectively for the details on *scare* and *spectral force* spells.

Area I: Little remains of this structure but piles of rubble. Plants sprout from amid the stones.

If the heroes enter this building, the magelord's former home, they are attacked by one of the Cultist's protections: a mass of crawling claws. While these claws are little more than skeletal hand and paws held together with the Charonti's powerful animating magic, they are still, nonetheless, effective in defending the city.

Crawling claws, 3 per hero (MM. p. 48): AC 7; MV 9; HD ½; hp 3; THACO 20; #AT 1; Dmg 1d6; SZ S; ML (20); AL N; XP 35 each. *Special:* Immune to *sleep*, *charm*, *hold* and mental attacks.

Area J: This building may have been a warehouse of some kind, as evidenced by the wide, double doorway. Within little is noteworthy, except for an odd piling of shiny, strands wire.

This pile of metal wire is the nest of an enchanted creature, a silver spider. This creature was created by the magelord to serve as a guardian. The process of creating such a creature died with the magelord, but again, another of the magelord's magical servants and protectors lives on today. The spider waits in its nest for the heroes to approach. As soon as one touches one of the silvery strands, it darts forth and attacks.

Silver spider, 1 (page 144): AC 2; MV 15; HD 4+4; hp 28; THACO 17; #AT 3; Dmg 1d6 (x2)/1d2; SZ L; ML (15); AL N; XP 420.

Special abilities: This spider's bite causes any bitten victim to save vs. Poison or have his skin transformed to the same material that the spider is composed of. This process takes 1d10 rounds. When complete, the victim gains AC2, but suffers from an effect identical to paralysis. The victim's skin hardens and he can no longer move or breathe.

While encased in this metallic skin, the victim is preserved, suffers no damage, and requires no air or sustenance. Only blows that hit AC 2 or forces that succeed against the encased hero's saves vs. Breath Weapon will cause the character within any harm.

The magical silver skin lasts for 24 hours, after which the victim's skin returns to normal in the same amount of time it originally took to transform. The victim may well be hungry and thirsty, and healed of

up to 1d8 points of damage, but will be none the worse for wear, assuming his friends kept him from the silver spider's clutches while transformed.

Area K: This building still contains what was once a large smithy built in the same manner as all of these ruins, from apparently seamless stone. This ruin contains nothing of interest.

Area L: This building, unlike any other in this compound, shows signs of recent damage. There are fresh, clean breaks to the stone and piles of stone chips where blocks were cut from the wall. The building seems to have weathered the ancient catastrophe in relatively good shape, only to suffer some new vandalism. The cultists used this building's masonry to shore up the walls of their compound nearby (area M).

Area M: The Thanhotepic Cultists have converted this group of ruined buildings into a protected compound using rubble from nearby buildings to patch holes and create a perimeter wall for defense. Guards are posted at the four corners of this compound. When intruders approach within 10', the nearest guard blows a small, high-pitched whistle to signal the cultists to defend their new home. The cultists are detailed below.

Branatha is the leader of Charonti cultists. He is a Thanhotepic priest and fights alongside three serathi. The rest of the Charonti include 2 men, a pregnant woman, 3 elderly, and 5 children, a total of 11 in all. Except for the two men, who are Thanhotepic priests, these others should be considered 0-level NPCs.

Branatha and his cultists do not fight alone; the exiled Knorr Servants of the Unviewable Visage also leap to defend the community. The Servants include Shadoree, the female leader of the Knorr, and four warriors. Fearful that the heroes are here to slay her family and friends in dishonorable combat (as outcasts, these characters are not granted the rights of Knorr under the Codes of Conduct). She and her fighters will follow the Code of the Warrior in this battle, much to the chagrin of Branatha. There are three additional Knorr Servants, but they are out hunting when the heroes arrive.

These cultists attack only because they expect to be attacked. If the heroes approach peacefully, a parley is possible. The cultists will attempt to bribe the heroes into leaving them alone. If the heroes swear on their Knorr honor that they will neither return here nor tell anyone of the cult's location, the cultists will give each a share of the valuable items they've scavenged from the ruins.

The DM should select an amount appropriate to her campaign (perhaps 250–500 gold of old coins and other non-magical items per hero).

If the heroes search the small compound, they'll find the following:

Area M1: This was the cult's temple to Thanhotep, built on the same site as the magelord's temple. The ancient marble altar still stands or was rebuilt by the cultists. Atop the altar are a mismatched golden *warming plate* and a platinum wine chalice that once has precious stones imbedded in it. The gold in the *plate* is worth 300 and the chalice is worth 450 gold.

Underneath a loose stone by the left rear corner of the altar are buried the items Branatha withheld from the Charonti nation. Four large scrolls are wrapped in a Knorr-made leather bag. Three contain minutiae of the proper worship of Thanhotep, but the fourth is a spell scroll. This scroll contains the necromantic (mage) spells: *chill touch*, *rend the dead*, and *enervation*, a lost spell.

The non-combatant Charonti are found here, praying to Thanhotep. They will defend themselves if attacked. If blood is spilled on the altar a *darkness*, 15' radius spell will manifest itself. Two crawling claws lair in a dark burrow beneath the stone.

Area M2: This was the living area for the Charonti cultists. Clothes, bedrolls, and a few toys for the children are scattered about. One dying elder is hidden beneath a pile of rags. If harmed, he will cast a *summon insects* spell with his dying breath. In a covered hole in the northeast room is a cache of food equal to 20 days of rations.

Area M3: The Knorr Servants lived in this section. The possessions are similar those in the Charonti area. An innocent looking child, Ilith, is crying in one corner. If he becomes aware that the heroes killed his family, he will bide his time, and attempt to slay his "rescuers" in their sleep with a dagger. (AC 10; hp 3; THACO 20; Dmg 1d4).

Area M4: This was the kitchen and dining hall. Sites for several cooking fires are present, as are a collection of chairs, stone benches, and a few tables either scavenged or built. Buried beneath one of the fire pits is the cultists' combined material wealth: 2,730 silver pieces, 740 gold pieces, and four gold armbands each worth 250 gold. The group buried its treasures to dissuade any who might come across the community from attacking for its wealth.

THANHOTEPIK CULTISTS & KNORR SERVANTS

Branatha, male 5th-level Thanhotepic: AC 7; MV 12; hp 24; THACO 18; #AT 1; Dmg By weapon; SZ M; ML (16); AL LN; XP 270.

S 11, D 13, C 14, I 13, W 14, Ch 15.

Personality: This Charonti priest is not a fanatic. He believes that Thanhotep is only sleeping, not dead. The minor scrolls he and his followers took are meaningful only to those who feel as he does. He believes that the Charonti authorities wish to suppress this information, so the cultists stole the scrolls.

He is surprised by the arrival of Knorr heroes, but knows these barbarians can be brutal. He takes any threat to his fledgling congregation seriously whether it wears kilts or robes, whether it kills with steel swords or undead servants.

Special abilities: He can control and turn undead as if one level higher. He can *speak with dead* once a day, and can use *cure light wounds* to repair damaged corporeal undead. He controls his serathi, and if the Charonti attack the cultists, he will attempt to wrest control of their serathi away from Xerumi.

Spells (5/3/1):

1st: *bless*, *cure light wounds* (×2), *invisibility to undead*, *protection from evil*.

2nd: *dust devil*, *flame blade*, *hold person*.

3rd: *animate dead*.

Weapons: staff, dagger, khopesh sword.

Serathi/zombies, 3: AC 8; MV 6; HD 2; hp 10; THACO 19; #AT 1; Dmg 1d8; SZ M; ML (20); AL N; XP 65. **Special:** Undead immunities.

Branatha's strategy is to hide his serathi in the ruins outside the compound to attack from the rear when intruders try to storm the compound.

Cultists, 2 males 3rd-level Thanhotepics: AC 8; MV 12; hp 18; THACO 20; #AT 1; Dmg 2d4; SZ M; ML (18); AL LN; XP 120.

S 12, D 10, C 13, I 10, W 13, Ch 9.

Personality: These Charonti priests are loyal to Branatha and their god, and will sacrifice themselves if it is necessary to save their loved ones. They have converted two of their fallen comrades into serataar or skeletons and two more into shaddoc and hidden these among the ruins on rooftops to serve as scouts. They

will *speak with dead* to learn the location of foes or command the serataar to rise up and attack.

Special abilities: They can turn undead as if one level higher. They can *speak with dead* once a day, and can use *cure light wounds* to repair undead.

Spells (3/1):

1st: *cure light wounds*, *darkness (light)*, *entangle*.

2nd: *silence 15'* R/*spiritual hammer*.

Weapons: khopesh sword, dagger.

Serataar/skeletons, 2: AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65. **Special:** Undead immunities.

Shadoree, female 4th-level Servant: AC 6; MV 12; hp 21; THACO 20; #AT 1; Dmg 1d10; SZ M; ML (15); AL N; XP 175.

S 12, D 16, C 13, I 11, W 15, Ch 13.

Personality: Shadoree was never comfortable with the honor-bound Knorr society. She saw this honor was nothing compared to the awesome cycles of life, death, and rebirth. When she found references to Thanhotep in these ruins, she became a worshiper. Some family and friends converted.

Special abilities: Shadoree can turn and control undead as a priest one level higher than her own level. She hesitates to do this however, as she retains the Knorr superstition about dead things.

Spells (5/3): 1st: *cause fear*, *command*, *cure light wounds*, *faerie fire*, *light*.

2nd: *barkskin*, *fire trap*, *heat metal*.

Weapons: Shadoree fights with a halberd.

1st-level Servants, 4: AC 8; MV 12; hp 6; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (14); AL N; XP 65.

Spells: One spell per servant — *create water*, *magical stone*, *sanctuary*, *shillelagh*.

Weapons: These characters all wield awl pikes.

0-level Characters, 15: AC 10; MV 12; hp 2 - 5; THACO 20; #AT 1; Dmg 1d3; SZ M; ML (7); AL N; XP 15.

Personality: These non-combatants will defend their lives with whatever weapons they can grab, trying to trip, attack from behind, and blind foes.

Weapons: These characters use clubs or daggers.

Area N: This is the cultists' offal pit, which is obvious to any approaching within 10' due to the reeking stench. At the bottom of the 25' deep pit lives an otyugh that has mysteriously survived the centuries since the last residents threw their garbage into the pit. The cultists discovered the beast's pit, and renewed the practice, feeding the beast.

Unless a character falls into the pit, or is pushed (perhaps by Lanon or the cultists should they capture any heroes), the gulguthra poses no threat. Littering this pit are old corroded weapons, armor, and broken timbers. This pile of rotting filth is heaped high in the center, and anyone falling into the pit must make Dexterity checks to avoid losing their footing and sliding down the heap. There is nothing of value here except a few sturdy vines which may be used to make a crude rope to escape the pit.

Otyugh, 1 (MM. p. 283): AC 3; MV 6; HD 6; hp 44; THACO 13; #AT 3; Dmg 1d8 (x2)/1d4+1; SZ L; ML (14); AL N; XP 1,400.

Special abilities: Otyughs are never surprised. They try to grab prey with their strong tentacles. Grabbed targets suffer 1d3+1 points of damage per round and are brought to the creature's mouth, which has a +2 attack bonus against held prey. Victims can attempt to escape with a successful open doors roll. Victims with 18 or greater Strength break free automatically.

The otyugh's bite is 90% likely to infect its victim with a debilitating (80%) or fatal (20%) disease.

Area O: This collapsed building still has an intact roof; despite the fact that all the walls have crumbled. The stone roof just floats there.

This is another of the odd magical aftereffects that lingers in these ruins. The heroes can search for some means of support or try to damage or bring down the roof. They will not be successful in any case. The floating roof simply remains unexplained.

Several ravens have built nests of sticks on the roof. The cultists have placed one of their shaddoc skulls up here as well. The ravens are scavengers and their nests may hold any small trinket the DM feels would aid any intrepid heroes who climb up here.

Huge Ravens, 7 (MM. p. 27): AC 6; MV 1 Fl 27 (C); HD 1-1; hp 4; THACO 20; #AT 1; Dmg 1-2; SZ S; ML (119); AL N; XP 15.

Special abilities: These huge ravens will defend their nests aggressively. There may be carrion here.

Area P: The wall behind this building has collapsed, allowing entrance and egress to the ruins. Rubble fills the building making it difficult to explore. If the rubble is disturbed, a nest of giant centipedes that dwells here swarms out to

defend its home. There is crushed ancient pottery in the rubble.

Giant centipedes, 2 per hero (MM. p. 42): AC 9; MV 15; HD ½; hp 2; THACO 20; #AT 1; Dmg Poison; SZ S; ML (5); AL N; XP 15.

Special abilities: These insects inject a paralytic poison that immobilizes its target for 2d6 hours unless a save vs. Poison at +4 is made, due to the weak nature of the toxin. Giant centipedes have a -1 penalty to all their saving throws.

Area Q: This open area was the magelord's garden. While the area is overgrown with the flora of the high forest, it's evident that the cultists are cultivating a small section having planted beans, potatoes, and squash. A well is also visible in the center of the garden. It's still functional and supplies the cultists with water.

FINAL CONSIDERATIONS

Beyond the physical obstacles that heroes must overcome in this adventure, they also face some moral dilemmas. Foremost is what to do with the Knorr cultists they encounter. These cult members are ready to defend themselves. In fact, Shadoree was afraid that bands of Knorr would come looking for some sport with her outcast band. When she sees the heroes, she assumes the worst from them.

The heroes certainly would not be violating any tenet of the Knorr Codes by killing Shadoree and the other Knorr here; they needn't even follow the Code of the Warrior when fighting them. But the question persists: do the outlaws pose a threat to the Knorr as a people? The presence of children and non-combatants should make the heroes decision more difficult.

Then, there are the Charonti to consider. There are non-combatants here too. Assuming the heroes do fight and defeat the cultists, what do they do with these others? This introduces the issue of a group of Knorr and Charonti who've gotten past their mutual hatred and bigotry. They've even begun to form a single community. Do the heroes blithely wipe out what could be the first glimmer of the dawning of a new age for the two peoples of Jakandor?



Chapter Six — Charonti: **SIEGE OF THE MAGELORD**

This scenario is intended for four to eight Charonti player characters of 2nd to 4th level. This adventure offers several firsts. This is the

heroes' first visit to a Crown Mine. There are several such mines on Jakandor, though the locations of most are well-kept secrets. The DM should select one of the mines depicted on poster map that accompanies this book or create one of his own.

This adventure is also the heroes' first contact with a magelord. These would-be dictators remain in hiding in remote locales across Jakandor, carving small empires for themselves from the Wild Lands, fighting each other, the Crown, and the Knorr. While many Charonti outcasts aren't evil, living outside of society because they don't fit in or their parents were outcasts, magelords are rebels to the Queen and this one in particular is malevolent and seeks to conquer as much territory and gather as much power as his magic permits.

Fortunately, these magelords are as chaotic and prone to feuding amongst themselves as are the Knorr. All members of the Just Society hope that these wicked men and women never set aside their differences and unite forces against good Queen Nefti, for their command of magic is awesome. But, what a fantastic saga that would make!

DM NOTES

This adventure presents one of the Charonti nation's Crown Mines, a very important resource, which has come under attack by the bandit forces of one of the Wilds' magelords. The adventure is divided into two distinct sections.

The first part details the situation when the heroes become involved. The mines report that they are under attack, and as chance would have it, the heroes are among the first to respond. Not expecting such reinforcements so quickly, the magelord Pilonanen's forces aren't prepared for the heroes' arrival. This allows the heroes to cause some damage to them and then race to the mines to where the Charonti mining crew has fled. There, the heroes learn more of the situation and the defenders' status. The heroes learn that the Charonti can hold off the magelord for a time, especially with the help of the heroes. But, they discover that the magelord's forces have dismantled their teleportal gate back to their home. If the Queen is going to send troops to drive off the magelord's forces, they will have to come overland. This ends the scenario's first part. Also, it should become clear to the heroes by what they



see of the mage-lord's forces and that of the defenders, that their best hope lies in waiting for the Queen's army. A counterattack by the defenders should be considered as a last resort only.

The second part of this adventure is presented as a timeline. The events in this section are organized by the day in which they occur. Each day of the siege has its own heading, with its own events. Some of these events take place regardless of the heroes' actions or presence; others are conditional on the heroes' reactions. Each day is listed with the following categories:

- **General Events:** These are the random, day-to-day occurrences during the siege that the heroes' may deal with if they choose. They all occur whether any of the heroes take part in the event. These events may be keyed to specific times of day, but the DM should feel free to alter these times for his own purposes.

- **Main Plot:** These events are the actions or steps that the mage-lord's forces take during that day. Again, these actions will take place regardless of the involvement of the heroes; in fact, some of the actions have no immediate effect on the mines or the heroes, occurring outside the mines and the heroes' area of influence. Some of these events may prove difficult not to notice.

- **Sub-plot:** These are the other events that occur in the mines. While these events do not affect the adventure's main storyline, these events humanize the mines' defenders and interactions with the defenders can divert the heroes' attention from the frustrating siege. Many of the sub-plots listed in here could blossom into full-blown adventures in the future. Consider these sub-plots to be adventure seeds that the DM can plant now to harvest later.

- **Hero Notes:** This section of each day gives miscellaneous notes regarding the heroes. If, they were wounded in a battle the day before, the heroes could heal up to 3 hit points by the end of the next day if they take it easy that day — no fighting attackers, for example. If the players are unfamiliar with the timeline format of adventure, activities that the heroes may wish to undertake, such as sleeping, studying spells, eating, and developing strategies, is sometimes suggested herein.

An adventure structured in this manner requires more than the usual amount of work for a DM. The DM must be completely familiar with the events and options listed herein before he runs the scenario. This prepares him for the inevitable times when the heroes want to do something that isn't listed on these pages. Rather than channel the heroes into a single course of action, the DM can allow the players to determine the ebb and the flow of the game. Of course, that doesn't mean the DM gives up control of the scenario, it just frees

him from the hassle of making sure the heroes stay on the right track. The timeline information can be used as a foundation, building onto it the player characters' actions and reactions. Then the next day's events can be added to top it off.

It is likely that the heroes haven't experienced a siege before. Sieges can be dull. The goal of a siege is to trap one's foe and then to wait until the food and water run out and then the defenders choose surrender over a slow death by starvation. Sieges are long periods of waiting, mixed with brief periods of intense activity. While the siege in this adventure meets the above definition, other circumstances are at work in this scenario which shorten the length of this siege. With the heroes' arrival, the magelord knows that the people in the mines were able to alert the Charonti in the Civil Centers. That is why the magelord tears down the teleportal gate; the magelord doesn't want serathi and cadres of Crown wizards pouring through the gate as reinforcements.

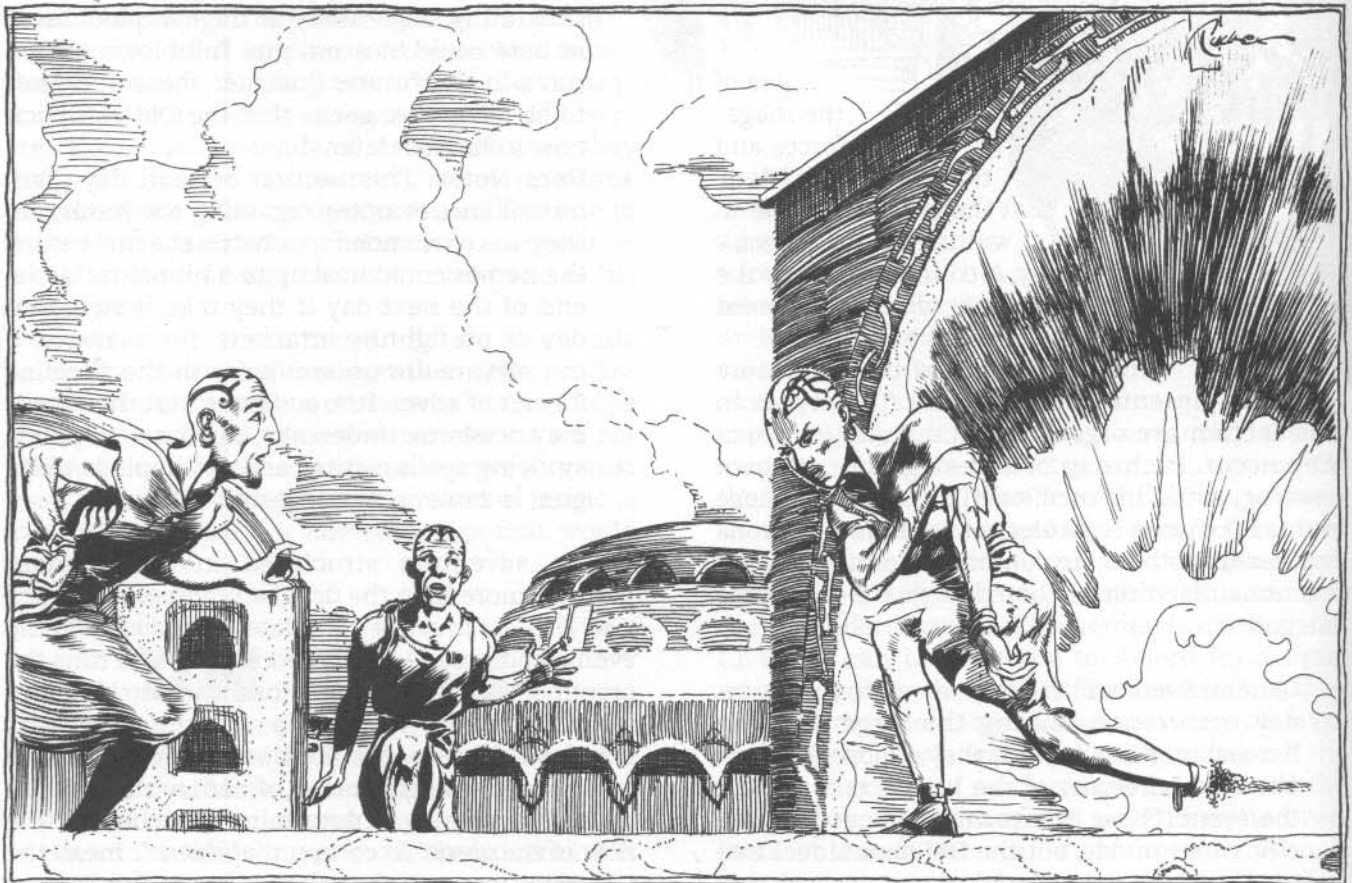
Even with the gate safely out of commission, the magelord knows that time is limited. Every day his forces fail to breach the mines is another day the Charonti have to march troops and wiz-

ards overland to the mines and to confront him and his forces.

The magelord does not want a protracted battle, much less a siege. He hoped to make a quick, hit-and-run attack to capture what he wanted and still have plenty of time to disappear back into the Wilds. Now, his plans have changed, but he has adapted and thinks he can still get what he wants. He knows that time is limited. He will not sacrifice himself or his troops, but he's not giving up prematurely either.

The magelord learned from a traitor in the mine, that they had found an artifact from ancient times. While the gems from this old mine are still of excellent quality for spells, creating magical items, and to trade with other magelords and outcasts, the possession of a new artifact is beyond price.

The magelord promised his troops the wealth of gems to attack the Crown Mines. But, he withheld information regarding the artifact. He believes that with the alleged power of this item, he can unite the magelords and challenge the power of the Crown. The magelord and the item he covets are described later in the adventure.



PART ONE: TO THE RESCUE

SCENE ONE:

A WARNING AND A PLEA

This adventure begins at the Gateway Plaza in Orchaleum. If the heroes reside in Orchaleum, no further set-up is needed than to have them be at plaza when the beleaguered scribe arrives. If the heroes don't live in Orchaleum, they can visit for a number of reasons. The colleges of Enchantment and Illusion are in this Civil Center, so any sandmen or artificers have valid reason to be here. Wizards with other specialties could be visiting a mentor or be in the civil center to receive training or advancement. As Orchaleum is a center of Charonti manufacturing, the heroes might be in the Civil Center to shop for equipment, to buy a gift for someone special, or just to waste a day off. The gate in the Gateway Plaza is the "cargo gate," where the levitating barges loaded with ore arrives in the Civil Center. In any case, the heroes begin near one of Orchaleum's gates when the following occurs.

You're passing near the Civil Center's Gateway Plaza when you notice a commotion. Someone has fallen out of one of the gates and appears to be in considerable distress. One of the gate scribes, who looks almost as ill as the person who's just collapsed in front of him, looks around seeking help. He sees you, and shouts for the assistance of such fine, dutiful Charonti citizens, waving you toward him. All eyes in the plaza are on you, citizens, what do you do?

When the heroes reach the scribe, they find that the distressed arrival is a young woman. She is conscious, but wounded and in pain. Japali is her name and she's a 2nd-level scribe from one of the Crown Mines far outside the Civil Center. She has a bloody arm, a knot on her forehead, and cramps and shortness of breath from running hard. Through the pain of her wounds, she relates the following:

- The Crown Mine where she works is under attack by a large band of outcasts and bandits.
- The bandits somehow passed the defensive perimeter of serathi and guardians.
- The bandits are led by a potent wizard.
- A few guardians and a number of serathi were leaving the mine just as the bandits charged

the compound surrounding the entrance. These brave men and women broke the initial charge with their unarmed serathi and their own lives.

- She was outside the mines eating her midday meal when the attack happened. She hid at first, then ran toward the gate. Whether she ran to escape or bring help, she doesn't remember.
- With the time gained by the sacrifice of the guardians, most of the others fled into the mine.
- She worked her way through the underbrush, tripped and hit her head. Somehow, she found the gate. But, two bandits guarded the gate.
- She managed to sneak close enough to the edge of the path leading to the gate and decided to sprint for it. She picked up two rocks for weapons.
- Leaping from cover, she threw one rock, hitting a bandit on the head and knocking him over. She ran for the gate, but the other one slashed her with his sword before she slipped past. If the heroes look, they find she still holds the second rock.
- She doesn't know who the villains are or if her co-workers are still alive.
- There are dozens of serathi working at the mine, but the only weapons are mining tools and there are only a few guardians to guide them. The rest of the personnel include a small number of scribes like her, who record productivity.

Japali's arm is bleeding and in need of attention. By this time a crowd is beginning to gather, and news of the attack is traveling fast across the Plaza. If the heroes offer to help, the gate scribe suggests the heroes need to secure the other side of the gate, while he runs and brings the militia. If the heroes don't take charge, a 6th-level jurist named Kah-ar'ja will. Delay will endanger citizens of Orchaleum, and perhaps lose the gate to the mines. He selects the heroes and four other mages and deputizes them on the spot. They are going to step through the gate and capture the two bandits guarding the gate to secure it till the militia can be gathered to respond. They will want to also reconnoiter the site to learn who attacked.

SCENE TWO: WALKING INTO TROUBLE

The heroes should be ready to leap through the gate to aid their Charonti brethren against the bandits. When they do so, read the following aloud to them:

As you step through the gate you stumble from the disorientation that accompanies teleportation and shake your head to clear the cobwebs, for you know you'll need to be fully aware of your surroundings immediately.

A packed dirt trail leads away from the gate through the surrounding woods presumably toward the mine. There is no one here, nor is there sign of a scuffle. You can not see any activity down the path before it bends out of sight. You don't know exactly where you are, since the location of these mines is kept a secret, but this land is green with woods on rugged foothills, and mountains tower above the trees in front of you.

If the heroes examine the site, have the players make Intelligence checks to spot one of these clues: trampled grass, a bloody handprint, blood on a stone on the ground, dark droplets leading away down the path, sandal footprints, rather than the boots of miners. The bandits have gone for reinforcements. Further examination of the trail will show that someone recently passed dragging his foot; this was the injured bandit.

The heroes may either pursue or wait by the gate. If Kah-ar'ja came with them, he will order the others to guard the gate and direct the heroes to follow the bandits to see if the heroes can stop them before they reach their companions.

If any heroes stay behind, after any others depart down the trail, the gate's defenders will hear a woman's cry from the woods in the opposite direction. This is a lure to get them to step away from the gate. The woods are thick and the defenders will need to walk a distance to find the woman leaning against a tree. When she sees the heroes, she croaks "No ... go back ... you can't stop them!" There follows a deep-throated chuckle and the sound of bones snapping. A huge man steps from behind the tree dropping the slain woman.

There are two squads of bandits, each equal to the number of defenders +2 and 1 champion in the surrounding woods. One group will reach the gate before the heroes. While the bandits keep the heroes at bay, the champion will spend 3 rounds

toppling the gate. The heroes are outnumbered. When they finally decide to flee, the bandits will be slow to pursue, turning back to destroy the gate. The bandits should first attack any characters who came with the heroes, to give the heroes time to flee.

Charonti bandits, 2nd-level: AC 7; MV 12; hp 9; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (10); AL N; XP 35.

Special Abilities: When bandits prepare an ambush, they impose a -1 penalty on opponent's surprise rolls for each hour they spend preparing the ambush, up to a maximum -4 penalty.

Weapons: Short sword, short bow, and knife.

Champions, 4th-level: AC 5; MV 9; hp 19; THACO 19; #AT 1; Dmg 1d10 or by weapon +1; SZ M; ML (12); AL NE XP 175.

Personality: These brutes are a bit single minded, and not easily taunted, because their approach is one thing at a time. They know they will catch their prey. It's just a matter of time.

Weapons: Battle-axe.

Any heroes who do not remain to guard the gate, but who set off on the trail of the fleeing bandits have a choice of how best to follow. They can move down the path cautiously, but they are in the open, and easily seen by lookouts posted in the trees. Or they can enter the woods and move through the forest to take advantage of the cover provided. To move quietly through woods, ravines and rocky hills requires Dexterity checks each round. Failure means a twig snapped here, a stubbed toe produced an epithet, or the heroes speak too loudly. Four failures will alert the bandits.

If the heroes simply move down the path, one of the bandits hiding in the woods at the bend in the path goes to report the strangers' arrival, while the other stays to observe. If they continue down the path, they'll be ambushed before they reach the large central clearing in front of the mine.

The ambush was set an hour ago in case help came, so the heroes suffer a -1 penalty to surprise rolls. If the heroes move through the woods, the bandits must hear them to alert the ambush. In the woods, the ambush fans out to try and find the intruders. Heroes moving through the woods will only face half the force of bandits in the ambush.



SCENE THREE: NO MAN'S LAND

One way or another, the heroes reach the clearing before the mine. Crossing this opening to reach the mine isn't going to be easy, unless the heroes possess some magical means of moving undetected. Sneaking into the mine is otherwise impossible. There is a large force of armed bandits surrounding the clearing. When the heroes reach the edge of the woods, read the following:

You see an expanse of open ground before a cliff-face with the entrance to the mines. This is where the serathi likely unloaded their barrows of gem-laden ore onto levitating barges for the trip to the gate.

Now, the field is a scene of carnage. Bodies lie strewn about, left where they fell. Serathi, Charonti, and bandits lie under the late afternoon sun, their resources lost to the nation. Barrows, barges, carts, and other equipment lie in the dirt, some overturned, others maliciously destroyed or set afire. The few caretaker's buildings are burned too, a signal to the Charonti that the mine is no more; the old is being swept away.

Beyond most of the bodies a ramshackle, semi-

circular barricade has been erected and bandits crowd around the near side watching the mine entrance. It lies just beyond the range of hurled weapons but is close enough to allow the bandits behind it to dash toward the mine if given the opportunity.

Within the first barricade, guarding the mine's entrance is a second barricade, the Charonti defenders crouched behind it. The barricade is composed of wheelbarrows, wooden beams, and boulders. The scene seems quiet, your previous battle too far back in the woods to alert these watchers.

The heroes can see a few figures within the Charonti barricade. This is enough to permit line-of-sight spells to be targeted in order to communicate.

Unless the heroes devise magical means to pass the barricades and enter the mines, they are left only with the direct approach. They must sneak as close as possible, create a distraction, climb the barricade and dash for the mine hoping the Charonti realize what's happening and open their barricade to allow the heroes to enter before the bandits follow. Or they can remain in the woods and perform hit-and-run attacks until reinforcements arrive or they find another entrance, such as the air vents atop the cliff.

If the heroes do attempt this, the Charonti within the mine respond; they were hoping for some help. If not warned beforehand, the defenders notice the heroes the round they leave cover. It takes them three rounds to make an opening in their barricade to let the heroes in, and another two rounds to rebuild it. This time can be reduced to one if the heroes help. If the heroes melee with the bandits before they reach the mine, one of the guardians, named Banormose, will send 1d4+2 serathi to assist the heroes. The guardian does not expect the serathi to return. He's sacrificing them for the heroes.

Offensive spells cast at the bandits may do more than cause damage; it may cause them to scatter. The bandits don't like fighting spellcasters without their magelord present.

To determine how long the bandits are dispersed by the heroes' actions, use the following rule. Each spell that causes damage scatters 1d4 bandits for a number of rounds equal to the level of the spell. Area-effect spells will affect 2d4 bandits. If the spell being cast is able to affect more targets than the d4, follow the spell rule.

For example, a *magic missile* spell scatters 1d4 bandits unless the caster was of high enough level to strike more than four targets with the spell. A *spook* spell affects one target, but 1d4 bandits will scatter in response to the spell being cast on a comrade. Any bandits not scattered in the first round fire missiles at the heroes and then melee with a hero.

Reaching the mine entrance requires each hero to make two successful Dexterity checks, one each round. This check does count against the heroes as an action. Thus these checks can be made only in rounds where the hero is doing nothing but sprinting for the mine. In other words, if the hero casts a spell, fires a bow, or fights, he or she cannot sprint — make a Dexterity check — to reach the mine.

This scene can be very exciting as the heroes sprint across the open ground as the bandits shout, point, fire arrows, or charge all around them. The DM should keep the pace moving during this scene. Ask each player what his or her hero intends to do quickly. If the player hesitates too long, move on to the next player. Build the tension by speaking quickly. The heroes are running for their lives!

Charonti bandits, 1st-level, 2 per hero: AC 7; MV 12; hp 6 each; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (10); AL N; XP 15 each. *Thieving Skills:* 20% average; Climb 65%.

The attention of these bandits is directed toward the mine, not the heroes. If the heroes are not detected before trying to reach the mines they gain one round of free actions for surprising the bandits.

Why would the heroes want to reach the mine, just so they can be trapped inside too? Some players might advocate running off into the woods and conducting guerilla actions against the bandits. This is possible, but solely at the DM's discretion. Not only will they need to find a spot to hide, once the bandits start hunting for them. They may also be hunted by wild animals at night and have to sleep in trees. It is unlikely that the heroes have provisions to survive in the woods, for they leapt through the gate with no preparation. They have only what they were carrying while in Orchaleum. Heroes may certainly be prepared for combat, but are they ready to sleep in the forest with no supplies, bedrolls, food, or fire while bandits constantly search for them?

The DM should use the terrain random encounter charts to determine any predators the heroes may have to deal with. They may find a burrow to hide in once they slay its owner. They may also find another way into the mines, down one of the air vents at the top of the cliffs above the mine. But once they have climbed down the shaft, the bandits will find their rope and cut it.

There are 50 bandits (20 1st-level, 15 2nd-level, 10 3rd-level, and 5 4th-level bandits). The longer the heroes roam the woods, the more bandits will be put out to search for them. This number of bandits should insure that the heroes will lose an all-out fight with them, not considering the magelord and reinforcements (12/8/8/6 and two 5th-level bandits).

For heroes who insist on remaining outside, here are some activities the DM can create:

Camp: Food & supplies, NPCs = 2× heroes

Storm: Shelter must be found. Constitution check each turn in the rain or catch a cold (-2 to all actions).

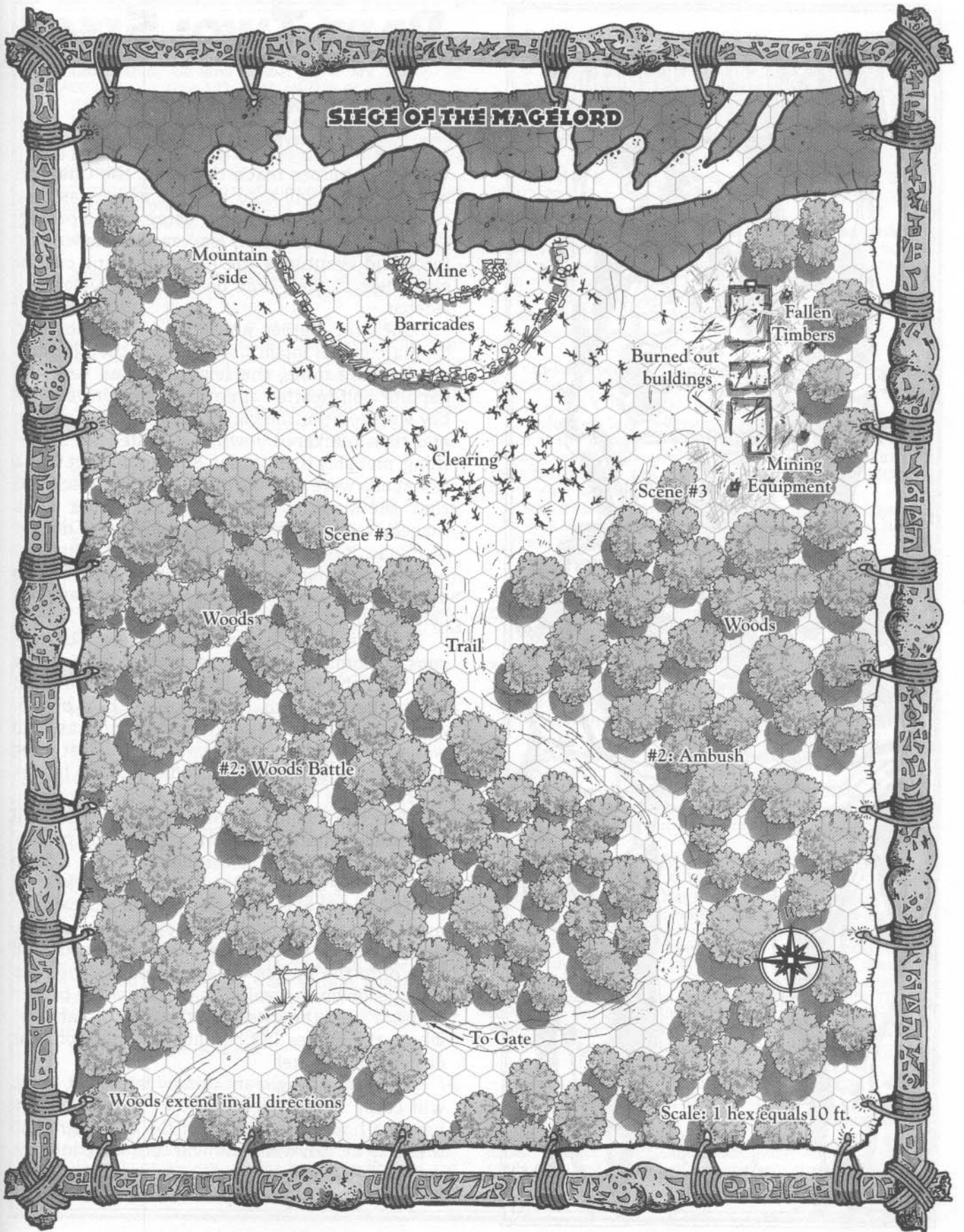
Hunt: Heroes must create false trails and a hiding place to elude hunters (20%/false trail).

Chase: A breakneck chase over difficult terrain requires the heroes to make four different ability checks to overcome the obstacles.

Find: Surprise resource or food is found.

Patrol: Bandits = heroes +4; plus two hounds.

Once the heroes reach the mine, they may help rebuild the barricade, and then their wounds can be bandaged and they can meet their new comrades. This brings to a close Part One of this scenario.



PART TWO: SIEGE

SCENE ONE: PRELUDE

When the heroes reach the mine, the Charonti who are there will tend to them as best as they can. Wounds are bandaged using torn clothing. The heroes also meet the leaders of the defending force and eventually the full supporting cast of characters in their time here. See the Defenders sidebar.

Once the heroes are settled in, Banor and Chaha confirm Japali's story. Since the Charonti reached the mine, the few guardians kept the bandits' half-hearted attempts to gain entrance at bay with serathi. The bandits built their barricade and then hunkered down and waited for something, probably their leader. Beyond the fact that a few spells were cast during the initial attack and that the bandits refer to their leader as a magelord, Banor has not seen this alleged master of magic. But Banor believes that the magelord wants the artifact that the serathi found not long ago, he also wonders aloud, how the magelord came to know of its existence.

Banor asks the heroes their names, jobs, reasons for coming to the rescue, and so forth. Banor also asks the heroes to contribute any food and water they have to the rationing he's begun. Assuming the heroes brought no food and no water, the supplies inside the mine will last three maybe four days if the 18 people plus the heroes are careful.

This conversation is interrupted by a small procession entering the clearing. A group of bandits are carrying two items. Behind them rides a man on one of the rugged Jakandor horses. He wears a purple cloak and the robes of a wizard. He motions to the group and they carry their loads to the edge of the barricade, and heave them up and over onto the bodies of fallen serathi. The item tumbles down the wall. The items are the broken crossbar from the gates and the body of Kah-ar'ja whom the heroes left behind. The magelord has destroyed the gate!

The mage laughs mockingly and calls, "Who will come to your rescue now? Surrender, you have no hope!" He will taunt the defenders and then say he can wait, and will turn back into the woods.



DEFENDERS OF THE MINES

Chahaiahm, 4th-level scribe: AC 8; MV 12; hp 16; THACO 19; #AT 1; Dmg 1d3; SZ M; ML (12); AL CG(N).

S 9, D 12, C 11, I 13, W 10, Ch 14.

Description: "Chaha" is a small girl. This is her first job, and while she's terrified, she's never felt this alive before, and is very energetic. This could cause her to take unnecessary risks.

Special abilities: Able to read and use scrolls (14% chance to malfunction per use), but "Chaha" possesses no scrolls.

Thief Skills: OL 20, MS 20, HS 15, DN 25, RL 30.

Weapons: Small knife.

Banormose, 5th-level guardian: AC 5; MV 12; hp 23; THACO 18; #AT 1; Dmg 1d6; SZ M; ML (13); AL NG.

S 14, D 16, C 13, I 11, W 10, Ch 12.

Description: "Banor" is a semi-retired guardian. He served the Crown well in his younger days, being commended twice by Queen Nefti for bravery for actions against bandits and Knorr. Now gray and paunchy, Banor continues to serve in what he expected to be quiet duty. It was he who rallied the Charonti to reach the mine and commanded the serathi that kept the bandits at bay.

Special Abilities: Serathi command (using shards of control).

Weapons: Short sword.

Ruaha, 5th-level render: AC 10; MV 12; hp 13; THACO 20; #AT 1; Dmg 1d3+1; SZ M; ML (9); AL LN.

S 8, D 11, C 10, I 14, W 16, Ch 8.

Description: Ruaha is a small, frail, elderly man with a fiery temper. He is devoted to the Crown and obsessed with his research into the secret of immortality. He can repair Charonath by transferring hit points from one to another.

Spells: 4/2/1 1st: cantrip, chill touch, create shard, rend the dead.

2nd: bone to steel, spectral hand. 3rd: speak with dead

Weapons: Rending knife. (+1 vs. living/+2 vs. undead)

Heirkona, 2nd-level scribe: AC 10; MV 12; hp 7; THACO 20; #AT 1; Dmg 1d4; SZ M; ML (14); AL NG.

S 11, D 13, C 11, I 12, W 13, Ch 14.

Description: Son of Thelton, caretaker of this mine, his father was slain in the first assault. He is uncertain, and idolizes older warriors, trusting their judgment. He has some experience with handling the serathi in the mines, and is a master gamesman.

Weapons: Club.

Nanefon/Ronsura, 2nd-level scribe/0-level: AC 10; MV 12; hp 9/3; THACO 20; #AT 1; Dmg 1d3; SZ M; ML (11); AL CG.

S 9, D 12, C 9, I 10, W 8/10, Ch 14.

Description: Nanefon and Ronsura are husband and wife and always fighting, contradicting each other all the time. Nanefon is often sullen, while Ronsura is outspoken. Nanefon loves his wife, but is tired of the fighting all the time. Ronsura is the mine's chief cook, and is often hurt by whatever anyone says about her.

Weapons: Chain/Frying Pan.

Kraver, 3rd-level surgeon: AC 8; MV 12; hp 14; THACO 18; #AT 1; Dmg 1d3; SZ M; ML (7); AL NG.

S 8, D 16, C 15, I 11, W 10, Ch 12.

Description: The mine's healer, Kraver is a coward and the magelord's traitor, though he masks it well with reasonable cautions. He can use the healing proficiency, and make healing elixirs (1 hp).

Raifha, 3rd-level guardian: AC 7; MV 12; hp 15; THACO 19; #AT 1; Dmg 1d6+1; SZ M; ML (12); AL LG.

S 15, D 12, C 13, I 10, W 11, Ch 9.

Description: Raifha is a young man whose skill with serathi is limited to directing them in the mines. He has used them in combat.

Weapons: Short sword.

Bianche & Devro, 0-level: AC 10; MV 12; hp 2/3; THACO 20; #AT 1; Dmg 1; SZ M; ML (9); AL N.

S 15, D 16, C 13, I 11, W 10, Ch 12.

Description: These two girls work with Ronsura to cook, clean, and perform other menial tasks. Both of them have taken a fancy to Heirkona, but they will become infatuate with any adult he tends to idolize. These girls are best friends and great rivals for the affection of men. Bianche is a wonderful singer and Devro a beautiful dancer.

Weapons: None.

Car-len, 2nd-level Thanhotep: AC 10; MV 12; hp 3 (9); THACO 20; #AT 1; Dmg 1d3; SZ M; ML (15); AL LN.

S 10, D 9, C 11, I 10, W 13, Ch 13.

Description: Carly is Banormose's wife. She is secretly a priest of Thanhotep, but only her husband knows, and she is very cautious about revealing herself. Carly was hurt in the attack and is lame. She is very supportive and sort of the mother figure of the miners.

Special Abilities: Turn control *undead* as if 3rd level; speak with dead once per day. Can use cure light wounds to heal undead.

Weapons: Small knife.

Elia, 0-level: AC 9; MV 12; hp 2; THACO 20; #AT 1; Dmg 1; SZ M; ML (14); AL N.

S 9, D 15, C 14, I 15, W 8, Ch 11.

Description: This young lad is the son of Nanefon and Ronsura, and is a game lad with an adventurous spirit. Since his parents never have time for him, he looks after himself and is often in trouble.

Weapons: Iron pipe.

Injured people, 0-level (6): AC 10; MV 12; hp 2 (4); THACO 20; #AT 1; Dmg 1; SZ M; ML (8); AL N.

Description: These six people (Herloon, Offut, Milka, Beraï, Pau, and Fuuly) were injured during the attack. They can help move items, but are not much help in a fight.

Serathi (24): AC 8; MV 6; HD 2; hp 10; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65.

Banormose, Raifha, and Heirkona possess the shards of control. However, only Banormose is skilled in combat strategies. Raifha knows how to command mining efforts, and Heirkona is a good tactician, but has never commanded serathi or serataar before, thus his command always attacks last. Serathi are immune to cold, gas, mental attacks, poison, and charm, death, hold, and sleep spells. They suffer only half damage from sharp and piercing weapons. There are 8 additional damaged Serathi with half hit points and half movement, able to cause 1d4 damage.

Serataar (12): AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (20); AL N; XP 65.

The shards of control are divided between Banormose, Raifha, and Heirkona. Serataar are immune to cold, gas, mental attacks, poison, and charm, death, hold, and sleep spells. They suffer only half damage from sharp and piercing weapons.

Random Encounters in The Mine (1d10)

Because the heroes are likely to spend the rest of the adventure in the mines, a Random Encounter Table is included so the heroes have something to take out their frustrations on during the siege. Roll 1d10 once every 24 hours or the DM may select from the following list when the players need a little action.

1: **Giant rats, 1-10 (MM 300):** AC 7; MV 12//6^s; HD ½; hp 3; THACO 20; #AT 1; Dmg 1d3/disease; SZ S; ML (7); AL N; XP 15. These sneak around at night.

2: **Invading bandits, 2nd-level:** AC 7; MV 12; hp 9; THACO 20; #AT 1; Dmg 1d6; SZ M; ML average (10); AL N; XP 35 each. This party snuck down one of the airshafts from the cliff tops to try to slay the defenders in their sleep.

3: **Baby bulette, 1 (MM 33):** AC -2/4/6; MV 15 (3)^B 1(½); HD 9; hp 27; THACO 11; #AT 3; Dmg 4d6/3d4(×2); SZ L; ML (11); AL N; XP 1,400. Detects prey through vibration and movement. Its temperament is stupid, mean, and fearless. It can jump up to 8 feet in one round striking with all four feet rending with its hind legs for an additional 3d4/3d4 damage. Its hide is incredibly hard, but its eyes are AC 4, and under its fin is AC 6.

4: **Carrion crawler, 1-4 (MM 35):** AC 3/7; MV 12; HD 3+1; hp 15; THACO 17; #AT 1; Dmg 1d2/paralyze (2d6 turns); SZ L; ML (20); AL N; XP 420. Attacks moving prey.

5: **Centipede, giant, 1-4 (MM 42):** AC 9; MV 15; HD ½; hp 2; THACO 20; #AT 1; Dmg 1/paralyze+4 (2d6 hours); SZ T; ML (5); AL N; XP 15.

6: **Cave fisher, 1-2 (MM 40):** AC 4; MV 1#1^B; HD 3; hp 15; THACO 17; #AT 2; Dmg 2d4/2d4; SZ M; ML (12); AL N; XP 175. This wall-crawling cave dweller has a sticky snare filament that can only be cut by +1 or better weapons. The glue can be dissolved with alcohol in 3 rounds.

7: **Mimic, 1 (MM 250):** AC 7; MV 3; HD 7; hp 32; THACO 13; #AT 1; Dmg 3d4; SZ L; ML (15); AL N; XP 975. This creature will usually disguise itself as a rocky pillar or part of a wall, but if solitary prey approaches it will change into something to attract the prey — a cart full of ore, food, a carpet, a cask of wine. Its glue can be dissolved by alcohol in 3 rounds.

8: **Ooze, gray (MM 278):** AC 8; MV 1; HD 3+3; hp 21; THACO 17; #AT 1; Dmg 2d8; SZ M; ML NA; AL N; XP 270. This carnivorous fungus can corrode metal in one round. Magic has no effect on this monster, nor do cold or fire. Lightning and blows from weapons cause full damage.

9: **Piercer, 1-8 (MM 290):** AC 3; MV 1; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SZ S; ML (10); AL N; XP 35. These creatures will try to delay prey beneath them by making clicking sounds or dripping water on them when prey passes by underneath.

10: **Cave-in** 5% per day of siege that a 10' section of the ceiling will collapse due to the some beams being used to build the barricade.

THE MAGELORD

Pilonanen the Purple, 8th-level shadow mage: AC 3; MV 12; hp 21; THACO 18; #AT 1; Dmg 1d4+2; SZ M; ML (18); AL NE; XP 2,000.

S 8, D 15, C 15, I 16, W 13, Ch 11.

Personality: An intelligent, cunning man who revels in the use of power, Pilon enjoys the tasks he commands others to perform, be it his own bandits, enemies, or the beasts he summons and controls. Pilon became an outcast magelord when his mentor tried to exile him for withholding magic. A supernatural creature Pilon summoned slew him. Pilon packed his things, looting his mentor's home in the process. This middle-aged, portly, balding man still has a baleful fire burning in rare purple eyes.

Special Equipment: Bracers of defense, AC4, dagger +2, scroll w/ Evard's black tentacles (He won't use this scroll.)

Spells (4/3/3/2): 1st: cantrip, grease, Nefti's spell recall, unseen servant; 2nd: glitterdust, summon swarm (×2); 3rd: monster summon I, summon person, flame arrow; 4th: Evard's tentacles.

Weapons: Club, Dagger +2.

Charonti bandits, 1st-level: AC 8; MV 12; hp 5; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (9); AL N; XP 15.

Charonti bandits, 2nd-level: AC 7; MV 12; hp 9; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (10); AL N; XP 35.

Bandit sergeants, 3rd-level: AC 6; MV 9; hp 13; THACO 19; #AT 1; Dmg 1d8; SZ M; ML (11); AL N; XP 65.

Bandit champions, 4th-level: AC 5; MV 9; hp 19; THACO 19; #AT 1; Dmg 1d10; SZ M; ML (12); AL N; XP 175.

Bandit captains, 5th-level: AC 4; MV 6; hp 24; THACO 18; #AT 1; Dmg 2d4+2; SZ M; ML (13); AL N; XP 270.

Weapons: Swords, short bows.

Thieving: 15% average +5/level. Climb begins at 60%.

THE SYMBOLSTONE

This 2' polished platter of pink granite is 2" thick and weighs 15 lbs. One side is blank, the obverse has a permanent symbol of the DM's choice (see AD&D *Player's Handbook*, page 244); *hopelessness* is recommended. With this, Pilon can easily convince the other magelords that he is the most fit to lead them, and that against the assembled magelords, the future of the Charonti nation is hopeless.

The *symbolstone* was found and remains in the depths of the mine a good half-hour walk from the entrance. The heroes will be escorted to it if they wish to see it, but four serathi armed with picks guard the only entrance to the room.

Only a wizard can activate the *symbolstone* after it has been attuned to that wizard. The mage must hold the stone above his head unmoving for a full round while giving a speech and speaking the name of the symbol. Its owner can use the stone 3 times a week. To attune the stone to himself, a wizard must touch the stone and speak the name of the symbol. The attuning then takes 3 days. An attuned user can visualize the stone's symbol whenever he closes his eyes.

The *symbolstone* turns invisible 24 hours after imprinting to prevent its theft and is only visible when touched by its user.

DAY ONE

General Events: After the delivery of the gate's crossbar, the magelord Pilon retires for the day. Banor asks the heroes if they would take a shift in the watch schedule he has devised. Unless the heroes initiate some action, the night passes quietly.

The heroes may help develop the defenses for the mine, including secondary lines of defense deeper in the mine's tunnels. They will discover that the only other entrance to the mine collapsed several months ago and has not been dug out. The only way in and out for an invading force and the defenders is through the front entrance.

The next day, the first one of the siege for the mines, begins with an arrow fired into the mine's barricade with a note tied to it. The note reads:

My friends, certainly you are aware by now that no option exists for you but to give me what I came for. You know of what I speak — let us not play games.

I am willing to let you live in exchange for the item. I'll even let you leave, with water and provisions.

I also wish to speak with those who arrived late yesterday on certain matters. They will be questioned, but allowed to leave if they answer my queries honestly and adequately. That is all. You have one hour to decide your fate. A considerably better offer than most get in life, don't you agree?

P.

Main Plot: Outside, Pilon's troops are finishing their search, making sure that no other gates exist in the vicinity. They find none, nor have they found other entrances to the mine.

Pilon has time to deal with the Charonti in the mine, and while he fully intends to kill any foolish enough to trust him, he's willing to let them walk out to him when they get hungry or thirsty enough.

If the Charonti say they want to deal, Pilon will talk to them, agreeing to any terms that resemble his written offer but that do not put him at any disadvantage. He'll deal until he has the symbolstone. Then he will bow to the heroes — the sign to his troops — and when he's beyond the defenders' reach he will nod his head, signaling the 10 archers hidden in the tree line to fire for one round. Then, 10 bandits per round will attack until all the bandits have entered the battle or the defenders are dead.

If the hour mentioned in the note passes with no response, Pilon orders flaming arrows to be fired at the Charonti barricade. Pilon himself even casts *flame arrow* to set the first batch alight. He can set 10 arrows aflame. The Charonti have to use some of their precious water supply to extinguish the blazes. If the heroes want to fight the fires treat them as 1 HD monsters (AC 5; hp 10; #AT 1; THACO 19; Dmg 1d6 + chance to start new fires (+1d6 hit points each round); *Special:* regenerates 1 point per round). A bucket of water will extinguish 1d6 points of flame; a bucket of earth will smother 1d4 points; beating with a blanket will snuff 1d2 points.

The heroes can pull down the flaming parts of the barricade and let it burn out, but this creates weak points in the barrier. After a desperate half-hour of fighting fires, a sudden rainstorm erupts, extinguishing any remaining flames.

If the fire inflicts 35 points of damage to the barricade, a squad of 10 1st level and 5 2nd-level bandits will charge to try to break through.

Sub-Plots: One or more of the heroes, while roaming the tunnels for whatever reason — checking provisions, investigating a noise, etc. — discovers young Chaha the scribe in an amorous embrace with Nanefon. Nanefon's wife, Ronsura is not here. Chaha and Nanefon confer in hasty whispers and then Nanefon excuses himself and leaves. Chaha will make light of the situation and return to duty.

Hero Notes: The heroes should have learned of the symbolstone. They will be led to examine it sometime today. It is possible that one of the mages will begin the attuning process unknowingly. The heroes notice nothing odd until the process is completed and he or she then can see the symbol whenever his or her eyes are closed.

DAY TWO

General Events: Today, Pilon has most of his troops arrayed in plain sight of the mine entrance out of range of missile fire. If the heroes figured out how to overcome the bandits' flaming arrows, the bandits halt their efforts in order to save arrows.

Main Plot: During the middle of the night, Pilon tries something new. A half dozen of his smallest and quickest bandits creep along the ground in the darkness until they are within 20' of the

mine's barricade. At that point, Pilon summons 3d4 giant rats to appear *within* the barricade. It's his hope to distract the guards long enough to allow his men to breach the barricade. It will take the bandits 3 rounds to tear an opening in the barricade if they are unmolested. Any round they're attacked does not count toward the total. The heroes happen to pull the overnight shift on guard duty, along with Raifha and two serathi he controls.

Giant rats, 3-12 (MM 300): AC 7; MV 12; HD ½; hp 4; THACO 20; #AT 1; Dmg 1d3; SZ T; ML (7); AL N; XP 15.

Special abilities: Anyone bitten by a giant rat has a 5% chance per bite of contracting a debilitating disease; save vs. Poison to avoid disease.

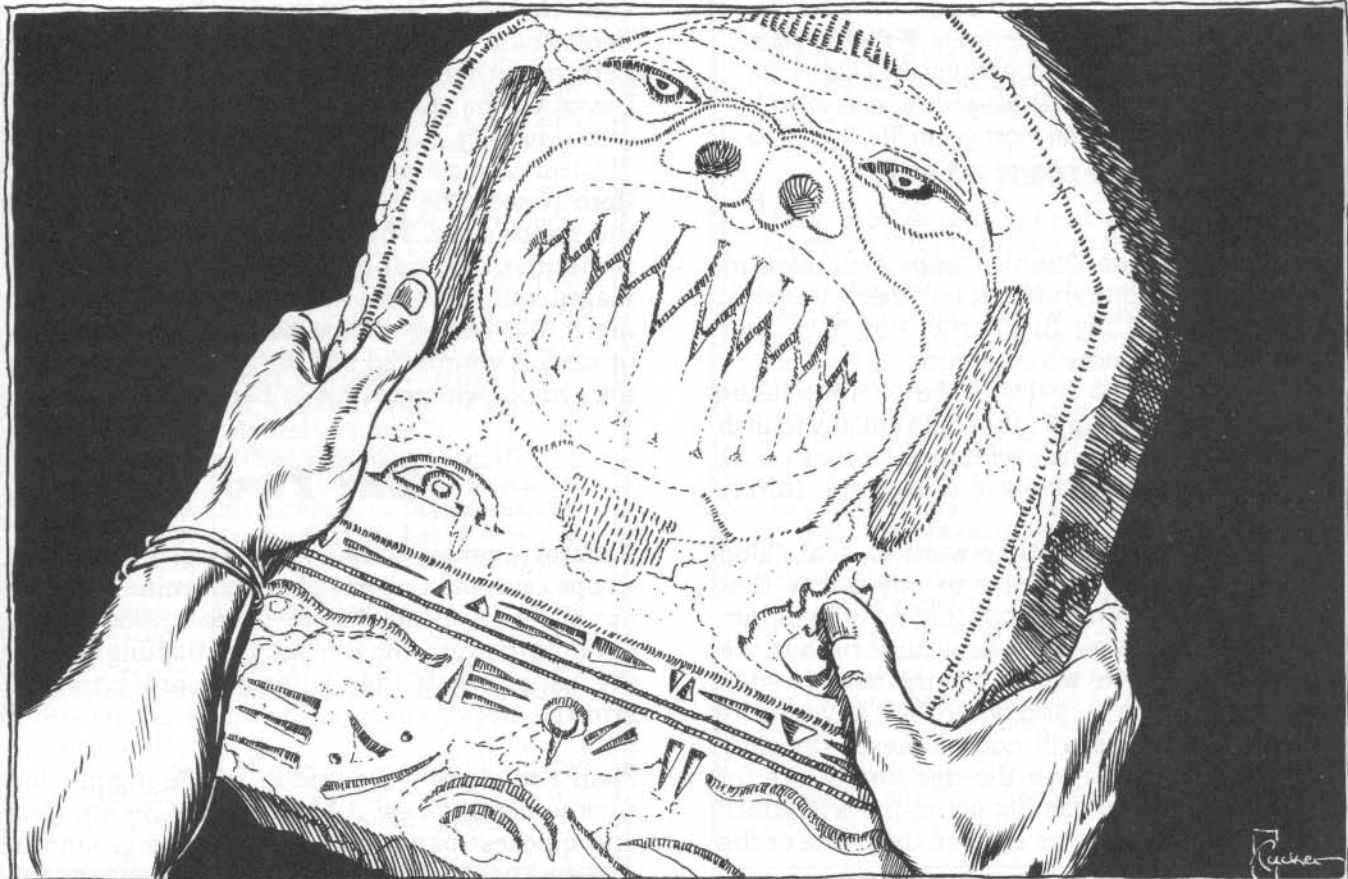
Sub-Plots: If one of the heroes managed to begin the attuning process, this morning, just as the heroes are being relieved from guard duty, a messenger from Banor summons the heroes to the room where the *symbolstone* is kept. Upon arriving the heroes see that the stone is longer where it was. The serathi that were guarding it have not been disturbed, and if any hero can speak with

dead, the serathi have nothing to report, saying that no one has been in the room since the heroes left on Day One, until Banor came to check on it this morning. He found it gone. Someone has stolen the stone!

While some suspect the heroes, Raifha can confirm that they never left his company last night if they didn't leave during that time. If the heroes did not take it, and Pilon's bandits are still outside so they don't have it, where is it? That's the real question since there are many miles of tunnels in this mine and a search would be incredibly difficult. If the heroes don't ask the above questions Banor does.

The stone is still there, it's just *invisible*. If a hero uses *detect invisibility* or closely examines the ledge where the stone sat, he or she is likely to find it, unless of course the DM thinks it would be more fun if it's really been stolen.

Hero Notes: If the heroes who caught Chaha and Nanefon are alone at some point during the day, Chaha approaches and now pleads with them not to reveal what they saw. If they are hesitant to agree, she'll beg. If that doesn't work, she'll cry. If that doesn't work, she'll become furious and storm off.



DAY THREE

General Events: A small cloaker has made its way up from the depths of the mine and begins attacking NPCs or heroes after a few days, one per day. It's preparing to split into two smaller cloakers and needs the extra food for the division process. The cloaker starts attacking injured NPCs, but may attack others that the heroes have gotten to know well, before moving on to the heroes.

Cloaker, 1 (MM 44): AC 3 (1); MV 1/15^F (D); hp 21; THACO 15; #AT 2; Dmg 1d6(x2) +special; SZ L; ML (14); AL CN; XP 1,400.

Special abilities: Targets hit by the cloaker are engulfed and all but helpless as the cloaker automatically bites its victim for 1d4 points of damage plus the hero's unadjusted AC. Cloakers also can moan, but this one is young and can manifest only the -2 penalty on foes' attack rolls.

Main Plot: Pilon tries a slightly different tact today; this time he casts *summon swarm* spell at the guards and then sends six bandits forward with axes to hack through the barricade at dusk. Thus equipped, the bandits will breach the barricade in but two rounds as long as they're not attacked for two consecutive rounds. The heroes can hear the commotion and can respond in 1d3 rounds.

Sub-Plots: While one or more of the heroes is in the deeper sections of the mine, looking for some clue as to the stolen stone, they find a secret door slightly ajar. If they venture in, they find what only can be a render's laboratory. Several damaged serathi are stacked in one corner, a few partially dissected animals lie pinned open on lab tables, any bandits killed in attacks on the barricade await rending into serathi, and in the far back corner a largish cage rests on the rough stone floor. It is covered with a tarp. For those listening closely, there are low moans coming from the cage.

If the heroes investigate, some sort of hunched creature rocks back and forth on its haunches, causing the metal cage to squeak against the stone. If the heroes go far enough to identify the being in the cage, they see a wild-eyed, dirty, growling human boy about six years old wearing nothing but a stained and torn kilt. The boy's bright red hair is plastered to his head from sweat, and he smells of wild beasts. The boy, named Kala, is terrified.

The heroes can poke around for a few minutes. If they search they find the key to the cage. Seeing this only causes the boy more distress as he backs his way to the point farthest from the door. If the heroes also examine the bodies awaiting rending, they will find another two dead children wearing kilts. Their means of death is unknown. If the boy sees this, he begins howling pitifully, clutching the cage's bars tightly in his little fists.

Before the heroes can do anything else, Banor comes into the room with a small, frail elderly man. "You can't be in here," bellows Rauha. Banor looks upset and embarrassed at the same time. If the heroes demand to know what's going on here, the two characters argue heatedly under their breaths for a moment or two before Banor turns back and asks the heroes to leave. Once in the hall he will tell the heroes Ruaha's story. The frail render shoos the heroes out of the room away from the cage and the bodies, and tosses something small and furry to the boy in the cage that the boy quickly consumes.

According to Banor, Ruaha's lab is a state secret. The College of Necromancy has long been interested in discovering the secret of immortality for the Charonti people. But, of course, they couldn't experiment on human subjects. After a time their research could progress no further using only animals. They appealed to the Queen to obtain human subjects, such as bandits. Queen Nefti decreed that no Charonti, whether civilian or outcast would be subjected to such experiments. Frantic, the renders appealed to the Queen asking that if someday, a Knorrman was finally taken alive, could the renders use it? To this the Queen agreed for two reasons. In the 150 years the Knorr lived on Jakandor not a single one had ever been taken alive, and the Knorr weren't considered human anyway. They are howling savages who live only to kill. The Queen found it fitting that someday a Knorr might help make Charonti immortal.

A few months ago, a small band of Knorr attacked a royal caravan from one of the farmland areas. The wizards quickly disposed of the beastmen and the serathi and guardians were sent to look for more. They found three children. Not knowing what else to do with the youngsters who wouldn't survive long on their own, the caravan's leader brought the children back and presented them to Queen Nefti's court. When the renders heard that Knorr had been captured, they sought an audience with Queen Nefti and reminded her of her pledge.

Nefti seemed to regret her decision, but agreed to honor her pledge. She turned the Knorr children, two boys and one girl, over to the College of Necromancy, and then sought to turn her mind to more important tasks.

The renders requested an isolated, secure place where they could conduct their research and this Crown Mine was chosen. All the guardians and scribes had to swear not to reveal the existence of a render's lab within the mine, and Ruaha arrived in secret not long after. He's been doing his research in isolation ever since. Now the heroes must swear to keep the secret, or when this is all over, Banor will have to inform the Queen's court.

The dilemma before the heroes with this issue is do they choose the possible good which may be achieved and allow the experiments to continue or do they put a stop to Ruaha's experiments here and now? In other words, do they sacrifice the Knorr child for the potential good of the Charonti nation?

Hero Notes: Unless magic is employed, the heroes can learn nothing of the missing stone's whereabouts today. At the evening meal, Chaha sits by herself. As one of the male heroes who interrupted her and Nanefon prepares to leave, she smiles and waves for him to come over and sit down. If the hero does, she acts as if nothing ever happened; she's the hero's best friend. All of a sudden, she jumps up huffing in mock outrage, slaps the hero across the face and storms out of the room. She's on her way to find Banor to tell him of the hero's "advances" toward her. She has done this believing that if the hero now accuses her of infidelity with Nanefon, she can dismiss it as a simple attempt to divert people from the hero's unwanted advances toward her.

With the exception of Riahfa and Banor, most of the other Charonti begin to resent all the heroes — not just the one Chaha accused, but all of them. The Charonti first saw these people, the heroes, as their saviors, but instead they're just trapped too, and now they're eating and drinking their food and water. And as of today, they are nearly at the end of the ration supply. What will they do now if help does not arrive soon? Perhaps they should accept the magelord's offer.

DAY FOUR

General Events: Today the food and water runs out. Unless one of the heroes is a priest who can *create food and water*, they may be in trouble soon. Each day the characters go without food, they suffer a cumulative -1 penalty to all actions, and lose 1 hit point until they eat. Characters who have lost more than half their hit points must make a System Shock check every day or die.

Main Plot: The Charonti expedition that left from Orchaleum the day after the heroes left is nearing the area of the mine, and Pilon is getting nervous.

Pilon again fires an arrow-note into the Charonti barricade. This note promises even more — food, water, free passage away from the mine, and Pilon magnanimously offers to let the characters leave with as much gem-laden ore as each character can carry on his or her own.

While the noble Charonti had no thought of dealing with the villainous magelord a few days ago, the prospect of no food and water change some minds. Unfortunately, as the Banor can point out if the heroes don't, even if the group agreed to give Pilon the artifact, they can't because someone's stolen it. Kraver the surgeon, when he isn't looking for the stone, will be trying to stir up ill feelings against the heroes.

Sub-Plots: Speaking of the stone, the last hero wizard who touched the stone three days ago now sees its image whenever he or she closes his or her eyes. If the heroes still have no idea that something odd is going on, have the hero start dreaming about the stone, about carrying it around, about seeing it in the room where he or she touched it last. One or two dreams should get the heroes pointed in the right direction. If that still doesn't work, give the hero a dream where he or she is carrying the stone and using it by raising it over his or her head. He or she can feel its weight, but can't see it!

Hero Notes: There's a lot going on, but to top it off, the Knorr child goes missing. He managed to get the key and let himself out and is now hiding somewhere in the tunnels. Ruaha accuses the heroes. Kala will sneak out at night to attack and burn the hated serathi. By end of the day he has a dagger.

DAY FIVE: FINALE

General Events: The food is gone and the water will be gone before the end of the day if nothing is done. What will the heroes do to save themselves and the other Charonti?

Main Plot: Pilon has little time before the Charonti rescue expedition arrives. He needs to get the heroes and the others out now. To this end, he has ordered several logs to be collected from the forest. At first light, he has these set aflame and his bandits roll them up to the mine entrance using long poles. Other bandits climb to the top of the cliffs and stop up the airshafts.

Pilon's intention is to smoke the Charonti out of the mine. He's counting on the fact that they are almost out of food and water. The blazing bonfire will consume the barricade and will start to suck the air out of the mines. The Charonti have a choice: either descend deeper into the mines to escape the smoke, where they'll be even farther from food and water, or tear down their own barricade and leave the mine to where the bandits and Pilon are waiting.

Every turn the characters remain within 100 yards of the entrance, they must make a Constitution check or suffer a loss of 1d3 Strength. If Strength falls to 0 they pass out and will suffocate in 3 rounds unless revived with fresh air or healing. The flaming logs will cause 1d6 points of damage to anyone within 10' of them, and 2d6 to anyone leaping through the wall of flame.

Sub-Plot: By now, the hero wizard attuned to the stone should have figured that the stone wasn't stolen, just invisible. That's why the serathi had nothing to report. The heroes can certainly use this stone in an attempt to break the siege. Pilon and about 30 of his bandits are outside waiting to see how long before the flaming logs have an effect and cause the exodus the shadow mage is expecting. Depending on which *symbol* the DM chose, its effect on the battle also varies. Whatever the case, when the heroes do decide to break out, Banor will have the serathi tear down the barricade and roll the logs away. This will destroy these serathi. There should be just enough foes unaffected by the *symbolstone* for the heroes to fight and win or lose the day. Banor, the other guardians, and the serathi can fight foes if too many bandits resisted the stone's power, and can help out if the heroes are overwhelmed.

Hero Notes: If the heroes and the Charonti are victorious over Pilon and his bandits, they've saved a number of lives and secured a new type of magical item for the Crown and the Dodecon's spell registry. If they were unsuccessful, the heroes and the Charonti are likely dead and Pilon probably has the *symbolstone* and is well on his way to subduing the other magelords of the Wilds.

AFTERMATH

This adventure could lead to many more for the heroes. A few questions follow that only the DM and his players can answer.

- What will Ruaha the render do now? Report to the College of Necromancy that a band of young upstarts ruined his research and stole his last test subject? How would the College react? What would they do to a hero render? What will the Queen do when she hears of this breach of state security?
- What does the Queen do to reward the citizens who were willing to sacrifice themselves for the lives of Charonti, the mine, and the precious stone?
- What will happen to Chaha? Regardless of how the heroes reacted to her behavior, she can become a recurring NPC, one with a slightly crazy tone to her. Every time the heroes need a Crown scribe for some task, guess who's there to help them? The heroes never know what she'll do, but she does not like them and feels the heroes ruined her life, and she intends to make them pay. Chaha can be the kind of villain the heroes never know whether they should laugh at or run away from.
- What do the heroes do regarding Kala? If the boy remains free, he may continue his hit-and-run tactics. If he is caught, what do the heroes do? Do they turn him back over to the Crown or one of the magical colleges? Could they try to help him outgrow his bestial habits and become truly human, like a Charonti? Should they try? Maybe they should just try to find some Knorr and return the child to his people? But how do they find Knorr and keep them from either killing the heroes or themselves before the heroes can explain their goal?

Whatever answers are created, the key is to have fun and keep the players on their toes!

Chapter Seven — Charonti:

HOMÉ AGAIN, HOMÉ



This adventure is designed for four to eight Charonti player characters of 3rd to 5th level.

The highlight of this scenario is the heroes' first encounter with a group of the "howling beast-men," the Knormans, who came to the island nation of Jakandor some 150 years ago. This meeting takes place during a reconnaissance mission searching for undiscovered ancient ruins to explore and exploit by the Just Society of the Charonti.

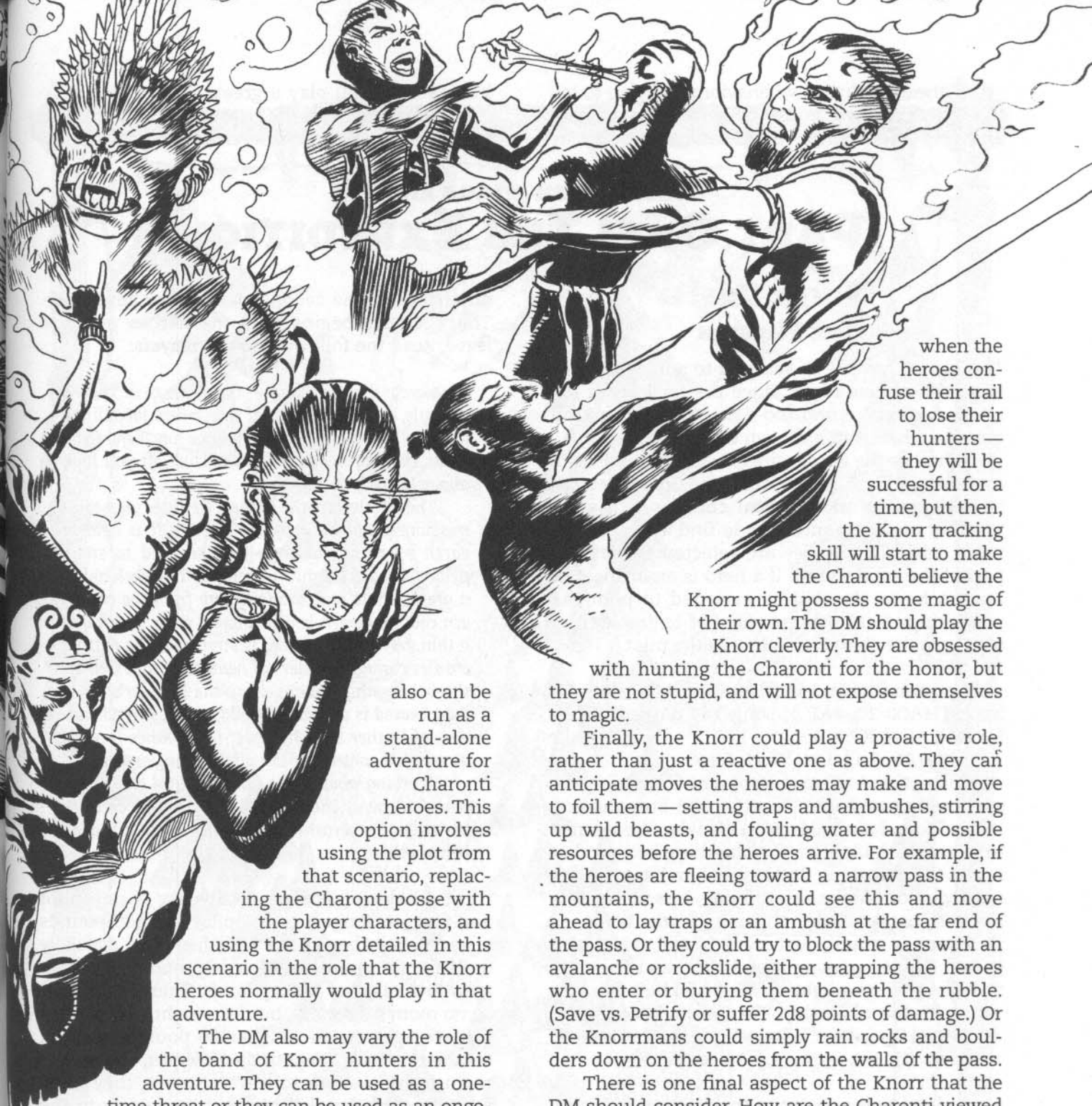
DM NOTES

This adventure is divided into two distinct sections; the first part is an aerial survey that the heroes take part in from the gondola of a whaleship (see page 84 of the *JAKANDOR: Isle of Destiny* Player's Guide). But, the whaleship is damaged and forced down in the wilderness far from any help. Thus begins the second half of this adventure. Worse than the downing of their craft, the Charonti ship attracts the attention of a roving band of Knormans, who take to following the whaleship from the ground. When the whaleship is forced to land, these beast-men pursue the Charonti heroes on their journey back to civilization.

As always, the DM should read the entire adventure before attempting to run this scenario. The DM should feel free to modify the adventure in any way he sees fit. If the DM does not want the heroes to meet the Knorr yet or if the idea of adventuring in the whaleship is more intriguing, he may ignore the Knormans. On the other hand, if the DM wishes to expand this adventure he can add the

ruins from the Knorr adventure "Amid the Ruins" in this book. The heroes can discover the ruins, explore it, hide there from the Knorr who are chasing them, or use the ruins as cover from which to launch an ambush, turning the tables on the Knorr hunting party. To use the ruins, the DM may eliminate the Charonti cultists who've made it their home in the Knorr adventure and add a creature or two that lives where the cultists did, such as carnivorous plants. The Charonti posse who is hunting the cultists may be ignored, unless of course, the heroes are in dire need of a rescue. This rescue party then, could have been sent to find the party after finder wizards at the Civil Center divined that the whaleship had crashed.

As a side note, the "Amid the Ruins" adventure, with the modifications mentioned above,



when the heroes confuse their trail to lose their hunters — they will be successful for a time, but then, the Knorr tracking skill will start to make the Charonti believe the

Knorr might possess some magic of their own. The DM should play the Knorr cleverly. They are obsessed

with hunting the Charonti for the honor, but they are not stupid, and will not expose themselves to magic.

Finally, the Knorr could play a proactive role, rather than just a reactive one as above. They can anticipate moves the heroes may make and move to foil them — setting traps and ambushes, stirring up wild beasts, and fouling water and possible resources before the heroes arrive. For example, if the heroes are fleeing toward a narrow pass in the mountains, the Knorr could see this and move ahead to lay traps or an ambush at the far end of the pass. Or they could try to block the pass with an avalanche or rockslide, either trapping the heroes who enter or burying them beneath the rubble. (Save vs. Petrify or suffer 2d8 points of damage.) Or the Knorr could simply rain rocks and boulders down on the heroes from the walls of the pass.

There is one final aspect of the Knorr that the DM should consider. How are the Charonti viewed by the Knorr at this stage of the campaign? Do these Knorr continue to treat them as honorable warriors? Or, have the Knorr decided that Charonti are not honorable, and may therefore be hunted like the beasts of the wilds without the constraints of honor? This means that the Knorr are free to use missile weapons, stealth, and trickery when battling the heroes. If the heroes have encountered the Knorr before, this adventure could be the first time the Knorr exhibit this altered behavior.

also can be run as a stand-alone adventure for Charonti heroes. This option involves using the plot from that scenario, replacing the Charonti posse with the player characters, and using the Knorr detailed in this scenario in the role that the Knorr heroes normally would play in that adventure.

The DM also may vary the role of the band of Knorr hunters in this adventure. They can be used as a one-time threat or they can be used as an ongoing challenge for the Charonti heroes. The howling beast-men are like a wolf pack that dogs the heroes' trail after the whaleship crashes. The heroes should know the Knorr are out there — watching, waiting for them to make a mistake. The occasional snapping twig, flurry of birds, or animal cry will tell the heroes they are being followed. Playing the Knorr in this manner adds to the tension. When the heroes make a mistake, wait too long, make too much noise or leave a clear trail, the Knorr will draw closer. And

Witnessing this new behavior and living to tell the Crown of it will make the heroes very popular and very important to the Charonti nation. The

heroes may well play a greater role in the Charonti's dealings with the beast-men in the future, for they have become experts on Knorr behavior.

PART ONE: THE EXPEDITION

SCENE ONE: THE MISSION

The heroes have been selected to survey an area in search of new ruins. Since the territory is too rough for sedans and too dangerous for ground travel, a whaleship has been commissioned.

Whether the heroes are scholar or guild caste matters not for this adventure. The Crown decrees that all guilds and magical colleges will work together on a new initiative to find and excavate more ruins. The heroes are selected to serve as part of the survey crew. If a hero is an artificer or render, he or she will be assigned to pilot the whaleship itself, using a *shard of control*. Otherwise, use the character below as the pilot.

Hramonatu, 2nd-level porter: AC 9; MV 12; hp 7; THACO 20; #AT 1; Dmg 1d4 dagger; SZ M; ML (11); AL N; XP 120.

S 9, D 15, C 11, I 11, W 11, Ch 9.

Description: A minor wizard with little talent for spellcasting and even less for the bureaucracy, "Hram" found a new lease on life when he learned to pilot whaleships. It's the one thing he's good at it, and the only thing that makes him happy. If he's not flying or talking about flying, he's stone dull. He's also not much for roughing it in the Wilds.

Hram is small, just over 5' tall, pale, and gaunt. He has graying blond hair, and the only time his gray eyes light up are when he's flying or caring for the whaleship, *The Queen's Pride*.

Special Equipment: Whaleship's *shard of control*.

Spells (2): 1st: *feather fall*, *spider climb*.

To lend authenticity to the mission, mention of the new royal initiative should be made by the DM to his players prior to running this adventure. Providing such background setups into a campaign builds continuity and player expectations.

The DM should permit the players to outfit the expedition ahead of time, but supplies should be severely limited, for this special whaleship can only carry crew and cargo totaling 1,000 pounds. The DM should obtain a complete list of supplies and equipment ahead of time, as this may prove

important in the second part of the adventure. This scenario begins with the heroes ready to leave. Read the following to the players:

It's a great day for flying — the sky is clear, there's a gentle, warm breeze, and the finders foretell the weather for your expedition will be fine. Before you floats the mammoth vessel that will lift you high above Jakandor's surface.

The whaleship, the *Queen's Pride*, was commissioned and built by the Crown. It is held to earth by stout mooring lines secured to stone pylons, tended by dutiful serathi. The skeleton of a great whale was brought here from the southern coast where it beached itself. Over this frame a thin, but strong netting is stretched. The netting cradles canvas bladders of heated air that will lift the behemoth skyward. How the bladder's air is kept heated is a guarded guild secret. Finned rudders of leather stretched over bony vanes provide directional control for the pilot of the vessel.

Climbing aboard the gondola, you stow your personal gear, then signal the ground crew to instruct the serathi to untether your airborne behemoth.

A whaleship's normal capacity is one pilot and four passengers or the pilot and 500 pounds of cargo. But the *Queen's Pride* has been specially built for this mission to accommodate a larger crew and cargo of 1,000 pounds. There is likely to be no room for serathi, but for weight calculations the average serathi weighs 120 pounds, while a serataar weighs 100 pounds. However, there is no room for Charonath to travel as crew, they must be lashed overhead above the gondola or to the sides of the gondola itself.

There are 200 air bladders, each is capable of lifting its own weight and approximately 5 pounds. This corresponds to 1 hit point per bladder, since piercing a bladder destroys it.

Queen's Pride, whaleship: AC 0; MV — /12^F (E); HD 30; hp 200 (ship)/80 (gondola); THACO Pilot's; #AT 1; Dmg 2d10 ram (suffers half damage inflicted to itself); SZ H; XP 1,400.

HOME AGAIN, HOME AGAIN



Lake

Ruins

Crash Site

Roc Attack

Bandit Village

Giant Moths



	Mountains
	Hills
	River
	Woods

This is mountainous terrain with wooded and grassy valleys

Scale: 1 hex equals 500 yards

Aerial Random Events Table (1d10)

- 1 **Clouds:** Obscures vision to 20 feet; conceals obstacles and adds +2 to surprise check.
- 2 **Current:** Strong wind takes craft in random direction, roll 1d8: 1 N, 2 NE, 3 E, 4 SE, 5 S, 6 SW, 7 W, 8 NW.
- 3 **Downdraft:** Craft will dive as if it gained 1d20x10 pounds of weight, falling 1d20x10' for 1d6 rounds, unless maneuvered out of draft or countered with lift.
- 4 **Headwind:** Subtract windspeed (-2d4) from move.
- 5 **Ice:** Ice forms on craft adding 1d20x10 pounds weight, and making surface slippery, Dex checks or slip.
- 6 **Rain:** Rainstorm and turbulence for 2d6 turns.
- 7 **Tailwind:** Adds windspeed (+2d6) to movement.
- 8 **Thunderstorm:** Storm and double turbulence for 2d4 turns; lightning strike (2d8) every turn, save vs. Rod.
- 9 **Turbulence:** Intelligence checks control each round or suffer 1 point of damage, -2 to any actions. Lasts 2d6 rounds.
- 10 **Updraft:** Craft will rise swiftly as if 1d20x10 pounds lighter for 1d6 rounds, unless maneuvered out of draft or countered with lift. When leave draft roll new wind current.

Aerial Random Encounter Table (1d10)

- 1 **Bat, huge, 1-2 (MM 15):** AC 7; MV 3/15^F(C); HD 5; hp 25; THACO 15; #AT 1; Dmg 2d4; SZ H; ML (11); AL NE; XP 650. *Specials:* Nocturnal. Screech every other round, save vs. Paralysis or unable to fight. Flight is rapid and silent, prey suffers -3 to surprise.
- 2 **Eagle, giant, 1-2 (MM 27):** AC 7; MV 3/48^F(D); HD 4; hp 20; THACO 17; #AT 3; Dmg 1d6/1d6/2d6; SZ L; ML (13); AL N; XP 420. *Specials:* If dives 50 feet add +4 to attack; doubles claw damage.
- 3 **Eagle, wild, 1-2 (MM 27):** AC 6; MV 1/30^F(C); HD 1+3; hp 9; THACO 19; #AT 3; Dmg 1d2/1d2/1; SZ S; ML (9); AL N; XP 175. *Specials:* If dives 100 feet add +2 to attack; doubles claw damage.
- 4 **Griffin, 1-4 (MM 178):** AC 3; MV 12/30^F(C); HD 7; hp 35; THACO 13; #AT 3; Dmg 1d4/1d4/2d8; SZ L; ML (12); AL N; XP 650. *Specials:* None.
- 5 **Hippogriff, 1-6 (MM 190):** AC 5; MV 18/36^F(C); HD 3+3; hp 18; THACO 17; #AT 3; Dmg 1d6/1d6/1d10; SZ L; ML (9); AL N; XP 175. *Specials:* None.
- 6 **Insect swarm, 1 (MM 206):** AC 6; MV 6/18^F(C); HD 10; hp 250; THACO 90%; #AT 1 per target; Dmg 1; SZ H; ML (6); AL N; XP 500. *Specials:* Obscuring cloud causes -2 to all actions and any in cloud have a 90% chance of suffering 1 point of damage. Smoke, cold, and fire or killing half of swarm will cause it to scatter.
- 7 **Knorr shapeshifter, 1:** Use Wild eagle stats. *Specials:* This creature has the intelligence and hates Charonti.
- 8 **Peryton, 1-2 (MM 286):** AC 7; MV 12/21^F(C); HD 4; hp 22; THACO 15; #AT 1; Dmg 4d4; SZ M; ML (16); AL CE; XP 270. *Specials:* Singles out one target and attacks with antlers till prey is dead. +1 or better weapons to hit. If dives 100 feet adds +2 to attack and doubles antler damage.
- 9 **Werebat, 1-4 (MM 233):** AC 5; MV 9/15^F(D); HD 4+2; hp 27; THACO 17; #AT 3; Dmg 1d4/1d4 + 2d4; SZ M; ML (11); AL N; XP 420. *Specials:* Hit only by silver or +1 or better weapons.
- 10 **Wyvern, 1 (MM 366):** AC 3; MV 6/24^F(E); HD 7+7; hp 42; THACO 13; #AT 2; Dmg 2d8/1d6+poison; SZ G; ML (14); AL N(E); XP 1,400. *Specials:* Hunts at dusk or dawn. Sting: save vs. Poison or die (1d6 if save). If it seizes a victim and lifts him into the air, wyvern gains +4 to hit.

The ship is raised aloft by using the *shard of command* or a *heat metal* spell to warm the airbags (adds 200 lbs. lift) or by lightening the load, and lowered by cooling the air (reduces lift by 200 lbs.) or bursting some air bladders. Every point of damage causes a loss of 5 pounds of lift. The heroes must dump cargo or the craft will start to sink. If all 200 hit points are lost, the craft will plummet to the ground. For every 10 points of damage inflicted on the gondola, a hole is made or a guy rope is snapped, and heroes must make Dexterity checks or lose their footing. If the DM wants to create even more drama, one of the crew may fall through the hole and must hang on to the edges or the snapped guy rope for dear life until his friends can rescue him.

Special abilities: The whaleship can hover or turn in place up to 30° per round. The whaleship is enchanted to prevent an inexperienced pilot from crashing the vessel while the whaleship still has any of its 200 hit points. The craft will begin to descend as damage is caused. The gondola has a *contingency* spell to cast a massive *feather fall* spell at the last minute just before impact. The heroes will still have to cut their way out of the tangling, smothering canopy (Canopy AC 8; 20 points of damage frees a person).

AERIAL ENCOUNTERS

While the Random Encounter Tables in this book work well in most situations, adjustments must be made for Aerial Encounters. Check once every 4 hours airborne on the Master Random Encounter Chart on page 29, in this book. A small list of events and encounters has been included here, and the DM may create a larger list if he wants. If he wishes to extend the aerial portion of this adventure, aerial encounters and events from this list may be used. Or the DM may use the Master Random Encounter Tables, but will need to make the following interpretations.

Events: Mostly easy to translate. Delays are likely to be headwinds, turbulence, and currents.

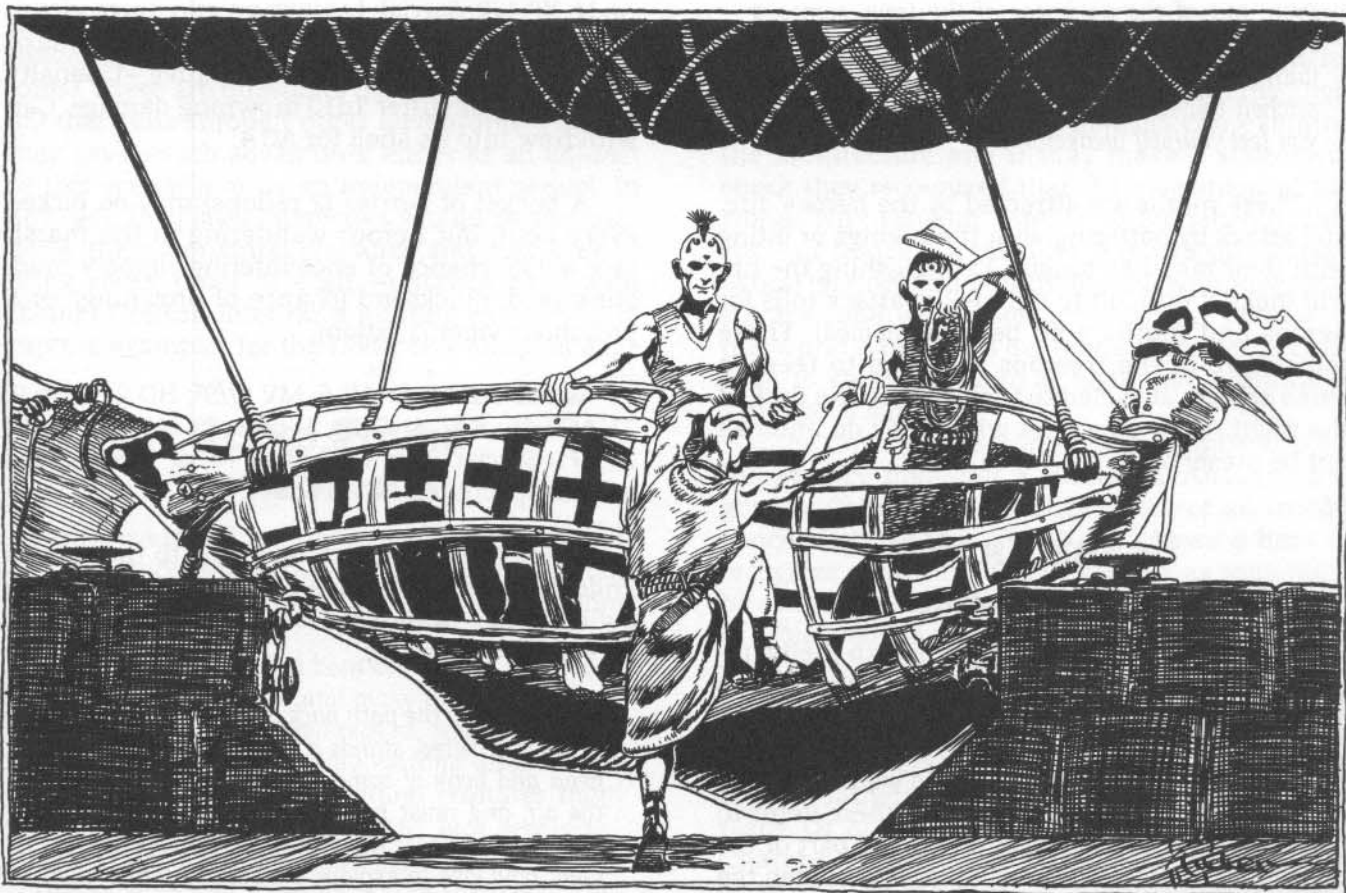
Men: Charonti, Knorr, or magelords on beasts or flying constructs, or disembodied Knorr spirit walkers on a dream quest.

Game: This includes individuals and flocks of ducks and geese, as well as raptors (condors, eagles, hawks, kites, and owls).

Critters: Individuals, flocks, or swarms of birds, bats, and insects.

Gt. Beasts: Giant versions of Game and Critter animals, plus those on this list who can fly; either individuals or mated pairs.

Fantastic: This includes the peryton and roc.



Undead: Incorporeal undead: ghosts, spectres, and wraiths.

Unnatural: Many on the master list are fliers, or substitute winged versions of non-fliers such as a wind shark for a bulette.

SCENE TWO: FLY ME AWAY

After several days of flight the heroes have left behind the areas previously explored by the Charonti when they encounter a new danger of the wilderness. It is up to the DM to determine the exact location for this ruin. Consult the poster map that comes with this set — and decide if the heroes actually do discover one of the new sites depicted there, which could lead to another adventure, if they survive this one. The DM should invent what the heroes see during these days for the purpose of event logs, recording indigenous life, and mapping the territory. Then, the following occurs:

After finding a small clearing in which the whale-ship can be tethered for the night and sheltered from the wind to avoid straining the tethers, you

bed down with your meager packs to spend another night under the stars in the Wilds.

Unfortunately, this night isn't going to pass as uneventfully as the others. A flurry of deathglow moths descend from the forest canopy that surrounds the heroes' camp. If the heroes have set a watch, the guard notices glowing shapes flitting down through the trees and may warn the party. If there is no watch, roll for surprise.

Deathglow moths (12) (see page 143): AC 6; MV 6, Fl 12 (C); HD 2; hp 9; THAC0 19; #AT 1; Dmg 1d4*; SZ S (3') across; ML (11); AL N; XP 175.

Special abilities: The abdomens of these creatures glow like a firefly's, but this glow has a magical effect. Each round, every creature within 10' of the deathglow moth must save vs. Death Magic or lose 1d3 points of Strength for 1d4 hours. If a victim's Strength falls to 0, the victim dies, and the deathglow moth settles in to feed on its prey.

When the heroes start to react, read the following:

From out of the darkness of the trees comes a swarm of ghostly beasts, like giant moths, but with strange, glowing bellies. Their cry is a high-pitched whistling. Beneath their lurid nightglow you feel yourself weakening.

These moths are attracted by the heroes' fire, and attack by battering with their wings or biting with their rasp-like tongue. Extinguishing the fire will make it difficult to fight (-2 to attack rolls for heroes and moths who become slowed). These moths live in the treetops and tend to feed on small critters attracted to their light in the dark of the night. Their glow dies when they do and can not be preserved.

SCENE THREE: PROVISIONING

When the heroes next land to replenish their supplies and rest for the night, something tries to make a meal out of them!

After a few days in the Wilds, the heroes' meager supply of rations and stored water begins to run out. They will need to replenish these items to continue their trek. This was a planned part of the expedition for it was deemed unwise to burden the whaleship with a large cargo. Read the following:

Around mid-day, you spot a small alpine lake and decide to land to refill your waterskins and see if you can catch and smoke some fish to supplement your supplies. Besides, there appears to be a patch of flowering bushes that might hide fresh berries along the lake's windward, marshy shore.

Allow the heroes to fill their water skins and pick the rosy-red mountain berries that grow in this high altitude, while others try their hand at fishing with a line, net or spear. To fish with a line requires two successful Intelligence checks in a row to catch a trout or salmon once a turn (1 ration). Netting requires 3 turns to capture several buckets of small fingerling chubs (2 rations). Spear fishing requires a lure, patience, and a Dexterity check at -4 to spear a trout or salmon. Netting and spear fishing require wading in the water, and there is a 25% chance of encountering slippery stones, hidden drop offs, sharp rocks (Dmg 1), or a snapping turtle (6 rations). It requires two hours to smoke or salt the catch.

Snapping turtle, 1: AC 8/4; MV 1//3^s; HD 2+2; hp 11; THACO 19; #AT 3; Dmg 1/1/1d4+1; ML (14);

AL N; XP 120. *Special:* Latches on and drags victim underwater on a natural 20. Victim must make Constitution check with a cumulative -1 penalty each round or suffer 1d10 drowning damage. Can withdraw into its shell for AC 4.

A bucket of berries (2 rations) may be picked every hour, but heroes wandering in the marsh face a 25% chance of encountering slippery mud, stinkweed, quicksand (chance of drowning), or a poisonous viper (1 ration).

Water snake, 1: AC 6; MV 9//9^s; HD 2+1; hp 9; THACO 19; #AT 1; Dmg 1+poison; ML (8); AL N; XP 175. *Special:* Save vs. Poison +3, or 1d6 damage and incapacitated for 2d4 days.

When the heroes are returning to the Queen's Pride, have them make a surprise roll at +2. An owlbear has wandered across their path and picked up their scent.

Before you, on the path back to where the Queen's Pride is tethered, stands a bear-like beast with the head and beak of some kind of bird. It is sniffing the air, and must have caught the scent of your food. Such a beast must have been magically created, how else to explain the bizarre combination of feather and fur. It lifts its beaked snout, sights you, bellows a bizarre screech-growl, and trundles toward you with a loping gait.

Owlbear, 1 (MM 284): AC 5; MV 12; HD 5+2; hp 27; THACO 15; #AT 3; Dmg 1d6(x2)/2d6; SZ L; ML (12); AL N; XP 420.

Special abilities: An owlbear hugs when either paw scores a hit with natural rolls of 18 or better, inflicting an additional 2d8 points of damage. It can bite a hugged victim with its beak as well. Owlbears attack on sight, fighting to the death.

The heroes outnumber the owlbear — unless the DM wants to increase the challenge, and then it is hunting with its mate and two young: hp: 25, 13, and 14 respectively. The heroes should be able to distract the beast while others flee to the safety of the whaleship or attack it from the rear. If Hram is along on this mission, he will flee to safety!

This encounter and the previous one should identify for the heroes that many magical creatures, hybrids, or accidents exist on Jakandor. These creatures certainly are not natural beasts. Where did they come from? Were they artificially created? If so, was it by accident or by design? Are these magical beasts a result of the Worldender —

the Wasting Plague? Or, are these creatures descendants of some experiment of the mage-lords? These are questions the DM may resolve at another time through other adventures. The DM may devise such adventures, either as an adjunct to this scenario or as an independent sequel. In any case, the player characters should be astounded by these unnatural creatures and may seek to bring some proof of their existence back with them, or return later on a hunting expedition to capture examples for the Dodecon's menageries.

SCENE FOUR: A FIND

After recovering from any wounds suffered in the last two encounters, the heroes' patience finally pays off with an exciting find. Read the following:

While your journey has been eventful — you have the scars to prove it — and many maps have been made of these unexplored regions, your expedition has yet to make any really exciting discoveries, unless you count the unnatural creatures that attacked you. In any case your luck seems to change, for today while soaring above an idyllic alpine valley, you spy some sort of standing circle of stones or crude statuary. From this altitude, alas, more details are impossible to discern.

Allow the Queen's Pride to land safely and the heroes to examine the scene. Read the following:

A most interesting find, indeed. Here is a small, roughly circular ring of stones, certainly not a natural formation. Some of the stones are standing, and some lie horizontally balanced across two vertical stones. Most of these stones are carved with some sort of primitive runic inscriptions obscured by ages of weathering and mossy growth.

Perhaps even more interesting are the three carved wooden poles that occupy the center of the stone circle. They are upright, placed in specially dug holes in the ground, and are carved with stylized representations of many wild creatures' heads — or more specifically, faces — one atop another for the length of the pole. Facing outward toward the circle of stones, these animal faces may once have been painted or otherwise colored using crude dyes or pigments. This find is very old, if not ancient. It could even date back to before the Magelord Wars and maybe even the Worldending Plague. But who built it?

This "find" has stone pylons similar to those of Stonehenge and the wooden markers at its heart resemble totem poles. Heroes with the Engineering or Astrology proficiencies can examine the architecture and if they make a successful check they recognized that the placement of the stones isn't random. Similar to Stonehenge, this circle of stones is a calendar. It marks this world's vernal (spring) and autumnal (fall) equinoxes, the summer and winter solstices, and the periods of the world's moons. This stone ring can also be used to study the stars at night, like a primitive astronomy lab.

The runes on the stones are indecipherable for the average man, but a successful Ancient Languages, Charonti proficiency check or an Intelligence check with a -5 penalty allows a hero to recognize some of the runic designs as something he saw in one or two ancient texts at the Dodecon.

The wooden poles do not belong, having been erected relatively recently within the past centuries perhaps by a Knorr clan as a pilgrimage sight for spirit walkers on a dream quest. The totems were erected to honor the power of the ancient fathers, and to mark this spot as a holy place. Or might it have been an outcast band of Charonti cultists who worship nature's endless cycle of birth and death and rebirth? Or were the pole-builders a society of one of the simple races that escaped from Charonti custodianship after the disaster of the Worldender? In any case, what happened to the pole builders? The DM may want to consider other possibilities when the heroes have enough time to return and ponder these mysteries further.

The ancient Charonti erected the stones, several thousand years ago. What the significance of the calendar is remains a mystery, as well as why the ancient Charonti chose to build the stone circle here. What, if anything, lies beneath the stones? The answers to all these questions are left for the DM to decide, but here are several suggestions.

The stone ring was an ancient landing bay for the Charonti. When activated it could control approaching and landing using invisible cables of force to draw the aircraft in and tether it within the circle. An ancient levitating dais, now buried in the center of the ring raised and lowered passengers and cargo from the moored craft. Beneath the stone ring is a labyrinth of tunnels with stone tracks on which levitating monorail wagons made the sojourn down subterranean tunnels that linked all the major metropolitan complexes of the ancient empire. What automatons and creatures now lair in these dark passages is unknown.



The totems are spirit poles that host the guardian spirits of elder Knorr whose corporeal forms died, but in life so strengthened their spirits that they yet remain to offer council and advice to any of the young people on dream quests.

SCENE FIVE: FOUND!

The DM should allow the heroes to study the stone markers for as long as they wish and let them learn as much as he wants them to, certainly enough to pique their interest to return later and explore this setting. If the DM plans to use this setting again in his campaign, do not let the heroes learn all of the place's secrets just yet. Give them enough to entice them, to let them hope they may be on the verge of critical discovery for the Charonti nation.

Meanwhile, as the heroes are busy exploring, a party of Knorr, who saw the whaleship several days ago and who then followed the vessel from the cover of the forest below, arrive. For a time, the Knorr study their enemies as these frail people poke and prod at this sacred site of power. They are fearful of the little men's magic, but are working themselves into a blood fury. Then the Knorr close the distance, seeking this opportunity to help restore the rightful balance of the world by attacking the "Bone-gnawers" and spilling their blood.

To make full use of the Knorr, access to the *Island of War* set is important. The primer on the Knorr from the *Island of Destiny* set does an excellent job of providing the basics of Knorr culture, but to make full use of all the unique warrior kits of the Knorr requires the *Island of War* product.

The Knorr party, presented here, are detailed according to the rules set forth in *Island of War*. They are listed in descending order of importance with the most important character listed first, the least important last. The DM should adjust the party size according to his heroes and the role in which he intends to use the Knorr.

Queen Nefti considers her nation to be at war with the howling beast-men. The DM should be sure to portray these people as bestial savages, enemies of the Just Society, unwilling to communicate, seeking only to kill.

The Knorr

All the Knorr are dressed in knee-length kilts, leather jerkins, leggings, and sturdy boots. They are broad-bodied, husky, and shaggy. They don't smell good either, possessing a thoroughly distasteful musky, beast-like scent.

KNORR HUNTING PARTY

Falena, 4th-level storm priest: AC 7; MV 12; hp 23; THACO 18; #AT 1; Dmg By weapon; SZ M; ML (20); AL CN; XP 975.

S 12, D 15, C 15, I 13, W 12, Ch 13.

Description: As chaotic as the weather can be, Falena is unusual even for a storm priest, for she often travels and hunts with her relatives, though storm priests are renowned for living in isolation in the wilds. Falena's goal is to bring honor to her clan and kinsmen by slaying these Broken Ones and bringing back trophies to hang in her clan's lodge. She is hot headed in more ways than one.

Like all storm priests she braids her hair and dips the braids in wax and incense that can then be lit. Since the band saw the whaleship hours ago and just caught up now, Falena's sun-blond braids are ready to light.

Special Equipment: The waxed braid can be lit and burns slowly, forming a hazy halo around the storm priest's head. Her braids will burn for 1d4 rounds and impose a -1 penalty on any foes' attack rolls due to obscured vision, though the blinding smoke does not affect Falena.

Weapons: Staff, short bow, club.

Spells (3/3/1): 1st: create water, cure light wounds, light;

2nd: barkskin, produce flame.

Hadee, 3rd-level battledancer: AC 8; MV 12; hp 22; THACO 18; #AT 3/2; Dmg 1d4; SZ M; ML (18); AL N; XP 120.

S 13, D 13, C 13, I 12, W 11, Ch 11.

Description: This warrior is quiet, as quiet as one of the mountain lions that the heroes have seen from the gondola of the *Queen's Pride*. He's also very fast, makes no noise in combat, and fights unarmed. Hadee can increase his chance to hit by up to +3, by reducing his AC by up to 3 points.

Weapons: The only weapon he carries is a war club (1d8).

Hantor, 3rd-level bonebreaker: AC 7; MV 12; hp 22; THACO 18; #AT 1; Dmg By weapon/1d6+1; SZ M; ML (18); AL LN; XP 175.

S 16, D 13, C 14, I 9, W 9, Ch 12.

Description: This warrior is a huge man who leads with his head. He has yet to enter a situation that could withstand repeated headbutting attacks.

Special Abilities: If a bonebreaker concentrates for two full rounds, taking no other actions, and isn't struck during that time, he can deliver a crushing headbutt, inflicting 1d6 points of damage and causing the victim to save vs. Paralysis or be stunned and unable to act for 1d4 rounds. He gains +1 to any damage he inflicts using a blunt weapon.

Weapons: Staff, club, war hammer, footman's mace.

Jalanor, 3rd-level firebreather: AC 6; MV 12; hp 19; THACO 18; #AT 1; Dmg 1d6/1d3 + flames; SZ M; ML (18); AL N(E); XP 270.

S 12, D 15, C 13, I 10, W 11, Ch 9.

Description: Jalanor covers himself in black soot, fights with flaming weapons, and seems to almost worship fire itself. Intense, deadly, and relentless, Jalanor personifies the destructive nature of fire.

Weapons: Jalanor fights with a flaming club. On a successful hit, this knob-ended club causes normal damage and the struck target must save vs. Poison or suffer an additional 1d6 points of damage from the flaming pitch in the next round. Jalanor also uses flaming arrows that work in the same way. Targets can automatically extinguish the flames and suffer no additional damage, but they must forfeit all other actions in that round. For each hit he makes with his flaming club, Jalanor must save vs. Poison or be splashed with the burning pitch for 1 point of damage. His club stays alight for only 1d6+8 rounds.

A firebreather may enter battle with a mouthful of oil and spit it across his club at an opponent up to 10' away, inflicting 2d6 points of damage, and causing another save.

Lonor, 3rd-level howler: AC 8; MV 12; hp 20; THACO 18; #AT 3; Dmg By weapon (x2)/1d4 (bite); SZ M; ML (20); AL CN; XP 270.

S 13, D 11, C 13, I 9, W 8, Ch 8.

Description: This warrior is utterly uncontrollable. He is able to work himself into a battle frenzy. In order to frenzy he must "howl" for 1d4+2 uninterrupted rounds (growling, roaring, rolling on the ground, gnawing the haft of his weapon). He starts this when the others leap from cover to the attack.

Special abilities: A howler's battle frenzy lasts for 1d6+4 rounds. At the end of this time, he loses 1d6 hit points from the exertion. During the frenzy, however, the howler can attack with two weapons without penalty, receives a +1 bonus to all attack and damage rolls, and must bite his foe as well, inflicting 1d4 points of damage. The howler receives 1d6 temporary extra hit points. These hit points are the first lost when the howler suffers damage.

Weapons: Battle-axe, handaxe, club, bastard sword.

Shador, 3rd-level windlord: AC 6; MV 12*; hp 23; THACO 18; #AT 1*; Dmg By weapon; SZ M; ML (18); AL N(L); XP 120.

S 11, D 15, C 12, I 9, W 11, Ch 9.

Description: Shador is unassuming, and moves deliberately, spitting a black liquid. When the Knorr charge, he will exhibit phenomenal speed, racing across the distance to inflict a withering barrage of blows. His teeth and gums are stained from the root he chews. This gives him his speed.

Special abilities: *In each round, a windlord can increase his metabolism to move double his normal rate, double his attacks, or move his full normal rate and attack normally.

For each round after the first that he increases his metabolism, a windlord loses 1 point of Strength. If Strength falls to 0, he falls unconscious until he is fully rested. He recovers 1 point of Strength for every turn he rests.

Weapons: Dagger, short sword, club, hand axe.

The previous encounters should have taught the heroes to set a watch anytime they are on the ground. If they did so, they are not surprised and have one round to react as the Knorr roar and charge, closing the distance separating the two groups. Choose one hero at random to be Shador's target. That hero loses the free action, for Shador reaches the hero too quickly and attacks. While the Knorr will gladly kill any Charonti they can, if the heroes set a watch and have a round to react, they can retreat to the *Queen's Pride*. If they do not take the opportunity, but decide to flee later, any Knorr meeleing a hero who turns and flees will gain a free attack and will then pursue the hero. Roll a Dexterity check for each Knorr and have heroes roll as well. Ignore double failures and reroll ties. The highest successful check wins the footrace and can act first the next round.

With luck, the heroes should survive this encounter with the Knorr. Some of the beastmen, too, should survive. In fact, if the heroes look back once they are safely aloft, they will see the Knorr gather their packs and hurry to follow them as if saying, "We know you have to land some-

where, sometime. We will just follow till then." The Knorr are on an extended hunting and exploration trip, so they are prepared to follow for quite some time.

It remains to be determined by the DM if these Knorr will follow the Codes of the Warrior when fighting the Charonti. As this is likely the heroes first encounter with the Knorr, following the Codes is recommended. It will make their later abandonment of such tactics — when the Knorr decide the Charonti aren't honorable and the Codes therefore don't apply — much more mysterious to the Charonti as a culture and to the heroes in particular.

The DM must determine if the heroes, or Hram, can fly the *Queen's Pride* in a manner to lose their pursuers. The ship flies at the same speed the Knorr move, but the Knorr must deal with terrain penalties, while flying ignores the effects of the terrain. The pilot could fly across difficult barriers, such as rivers or mountains to delay their pursuers. But the Knorr may prove resourceful finding horses or boats to keep apace. Whatever happens, the heroes may believe they've lost their pursuers for a time.



SCENE SIX: DEATH FROM ABOVE

The heroes reach the ship and escape leaving the beast-men behind. The prevailing winds are from the west and blow due east toward a rugged mountain range. Perhaps they can lose the savages crossing that barrier. Unfortunately, this is the hunting range of one of Jakandor largest creatures, the giant eagle-like roc. Read the following aloud:

The valley of the howling beast-men lies below and behind you, and you feel a mix of relief, anger, and excitement over the thrill of battle — you actually came to blows with the Knorr, and survived! But the savages are not gone, and they continue to follow in your shadow across the foothills. Future landings will be dangerous if you can't put distance between you and your pursuers. Still, you are not worried, they are ignorant barbarians, and you are the enlightened Charonti, you are certain you can out think these animals. And then, there is the excitement of the ancient stone ring you sighted. This is a find that has made this entire journey worthwhile.

The pilot has turned the Queen's Pride toward a mountain range in the east. Perhaps this rocky wall will prove an insurmountable barrier to the hunters. The flight is tricky, coping with sudden up and down drafts, and the dangerously high peaks and turbulent winds, has made the trip exhausting. Suddenly, you hear an unearthly shriek, and the Queen's Pride rocks from the force of some massive blow. At first you wonder if the Knorr have launched some unknown attack at your vessel. Looking upward, you see the shadow of mighty wings of some gargantuan bird of prey attacking the airbags. This bird must have a wingspan of 60 feet!

Roc, 1 (MM 303): AC 4; MV 3/30^F (D); HD 18; hp 160; THAC0 5; #AT 2/1; Dmg 3d6(x2) or 4d6; SZ G; ML (11); AL N; XP 10,000.

Special Abilities: Causes a penalty of -5 to surprise on the first attack. Rocs prefer to seize prey and carry it off, attacking it in the air with its beak. Rocs are extremely territorial and will attack intruders. Loud noises will chase him off for 1 turn.

The roc's nest is on a solitary peak. The gorge beside the nest is littered with the bones of cattle, deer, giant lizards, and occasionally men. Rats and scavengers prowl that forest of bones.

This roc believes this odd beast is a threat to its young, as its nest holds three eggs and its mate. Within the nest are a golden breastplate (-3 to AC), a moaning bastard sword +2, and horseshoes of speed.

The roc attacks the whaleship's airbag. The DM should use the whaleship's stats found on page 104 for this battle. As the airbag is damaged, the craft's lifting power decreases 5 pounds per point of damage, and heroes will have to react to keep the craft aloft. The roc may try to drag the whaleship onto a stony ridge (Dmg 2d8).

The whaleship can not attack the roc, unless it gets lucky enough to ram it head-on, but this causes damage to the ship equal to half the ram damage. The heroes may try to drive the roc off with missiles, spells, and polearms. This attracts the roc's attention, and it will turn its talons on the gondola each round the heroes attack. The roc has difficulty attacking individual targets in the gondola, so there is only a 25% chance that its attack will harm a character directly. Successful hits on the gondola will disrupt spells and every 10 points snaps a guy line or rips a hole in the gondola basket. The great bird must release any hold on the gondola each round to stay aloft. The roc attacks until the craft moves four or more miles away, or the ship crashes. Inflicting 80 points of damage to the great bird will convince the roc to leave this strange beast alone.

If the whaleship loses more hit points than will lift the combined weight of the heroes, the ship will go down. It takes the pilot five rounds to land the whaleship safely from its current altitude. If over 100 points of damage are caused to the airbag or the gondola destroyed, the ship is going to crash. The DM should play this event for all the drama, keeping the pace frantic as the ground and trees rush up to meet them. The heroes should be trying to hold on, save supplies, find a safe landing zone, avoid smashing into trees and ridgelines, and dodge the roc. If any of the gondola remains, at the last minute a *feather fall* activates and the heroes only suffer 1d4 points of damage, but are buried by the airbag canopy. If the gondola crashes, its speed is broken by a stand of pines, and the heroes suffer 3d4 points of damage and are hung up in the tree. If a hero is piloting the whaleship, the player rolls a Direction Sense check or Wisdom check -3. Success indicates the above results. Failure increases the amount of damage suffered by +1d4 for each hero. The ship suffers 2d10 points of damage in the crash.

PART TWO: REFUGEES

SCENE SEVEN: DOWN & OUT

The heroes' first task should be to tether the *Queen's Pride* or it will drift off on the wind. The remaining bladders are undamaged, but the netting and the gondola likely need repairs.

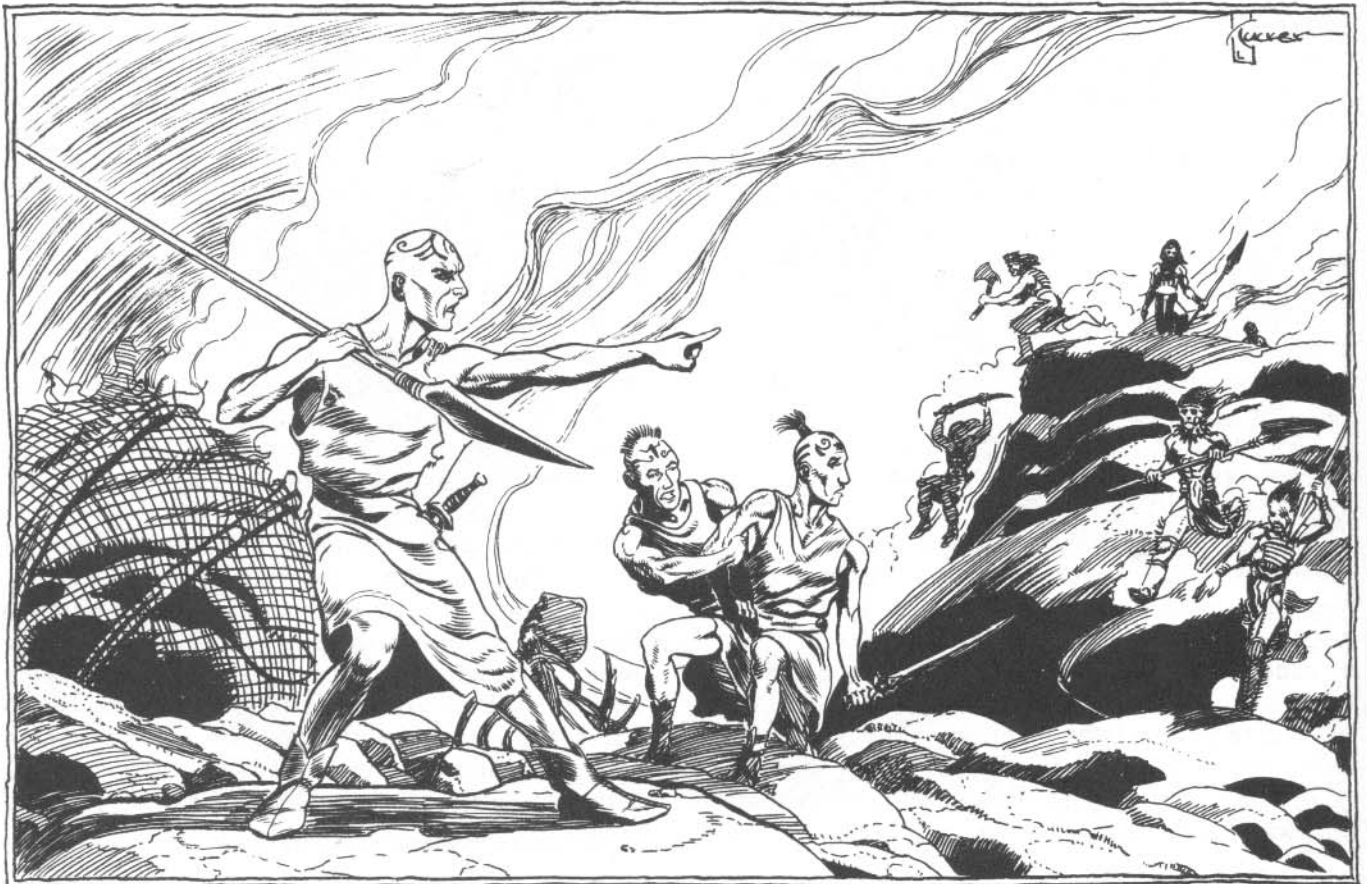
The heroes can repair the netting and gondola using rope to close gaps. Some magic spells may help with the repairs; *mend* (1d4); *bind* (2 points per 5 feet of rope); *web* (1d10 but adds 20 pounds weight); *entangle* (1d8); and *plant growth* (3d8). The ship must be rebuilt to 50% of its original hit points, but it will only have enough lift equal to the number of air bladders that survived. Thus only a rescue mission can be mounted by the pilot and any the craft can carry to go get help.

Even if the whaleship can fly, the roc will attack if they try to cross the mountains within 12 miles of its home. It is likely the heroes will be grounded unless they kill the roc and its mate. If the heroes were carrying a home *gate* in case they

needed a quick way home, it is broken in the landing. The heroes are going to have to take the long way home.

Those stranded in the wilderness will have to think about survival. If the heroes crashed or the gondola was destroyed, their supplies and any Charonath will be lost. They may forage for food (two Intelligence and one Dexterity check for 1 ration). Or they may hunt (increase chance of encounter to once every hour; critters are worth 1 ration, game beasts 1d10+5 rations, other creatures are inedible). Or the heroes may seek a body of water and fish — use hunting rules (aquatic animals are worth 1d4 rations). Fresh water and fruit are easy to find. The heroes may retain small personal items, but it is likely that large weapons are lost (75% per weapon). The heroes will have to cobble together shelter, tools, and weapons from the wild.

And the Knorr may still be on their trail having witnessed the aerial battle with roc. The heroes begin with a 24+1d12 hour head-start.



Assuming the heroes decide to head for home they'll run across more of the local flora and fauna on their journey. Not every creature in the Wild Lands wants to eat or kill the Charonti however, but they'll all defend themselves if threatened by frightened characters. Depending on how long the heroes remain in the wilderness, the DM may use the following short encounter list or use the Master Random Encounter list for more challenges.

1. **Mountain lion, 1 (MM 36):** AC 6; MV 12; HD 3+1; hp 17; THACO 17; #AT 3; Dmg 1d3 (x2)/1d6; SZ M; ML (8); AL N; XP 270.

This creature is hunting, but will attack only solitary, wounded, or running prey. If cornered, it defends itself, but will otherwise flee if confronted.

2. **Wolves, 2 or # of heroes (MM 362):** AC 7; MV 18; HD 3; hp 14 each; THACO 18; #AT 1; Dmg 1d4+1; SZ S; ML (10); AL N; XP 120 each.

Wolves are attracted to the smell of blood. Like the mountain lion, they will attack only wounded or lone prey. Wolves will steal from heroes' supplies. Wolves attack humans only if backed into a corner.

3. **Black bear, 1 (MM 17):** AC 6; MV 12; HD 3+3; hp 19; THACO 17; #AT 3; Dmg 1d3 (x2)/1d6; SZ M; ML (9); AL N; XP 420.

If bears hits with a natural roll of 18 or better also hugs its opponent inflicting an additional 2d4 points of damage. Bears can climb trees and have a well developed sense of smell and hearing. This bear is foraging and will not attack a group of humans. It will defend itself if harassed in any way.

4. **"Wild boar," wereboar, 1 (MM 235):** AC 4; MV 12; HD 5+2; hp 30; THACO 15; #AT 1; Dmg 2d6; SZ M; ML (13); AL N; XP 650.

Special abilities: Harmed only by silver or magical weapons. This wereboar roams in its boar form, foraging and looking for a mate. If harassed, it will shift to its manboar form and wade into the party. He can also summon 1d3 normal boars to help (AC7; MV 15; HD 3+3; hp 18; THACO 17; #AT 1; Dmg 3d4; SZ S; ML (9); AL N; XP 175). This encounter could be quite dangerous, so caution is advised.

5. **Black stag, 1 (MM 241):** AC 7; MV 24; HD 3; hp 21; THACO 17; #AT 1/2; Dmg 1d3 (x2) or 2d4; SZ L; ML (13); AL NG; XP 65. Aggressive.

6. **Humans, 1-6:** Knorr warriors or bandits or signs of their passing.

These encounters need not take place at all. However, the Knorr will dog the heroes for the rest of the journey. How the Knorr act will vary by how they fared against the heroes in the first battle. If the heroes bloodied the Knorr, they will follow, but refrain from attacking unless the heroes are at some disadvantage — backed against an unfordable river, caught in a deep valley, or badly wounded. The Knorr will snipe at the

heroes, trying to get them to waste their spells before the Knorr attack.

If the heroes fled the Knorr in fear for their lives, the Knorr are much bolder in their harassment, not letting the heroes rest for any length of time, unless the heroes can delay them in some way so the heroes can rest and memorize spells.

Since the heroes were many days into the Wilds, they may be weeks getting home. Before that happens they come across another kind of wildlife.

OPTIONAL SCENE 7.1: SIDETREK

As mentioned in the "DM Notes" at the start of this scenario, the ruined complex from "Amid the Ruins" could be added to this adventure. Now is the ideal time for the heroes to discover this complex.

It is recommended that the Cultists and Charonti posse do not appear in this version of the complex. If the Knorr are following the heroes when they discover the ruins the savages will continue with their course of action, perhaps considering the heroes trapped in this rubble. They are wary of the ruins and the possibility that the heroes might set a trap for them. At the same time they don't want the heroes finding any magic that may lie within.

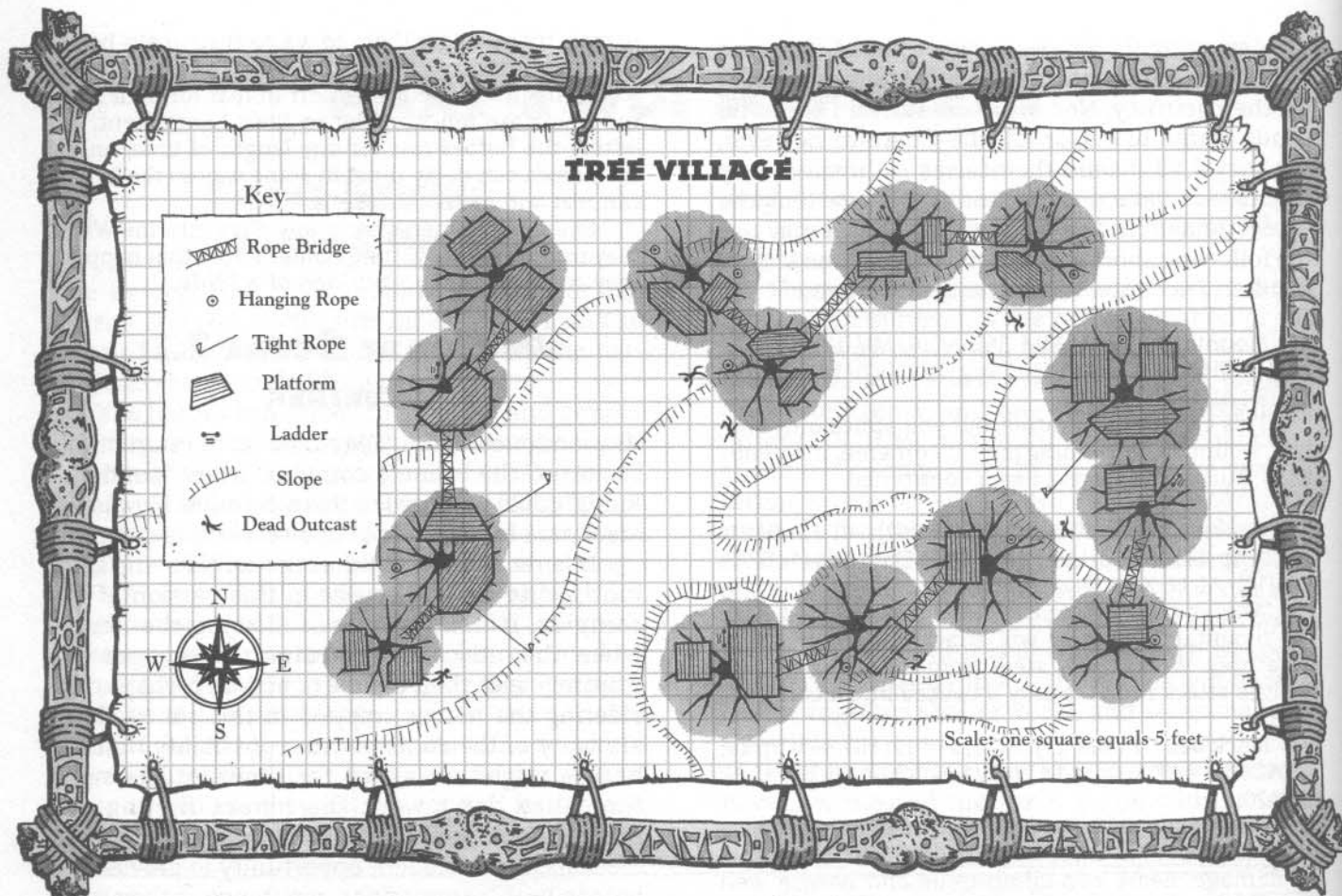
This is an excellent opportunity to provide the heroes with some minor assistance if they need it. They could find a few healing elixirs, or even a minor magical item as a reward after overcoming one of the ruin's challenges.

Resolving this scene is in the DM's hands. The ruins do provide some shelter, but staying here does not get them home, and it doesn't insure that the Knorr won't come bursting through one of the openings in the ruined walls at any minute. Unless the heroes discover some means to communicate or travel to their home, they will have to leave eventually, in order to return home.

SCENE EIGHT: ALLIES?

If the heroes make it this far, they're over halfway home. The bandits encountered herein have had some dealings with representatives of the same Civil Center from which the expedition left — trading furs, woods, and game for goods they can't make themselves. As the heroes pass the bandit village woods, they enter the bandits' territory.

All these days in the wilds you have endured sunburn, attacks by wild animals, fierce storms, and



short supplies. Your skin has tanned nut-brown, your muscles have toned and you feel stronger and more fit than ever. You also think that you move much more quietly and quickly now, having learned a few lessons on survival and respect for the cycles of nature the hard way. Few Charonti can claim to have survived the hardships you have faced — but, you're not safe at home yet.

As you approach what sounds to be a small, bubbling brook, you hear a voice, several voices actually—and they're speaking Charonti! Perhaps a rescue party?

A group of Charonti bandits are filling their flasks at the brook, chatting, and laughing when the heroes approach. These bandits are not evil, their parents were outcasts and they have grown up in the wilds, rather than in the Civil Centers.

If the heroes rush forward at the sound of the Charonti tongue, they surprise the bandits, which could lead to an accidental combat. If the bandits are surprised, they draw their weapons, but do not attack when they see the bedraggled heroes walk out of the trees. The bandits will prove cautious with these strangers, and a bit mocking when they see they are from the Civil Center. They are a

bit disdainful about city folk and city life, but, they will fight only if the heroes attack them.

If the heroes observe the scene read:

As you quietly move closer to determine the source of the noise, you see a group of people who are obviously Charonti, but not ones from the city. They wear mismatched clothes, armor, and even boots. They don't seem to notice you watching them. They appear quite at ease, even putting down their weapons to fill their waterskins. They are dirty, loud, and boisterous. What kind of Charonti are these?

Ral-ak, 4th-level bandit champion: AC 5; MV 9; hp 19; THACO 19; #AT 1; Dmg 1d10; SZ M; ML (12); AL N; XP 175. Thieving: 35% average; Climb 80%.

Ral-ak can be a bit short with strangers, but sees the opportunity to gain friends in the Civil Center and perhaps sponsorship for citizenship if he helps. Ral-ak tends to direct battle and shoot at targets from a distance. He is fascinated by magic.

Weapons: Short sword, short bow, and dagger.

Kaarn, 3rd-level bandit: AC 6; MV 9; hp 13; THACO 19; #AT 1; Dmg 1d8; SZ M; ML (11); AL N; XP 65. Thieving: 30% average; Climb 75%.

Kaarn is a bit reserved in speaking his mind, though he will whisper his council to Ral-ak. His voice is a strange croaking as the result of an injury as a child. He can imitate birdcalls, and commands Blackwing with short whistles.

Weapons: Short sword, short bow, and dagger.

Blackwing, hawk, 1: AC 6; MV 1/33^F (B); HD 1-1; hp 5; THACO 20; #AT 3; Dmg 1d2/1d2/1; SZ S; ML (9); AL N; XP 65. *Special Abilities:* Dives from 100 feet adds +2 to attack roll and doubles claw damage. Hawks peck at eyes, and opponents struck by beak are blinded in that eye (-2 cumulative to attacks) for 1d10 rounds. Blackwing is loyal to Kaarn and will protect him.

Heth & Yamm, 2nd-level bandits: AC 7; MV 12; hp 9; THACO 20; #AT 1; Dmg 1d6; SZ M; ML (10); AL N; XP 35. *Thieving:* 25% average; Climb 70%. Tightrope walking and Tumbling proficiencies. These bandits are noisy and a bit irreverent, but fun-loving, and generally good people. They are best friends and always arguing and wrestling with each other. They tend to rush into action, rather than hang back, and use their acrobatic skills.

Weapons: Short sword, short bow, and dagger.

If the heroes remain hidden, the bandits finish talking and head back to their village. If the heroes approach the band, these outcasts are surprised to see soft civilians this far in the Wilds. While friendly, they are cautious, as these men are outcasts from Queen Nefti's Just Society.

A group of 20 bandits live in a small tree village not far from here. Once both parties understand what the other is doing here, the bandits will invite the heroes back to their village for a hot meal.

SCENE NINE: FINAL CONFLICT

Stepping through the foliage, Ral-ak tells the heroes that their village lies just ahead. If the heroes look, they will discern no buildings or fires. "No, not on the ground ... up there!" says Ral-ak. High in the trees, 30' overhead are a series of platforms nestled in the spreading limbs. Jointed ladders and knotted ropes lead up into the bandits' hidden homes, and swinging ropes and rope bridges link several of the trees. But as the heroes draw within range they hear shouts and cries of pain, and witness two hairy barbarians swiftly scaling a tree as the others pin the bandits and their kin beneath a hail of missile fire. Bodies of outcasts litter the forest floor. These are the same savages the heroes encountered.

These savage barbarians seem to know nothing but to kill. The Knorr all fight to the death. All the Knorr who survived the first encounter with the heroes are fully healed. If all six Knorr were not used in that first encounter, they should be present here. If there are still not enough Knorr to present a challenge to the heroes, add four clandred warriors and a shapeshifter and his boar friends to their side.

2nd-level clandred, 4: AC 8; MV 12; hp 8; THACO 19; #AT 1; Dmg 1d6; SZ M; ML (11); AL N; XP 35. These warriors whoop and holler madly.

Tusker, shapeshifter wild boar, 1 (MM 235): AC 4; MV 12; HD 5+2; hp 30; THACO 15; #AT 1; Dmg 2d6; SZ M; ML (13); AL N; XP 650. *Special abilities:* Recovers half hit points if reverts to human form. He commands 1d3 boars that he stirred into a fury (AC 7; MV 15; HD 3+3; hp 18; THACO 17; #AT 1; Dmg 3d4; SZ S; ML (9); AL N; XP 175).

There are 9 2nd-level bandits here, not counting 13 children and 5 elderly. Seven bandits have already fallen to the beast-men. Even with the band of 4 outcasts with the heroes, the villagers don't stand a chance against the Knorrmans. If any of these people are to survive, it's up to the heroes.

The bandits will follow the heroes' instructions in battle, though they won't commit suicide.

AFTERMATH

If the heroes survive this battle, the remaining bandits will give them supplies and show them the safest and quickest way back to the Civil Center, sending one of their number as a guide.

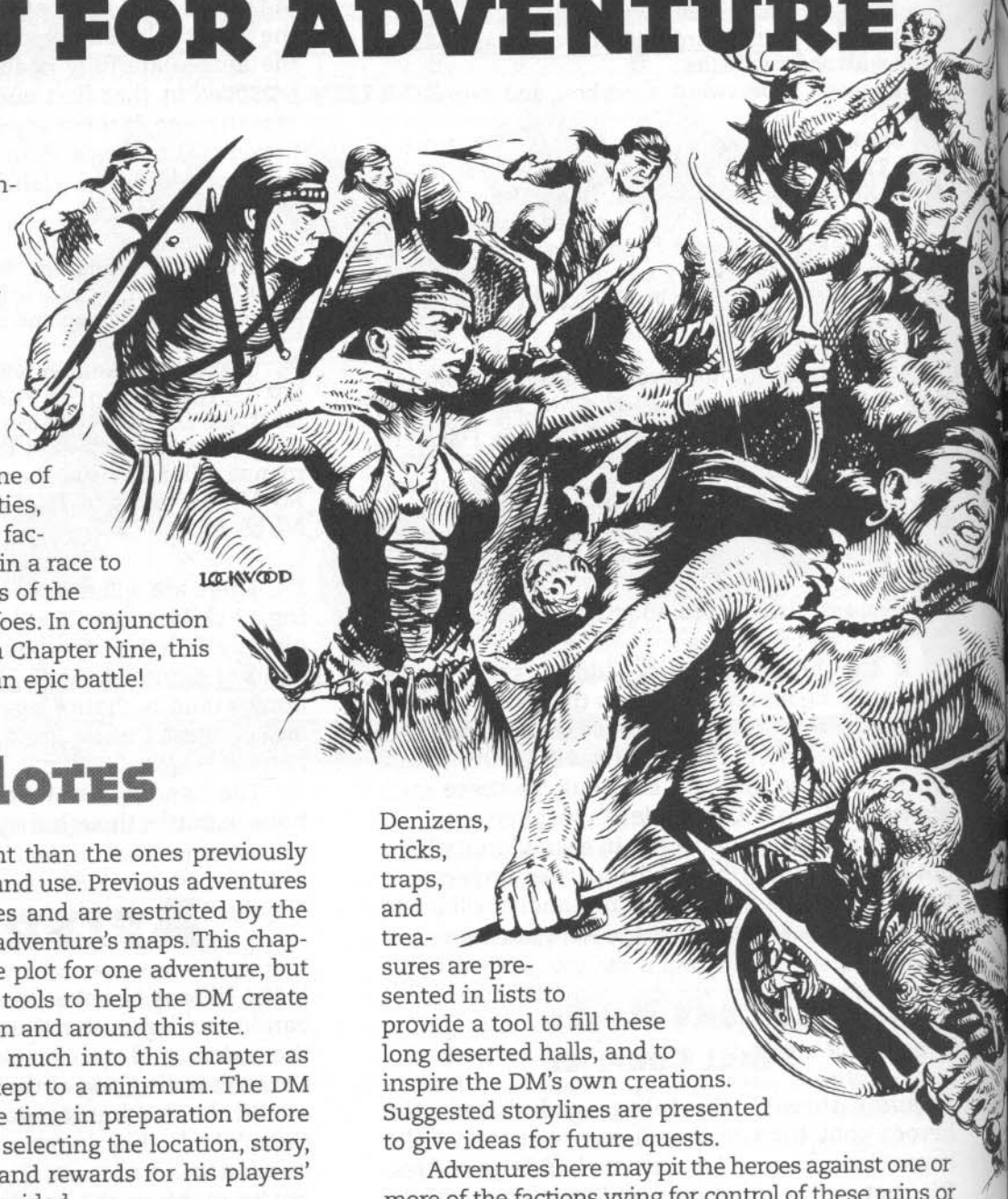
While the heroes do not return with the *Queen's Pride*, they do return with great tales. Their mission was a success; they found the stone ring, not to mention the bandits' tree village, if they choose to report this to their superiors. Their mentors should be proud, especially with everything that happened. The heroes have also become experienced fliers who know more about the Wilds than most. They made friends with a band of outcasts, and can add reports of a new creature or two to the Dodecon's lists of bizarre fauna. This may lead to future commissions from the Crown, or offers of employment by the guilds or the heroes' respective colleges.

The adventure is just beginning!

Chapter Eight: MENU FOR ADVENTURE

This final adventure is designed to challenge 4-8 heroes of 5th to 7th level. Heroes

may be natives of either culture or they may be outlanders. The scenario explores ruins of one of the elder empire's lost cities, pitting heroes from both factions against each other in a race to recover magical treasures of the ancients to defeat their foes. In conjunction with the tactical game in Chapter Nine, this quest can culminate in an epic battle!



DM NOTES

This scenario is different than the ones previously presented in both form and use. Previous adventures follow scripted storylines and are restricted by the territory detailed by the adventure's maps. This chapter provides not only the plot for one adventure, but is structured to present tools to help the DM create many more adventures in and around this site.

In order to pack as much into this chapter as possible, mood text is kept to a minimum. The DM will need to spend more time in preparation before running this adventure, selecting the location, story, opponents, challenges, and rewards for his players' heroes from the lists provided.

This adventure is presented as a scavenger hunt through ruins using predetermined encounters supplemented with random encounters and hazards. Once the first adventure is completed however, the DM may use the components of this scenario to generate new adventures in the ruins of Jakandor, limited only by his imagination.

Each map can be divided into four modular tiles. These maps may be photocopied, duplicated, cut apart, and assembled into thousands of combinations to create vast ruins to explore. Power struggles of inhabitants of this city will inspire adventures.

Denizens, tricks, traps, and treasures are presented in lists to provide a tool to fill these long deserted halls, and to inspire the DM's own creations. Suggested storylines are presented to give ideas for future quests.

Adventures here may pit the heroes against one or more of the factions vying for control of these ruins or they may compete with opponents from the other culture of Jakandor. The DM will need to create the band of opponents using rules from the other two Jakandor products, or may resurrect the opposing teams presented in previous adventures. Recurring foes adds to the drama and heroes involvement with each quest.

Finally, Chapter Nine presents rules for battles between the Knorr totemic titans and Charonti arcane constructs. With these two final chapters we turn the world of Jakandor over to the DM and his players to see where the skein of fate will take them. The future of this island is in their hands!



INVITATION

This ruin was the ancient city of Gardlia, sitting athwart the ancient trade routes joining the east to the heart of the Empire on the *Pileser Shelf*. Many guilds made and lost their fortunes here, and there are as many tales of tragedies as happily-ever-afters associated with this site. Unfortunately, few records remain today. But, Gardlia was more than a center of prosperity, it also was the secret site for one of the greatest Wizard Testing Facilities for the Empire. This "Proving Ground" challenged candidates of all levels with a maze of dungeons, myriad tricks and traps, and a lexicon of unique, magical challenges. This is the part of the ruins the heroes first explore, presenting a look at the bizarre and confusing nature of magical wards without proving fatal to the unprepared. See the notes on page 11 about the nature of Charonti Training Cycles.

SETUPS

If the heroes are **Knorr**, they should either be members of the same clan or cult, or they may be hon-

orary members, friends, or romantically involved with someone who is a part of the group. They are invited to join the group in the rite of *Summer's Passing*, a celebration held in some high wild land. There is feasting, games, and recounting of epic battles. During a race across the wilds, these ruins are discovered. Here too, the group will complete the construction of a new clan totem made from the sacred woods or stones of these high lands.

If the heroes are **Charonti**, their researches or wanderings may have discovered the existence of this ancient city or they may have gained honor for their efforts and are being rewarded by the Crown by being attached to this expedition. Good Queen Nefti commissioned an expedition to locate this new site and determine if it is safe to open a *gate* for further explorations. Unfortunately, scouts send the word that Knorr have been sighted nearby performing some ritual, and they saw the Charonti. Disaster lies ahead, if the Knorr reach the ruins first!

The heroes may be given the opportunity to control one of the totem juggernauts or bone constructs during this adventure. Or else the heroes may find themselves facing one of these titans in mortal combat and must find a way to defeat it.

Return visits may use any one of a number of devices to bring heroes back here, or the reasons can be woven into the first adventure. Perhaps the villain has a secret hideout here or this is the site for a valiant last stand against a foe. Foes may be feuding clans or colleges from the same culture.

1. Chance encounter while wandering or tracking renegades or a wild beast.
2. Babblings of a madman or survivor lead here.
3. Ancient records or maps in other ruins lead here.
4. This is the end of a wild ride on an ancient magical transport or subway of the elder Empire.
5. While on a group *dream quest*, the spirit walkers stumble upon this unknown site and are caught for a time by the magical fields and must free themselves.
6. While on an expedition, ruins are found.

The heroes' superiors assign them to explore the ruins and to return with any treasures they find, and perhaps deal a crippling blow to their foes. The heroes should set a base camp and perhaps scout the region before venturing farther.

HOSTS (WARRING FACTIONS & CREATURES)

The hosts of these ruins are factions competing for control of the site or in constant conflict for survival. Such conflicts present the DM with many possibilities for future adventures. Not every faction is intelligent, but they are all persistent in the quest to thwart or feast on their opponents. The DM will need to develop tactics and strategies for each of the active factions.

RIVAL PARTIES: The DM must generate these teams. These Rivals will play a game of cat-and-mouse, hit-and-run. Opponents will attempt to use the dangers of the ruins to their advantage. They will create false warnings and distractions to hide true dangers.

KNORR are bound by honor if their foes follow the Clan Codes. They fear and hate most magic, undead and the Charonti, destroying them if they can. They are hunters, tenacious as wolverines.

CHARONTI are loyal to the Crown, their people, and the quest to recover magic. They will dare much to recover magic. They fear beasts, outsiders, and Knorr, slaying them before they cause damage or harm magic. Death is not feared, but embraced as a service to the community.

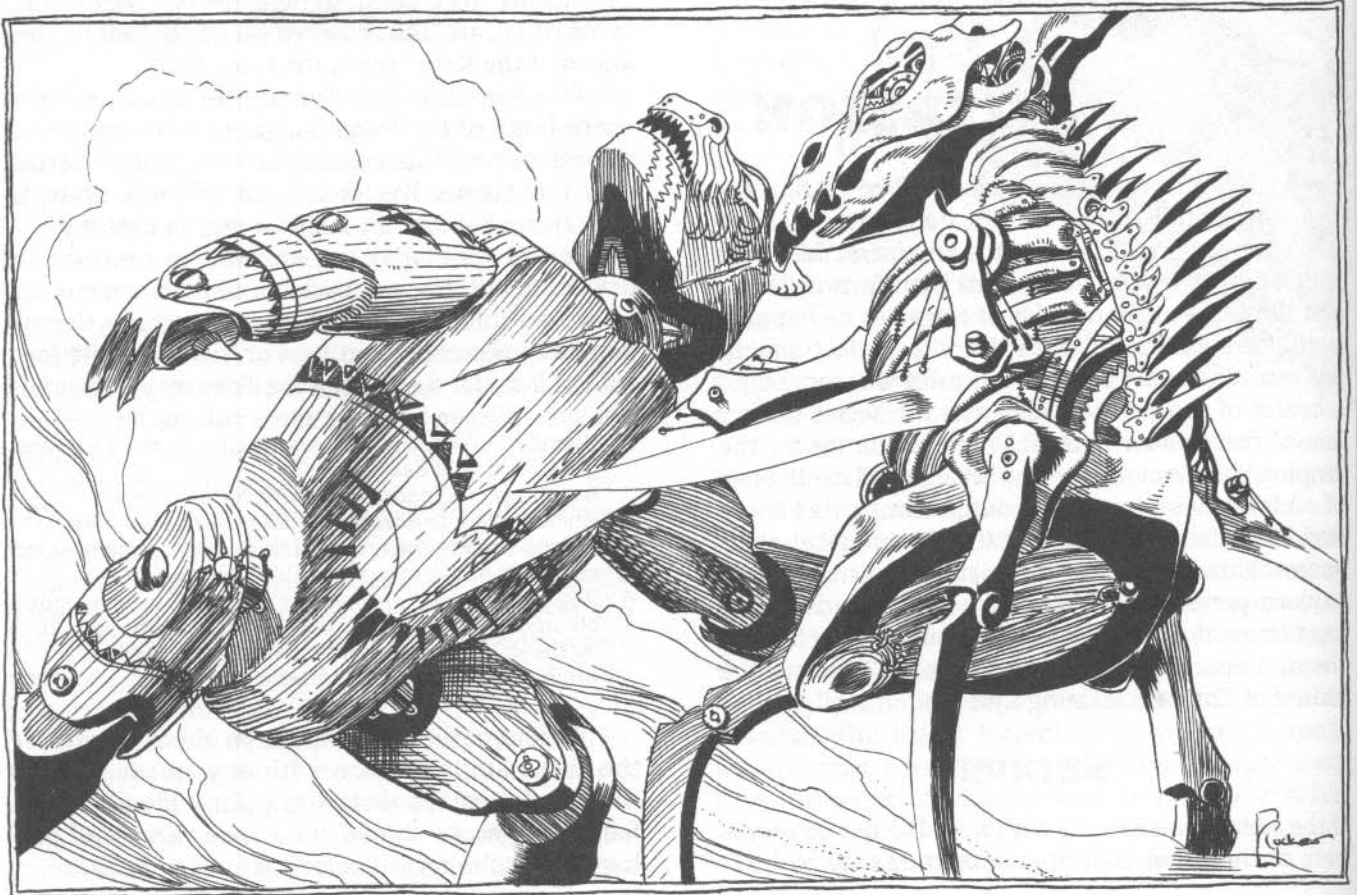
OUTLANDERS find both cultures narrow-minded and dangerous. They negotiate to survive, but fight when they have to. Their goal is the pursuit of treasure. They have been known to betray and kill allies.

CHARONTI OUTCASTS: These outcasts are led by a

magelord. Their goal is to amass power to regain their position in Charonti society. They are wary of other Charonti and the lich, fear Knorr, the Dark, ghouls, and beasts, and have an uneasy truce with exiles. They are unaware of the Complex's intelligence and believe the djinni is insane.

THE COMPLEX: These ruins are controlled by an ambient intelligence called the Complex. It can command all of the ruins' magical effects and automatons, and telekinetically move objects and stoneshape, performing up to 4 actions a round. Its goal is the maintenance of programmed spells and protection of Charonti non-combatants. It is in constant conflict with the Lich who has overridden its controls. The Complex may be an amalgam of the spirits of countless bureaucrats who once ran the day to day operations, but it is left to the DM to decide its nature.

DARK DREAM: The Dark was first encountered in JAKANDOR: Isle of Destiny. Just what the Dark is re-



mains unknown. It is inimical to life and its only purpose seems to be growth and converting other creatures into its unnatural pawns. It seems uninterested in the Lich and works together with the ghouls. Its natural enemy is the Djinni, but it can go places the djinni is denied access to, and thus continues to grow. Perhaps the Dark is linked to the Wasting Plague.

GENIE: Yamir Ashouk is a tasked djinni bound to this place by the Complex, empowering many of the magical effects. The DM may limit the range that this creature may wander to keep him out of areas where he would be able to fight other factions. Yamir is garrulous, as capricious and excitable as the wind. The djinni seeks its freedom by replacing its connection to power the Complex. This requires seven gems like the one in Room S. The djinni is the natural enemy of the Dark.

GHOUL PACK: These undead prey on the Lich's servants and humans wandering the ruins at night. When these grow in numbers, so do the ghouls. When the ghouls' attacks destroy too many of Paarlaihn's undead servants, the Lich will hunt them till he destroys the biggest pack. Their warrens burrow into the earth and link to the upper levels of the ruins. These undead seem to share a symbiosis with the Dark. Their leaders vary, but may retain powers from before this unnatural life.

KNORR EXILES: Knorr exiles have chosen a new goal: to survive at all costs and to trust no one! They are wary of the outcasts and beasts, fear magic, the Dark, and the ghouls, and detest other Knorr and Charonti alike. They know some evil commands the undead and magic that haunts these ruins, but none who discovered the truth survived.

This band of Knorr exiles, composed primarily of young claudred full of rage and passion, is lead by Bartok, a 4th-level fighter. Bartok prefers ambush to honorable battle. There are three small children protected by the mother of two, Illia, Bartok's lover. If the heroes slay the outlaws, they will discover the three children, two girls (ages 9 and 7) and a boy (3). Illia pleads for the lives of the children, offering herself in exchange.

PAARLAIHN THE LICH: This man was the last chief administrator of the complex. Though he sought power in the court, his emperor's "reward" was to give him this prestigious if remote post. This infuriated him, but ever a bureaucrat, Paarlaihn excelled at this mundane job, though he was notorious for being tough on his students. His pride and powerlust were magnified when he chose unlife.

In time, Paarlaihn's reflexes became slow and he was injured in an accident that cost him his legs. He decided to outlive his rivals at court and secretly began preparations to be transformed into a lich. His

quest for immortality began scant months before the Wasting Plague struck the elder empire. The Plague caused him to fall into a coma. Paarlaihn returned to consciousness not long ago and found the city overgrown, the people long dead. However, he had all the resources of the city if he could find a way to move about. With his arcane might he has been building himself a nation. He has usurped a section of the undercity that was separated by an earthquake. Paarlaihn has rebuilt parts and altered some of the magic in sections of the ancient city with his sigil, the better to serve and protect him.

Paarlaihn is an egomaniac and will talk to strangers, since he is sure he can defeat them. Paarlaihn has power and ancient knowledge, but he has only a partial picture of what's happened. He knows catastrophe assailed the empire, and that it fell. He knows little, and understands less of the Knorr. He thinks them a degenerate offshoot of the Charonti culture that rejected all magic after the catastrophe. He wants more information and tries to get it from the heroes.

Paarlaihn can see, speak, and act through the zombies and skeletons he created. He uses the zombies as his guards and scouts, searching for magic and other humanoids to convert into his servants. Occasionally the lich will travel about on a zombie born litter or use a bone construct shaped like a spider that he built. But, he prefers to remain in isolation with his research. The Lich commands crawling claws, dreads, skeletons, zombies, and bone constructs. Paarlaihn is puzzled by the existence of the Complex mentality, originally believing the djinni was his greatest opponent for control of the city. Generally, the Complex shows passive resistance, which the lich can override. But when he is not present, the Complex works to regain control.

The lich's phylactery is a blue diamond worth 50,000 gold. It is hidden in his manor amid the gravel of a dry aquarium in his study.

PREDATORS are deadly, seeking only to kill and feast on the remains of their foes. These possess intelligence and persistence. They use hit-and-run, ambush, distraction, and pack attack tactics. There are three groups of predators. The **Wolves** are the most numerous (1 per character level) and they are lead by a great gray beast with a black blaze and a white one with a scarred cheek that gives it a human-like sneer. They are ravenous and hunt frequently. The **Spotted Lions** are a small pride (1 per character), lead by a three-legged male who prefers to attack from ambush. A large animal or two smaller kills are enough to feed the entire pride each day. The taunt of **Leucrotta** has small numbers (half the number of characters), but they are the most cunning, creating false trails and luring with calls.



Creature	Class/Lvl	AL	ML	MV	AC	hp	THAC0	#AT	Dmg	Abilities	XP
Mish-ra	Wiz 8	CN	15	12	7	40	18	1	1d4+1	S10, D13, C16, I15, W11, Ch14; absorb electric	1,400
Spells 4,3,3,2: 1st: cantrip, magic missile (double range/damage), shield, shocking grasp; 2nd: invisibility, levitate, stinking cloud; 3rd: lightning bolt (double range/damage), Melf's minute meteors, protect vs. missiles; 4th: fire shield, galvanize dead.											
Charonti bandits	Thf 5	N	10	9	6	20	18	1	1d6	S13, D15, C12, I10, W13, Ch12; Thf 40; CW 85	270
Charonti priests	Clr 3	LN	12	12	8	13	20	1	1d6+1	S15, D11, C14, I9, W15, Ch 9; Spells 4,2	120
The Complex	HD 27	LN	16	1	0	163	15	4	4 actions	S20, D 8, C18, I18, W13, Ch 8	16,000
The Complex can control magical effects, doors, traps in the areas of the ruin not under another's control. He can create and control up to 4 living statues at one time. Controlling a living statue is counted as one action. It can also use telekinesis, stoneshape, and any Bigby's hand spell (these manifest as reshaped stone) once per round.											
Living Statues	HD 4+4	N	20	9	5	22	15	3	1d3/1d3/1d4	SZ M; +1 to hit; Complex can generate 1 per turn.	420
The Dark Beast	HD 13	NE	16	/6A ^F	0	99	7	1 each	1d6-2	SZ G; causes fear (Wis -2); drain 2 Str	9,000
Victims drained of all Strength become Unnatural in 3 hours. Blends with shadow (camouflage); grapples; silence 15'R; immune to mental attacks and turn undead; suffers minimal damage from magic; vulnerable to fire/bright light — strike at -2; AC treated as 7, suffers 1d6 damage.											
Unnaturals	HD +2	+E	+2	-3	-2	+9	-2 THAC0 same	+1 per Atk		SZ same; drain 1 Str; MR 25%	+2 levels
The unnatural were once any living creature, but it has been drained of life and is now a pawn of the Dark, alter statistics as shown. The unnatural will have one special ability. Choose from: displace, hide, silence, or shadow walk. They fear bright light and fire (-2 to actions).											
Djinni	HD 7+3	CG	14	9/24A ^F	4	45	13	1	2d8	SZ L;	5,000
Once per day create food, water, and wine for 2d6 people; create soft goods (16 cu ft), create wood items (9 cu ft) with a permanent nature, create metal objects (100 lbs.) lasts 1d20 hours; create full illusions (20th-level); create whirlwind (save vs. Breath or suffer 2d6 per round). Can also turn invisible, gaseous form, and windwalk at will. Gains a +4 bonus to saves vs. gas and air-based attacks.											
Ghasts	HD 4	CE	13	15	4	20	17	3	1d4/1d4/1d8	SZ M; paralysis (d6+4 rd); stench (10'R)	650
Ghouls	HD 2	CE	11	9	6	10	19	3	1d3/1d3/1d6	SZ M; paralysis (d6+2 rd)	175
These undead are immune to charm and sleep spells and can be turned by priests; cold iron causes double damage. Stench is -2 to saves.											
Bartok	Ftr 4	NE	14	12	5	33	17	2	1d8+1	S16, D18, C16, I11, W13, Ch11	125
Knorr outlaws	Ftr 2	N	12	12	6	15	19	1	1d8	S12, D13, C14, I10, W 9, Ch 8	35
Knorr (Illia)	Ftr 1	N	10	12	7	8	20	1	1d6	S10, D11, C12, I9, W 9, Ch 8	15
Paarlaihn, lich	Wiz 12	LE	18	3>18<	0	66	9	1	1d10 paralysis	S10, D 5, C10, I19, W17, Ch-4; +1 to hit	9,000
Immune to charm, cold, electrical, enfeeblement, death, insanity, and polymorph spells. Causes fear in creatures with 5 HD or less. Paarlaihn has no legs and must either crawl (MV 3), be carried by undead, or use his bone walker construct (MV 18). The lich can control, see, and speak through zombies/skeletons of his own creation if within 300'; these turn as a lich when he is in control. Spells 4,4,4,4,1: 1st: magic missile (x3), protect vs. good; 2nd: darkness 15'R, invisibility, ray of enfeeblement, summon swarm; 3rd: protect vs. missiles, slow, speak with dead (x2); 4th: dimension door (x2), minor creation, bestow curse; 5th: advance illusion, animate dead, spellburn, wall of force; 6th: true seeing.											
Lions, spotted	HD 6+2	N	15	12	5/6	35 (44)	15	3	1d4/1d4/1d12	SZ L; Rake (2d4/2d4); camouflage; surprised 1	975
Leucrotta	HD 6+1	CE	14	18	4	49	15	1	3d6	SZ L; Kicks (1d6/1d6); mimics voices	975
Wolves	HD 3 (4)	N	13	18	7(6)	15 (20)	18	1	1d4+1 (1d6+1)	SZ S; pack attacks, howling, leaps (10')	120

DECORATIONS (FURNISHINGS)

Though ruins often bear a frustrating similarity, together furnishings and features create an identity for each site. Furnishings are implied by the nature of a room: bedrooms have beds, dining rooms have dining tables. Features explore the condition of the room or an element that catches one's eye when entered. The DM may determine the contents of a place ahead of time or may roll two 20-sided and two 6-sided dice and use the following charts. The DM should keep a written key to the ruins.

FURNISHINGS

1. **Nothing.** There is nothing noteworthy here.
2. **Arts.** Standing in the room or as part of the walls, floor, or ceiling is a ₁statue/pottery, ₂monument/obelisk, ₃carving, ₄painting, ₅mural/inlay, or ₆wonder of light or sound.
3. **Commons.** This residential area was a ₁dining room, ₂study, ₃kitchen, ₄park, ₅lounge, or ₆meeting hall.
4. **Debris.** The room is damaged and filled with trash of some sort: ₁garbage, ₂building debris, ₃overgrown/roots, ₄cave-in/rubble, ₅broken crates, or ₆broken furniture.
5. **Wonder.** A wonder to behold, here is a: ₁crystalline structure, ₂clockwork machine, ₃impossible web of light or other material, ₄projected image, ₅transport, or ₆a pulsing or buzzing item.
6. **Quarters.** This living area was a: ₁barracks, ₂stable, ₃master bedroom, ₄bedroom, ₅bath, or ₆servant quarter.
7. **Religious.** Once a religious site: ₁holy site or shrine, ₂altar or pulpit, ₃temple, ₄godtouched relic, ₅godmark on site, or ₆sanctuary.
8. **Storeroom.** Items were once stored here: ₁furniture, ₂armory, ₃linens/clothing, ₄china, ₅stools, or ₆crafts.
9. **Treasures.** This chamber likely has a guardian, ward, or traps to protect these valuables: ₁coins, ₂jewelry, ₃tableware & goblets, ₄works of art, ₅magic items, or ₆relics.
10. **Water.** Here is a reservoir of water: ₁basin/vase, ₂fountain, ₃well/trough, ₄pool/spring, ₅aqueduct/canal, or ₆stream/river.
11. **Defenses.** This was once a defensive choke point: ₁murderholes/arrowslots, ₂spiked moat/barricade, ₃dungeon, ₄portcullis/gate, ₅gaol/cage, or ₆guardpost/ alarm.
12. **Entertainment.** This site once served to entertain with: ₁puppetry, ₂music, ₃theater, ₄carnival, ₅dancing, or ₆magic display.
13. **Forges.** This room contains a forge or oven for: ₁pottery, ₂baking, ₃glassware, ₄blacksmithing, ₅metalwork, or ₆alchemy.
14. **Guildhall.** This site was related to guild activity from accounting to crafting: ₁carpenter, ₂weaver, ₃merchant, ₄pharmacist, ₅engineer/architect, or ₆jeweler/metalsmith.
15. **Pantry/cupboard.** Food and dinnerware were stored here: ₁drygoods, ₂herbs, ₃tablesettings, ₄meats, ₅dairy, or ₆candles/lamps.
16. **Recreation.** All manners of leisure activities: ₁table games, ₂ballgames, ₃workout rooms, ₄martial arts, ₅workshops, or ₆targets.
17. **Rending.** This room is associated with the process of rending: ₁flensing, ₂surgery, ₃mortuary, ₄preservatorium, ₅artifice workshop, or ₆hall of records (shaddoc).
18. **Scholar.** These chambers have a more scholarly purpose: ₁records, ₂school, ₃scriptorium, ₄papermaking, ₅library, or ₆laboratory.
19. **Service.** The site is associated with services: ₁chirurgeon, ₂tinsmith, ₃justice, ₄food gatherer, ₅tailor, or ₆messenger/ guide.
20. **Magic.** This site is associated with magic: ₁astrology/scrying, ₂scrolls, ₃ritual sites, ₄sanctuum/research, ₅gemnology, or ₆menagerie/greenhouse.

FEATURES

1. **Empty.** An empty room has no reward or danger, but there may be something that causes the heroes to waste time: ₁tracks, ₂writing, ₃sound from unknown source, ₄a bad feeling, ₅an apparent warning or treasure of no value, or ₆empty containers.
2. **Curiosity.** Something odd here: ₁walls weep, ₂odd markings, ₃uneven floor shifts, ₄corpse, ₅odd growth, or ₆sealed container.
3. **Damaged.** The contents of room are damaged: ₁broken, ₂explosion, ₃warped, ₄crushed, ₅missing parts, or ₆overgrown.
4. **Disarray.** The furnishings are out of place: ₁strange order, ₂toppled, ₃stacked, ₄floating, ₅pushed aside, or ₆on ceiling.
5. **Distraction.** Something grabs the heroes' attention, perhaps distracting them from seeing the real danger: ₁fire, ₂growth, ₃body, ₄lure, ₅snare/net/curtain, or ₆sudden sounds/blinding light.
6. **Defaced.** This room has been defaced: ₁burned, ₂draped with something, ₃melted, ₄spilled blood, ₅garbage strewn, or ₆graffiti.
7. **Lighting.** The lighting is unique: ₁no shadows, ₂lights are dim and sanguine, ₃spotlight, ₄magical lights, ₅dark, or ₆twinkles.
8. **Occupied.** There are creatures in this room: ₁plants, ₂people, ₃predators, ₄scavengers/vermin, ₅fantastic, or ₆insectile.
9. **Overgrown.** Plants cover items: ₁mildew/mold, ₂moss, ₃roots/vines, ₄gourds/melons, ₅flowering foliage, or ₆poison ivy.
10. **Danger/obstacle.** This is a natural or artificial hazard: ₁hole or undermined, ₂collapse, ₃dangerous crossing, ₄waters/steam/mud, ₅barrier/wall/cliff, or ₆enchantment/ magical warding.
11. **Lair.** This is the lair of some beast: ₁nest, ₂hive, ₃burrow/ hole, ₄pile of grass/debris, ₅camp/tent, or ₆den/stable.
12. **Fight.** There will be a fight with some creatures here: ₁ambush, ₂defended position, ₃patrol/hunters, ₄fleeing foes, ₅foe is assisted by friends or other creature, or ₆magic effect or self.
13. **Find.** The heroes stumble on something important from the past: ₁an item with an inscription or symbol of power, ₂a grave or remains or funerary item, ₃relic or archaeological item, ₄precious item, ₅living proof, or ₆secret of a lost item or legend.
14. **Hidden secret.** This room hides some important find: ₁in a hollow item, ₂beneath flagging, ₃secret panel, ₄looks like something else, ₅secret compartment of a container, or ₆magically.
15. **Magical Effect.** A magical effect may occur in this room: ₁magical barrier/wall, ₂teleport, ₃illusion, ₄senses dampening (dark, silence), ₅animates an object, or ₆area effect (sleep, et al).
16. **Natural danger.** Watch out for: ₁slippery floor, ₂steam vent, ₃cave-ins, ₄gases, ₅fire/explosions, or ₆flooding.
17. **Trap.** ₁pits, ₂deadfalls, ₃snare, ₄missiles, ₅tosses, or ₆blades.
18. **Trick.** ₁slide, ₂counterweight, ₃facade, ₄puzzle, ₅secret door or panel, or ₆deathtraps.
19. **Wardings.** ₁glyph, ₂firetrap, ₃delayed magic, ₄toxins, ₅alarm, or ₆delays (marbles, fire, wind, hail of missiles, net, locked door).
20. **Combo.** Appears to be one, but conceals another.

GUEST LIST (ROLL D100)

Creature	AL	IN	ML	SZ	MV	AC	HD(hp)	THACO	#AT	Dmg	Specials	XP
01 Ape, carnivorous	N	3	11	L(7')	12@9 ^C	6	5(29)	15	3	1d4/1d4/1d8	Rend (d8), +2 surprise	175
02 Automaton, battler	N	0	18	L(11')	9(3) ^B	5	8+8(49)	11	5	1d8/1d8/1d4/1d4/2d8	+1 to hit, immune mental	2,000
02 Automaton, creeper	N	0	18	M(7')	15@9 ^C	5	4+4(24)	15	3	1d6/1d6/2d6	MR 25%, immune mental	420
02 Automaton, flea	N	0	18	S(3')	18)6 ^I	5	2+2(12)	19	2	1d2/1d2	Immune to fire, mental	120
03 Basilisk, less	N	1	12	M(7')	6	4	6+1(37)	15	1	1d10 bite	Petrify gaze	1,400
04 Bats	N	1	4	T(1')	3/18B ^F	8	— (1)	20	1@	1 bite/batter	Confuse	15
05 Bear, brown	N	3	9	L(9')	12@2 ^C	6	5+5(33)	15	3	1d6/1d6/1d8	2d4 hug	420
06 Beetle, borer	N	1	14	L(9')	6(2) ^B	3	5 (29)	15	1	5d4 bite	Burrows, cultivate fungi	175
07 Beetle, fire	N	1	12	S(3')	12	4	1+2(7)	19	1	2d4 bite	Luminous glands	35
08 Beetle, stag	N	1	13	L(10')	6	3	7(35)	13	3	4d4/1d10/1d10	Charging gore	975
09 Behir	NE	7	15	G(40')	15	4	12(73)	9	2/7	2d4/d4+1 or 2d4x6	Breath (24), imm. electric	7,000
10 Boars, wild	N	2	8	S(3')	15	7	3+3(18)	17	1	3d4	Charges	175
11 Carrion crawler	N	0	13	L(9')	12@12 ^C	3/7	3+1(17)	17	1/8	1-2 or paralyze (2d6t)	Wallwalker	420
12 Cat, mtn. lion/puma	N	3	9	M(4')	12	6	3+1(19)	17	3	1-3/1-3/1d6	Rake (d4x2), surprise on 1	270
13 Cat, spotted lion	N	4	10	L(8')	12	5/6	6+2(35)	15	3	1d4/1d4/1d12	Rake (2d4x2), surprise on 1	975
14 Centipede, giant	N	0	5	T(.5')	21@15 ^C	9	— (2)	20	1	Nil	Paralyze (d6 hr), saves at -2	35
15 Centipede, megalom	N	1	8	M(5')	18@9 ^C	5	3(18)	17	1	1-3	Acid (2d4)	175
16 Charonti cultists	LN	12	15	M(5')	12	9	Clr5(27)	18	1	1-6	Spells	650
17 Charonti magelord	LN	15	12	M(5')	9	7	Wiz7(21)	18	1	1-6	Spells	1,400
18 Chimera	CE	4	13	L(9')	9/18E ^F	6/5/2	9(48)	11	6	1d3x2/1d4x2	2d8/3d4, breath (3d8)	5,000
19 Displacer beast	LE	4	14	L(11')	15	4	6(36)	15	2/3	2d4x2 or d3x2/d8	-2 to be hit,	975
20 Dragonne	N	7	15	M(5')	15/9E ^F	6/2	9(47)	11	3	1d8/1d8/3d6	Roar (fear 2d6 rd)	2,000
21 Eagle	N	2	9	S(3')	3/48C ^F	7	1+3(8)	19	3	1-2/1-2/1	Dive x2	175
22 Ettercap	NE	5	13	M(6')	12#12 ^W	6	5(30)	15	3	1d3/1d3/1d8	Paralyze (d4t), webs	650
22 Fungus, ascomoid	NE	0	15	M(5')	12	3	6+6(38)	13	1	Incapacitate d4	Poison spores (die)	1,400
23 Fungus, mimic	N	3	13	L(7')	3	7	9(52)	11	1	3d4	Glue, shapechange	2,000
24 Fungus, violet	N	0	12	M(6')	1	7	3(18)	17	1-4	Nil	Rots flesh	175
25 Galeb duhr	N	12	17	L(12')	6	-2	9(54)	11	2	3d6	Earth magic (20 L), fire +4	9,000
26 Gargoyles	CE	5	11	M(6')	9/15C ^F	5	4+4(24)	15	4	1d3/1d3/1d6/1d4	+1 to hit; swoop & surprise	420
27 Gelatinous cube	N	0	10	L(10')	6	8	4(24)	17	1	2d4	Paralyze (5d4 rd), surprise	650
28 Gray ooze	N	1	10	M(4')	1	8	3+3(19)	17	1	2d8 corrodes	Imm spell, fire, cold	270
29 Human, Allies	LE	13	12	M(5')	9	5	7(42)	12	1	2d4+2	Spells; magical items	35
30 Insects, gt ants	N	0	9	S(2')	18	3	2(13)	16	1	1d6 or 2d4 soldier	Soldier 3d4 sting	175
31 Insect, gt. mantis	N	0	20	L(13')	15	5	8(39)	13	3	1d4/1d4/1d8	Camouflage, dodges	650
32 Insect, gt. scorpion	N	0	11	M(6')	15(3)	3	5+5(35)	15	3	1d10/1d10/1d4	Poison (15) +2, burrow	650
33 Insect swarm	N	1	6	T(1)	6/18C ^F	8/6	1(200)	Auto	1@	1 per target	Obscures, irritation	200
34 Insect, gt. wasp	N	0	8	S(2')	6/21B ^F	4	4(24)	17	2	2d4/1d4	Poison(5d6 paralyze 2d6 hr)	420
35 Juggernaut	N	0	16	H(15')	6	6	6(30)	15	1/4	4d4; 1d4x4	Construct, skeleton	650
36 Knorr, farmers	N	10	11	M(5')	12	9	Ftr2(13)	19	1	1d6	Nil	120
37 Knorr, hunters	N	13	12	M(5')	12	8	Ftr4(24)	17	1	1d6	Nil	270
38 Knorr, outlaws	N	13	12	M(5')	12	8	Ftr3(18)	18	1	1d6	Missile weapons	175
39 Knorr, questor	LN	13	15	M(6')	15	6	Ftr7(48)	14	1	1d8	Martial style	420
40 Knorr, war priest	LN	14	15	M(5')	9	6	Clr9(45)	16	1	1d6+1	Spells & specials	975
41 Knorr, war party	LN	10	14	M(6')	9	6	Ftr5(32)	16	1	2d4	Martial styles	350
42 Lamia	CE	14	14	M(6')	24	3	9(52)	11	1	1d4 Rake (d4/d4)	Spells, drains Wis	3,000
43 Leucrotta	CE	9	14	L(9')	18	4	6+1(49)	15	1	3d6; kick (d6/d6)	Mimics sounds	975
44 Living steel	N	9	20	M(6')	12//36 ^S	3	10(50)	11	2	1d10/1d10	+2 to hit, shapechanges	5,000
45 Lizard, fire	N	1	12	G(30')	9	3	10(50)	11	3	1d8/1d8/2d8	Breath (2d6), imm fire	3,000
45 Lizard, giant	N	0	8	H(15')	15	5	3+1(16)	17	1	1d8	Chomp (2d8)	175
45 Lizard, minotaur	N	0	10	G(40')	6	5	8(40)	13	3	2d6/2d6/3d6	Charge, -5 surprise	975
46 Llama	N	1	3	M(5')	12	7	2(9)	19	1	1d4	Spit; kick (2/2)	35

<u>Creature</u>	<u>AL</u>	<u>IN</u>	<u>ML</u>	<u>SZ</u>	<u>MV</u>	<u>AC</u>	<u>HD(hp)</u>	<u>THACO</u>	<u>#AT</u>	<u>Dmg</u>	<u>Specials</u>	<u>XP</u>
47 Lurker	N	0	11	H(20')	1/9 ^F	6	10(60)	11	1	1d6	Crush (d6), -4 surprise	2,000
48 Manticore	LE	6	14	H(15')	12/18E ^F	4	6+3(33)	13	3	1d3/1d3/1d8	Missiles, rend (1d4x2)	270
49 Minotaur	CE	6	13	L(7')	12	6	6+3(50)	13	1	2d4	Charge doubles damage	270
50 Mtn. Goat	N	1	9	M(4')	15	7	1+2(7)	19	1	1d3	Charge, eat anything	35
51 Naga, spirit	CE	13	14	L(15')	12	4	9(54)	11	1	1d3	Charm, spells	5,000
52 Otyugh	N	5	14	M(6')	6	3	7(39)	13	3	1d8/1d8/d4+1	Grab, disease, no surprise	975
53 Owlbear	N	6	11	L(8')	12@3 ^C	5	5+2(27)	15	3	1d6/1d6/2d6	Hug (2d8), death throes	420
54 Plant, bloodvines	N	0	14	M(6')	3	7	5(31)	15	6	1-2x6	Drain (d6)	675
55 Plant, chokecreep	N	0	14	G(50')	1	6/5	25(125)	7	8+	1d4 each	Strangling, sever vine 8	9,000
56 Plant, hangman	NE	5	15	H(30')	0	3/5	6(39)	7	3	1d3 each	Delusions, sever d8+12	1,400
57 Plant, mantrap	N	0	12	L(16')	0	6	4(25)	0	0	Victim's AC	Dissolves, luring scent	650
58 Plant, snapper saw	N	0	11	H(15')	0	4/7/9	5(30)	15	d4+2	d4+1 each	Clutches, sever d8+16	270
59 Plant, thornslinger	N	0	10	M(4')	0	8	4(20)	16	Volley	2d4/foe in 30'	Glue (Str 13), acid (d3)	270
60 Pudding, black	N	0	16	M(6')	6	6	10(50)	11	1	3d8; eats wood/metal	Imm acid, cold, poison	2,000
61 Pudding, brown	N	0	16	S(3')	6	5	11(55)	9	1	5d4; eats wood/leather	Imm acid, cold poison	2,000
62 Rats	N	2	6	T(1')	15	7	-(3)	20	1	1	Disease, pack attack	7
63 Slug, giant	N	0	12	H(25')	6	8	12(72)	9	1	1d12; acid (4d8)	Crush, imm blunt wpns	5,000
64 Slug, metalmaster	CN	5	13	H(18')	12@12 ^C	6	5+5(37)	15	1	3d4	Magnetism	975
65 Snake, python, gt	N	1	9	L(30')	9	5	6+1(37)	15	2	1d4/2d4	Constrict (2d4)	650
66 Snake, cobra, gt	N	1	9	M(12')	15	5	4+2(26)	17	1	1d6/3d6	Poison (die or 3d6)	420
67 Spider, huge	N	1	8	M(6')	18)3 ^I	6	3+3(16)	17	1	1d6	Paralyze (2d4t), webs	420
68 Spider, phase	N	6	15	H(14')	6#12 ^W	7	5+5(32)	15	1	1d6	Poison -2 (die), +4 to atk	1,400
69 Spider, silver	N	1	15	L(8')	15#9 ^W	2	4+4(28)	17	3	1d6/1d6/1d2	Forms metal cocoon	420
70 Spider, sword	N	9	13	H(12')	6#8 ^W	3	5+5(32)	15	2	2d4/8d6	Leap and impale foe	2,000
71 Stirge swarm	N	1	8	S(2')	3/18 ^F	8	1+1(5)	17	1	1d3	Drain (1d4), pack attack	175
72 Toad, giant	N	1	7	M(5')	6)6 ^I	6	2+4(14)	17	1	2d4	Leaps	120
73 Toad, poison.	N	1	7	M(5')	6)6 ^I	7	2(10)	19	1	1d4+1; leaps	Poison +2 (die 24 hr)	175
74 Trapper	N	13	11	G(30')	3	3	12(64)	9	4+	4+AC of foe	Imm to heat, cold	3,000
75 Tunnel worm	N	0	12	G(25')	6	4	9+3(48)	11	1	2d4	+2 to hit first atk	1,400
76 Tyrannosaurus	N	1	12	G(50')	15	5	18(93)	5	3	1d6/1d6/5d8	Swallow	6,000
77 Undead, claws	N	0	20	T(1')	9	7	1/2(4)	20	1	1d4	Undead	35
78 Undead, dread	N	0	20	S(3')	6/15 ^F	6	3+3(19)	17	1	1d4 or wpn	Undead, fear	975
79 Undead, ghastr	CE	12	14	M(6')	15	4	4(20)	17	3	1d4/1d4/1d8 +stench	-2Undead, paralyze+2	650
80 Undead, ghoul	CE	5	11	M(6')	9	6	2(10)	19	3	1d3/1d3/1d6	Undead, paralyze (d6+2 r)	175
81 Undead, haunt	Any	0	16	M(5')	6	0	5(25)	15	1	Drains Dex 2	Undead, possess living	2,000
82 Undead, mummy	LE	7	15	M(6')	6	3	6+3(39)	13	1	1d12; rot disease	Undead, vuln. Fire +1	3,000
83 Undead, phantom	N	0	0	M(6')	9	Nil	0(0)	Nil	0	0	Fear	Nil
84 Undead, shadow	CE	7	16	M(6')	12	7	3+3(21)	17	1	1d4+1; drain Str	Undead, magic to hit	420
85 Undead, skeleton	N	0	12	M(5')	12	7	1(5)	19	1	1d6	Undead, sharp wpns=	65
86 Undead, animal sk	N	0	12	S-L	6	8	1-1(4)	20	1	1d4	Undead, sharp wpns=	65
87 Undead, monster	N	0	12	L(9')	6	6	6(30)	15	1	2d6	Undead, sharp wpns=	650
88 Undead, spectre	LE	13	15	M(6')	15/30 ^F	2	7+3(38)	13	1	1d8, drain 2XP level	Undead, +1 or more to hit	3,000
89 Undead, spirit	LE	14	18	M(6')	9	0/8	10(50)	11	1	d4x10 years	Undead, ghost, magic jar	7,000
90 Undead, wight	LE	9	14	M(6')	12	5	4+3(27)	15	1	1d4; drain 1XP level	Undead, +1 or silver to hit	1,400
91 Undead, wraith	LE	11	15	M(6')	12/24 ^F	4	5+3(33)	15	1	1d6; drain 1XP level	Undead, +1 or silver to hit	2,000
92 Undead, zombie	N	0	14	M(6')	6	8	2(9)	19	1	1d8	Undead, last atk	65
93 Werebear	CG	13	14	L(8')	9	2	7+3(45)	13	3	1d3/1d3/2d4	Hug (2d8), lycanthropy	1,400
94 Wereboar	N	10	13	M(5')	12	4	5+2(27)	15	1	2d6 or wpn	Charge, lycanthropy	650
95 Wererat	LE	11	11	M(4')	12	6	3+1(19)	17	1	Wpn	Surprise, lycanthropy	270
96 Wereraven	NG	17	13	M(5')	6/27 ^F	6	4+2(23)	17	1	2d6	Blinds, lycanthropy	420
97 Weretiger	N	9	14	L(7')	12	3	6+2(38)	15	3	1d4/1d4/1-12	Rake (d4+1x2), lycanthropy	975
98 Werewolf	CE	8	12	M(6')	15	5	4+3(25)	15	1	2d4	Surprise, lycanthropy	420
99 Wolverine	N	5	12	S(3')	12	5	3(21)	17	3	1d4/1d4/d4+1	+4 to atk death thro	120
00 Wolves	N	5	10	S(4')	18	7	3(15)	18	1	1d4+1	+1 vs charm, pack attack	120

PROVING GROUNDS SURFACE RUINS - LEVEL 0

River

Rubble

D

B

E

A

G

F

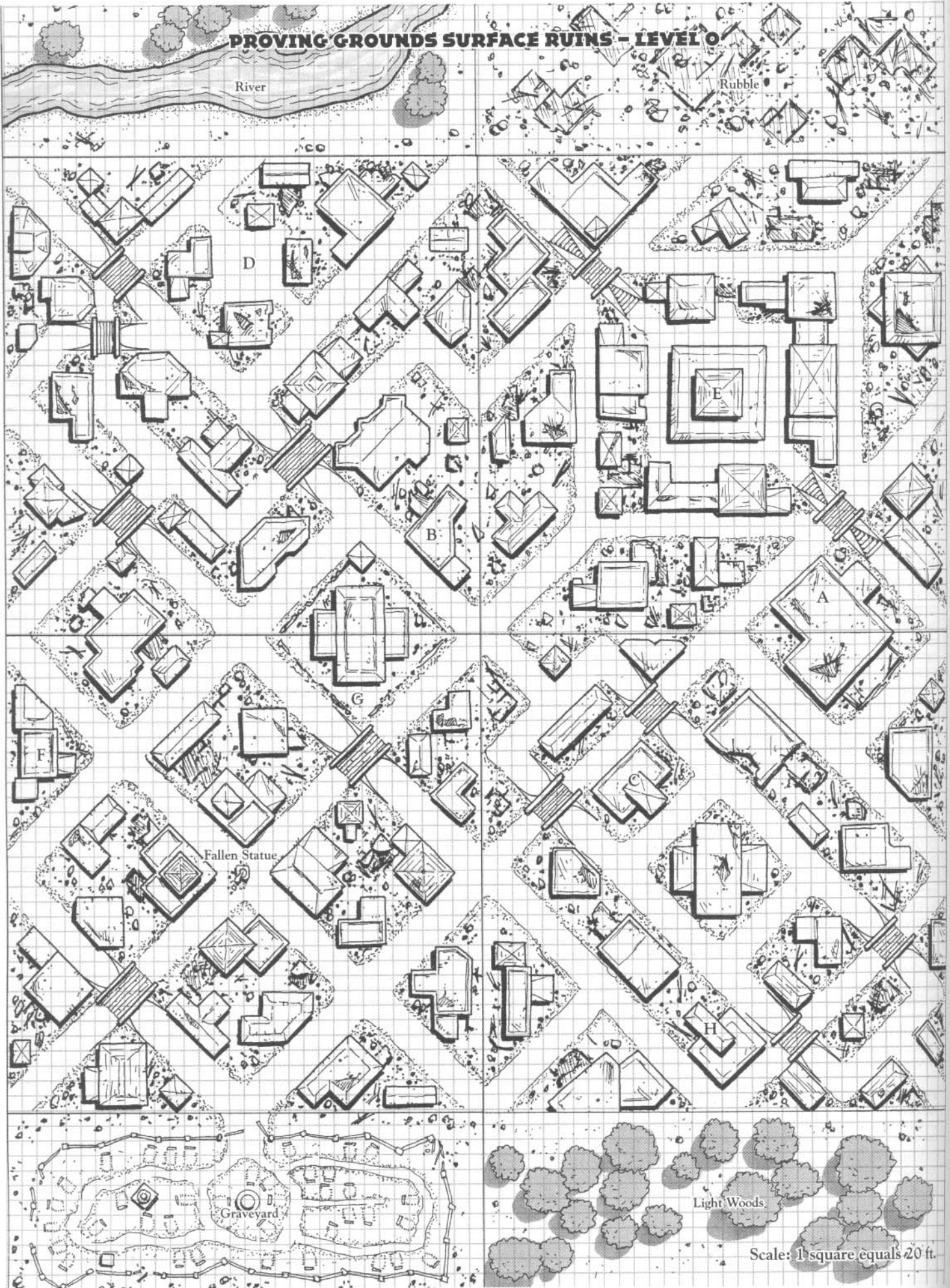
Fallen Statue

H

Graveyard

Light Woods

Scale: 1 square equals 20 ft.



ENTERTAINMENT (THE FEATURED STORY)

The featured adventure is presented as part of the map. This provides an exploration of the ruins with preset encounters identified by letters on the map. This adventure culminates with the heroes first, but hopefully not last, encounter with the lich. This section suggests alternate stories for future adventures.

A. Art gallery displays statues ranging from basic shapes to bizarre beasts. Students studied objects here to perfect their illusions.

B. Bear and two cubs have a den in a hole beneath this nearly complete building. She fights ferociously to protect her cubs.

C. Carrion crawlers have burrows in the rubble. They drag paralyzed prey into their burrow that connects to sub-level two.

D. Deadly plants grow here in this old lab. This patch of *snap-fer saws* surrounds a thorny tree heavy with plums.

E. Eerie voice echoes from this lonely manse. When entered, a voice demands, in ancient Charonti, not to be disturbed.

F. Fallen statue depicted Druanan, founder of this city. His name is carved in the pedestal. His eyes have been enchanted with *continual light*, and one of these eyes still functions.

G. Graveyard holds no bodies, only monuments. In one mausoleum, a ghoulish burrow leads to sub-level one.

H. Hallucinations are suffered by those who walk through this courtyard and fail a save vs. Breath, due to intoxicating gases.

I. Inaccessible. A *wall of force* prevents entrance. This wall resists all magic. This was home to the Testing's maestro, Paarlaihn.

J. Intruders are jettisoned after 3 rounds, teleported 100 yards.

K. Keep Away from this nasty tangle of brambles that conceal an entrance to sub-level one used by a band of *Knorr exiles*.

L. A Library once stood here. The scrolls have been destroyed. Only a few cracked bone scroll cases remain. DM's may permit heroes who search to find parchment with fragments of spells.

M. Minotaur Maze. A *minotaur shadow monster* stalks intruders. When first encountered the heroes will witness it slaying an illusory *spotted lion*. Then it bellows, causing a *fear* effect. It attacks only when the heroes try to leave the maze.

N. Nightmares. This room generates illusions of darkness, clouds or rain, and a shadow creature or some event that the heroes fear most, such as seeing their dead friends confronting them.

O. Outlawed Knorr exiles band together to protect their families using dishonorable means such as firing missiles, attacking from ambush, and using hunting traps. See Hosts for details.

P. Pits. These hidden 20(FM) deep pits offer a variety of dangers: ¹water, ²spikes, ³pivoting top, ⁴illusory danger, ⁵gas, ⁶slick walls.

Q. Quizzical. This room is reached via a *teleport* or slide trap. There are two exits, red and blue, and two talking statues, griffin and lion that will converse and agree to answer one question. One always lies while the other always tells the truth. One door teleports back to a safe room, the other teleports to danger.

R. Rest. This room accelerates the effects of rest. One hour spent here is equal to one day. Detect noise hears haunting music.

S. Spider. Door is *wizard locked* (8th level) and will shut when entered. At the far end stands a statue, half-spider, half-lady (use *Silver Spider* stats). An amber gem in her chest acts like an *anti-magic shell* (12th level) once a day, negating magic spells and items for one hour while the energy powers her. She attacks. Destroying the gem stops the automaton (AC 0, hp13). This can help power the Complex.

T. Temple. This temple to Thanhotep, god of death has been desecrated. After 2 turns search, a devotional book can be found.

U. Unseen Dangers. The ceiling, walls, and floor are covered with vines. A *permanent darkness* fills this room. Magical light is reduced to 10% of its range. *Crawling claws*, equal to one per hero level, attack from above and below.

V. Valuables? A valuable(?) treasure lies just beyond some challenge (¹pit, ²locking door, ³hot coals, ⁴webs, ⁵swinging blade, ⁶glass wall and flooded room). The item causes trouble (¹attracts monsters, ²negates one magic effect, ³transforms other treasure, ⁴drains ability, ⁵curse, or ⁶blinds).

W. Where are we? These spaces teleport those who step on them to a location of the DM's choice or randomly.

X. Exit? Each door in this maze of rooms (D07-D14) opens in a different manner of the DM's invention (false door, slides, pivots, knock, key, song, illusion, trapped, flips, etc.). Each room may hold a clue to opening a door to a non-adjacent room.

AA. Animated Arms. In each 2(FM) deep pool lurk a number of *dreads* equal to the number of heroes. They will trip and drag heroes under the water to drown them.

BB. Belligerent Beetles. A colony of *giant carrion beetles* (use *Fire Beetle* stats), strip flesh from slain creatures for the lich. They threaten intruders, attacking only if attacked. The lich's bone walker construct, looking like a headless spider, is here.

CC. Charonti Construct. This room houses the lich's personal library looted from the city above. The DM may decide what knowledge can be gained from these tomes. The chandelier is a actually a *bone construct* that guards the room.

DD. Double Danger. A *lurker* lurks above the entrance to this room, while a *trapper* waits before the exit.

EE. Eerie Event. These areas activate a magic effect of the DM's choice (*illusion*, *levitate*, *silence 15'R*, *stinking cloud*, *web*).

FF. Flowing Fury. Littered with wood hafts and horn hilts, there is a hole at eye height in the west wall. A *living steel* lairs in the secret room. If alerted, the thing flows through hole and reforms to attack. It pauses for one round per dagger weight to consume metal item before pursuing. A *stone mattock +2* is in its lair.

GG. Guardian Gargoyles. This room and the halls leading here are decorated with sculptures. They form a tangle on the far wall that as a whole resembles an animated face, a manifestation of the Complex's intelligence. It can speak with the heroes and can animate up to four *living statues* as guards.

HH. Huge Hole. This chasm is 40(FM) wide and of indeterminate depth. Falling in inflicts 4d10 points of damage and catches the victim on a ledge. Gusts of wind blow with unexpected ferocity at irregular times.

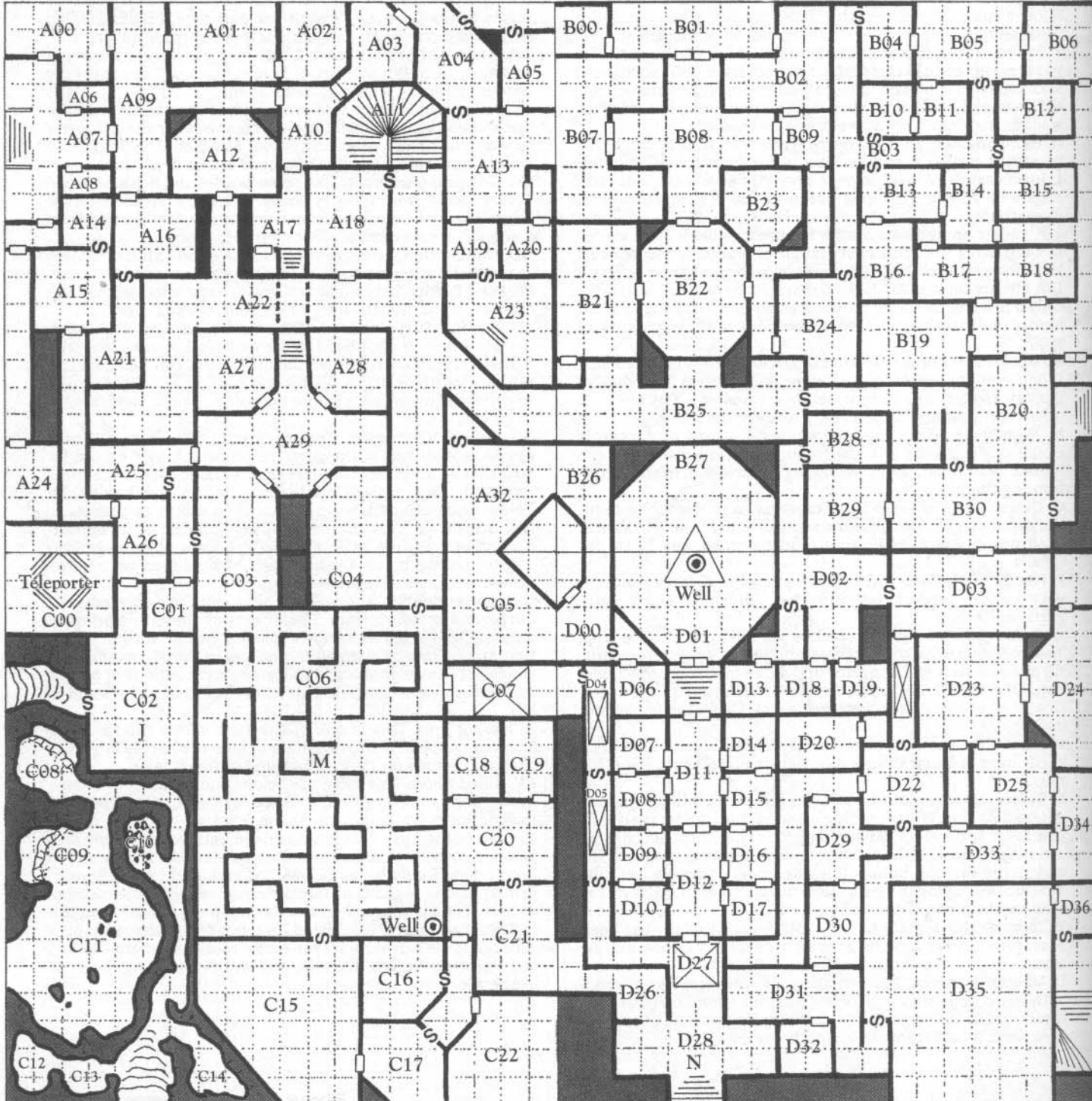
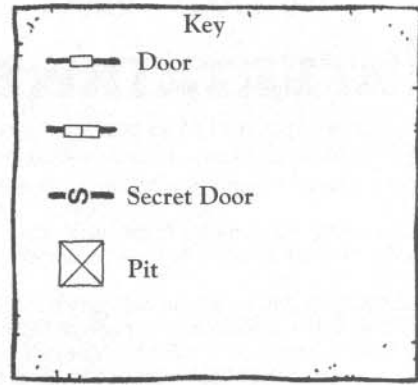
II. Illusive Identity. The walls of this room are covered with enchanted metal mirrors. The effects of these mirrors may vary, such as: creates *mirrored doubles* with 2/3rd hit points that attack; can be stepped in and out of like doors, distorts shapes of objects in room, duplicates earlier actions of heroes as attacks against heroes. This effect lasts until the room is left.

JJ. Jeering Jinn. This is one of the sites where the insulting *djinni* can appear. It will negotiate to help the heroes cross the chasm in return for their help trying to free it later.

KK. Killed Knorr. This room has beams and buttresses of bone. Knorr bodies are impaled, crushed, or caged here. They are really *zombies* waiting to attack the unwary.

LL. Lair of the Lich. This room is filled with bones, sinew, and gears. A throne of bones stands on a dais before the north secret door. Paarlaihn the Lich will be prepared for the heroes' arrival having a guard of *zombies* equal to twice the number of heroes. A zombie sits on the throne in regal attire, and the legless Paarlaihn, concealed overhead, speaks and acts through it. He can animate the entire room as a many-limbed *bone construct* to fight for him, and will flee if things become desperate.










PROVING GROUNDS DUNGEONS - LEVEL 1

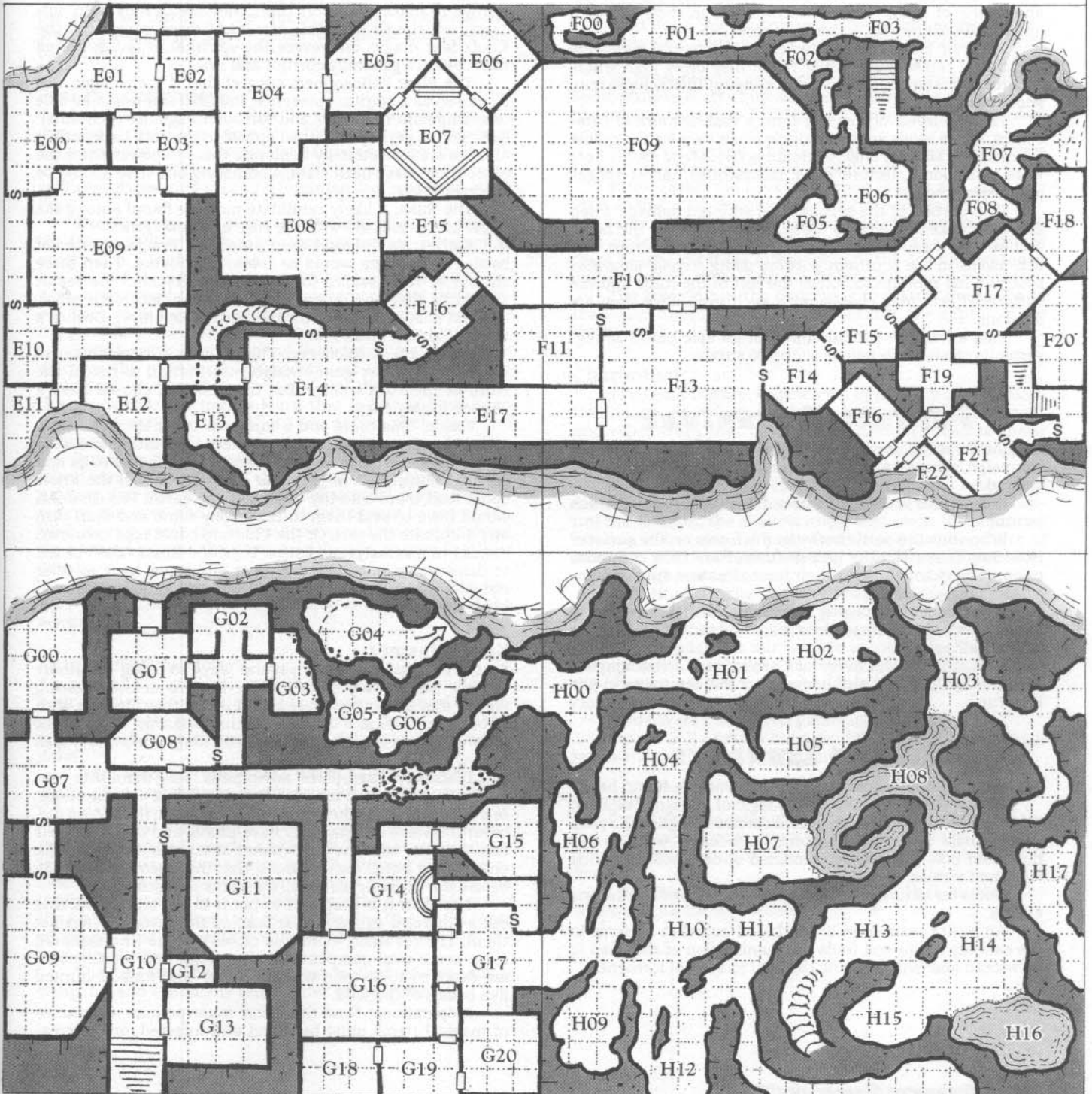


These rooms are all surrounded by solid rock.

Scale: 1 square equals 10 ft.

PROVING GROUNDS DUNGEONS - LEVEL 2

Key			
	Door		Rubble
	Double Door		Ramp
	Secret Door		Hidden passage
	Overpass		Solid Rock
	Standing Water		



These rooms are all surrounded by solid rock.

Scale: one square equals 10 ft.

CHOICE OF ENTREES (FEATURED STORYLINES)

The featured adventure is presented as part of the map. This provides an exploration of the ruins with preset encounters identified by letters on the map. This adventure culminates with the heroes first, but hopefully not last, encounter with the lich. This section suggests alternate stories for future adventures.

THE GHOST CITY

Gardlia is a "ghost city," from which eerie howling can be heard when the wind blows. The ruins are a tumble of rubble and overgrown shells of buildings. The city and sub-levels are sizable, but initial exploration is limited to a small section. These maps can be copied and cut apart to create vast regions of ruins amidst the encroaching woods, glacial ice, and debris of ages. The architecture is a mixture of Babylonian with Chinese or Incan influence.

This ruin is located somewhere in the central highlands and nights can be quite chilly. Dawn may bring high winds and midday storms. Dusk brings clinging mists, light rain, snow, or bitter cold.

The sub-levels of this city form a vast network of catacombs. These levels are surprisingly clean save for the rubble of collapses. Magical effects remain active. Many rooms here were classrooms, lecture halls, laboratories, target ranges and testing rooms.

This portion of the second level suffered damage when an earthquake caused a 40' deep chasm. Floors of the north section cant steeply or are buckled, footing is dangerous. The lich dwells in the southern portion, using *scrying*, *dimension door*, and his zombies to access the rest of the ruins and the surface. Effects may change with each visit since they are illusions.

This adventure should end with an epic battle as juggernauts clash while heroes scurry to survive.

FURTHER ADVENTURE

Besides the mentioned means of increasing the scope of this campaign, other factors from this last adventure may be considered.

If Paarlaihn is defeated but not destroyed, does the lich return?

Who wins the battle between the forces on the surface? How does that affect the heroes' future? Are their comrades celebrating victory or have their forces lost and are they now prisoners?

Did the heroes have a showdown with the opposing party? How will the opponents react to Paarlaihn? Will they become allies?

How will the discovery of Gardlia, and a few magical items or spells affect the heroes and the campaign in the long run?

IN THE LIBRARY:

Several interesting papers and journals may be found here.

A tract that expounds on the logic of tolerance of other races by one of the most respected sorcerer kings of the past.

Journals regarding Charonti encounters with savage races and how they were assimilated or defeated with their vices and virtues.

Notes on nature of magical plagues, variant strains and effects.

An entire section on an outlawed cult that believes in the sanctity of life and finds the reanimation of the dead to be wicked and evil, dooming the soul to eternal torment.

Charonti Mastery

EXTERMINATION! The heroes or the Queen's Council determine that the best way to eliminate the beast-man threat is to make them turn on themselves, rather than risk the limited Charonti populace. This adventure proceeds thusly:

Study: A decree is issued to capture Knorr to study and learn their language. This must be handled delicately, since the Knorr prefer not to be taken alive. It may require subterfuge to make the Knorr think they are dealing with outcasts, not the Crown. This results in discovering that the Knorr fear magic, but revere the spiritual; It is discovered that Lökk are generally corrupt and evil.

The Plan: Philosophers suggest that if their magic was disguised as a spiritual presence, the Charonti might be able to manipulate the Knorr and turn them against each other. Failing that, perhaps they can appeal to the dark Lökk, and in alliance create a strategy to elevate them to power. Once the other tribes have been slain, eliminating one tribe should be relatively easy.

The Ruse: A likely candidate must be found among the Knorr and presented with the ruse of a new "god."

Battles: War should then escalate through a series of battles. First, there would be minor skirmishes. Then there should be a massacre to frame another clan. The result should be that one by one the clans eliminate each other. The DM should conceive pivotal battles: Red River, Destiny's Duel, Wild Fire, and so on.

Discovery & Recovery: Things should become tense when some Knorr gain enough information to reveal the truth of the Lökk's allies. But the Charonti should have a chance to stop them.

Finale! This could end a variety of ways. Here are some ideas. The Knorr could be led to believe their ultimate enemy lies in the caverns beneath Jakandor (occupied by naga and perhaps aboleth). A mighty war party uniting all the Knorr could lead them into the depths of the earth. The Charonti would have to seal them in that stony tomb and then turn and eliminate the rest. Or the Charonti could fake their own demise in a cataclysmic battle. Then the Knorr could be led to discover an ancient naval fleet and maps back to their homeland so that they could at last stage a mass exodus to sail back home.

Knorr Mastery

SORCERERS BANE! There are several ways to bring the Knorr victory. Either they discover the history of the Wasting Plague and act to resurrect it and infect the Charonti with it, or they develop a defense against Charonti magic. This latter may be a creature that feeds on magic, or a ring of spell turning.

Discovery: The heroes' adventures bring them into contact with an infected magical item or a shield against magic. In a subsequent encounter with the Charonti, the heroes discover the value of what they have found, and return to their clan with the tale. The clan's elders sense this may mean the end of their hated foe and insist that the discovery be taken before the Great Drum for all the clans to discuss.

The Test: It is proposed to put it to the test, by seeking out a Charonti expedition and using the discovery against them. The resulting victory is close, but the Knorr should learn some vital components of strategy, and the Charonti are declared to be men without honor who may be hunted like beasts of the wild.

Preparations: Now, the Knorr must prepare. Quantities of magical items must be found and infected, or the crea-

tures must be captured or bred, or the secret of enchanting additional magical rings must be learned. This will take some time.

Battles: When the clans at last are ready, they begin scouting for Charonti and monitoring rather than slaying them until a war party of reasonable size can be raised. What follows is a series of battles during which the Charonti forces suffer destruction, disbelief, and eventually discovery and understanding by the Crown. As a result, the Charonti enter into a unholy alliance with the ghouls to supplement their armies.

Taking the Bait: The Knorr determine to make an heroic sacrifice, permitting one of their elite war parties to be captured and presented to the Queen for execution.

Final Chaos: But the warriors are really a Trojan horse, carrying the dread Plague or Magical Shield into the heart of the enemies territory. The Queen and her entourage are defeated and the gates are opened to let in the slaving barbarian hordes.

Peaceful Conclusion

THE LIE! This story reveals that the two cultures are actually descended from the same bloodline. One of the ancient Empresses was known as the War Mother, and the Charonti's might as an empire was based on its troops of honor bound soldiers. Discovering this long forgotten fact may take some time.

The Stranger: One of the enemy is caught alive and on the triumphant trip home, he saves the heroes' lives and is accepted as a friend and kin.

Shared Lives & Loves: For a time the stranger learns the heroes' ways and language, and comes to respect their society. They share adventures and celebrations, and eventually the foe falls in love with one of the heroes.

Rotted Land: During one of the adventures, the heroes discover the existence of kingdoms of the worms in the underdark. Here naga and aboleth plot the enslavement of the overworld. The heroes learn that the naga have been manipulating both races to fight and destroy each other and they gain proof.

Breaking the Barriers: Somehow, the heroes and their friend must gain audiences with influential members of both nations and convince them of the worms' plots. But the worms discover and working though agents betray them. With an epic quest, the heroes survive and manage to reveal the plot and capture the worm revealing its horrors to all the people.

War Below/Peace Above: United against a common foe, the nations fight an epic battle to destroy the kingdom of the worms.

Mutual Destruction

TOMBSDAY! This epic will spell the ultimate destruction of both peoples as nations and reduce them to struggling survivors with only fragile family ties. Fewer than 1 in 20 will survive the holocaust wrought by the denizens of the underdark!

Spirit Walking: While on a *dream quest* or as part of a Testing, the heroes come in contact with an unknown mind. Considering this spirit to be very wise, they agree to meet it.

Conqueror Worm: An epic quest leads the heroes across the brutal land and into the underdark. There they encounter the naga, who uses her powers to enchant them all into considering her a trustworthy ally. The naga tells the heroes of legendary weapons to help them defeat their hated foes; for the Knorr, it is a colossal juggernaut. For the Charonti a tome of magic. And an unholy alliance is made between the heroes and the worm.

The Quests: The heroes quest to find the legendary weapons, and eventually return after many adventures.

Test Run: The weapon is then tried out in a test run before the heroes elders/superiors, and all agree that victory is theirs!

Armageddon Knocking: War follows with an epic series of battles. But just as the heroes' side has new strength, so too do their foes. Too late they discover they have been played for a fool by the naga and their aboleth allies, as their weapons are turned against their own people.

Free Spirits: After the holocaust, small groups seek survival in a brutal land where the nights are ruled by the worms!

OTHER STORY IDEAS

Knorrmen:

Wild Hunt: this adventure borrows from stories like *Jaws* and *Moby Dick*, pitting the Knorr against a bestial foe with what seems an almost supernatural cunning.

Spirit Journey: in an effort to complete a *dream quest*, the spirit walkers must enter the dream world and travel across the mighty wastes to find Vision Hill to discover their destiny.

Honor's Demand: the clan's embarrassment requires revenge or a challenge at the Great Drum.

Battle Fever: the Lokk have gone too far and now clan wars against clan culminating in a clash of titans.

Horrors of the Broken People: Leads the heroes to recover a stolen clan relic into a deadly maze and graveyard of giant beasts; but there a champion of the dead is awakened and the heroes must defeat their hated foes or die trying!

The Scouring: as the Knorr seek to destroy the dead and their unnatural masters, burying them in the depths of the earth.

Charontien:

The Great Library: Legends tell of the holy grail for Charonti mages, the Library of the Ages. Tales of surviving books and relics from that bastion of knowledge lead to many adventures seeking the *book of enlightenment*, the *scroll of puissant knowledge*, and the *spectacles of understanding*.

Battles Arcane: tell of the conflicts and illicit research of several errant wizards. There are galvanists who seek to control the weather, the shadow mage who seeks to conjure up a living, but unnatural army from beyond, and a cadre of sandmen who have been seeking to infiltrate all the other colleges high councils.

Wild Hunt! Finally, the Crown will no longer permit the atrocities of the beastmen to go unanswered. It raises an expedition to capture noncombatants and command the Knorr's surrender. But this leads to encountering the strange champions of that people, including a *windlord*. In the end, the heroes must flee via an abandoned magical subway and close the way behind them.

Trade Wars brings rival guilds into conflict.

Search & Re-search requires difficult to obtain components and dangerous experiments.

Generic:

For Pity's Sake deals with raising a surviving child of the foe and what happens when the child grows to be an adult. Does he plot revenge for his parents' murder by his adoptive family.

Darkness Falls as the shadow of the Dark blankets the island and all life is threatened!

A LA CARTE (DANGERS, TRICKS, TRAPS, & HAZARDS)

The challenges in ruins are often greater threats than the creatures that prowl the rubble. On the surface, dangers and obstacles are mostly natural in form. Those found in the sub-levels are frequently man-made tricks and traps. This section provides the DM with a list of Hazards that the heroes may encounter. When a challenge is desired, the DM may roll 1d20 to determine the nature of the challenge, then 1d10 and 1d6 to define specifics. Use the random encounter tables for a selection of creatures.

Ruins Surface:

- 1-3 Danger, 4-7 Obstacle, 8-9 Wonder, 10 Magical Effect, 11-20 Encounter (1 Fantastic, 2 Plant, 3 Predators, 4 People, 5 Scavengers, 6 Vermin).

Ruins Sub-Level:

- 1-4 Traps, 3-6 Tricks, 7-9 Wonder, 10 Magical Effect, 11-20 Encounter (1 Automata, 2 Fungus, 3 Insects, 4 Scavengers, 5 Undead, 6 Unnatural).

Surface Dangers

- Pits** (1d4 x10' deep) formed by an 1 air-pocket, 2 burrow, 3 old well, 4 tiger trap, 5 undermined, or 6 water underneath.
- Magnets:** This danger may trap or attack unwary travelers with 1 a pillar, 2 dais/table, 3 levitating platform, 4 metal balls, 5 metal darts, or 6 pulsing on/off or attract/repel.
- Deadfalls:** Crushing damage (1d4+2 x1d6) 1 balancing rock, 2 falling wall, 3 rockslide, 4 toppling pillar, 5 tree, or a 6 rain of rubble out of the clear sky (random teleport from below).
- Gas:** This danger may have no warning or there may be a distinctive haze, odor, or dead animals. Initial symptoms vary, but prolonged exposure is poisonous and fatal. Effects include: 1 blinding, 2 delusions, 3 explosive, 4 nausea, 5 sleep, or 6 confusion.
- Crossings:** This requires crossing of some danger: 1 stinging nettles, 2 crevice, 3 mud, 4 rapids, 5 jagged rocks, or a 6 gelid ooze. Bridges range from an 1 old bridge, 2 ledge/arch, 3 log/pillar, 4 stepping stones, 5 uneven, tilting stones, or 6 vines/ropes.
- Automatic defenses:** Includes: 1 automaton flea, 2 automaton crab, 3 automaton battler, 4 web spell, 5 shock field, or 6 dancing lights.
- Magestorms:** These effects are designed to protect or clean a site: 1 alarms, 2 flesh to stone, 3 force fields (walls, pillars, floors), 4 protection zones, 5 recorded voices/sounds, and 6 rains of debris, insects, or pests teleported from the sub-level cleaning fields.
- Creature Lair:** Site may hold treasure as well as danger. The owners will use setting to their advantage. Creatures include the 1 fantastic, 2 insect, 3 mammals, 4 people, 5 plants, or 6 reptiles.
- Hazardous Terrain:** Includes 1 collapsing stones, 2 electric generators, 3 burning land or lava, 4 hot springs/geysers, 5 tar or quicksand, and 6 viper/insect nest. DM assigns damage/avoidance.
- Combinations of two or more of the above.

Obstacles

- Air:** Includes: 1 dust devil/cyclone, 2 electric storm, 3 fog, 4 intoxicating wind, 5 windstorm, or 6 fitful gusts.
- Earth:** Includes barriers made of earth: 1 cliff/wall, 2 ravine, 3 cave/tunnel, 4 drifts/talus/rubble, 5 rocky hills, or 6 badlands.
- Fire:** Includes: 1 blinding light, 2 hot coals/sand, 3 death valley heat, 4 mirage, 5 smoky haze, or 6 wildfire/burning oil.
- Plant:** Includes barriers of nature: 1 briars/nettles, 2 entangle, 3 elephant grass, 4 hedgerows, 5 jungle overgrowth, or 6 poison ivy.
- Water:** Includes: 1 falls, 2 flood, 3 ice, 4 rain, 5 rapids, or 6 slippery rocks.
- Gaps:** Features breaks in one's path: 1 blocked path, 2 broken bridge, 3 hole in wall, 4 muck, 5 trail, or 6 no sound of wildlife.
- Vistas:** Exciting views: 1 balcony, 2 courtyard, 3 elevated road, 4 illusory/projected image, 5 reflecting pool, or 6 tower.
- Enchantments:** Magically created 1 bad feelings, 2 floating stones, 3 frictionless surface, 4 healing mud, 5 lights, or

6 peaceful.

- Delays:** Trek is interrupted by an 1 accident, 2 creature in need, 3 freshwater, 4 fruit/vegetables, 5 mud, or 6 strange sighting/landmark.
- Combinations of two or more of the above.

Traps

- Deadfalls:** Falling weights include 1 door/wall, 2 falling block, 3 pillar, 4 rollerball, 5 rubble, or 6 sliding block (Dmg 3d10).
- Pits:** Within this (1d4 x10') hole is: 1 acid, 2 creatures, 3 deep, 4 false, 5 flooded, or 6 spiked (Dmg +1d6-2 x1d6).
- Slashing Blades:** Swings out of wall: 1 ankle saw, 2 buzz saw, 3 pendulum, 4 scything, 5 spiked grate, or 6 spring spikes (Dmg 2d8).
- Missiles:** Tripping this trigger fires 1 arrows, 2 bullets, 3 darts, 4 minute meteors, 5 poison dart, or 6 spear (THACO 15; Dmg d6-2 x4).
- Poison:** Whether contact or injected poison is: 1 debilitating, 2 disease, 3 fatal, 4 knockout, 5 paralysis, or 6 weakening (-1d4 save).
- Snares:** Victim is caught by 1 beartrap, 2 cage, 3 choking noose, 4 glue, 5 lifted into air, or 6 artificial tentacles (Dmg 1d4-1).
- Catapults:** Item thrown or victim is tossed into 1 wall, 2 hot cinders, 3 slime/lime, 4 trap, 5 long distance, or 6 up (Dmg 2d6).
- Wards:** Passing glyph causes these effects: 1 blinding, 2 curse, 3 fear, 4 protection, 5 shocking grasp, or 6 teleports away.
- Deathtraps:** Victim faces death from: 1 cave-in, 2 conveyor belt to trap, 3 crushing, 4 filling/flooding, 5 heat/cold, or 6 gas.
- Combinations of two or more of the above.

Tricks

- Puzzle** must be solved by: 1 filling basins, 2 combination lock, 3 choice of doors, 4 levers, 5 mirrors, or 6 order of actions.
- Counterweights** 1 disarms trap, 2 opens door, 3 tilts floor, 4 triggers deathtrap, 5 activates device, or 6 whisks victim aloft.
- Illusions** confuse with false images of 1 temptation, 2 danger, 3 false safety, 4 monsters, 5 obscures vision, or 6 hides trap.
- Appearances** can deceive with paintings and facades of 1 fake perspective, 2 false door, 3 false floor, 4 false wall, 5 magnifying glass wall, or 6 mirror angled corridor or pit.
- Clockwork machines** 1 automated defense, 2 cleaning automatons, 3 clockwork warriors, 4 elevator/sliding room, 5 gears, or 6 spinning room.
- Distractions:** Include a 1 bat swarm, 2 bright light, 3 hanging object, 4 moving object, 5 treasure?, and 6 whistle.
- Ramps/Slides:** open suddenly to a 1 dropoff at end, 2 abrupt drop then lessens, 3 boobytrap, 4 corkscrew, 5 into danger, or 6 surprise trap at end.
- Secret Doors** may conceal or be concealed; 1 behind a danger, 2 in floor/ceiling, 3 hides a trap, 4 normal, 5 door is trapped, or 6 hides in a trap.
- Dilemmas:** Heroes are presented with a difficult path: 1 log roll, 2 narrow squeeze, 3 redhot treasure, 4 dangerous/obviously trapped treasure, 5 sheer climb, or 6 swinging pendulum.
- Combinations of two or more of the above.

Other Interesting Magical Effects

Movement (teleport, levitation), force fields (walls, platforms), all types of walls (wind, fire, ice, plant, web), magic neutralizers (anti-magic shell, silence 15' radius), protections, mental attacks, darkness/light, animated objects, illusions, area effects, clouds, and missiles.

DESSERTS (REWARDS & TREASURES)

Rewards need not be limited to treasures, they may include clues, healing, food, and rest. The DM should make sure that rewards fit the challenge. A *potion of stone to flesh* might follow an encounter with a basilisk. Only in rare cases should treasures be awarded before the heroes overcome a challenge. The guiding rule is that treasures will always be protected, hidden, guarded, or following a hazard. The DM should keep monetary values low, and instead substitute treasures that are useful tools or curiosities. And, since magic is an important treasure, the DM should consider introducing treasures that are broken, cursed or malfunctioning. The following lists provide the DM with guidance to create his own treasures.

Featured Treasures

Viewing Pool (Charonti)

The magical waters of this pool shimmer. The pool functions like a *crystal ball with clairaudience*. Spells may be cast through the pool by 20th-level mages. The water is only magic while in the pool.

Ancient Totem (Knorr)

This giant statue depicts a winged lizard. It lies 6 levels below the surface. If brought up and animated, as a juggernaut its scores are: AC PC-4; MV 15 (turn -5); HD PC+9; hp PC+9d10; THACO PC-4; #AT 3+breath; Dmg PC RH/LH+4d6/5d6 bite or breath = hp.

Magical Treasures

The DM should create new treasures, but elder Empire relics often have less effect than normal or are cursed or malfunction due to age.

1. **Carrying:** Includes 1bags, 2water/wineskins, 3chests, 4floating disks, 5flasks, and 6bone cases that either alter dimensions, weight, or are ambulatory and move on their own.
2. **Transports:** Include 1hovercraft, 2aircraft, 3carts, 4watercraft, 5wallwalkers, or 6submersibles/burrowers.
3. **Servants:** This features items that aid daily chores: 1basic cantrips to help clean & mend, 2food creation, 3drink creation, 4household items, 5animation devices, or 6automatons.
4. **Enhanced Treasures:** These treasures often have a magical power or two besides having a monetary value. Includes such effects as 1protections, 2light, 3singing, 4attached magical spirit, 5defends itself, or 6specific magic spell once per day.
5. **False Treasures:** This treasure seems real, but is actually a sham, exhibiting powers for three uses only, or made out of 1wood, 2wax, 3glass, 4ceramic, 5gold-plated, or 6paper.
6. **Defenses:** Includes: 1bracers/rings/periapts, 2shields, 3helmets, 4leather armor, 5chain mail armor, or 6plate armor.
7. **Weapons:** Includes: 1swords, 2polearms, 3missile weapons, 4throwing, 5maces/flails/staves, or 6martial arts weapons.
8. **Tools:** Includes such things as 1ropes, 2nets, 3firestarters, 4shelters, 5construction tools, or 6candles & light sources.
9. **Artifacts:** This includes such categories as 1rods, 2staves, 3wands, 4musical instruments, 5statuary, and 6machines.
10. **Magic Miscellany:** This category includes 1crystals & gems, 2clothes, 3rings & jewelry, 4potions & salves, 5books & scrolls, and 6enchanted furnishings.

Curses

1. **Alteration:** Transforms item or creature: 1petrifies, 2alters emotions, 3grows hair, 4poisons, 5alters shape, or 6wounds.
2. **Weaken:** Causes item or user to weaken at a critical moment: 1magical bonus becomes penalty, 2nausea as *stinking cloud*, 3Strength reduced to half or -4 to item save, 4knocks out victim or breaks item, 5damage inflicted is 1, or 6save automatically fails.
3. **Delusion:** Victim experiences delusions when triggered by key events: 1friends/foes confused, 2dangers appear safe, 3delusion of a ghostly friend/foe, 4invincible, 5trembling, or 6hallucinations.

4. **Insanity:** The victim is beset with madness as a result of a chronic trigger, such as the full moon, or becomes permanently afflicted: 1fixation on some topic, 2kleptomania (compulsive thief), 3manic-depressive (in 1d4 day cycles), 4paranoia, 5pathological liar, or 6phobia.
5. **Fatal:** This curse is progressive and results in death if not lifted. Victim may become 1thinner, 2weaker, 3belligerent, 4accident prone, 5fearful, or 6increasingly unlucky suffering a -1 cumulative to all actions per day.
6. **Crippling:** Victim suffers crippling injury: 1leg, 2arm, 3sight, 4hearing, 5poor stamina (Con 3), or 6idiocy with penalties (slows move, minus to attack, defense, surprise).
7. **Luck:** This curse either creates an occasional or permanent minus (-1d4) to some specific category of action: agility, attacks, defense, observation, negotiation, saves.
8. **Disease:** The victim contracts a debilitating disease: 1muscular degeneration, 2cardio-vascular, 3mummy rot, 4parasites, 5tumors, or 6the Wasting Plague. This disease may prove debilitating (-1d4 to actions or Ability scores) or may prove fatal.
9. **Allergins:** Victim becomes allergic to an item and is overcome with watering eyes, sneezing, headaches, and/or rashes when encountering allergin, resulting in a (-1d3) to all actions.
10. **Loss of control:** This curse afflicts its victim with a loss of rational control (the DM dictates the hero's actions) at various moments triggered by events: 1berserker fury, 2depression, 3lycanthropy, 4panic, 5sleepwalking, or 6split personality.

Broken/Malfunctioning relics

1. **On/Off:** The powers function sporadically (every encounter the item must save vs. Acid to work).
2. **Misfires:** Effect hits random target, backfires, fades before full effect/duration, or no effect.
3. **Recharge required:** This item requires daily recharging or recharges on its own. Energy sources and requirements may vary: sun/moon; magic spell levels, hit points, electricity, blood, gems (1d8+2 hours, levels, hp, points of damage, x100 gold).
4. **Overcharge/Discharge:** After 1d6+2 rounds of use the item either unleashes an overcharged effect (doubles damage, range, or duration), or discharges harming the user.
5. **Random Effects:** The CM should define these effects and their chance ahead of time. Examples: 1Damages, 2Summons something, 3Slows, 4Showy, no damage, 5Protects, or 6Confuses.
6. **Temporary/Stops:** This item has a limited number of charges or uses, then ceases to function.
7. **Power Fades:** The effect tends to fade at a random rate with each use (2d4+2 rounds or turns).
8. **Variable power:** This varies the power level from -2 to +5 (1d8-3) each use or combat.
9. **Power Changes:** The power evolves and changes over days of use either becoming more dangerous or more benign. For instance: *jump* could become *feather fall*, then *levitate*, then *fly*. Or *fireball* could become *melf's minute meteors*, then *pyrotechnics*, then *flaming sphere*.
10. **Drains:** Item drains an ability score, life force, or Hit Dice from target or user (10% chance each use), save vs. Death to avoid.

Chapter Nine:

WHEN TITANS CLASH

This adventure features battle between the mighty totemic juggernauts

of the Knorr and the arcane necromantic constructs of the Charonti. This scenario combines typical adventure elements with a tactical battle boardgame to simulate this type of warfare. Separate sections present the adventure from each side's point of view, permitting selected heroes to drive a gargantuan automaton while others serve as their honor guard in this epic battle when titans clash!

KNORR SET-UP

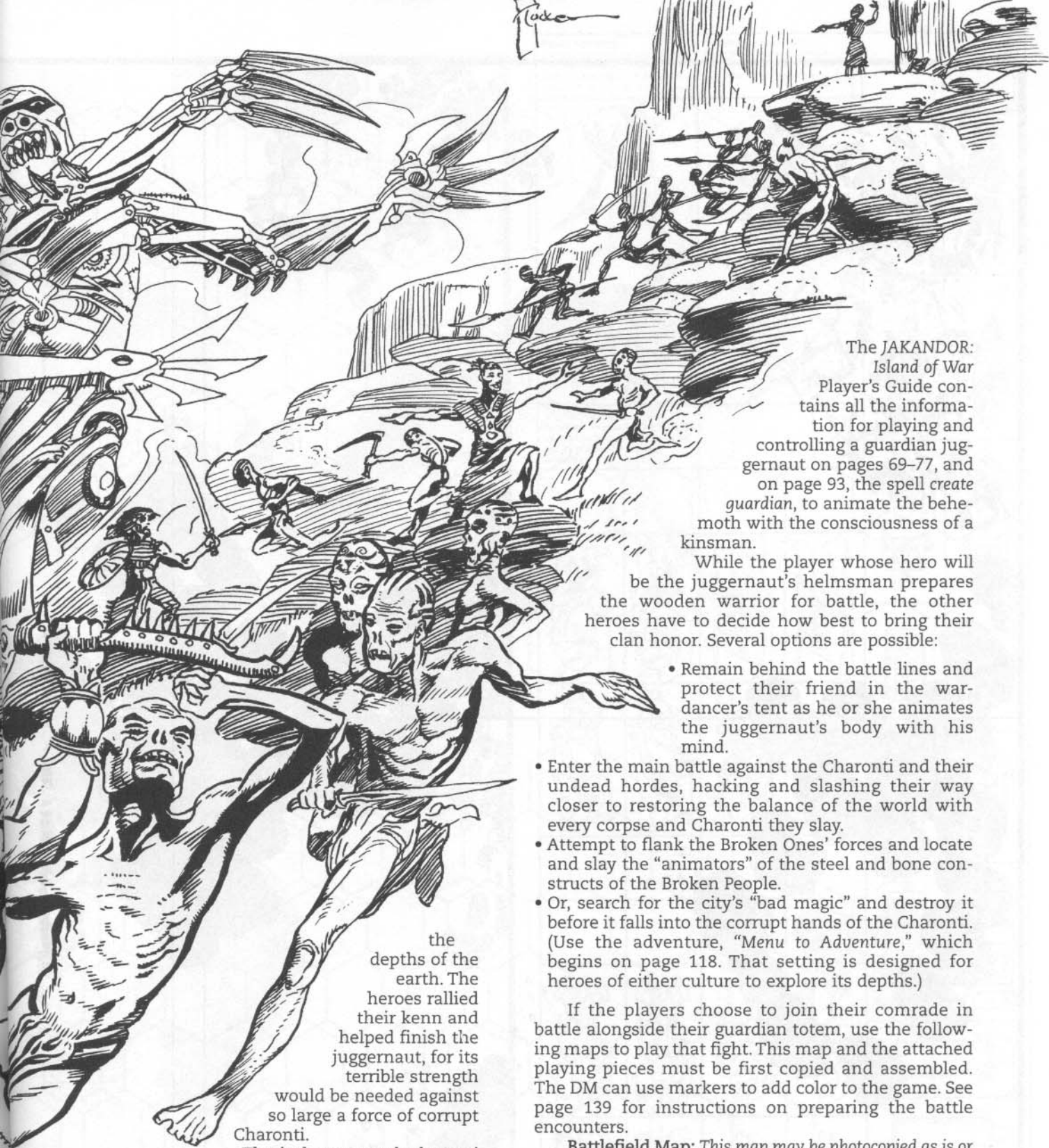
This background is from the Knorr point of view. One player character is honored as the helmsman of his clan's juggernaut as it leads his tribe into battle against the dreaded Bone-gnawers. The other heroes may take on one of three roles. They may remain behind to defend their fellow from enemy attacks that could disable their juggernaut's champion. Or they may follow the totemic titan and battle by its side. Or they may lead a war party behind enemy lines to battle their way through the Charonti guardians and unliving serathi to try to slay the controller of the defending Charonti construct.

BACKGROUND

Recently, high in the Gorasshadi, the central mountains of Jakandor, a small band of Knorr — the heroes — discovered a large ruin. The heroes explored the outskirts of the Ghost City — so named due to the baleful moaning that rises from its depths whenever the wind blows. Perhaps these are the laments of trapped spirits begging the masters of the air to free them from the tyranny of the Charonti and their dead cities. During their exploration they sighted a flying machine of bone

and sinew — one of the Broken People's necromantic constructs — pass overhead, its black shadow falling like the hand of death across the faces of the brave Knorr. Waiting until the flying abomination wheeled to return to its deprived masters, they followed it to determine the size of the bone-gnawers' force.

The heroes found a large expedition of the Broken Ones, dozens of their dead slaves, and other vile constructs of bone and metal. They raced back to their tribe, knowing their clan was building a new guardian juggernaut to replace one lost the previous year when the land it fought on gave way and it disappeared into



**The JAKANDOR:
Island of War**

Player's Guide contains all the information for playing and controlling a guardian juggernaut on pages 69-77, and on page 93, the spell *create guardian*, to animate the behemoth with the consciousness of a kinsman.

While the player whose hero will be the juggernaut's helmsman prepares the wooden warrior for battle, the other heroes have to decide how best to bring their clan honor. Several options are possible:

- Remain behind the battle lines and protect their friend in the war-dancer's tent as he or she animates the juggernaut's body with his mind.
- Enter the main battle against the Charonti and their undead hordes, hacking and slashing their way closer to restoring the balance of the world with every corpse and Charonti they slay.
- Attempt to flank the Broken Ones' forces and locate and slay the "animators" of the steel and bone constructs of the Broken People.
- Or, search for the city's "bad magic" and destroy it before it falls into the corrupt hands of the Charonti. (Use the adventure, "Menu to Adventure," which begins on page 118. That setting is designed for heroes of either culture to explore its depths.)

the depths of the earth. The heroes rallied their kenn and helped finish the juggernaut, for its terrible strength

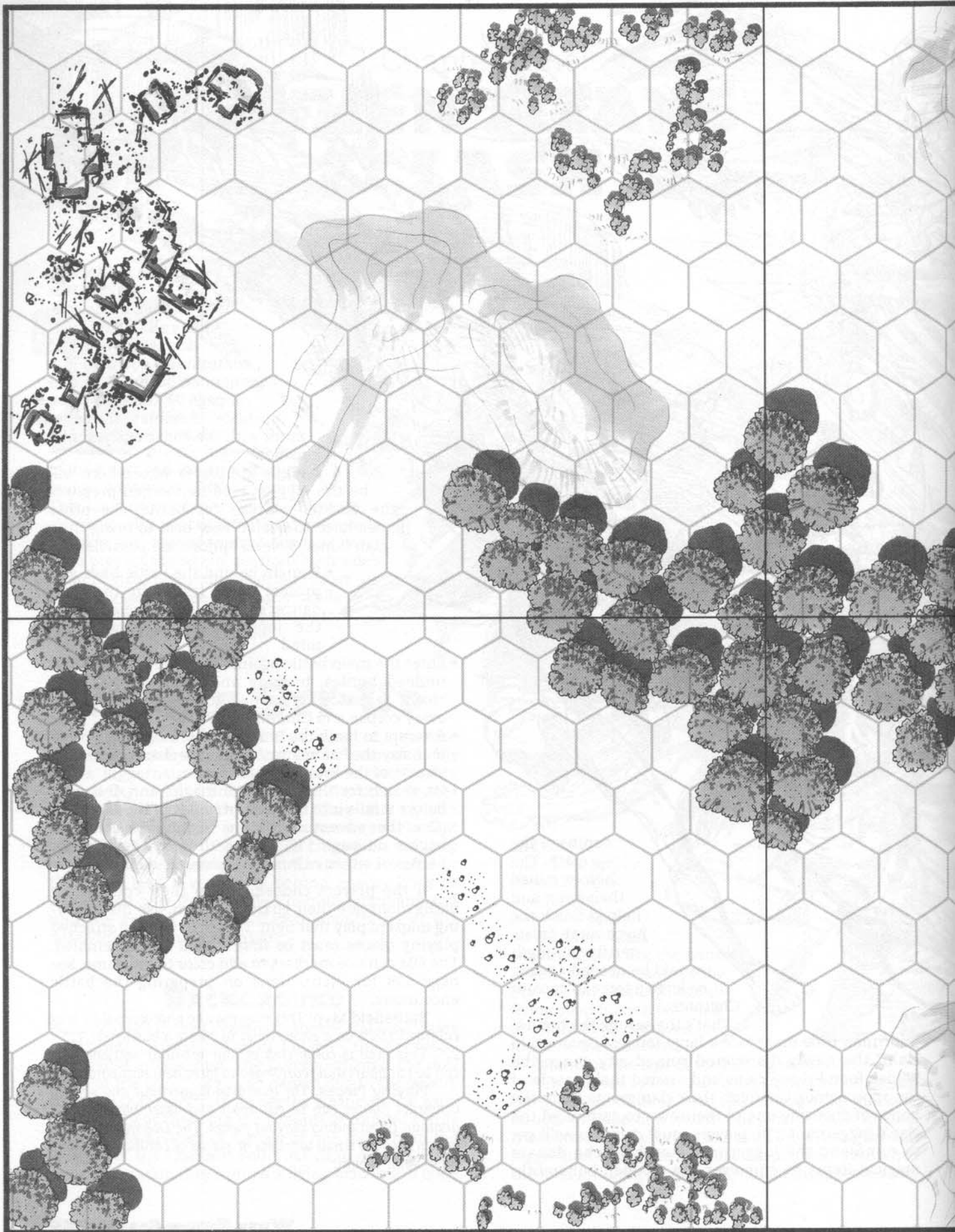
would be needed against so large a force of corrupt Charonti.

That's the set-up: the heroes' Knorrman tribe must face a large force of Charonti to claim the newly discovered ruined city. Since the heroes found these ruins and alerted their people of the approaching Charonti, their clan grants them the honor of choosing one of their own to command the clan's juggernaut. The players must decide who'll get to command the juggernaut. Any hero can donate magical items to empower the wooden behemoth.

If the players choose to join their comrade in battle alongside their guardian totem, use the following maps to play that fight. This map and the attached playing pieces must be first copied and assembled. The DM can use markers to add color to the game. See page 139 for instructions on preparing the battle encounters.

Battlefield Map: This map may be photocopied as is or enlarged 150% on a photocopier to create a battlefield 17" x 22". This map is comprised of four modular sections that can be cut apart and rearranged to form new battlegrounds.

Playing Pieces: The guardian juggernaut and serathi construct figures can be cut apart and assembled into triangular, freestanding playing pieces. The DM may want to attach them to small washers or pieces of cardboard to give them some weight.



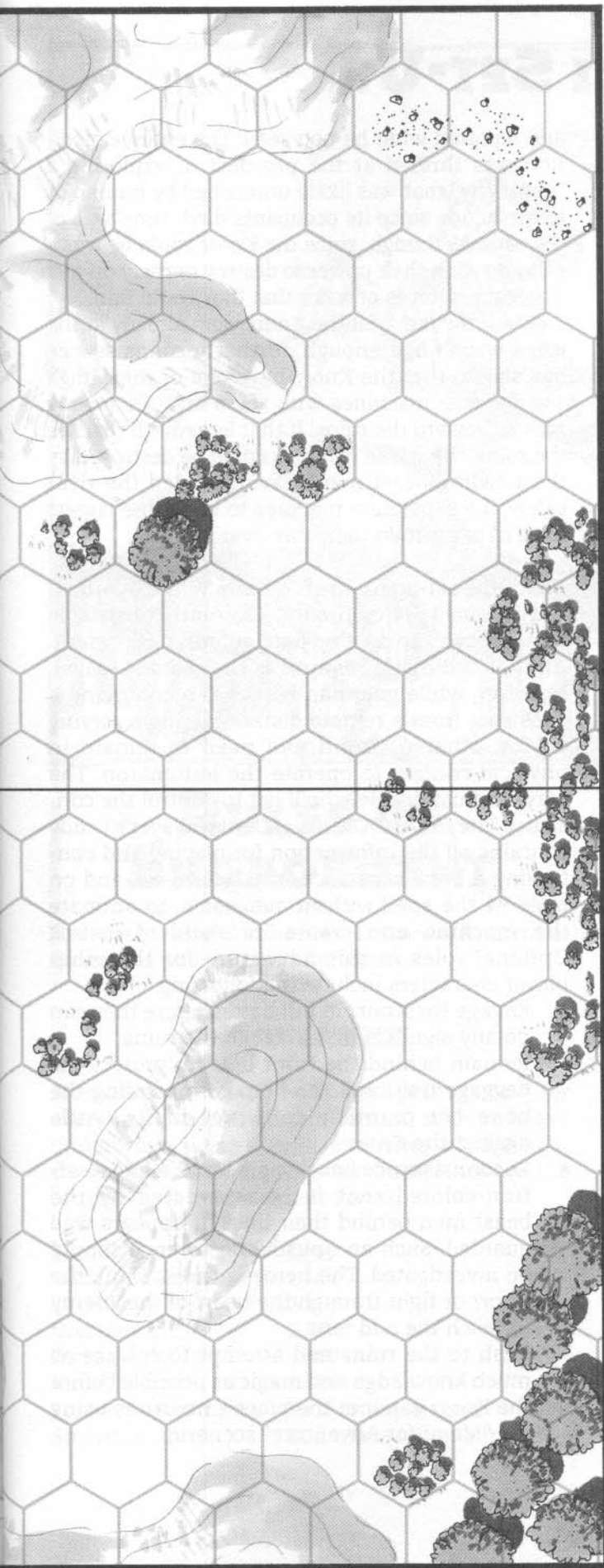
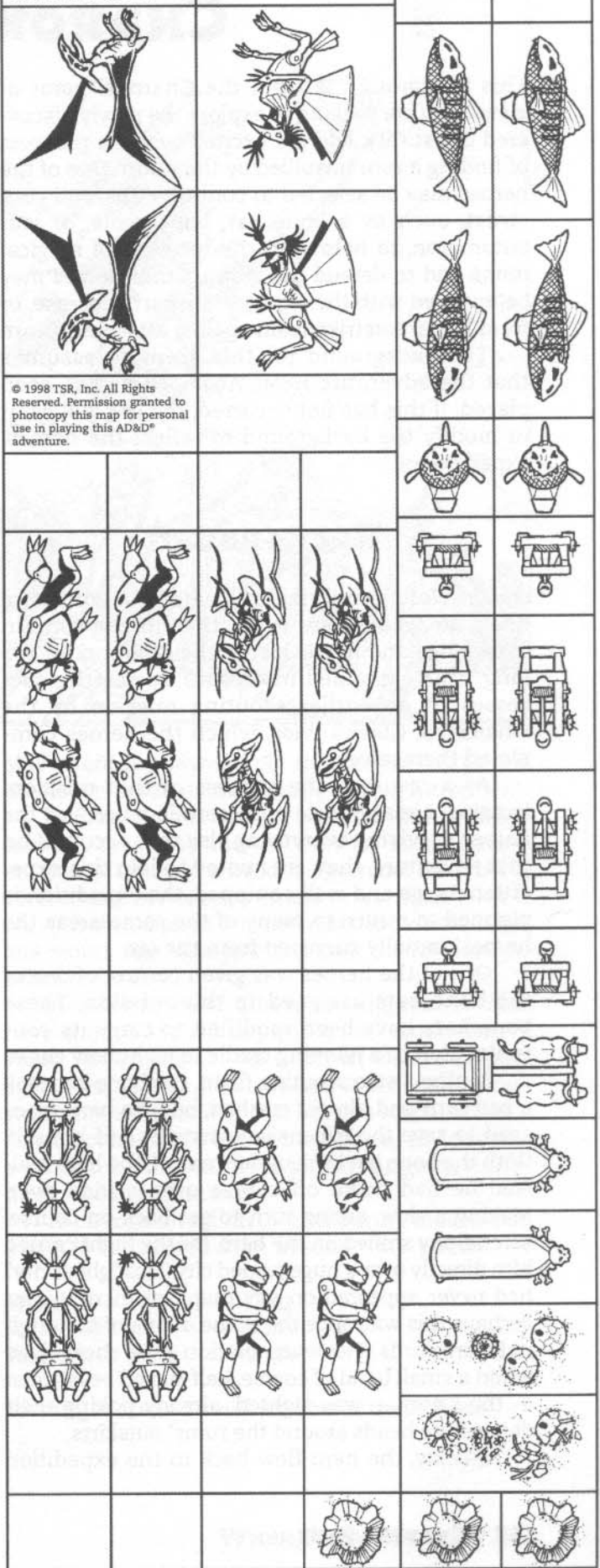


Figure Assembly:
 Cut figures apart on solid lines.
 Fold back on dashed lines.
 Glue or tape base tabs together.
 Attach to washer or penny.

Copying Instructions:
 Enlarge 150% on photocopier.
 Copy several times, once for maps
 and again for the playing pieces.



CHARONTI SET-UP

This background is from the Charonti point of view. They are seeking to explore the newly discovered Ghost City, and are excited over the prospect of finding a ruin unsullied by the Knorr. One of the heroes may be selected to control a Charonti construct, such as a bone bat, bone mole, or war automaton, to help with the recovery of magical items and to defend the group. Other heroes may be involved with the exploration, party defense, or form a counterstrike team against attacking Knorr.

The background for this scenario assumes that the adventure *Home Again, Home* has been played. If this has not occurred, the DM will want to modify the background to reflect the heroes' experiences.

BACKGROUND

Queen Nefti authorized a major expedition, a quest to locate new ruins that might contain knowledge and magic lost to the Charonti for too long. This expanded interest is due to the successes of an earlier scouting mission by the whaleship, *Queen's Pride*, which the heroes completed themselves.

As a result of the success of that mission, locating a stone circle and totemic poles and the heroes surviving everything else that occurred on that adventure, they are invited to join this expedition. Large and well equipped, the expedition is planned to return to many of the same areas the heroes' initially surveyed from the air.

One of the heroes was given control of one of the bone bats assigned to this mission. These bone bats have been modified to carry its controller aloft in a hanging cradle in its hollow chest.

During a solo scouting flight, the bone bat took a bad turn and almost crashed, but the hero managed to save the expensive construct and himself. With the bone bat back under control, the hero realized he had flown off course over a wide river. Making a slow, arcing turn to get back on course, serendipity smiled on the hero, for the flight carried him directly over a huge ruined city. This "ghost city" had never appeared on any map, yet there it was. Perhaps this was once the home of one of the original magelords. However, elation was short-lived when a small band of coarse, half-naked beast-men — the Knorr — was sighted, already poking their degenerate heads around the ruins' outskirts.

Quickly, the hero flew back to the expedition

and reported what he had seen. The entire expedition was thrilled at the prospect of exploring a "ghost city" that was likely untouched by human or Knorr hands since its occupants died. Time was of the essence though, since the Knorr could be trusted to do all in their power to destroy or carry off any magical resources or relics that they could find.

As if the fact that the Knorr were already at the ruins wasn't bad enough, further reconnaissance has shown that the Knorr have one of their huge wooden war machines with them and it's already moving toward the ruins! If that behemoth reaches the ruins, the whole complex could be destroyed by the howling beast-men! Having forded the river safely, the expedition prepares to battle the largest force of beast-men they have ever seen.

That's the set-up for the Charonti. While Guardian warriors usually command Charonti constructs, any hero may so do if no hero guardian is present. All that command requires is the *shard of control*. However, while guardian heroes can command a construct from a remote distance using a scrying device, other Charonti will need to remain in physical contact to operate the automaton. The players must decide who'll get to control the construct. The *JAKANDOR: Isle of Destiny* Player's Guide contains all the information for playing and controlling a bone construct on pages 83–84, and on page 94 the spell *enchant automaton*, to animate the machine and create its *shard of control*. Optional roles in this adventure for the other player characters include the following:

- Engage the Knorr in full battle before they can do any significant damage to the ruins.
- Remain behind the front lines to protect the baggage train and the hero commanding the bone bat or other construct in its battle against the Knorr.
- Reconnaissance has revealed that a large, saffron-colored tent is being erected by the beast-men behind their lines. It appears well guarded. Such an unusual occurrence should be investigated. The heroes need to flank the Knorr or fight through the heart of the enemy to reach the odd tent.
- Rush to the ruins and attempt to salvage as much knowledge and magic as possible before the Knorr can loot the place's treasures using the "Menu for Adventure" scenario.



RULES OF ENGAGEMENT

Here are rules for battles between Knorrman Guardians and Charonti Constructs.

MOVEMENT

Movement in this game costs 1 point (1 MV) for every hex entered. Certain terrain, such as heavy underbrush, going up hill, or moving through light woods, have a higher cost to cross. Here are the terrain costs in Movement Points.

<u>Terrain</u>	<u>Cost</u>
Clear/grassland	1 MV
Up Hill	2 MV
Underbrush	2 MV
Forest, light	3 MV
Ruins	3 MV
Forest, heavy/marsh	Half or Impassable
Stream/gully	End move when entered

Movement is allowed only to adjacent hexes and the above assumes no turning during movement.

Each round a construct begins with its full MV score. It must pay the MV cost for each space it enters. For example, a wooden juggernaut has a MV of 15. It costs 8 MV to cross 8 clear hexes. It has 7 left to use. If it then crosses 1 underbrush hex, climbs a hill, and moves into light forest, it uses the remaining 7 points (2+2+3).

In order to enter a hex, the juggernaut must have enough MV left to pay the cost or movement stops. For example, if the construct wanted to enter light forest (3 MV), but only had 2 MV left, the construct can not move into that hex this round. When a construct has 0 MV left or insufficient MV to enter a desired hex or enters a stream or gully, movement ends for that turn.

To change direction or turn during movement, a cost is subtracted from available MV points.

<u>Move</u>	<u>Cost</u>
Turn 1 hex side	3 MV
Turn 2 hex sides	5 MV

Turning more is a combination of these rates.

SPECIAL MOVES

Knorr juggernauts also have special moves such as crushes, and sweeps. The MV costs for these are:

<u>Move</u>	<u>Cost</u>
Sweep (attack)	10 MV
Crush (attack)	15 MV

CONCEALMENT

Rough terrain provides the benefit of concealment, making it harder for an opponent to hit. The attack penalty for a terrain's concealment is listed below.

<u>Terrain</u>	<u>Penalty</u>
Clear	0
Hill	-1
Underbrush	-2
Forest	-3
Ruins	-4

NEW CONSTRUCTS

The DM may desire to create variations on the juggernauts provided with the JAKANDOR series. Here are examples for creating new behemoths.

The Knorr windlords can invent a wooden flying totemic titan to combat the Charonti aircraft.

The Charonti artificers, after seeing the Knorr juggernauts, propose to build a battle construct able to withstand damage and handle the unpredictable powers of the Knorr constructs. Queen Nefti, in her wisdom, authorized their creation. Two machines made thus far are the Arms of War and War Bones.

The Arms of War is a levitating platform crewed by 4 Charonath and a guardian warrior. It has 6 bony arms that can hold 6 short or 3 two-handed weapons. It also has a slashing tail. The Charonath pole the craft. Due to all its arms this construct has no rear.

The War Bones has a tripod chassis with three legs. From this rises a spine to which three bone-blade arms are attached. The War Bones can attack three targets in one round, but only two strikes can be made against the same target. The War Bones does not suffer from movement turn penalties.

AERIAL CONSTRUCTS

See the AD&D *DUNGEON MASTER's Guide* for rules on aerial and air-to-ground combat on pages 106-108. The following is inspired by those rules.

The Bonebat has a Maneuverability Class of C, which means a Bonebat can turn 90° each round and attack a foe once every two rounds. For the purpose of these rules, the Bonebat can turn up to two hex faces per round. Each facing change must be executed separately with at least one hex of forward movement between the facing changes. Each face change costs a turning penalty of 3 MV. A creature can perform a wingover maneuver, sliding to one side, without paying a turning cost as long as it ends the move facing in the same direction it started.

Since a maneuver class C creature cannot hover, a bonebat attacks during a swoop as it flies past its target. In order to stay aloft a bonebat **must** travel at least half its full movement rate each round (8 MV). In other words, the bonebat cannot attack its foe, fly one hex, shift one hex face, fly another hex, shift its face again and declare its movement finished for the round because it did not travel 8 hexes.

Aerial creatures are immune to most terrain costs. The only exception is trees, which are assumed to be tall enough to become potential obstacles. The construct is in no danger of colliding with the trees as long as the construct pays the ground MV cost to move through the space.

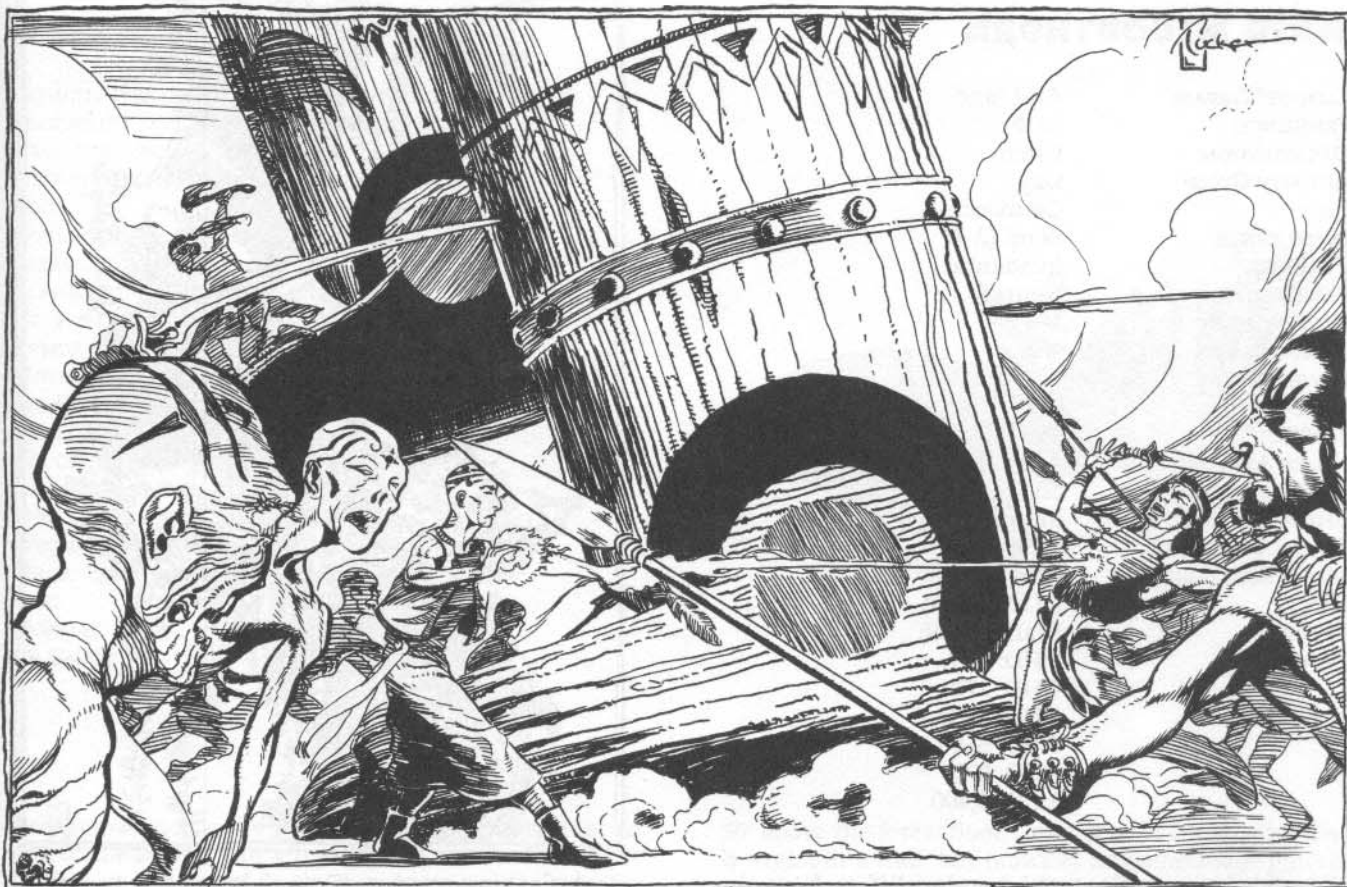
A flying construct can Dive on its target. A diving construct must move its full MV in a straight line and cross its target's location. A diving construct gains +2 to its attack. But, since its speed prevents it from altering its course, the construct also suffers a -2 penalty to its Armor Class.

OTHER POSSIBILITIES

The rules and the battlefield can be used other ways.

- These can be used to play battles between the juggernauts of feuding Knorrman clans.
- Perhaps an artificer magelord discovers the secret to build a new construct and unleashes its force against his foes, who might include a Charonti base or Knorr that raid the magelord's territory.

The battlefield may be used for other contests, such as the field for any Knorr Besting competitions.



ADDITIONAL ELEMENTS

In addition to juggernauts, other elements may be introduced, such as transports, wagons, levitating barges, and war machines. Transports can carry troops into battle and may ram. Statistics for transports and war machines have been included.

Other elements such as special terrain can be added. Here are a couple examples.

Pits/Nets: The Knorr player may place up to three pits/nets on the field. Three dummy markers are included to confuse the pits' location.

If a juggernaut walks or flies across a pit/net it becomes ensnared and must stop. To escape the trap requires a Dexterity check at half the operator's score. If a dummy marker is crossed, the juggernaut gains a bonus of +4 MV for that round. Once a dummy is revealed it is removed from play.

Camps provide combat benefits to those within 3 hexes of that space. Defenders gain a bonus of +2 to their armor class and attacks. If a camp is captured by a foe, the defender must make immediate Morale (ML) or Wisdom checks at -4 or be demoralized and flee or surrender.

	Type	AC	MV	HD(hp)	THACO	#Atk	Damage	Special
KNORR	Stone guardian	PC-2	15	7+PC(39+)	PC+2	2	3d6/3d6 (+PC)	Goliath, move turns cost double
	Wicker guardian	PC-1	15	3+PC(17+)	PC+1	2	1d6/1d6 (+PC)	Goliath, +2d6 flaming
	Winged guardian	PC-2	3/18D ^F	4+PC(22+)	PC+1	3	1d4/1d4/1d6 (+PC)	Goliath, dive for double damage
	Wooden guardian	PC-1	15	5+PC(28+)	PC+2	2	2d6/2d6 (+PC)	Goliath
	Wagon	8	9	8(36)	20	1	2d8 ram	Half speed in underbrush/woods
CHARONTI	Arms of War	5	/9B ^H	16(72)	13	7or4	2d6/1d6x6 or 1d12x3	Construct, no rear bonuses
	Bone bat	6	3/15C ^F	8(36)	13	3	1d8/1d8/3d6	Construct, dive for double damage
	Bone mole	0	6(1) ^B	20(100)	11	1or2	1d10 or 1d6/1d6	Construct, burrows through stone
	War Bones	3	15	12(54)	9	3	1d10/1d10/1d10	Construct, no move turn penalties
	Levitating Barge	8	/6A ^H	10(45)	PC	1	2d6 ram	Construct, floats
	Whaleship	0	/12E ^F	30(200)	PC	1	2d10 ram	Construct
CATAPULT	Ballista, light	8	9	8(40)	12	1	2d6 R —/11/22/33	Crew 1; if 10- hp 20% break if fired
	Catapult light	7	6	10(50)	14	1/2	2d10 R 15/—/—/30	Crew 1; two crew to move
	Catapult, medium	6	3	15(75)	15	1/3	3d10 R 15/—/—/33	Crew 3; six crew to move

^B Burrows; ^F Flies; ^H Hovers.

Goliath: Immune to gas, poison, stun; vulnerable suffering double damage from (Stone: cold; Wicker: water; Winged/Wood: fire).

Construct: Immune to cold, gas, mind-control, poison; edged weapons cause only half damage.

PC: based on the pilot's scores

ARID BLOODTHORN

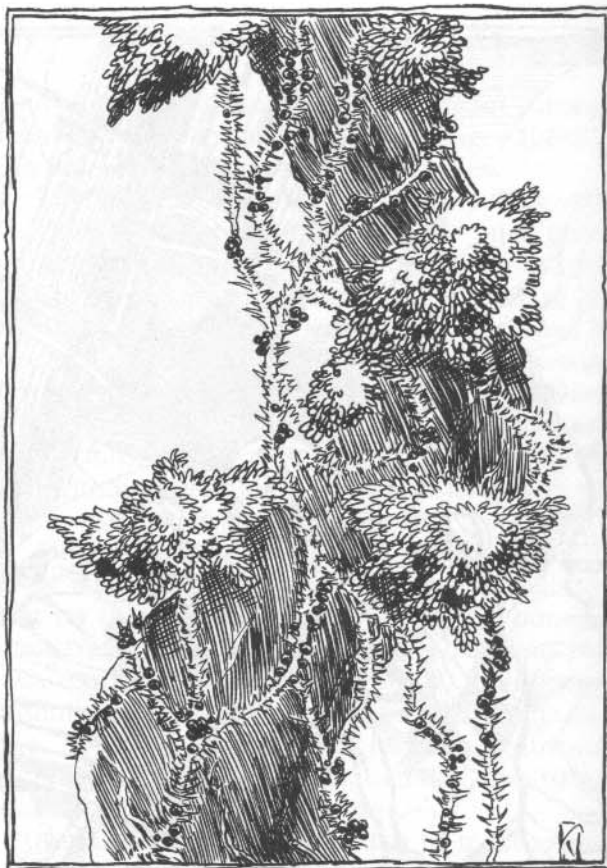
CLIMATE/TERRAIN:	Arid land
FREQUENCY:	Rare
ORGANIZATION:	Patch
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	4/2
MOVEMENT:	1
HIT DICE:	3-8
THACO:	15
NO. OF ATTACKS:	1 per Hit Die
DAMAGE/ATTACKS:	1d6
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Thorns
MAGIC RESISTANCE:	None
SIZE:	L (10' vines)
MORALE:	Fearless (19)
XP VALUE:	3 HD: 175
	4 HD: 270
	5 HD: 420
	6 HD: 650
	7 HD: 975
	8 HD: 1,400

This carnivorous plant of Jakandor differs from the lush variety common to other AD&D worlds. These bloodthorns are tough, wiry plants that grow in thick, briar-like patches on the arid land of Jakandor. It has a dull black bark, and its vines appear dry and desiccated. The base has several clumps of small-bladed leaves and lush, red berries.

While a bloodthorn appears innocuous, close examination will detect long, dangerous thorns lying flat against the vines. These spines can be raised quickly to impale prey or warn predators away.

Combat: When a warm-blooded creature approaches, the plant abandons its innocuous pose and lashes out at prey. The plant can strike with 3 to 8 long, thorn-studded vines. The thorns extend to their full 3-inch length, and each tendril becomes a spiny lash. If any vine hits by 4 or more over the attack number needed to hit, it wraps around its prey and embeds its thorns in the victim's flesh. The impaled victim is drained of blood through the hollow thorns (Dmg 1d6). This draining is very painful and victims must make a successful System Shock roll or pass out. The vine drains blood each round until the victim dies or breaks free.

The bloodthorn is not particularly strong, but its vines are tough, and the thorns tend to twine when the vine wraps a victim's body. Any creature trying to pull free has to succeed at a bend bars/lift gates roll. The whole plant usually doesn't weight more than 200 or 250 pounds, so a strong victim might end up dragging the whole bloodthorn patch after him if he fails to pull himself free.



A slashing weapon (Type S) is needed to cut the vine. Each vine has AC 4, and requires 8 points of damage to sever. The thorns of a severed vine still drain blood until the whole vine is carefully detached from a victim — a process that requires one full round. The bloodthorn's vulnerable spot is its dense root-bulb or base hidden beneath the other thorny vines. It's hard to reach and is AC 2.

The bloodthorn attacks until it or its prey is dead. The plant retreats from flame, and any stem that is seared releases its victim and curls back up around the base.

Habitat/Society: Unless one knows what to look for, it's easy to be surprised by this ordinary looking briar. One giveaway is the fact that this vine grows in places where other plants can't survive. In the barren places it calls home, the bloodthorn often grows in patches of several plants. These can be especially dangerous, since a person could find herself attached to several plants each draining her dry.

Ecology: The bloodthorn derives its sustenance from the blood of small animals and birds. The plant's berries act as a lure for hungry wayfarers, but if someone perseveres and manages to collect some of the bloodthorn's fruit, it's barely worth the trouble — the berries are bitter.

DEATHGLOW MOTHS

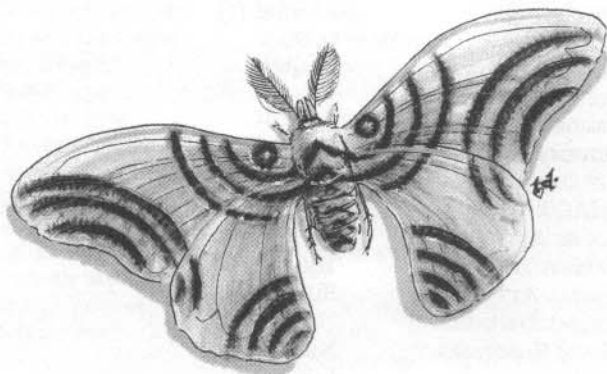
CLIMATE/TERRAIN:	Forest/mountain
FREQUENCY:	Very Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivores
INTELLIGENCE:	Animal (1)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1d20
ARMOR CLASS:	6
MOVEMENT:	6, Fl 12 (C)
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (3') across
MORALE:	Steady (11)
XP VALUE:	175

Deathglow moths are a magical mutation, similar to the owlbear and the stirge. These moths have a 3' wingspan, the typical feathery antennae, and a translucent abdomen. Their coloration varies from a brown, bark-colored body and wings the color of tree moss to an almost albino species that matches the bark of birch trees. Regardless of the body and wing coloration, when a deathglow moth goes hunting at night, its abdomen glows a sickly yellow-green; males tend to have a greener tint while in females yellow predominates.

Combat: Deathglow moths fly from their secluded roosts high in the largest trees the region has to offer and flutter their way along, looking for suitable prey. The deathglow moth only attacks from the air. Its small mouth causes only 1d4 points of damage, but that is not the worst damage a deathglow moth can inflict.

Every round that a creature is within 10' of the deathglow moth's abdomen, the creature must save vs. Death Magic or lose 1d3 points of Strength. If a character's Strength falls below zero, the character dies, and the deathglow moth settles in to feed. Lost Strength can be recovered at the rate of one point per hour of rest. Feeding moths are easy to slay for their glow is extinguished. Their deadly glow dies when they do and can not be harvested by intrepid hunters.

Habitat/Society: Deathglow moths live only in the deepest forests and highest mountains of Jakandor, where packs of the flying creatures attack everything from birds to small mammals such as rabbits, and if it is hungry enough even humans. These creatures live in colony roosts like bats. These roosts are usually at least



30' above the forest floor. Deathglow moths instinctively seek out a tree that matches its camouflage pattern on which to roost.

While not a natural creature, deathglow moths occupy an admissible role in its habitat. Its relatively low speed allows faster flying creatures to escape, and its deathglow affects the sickest or the weakest target first, thus helping to thin populations allowing the healthier specimens to survive and propagate the species.

Ecology: While the deathglow moth is far from the largest or the fastest predator in forest or mountainous regions, its unique ability protects it from most predators. Little is known of the lifespan of a deathglow moth, and even less is known of the creature's procreative habits. It is surmised that deathglow moths and its eggs and larvae are immune to the detrimental effect of the creature's deathglow.

Charonti scholars have raised many questions over the abundance of so many creatures that seem to have been magically evolved from a natural creature. The presence of purely magical beasts such as the bulette or the leucrotta is to be expected in a place where magical energy is existent. Some scholars speculate that the Wasting Plague may have triggered some latent factor in these creatures, which, over the intervening centuries, created the creatures of today. If this hypothesis is true, it begs a question: Did the Worldender Plague destroy the ancient Charonti, or was there a latent element in the Charonti ancestors' bodies that the Wasting Plague merely awakened? And is that element still with them?

SILVER SPIDER

CLIMATE/TERRAIN:	Ruins
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Animal (1)
TREASURE:	O, P
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	4+4
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1d6 (x2)/1d2
SPECIAL ATTACKS:	Bite
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Nil
SIZE:	L 6' long
MORALE:	Champion (15)
XP VALUE:	420

Silver spiders appear as six-foot-long creatures apparently made of a highly reflective silvery metal. They have bulbous abdomens and thin, sleek legs. Charonti wizards created these creature ages ago, as non-lethal guardians and hunters. A few have survived to this day.

Combat: Fearsome fighters, the silver spider attacks with its two sharp forelegs inflicting 1d6 vs. Man-sized or smaller targets and 1d8 vs. Large targets. They can direct each leg to strike a different target.

This spider's bite is its strangest weapon. The spider bites first any foe that harms it, otherwise, biting spellcasters first. Its toxin causes any victim to save vs. Poison or his skin is transformed to the same silvery material as the spider. This process takes 1d10 rounds to complete. Victim's encased with silver skin gain AC 2, but suffers an effect similar to paralysis. The victim's skin hardens and he can no longer move or breathe. While so encased, the character is preserved and needs no air or sustenance. Only blows that would hit AC 2 or forces that succeed against the victim's save vs. Breath Weapon will cause the character any harm.

The magical skin lasts for 24 hours, after which the victim's skin returns to normal in the same amount of time it took to transform. The victim may be hungry and thirsty, but up to 1d8 points of damage are healed. The victim's hair and eyes retain the silvery sheen. No amount of washing removes the sheen and no illusions will cover the gleam. Forever are the victim's hair and eyes silver.

The silver spider's webbing is also of the same silvery metal, and is as strong as steel. While it is not used in combat against its foes, the webbing is used to restrain victims who've been transformed. Binding helpless victims may be a natural instinctive reaction on the part of the spider or it may make the victim easier to



move. More than one person has found himself bound in metal strands as strong as steel. Only a successful Bend Bars/Lift Gates roll allows a bound victim to escape.

Habitat/Society: As a solitary, magical creature, silver spiders have no society.

After a silver spider's bite has transformed its victim, he or she is wrapped securely in the spider's webbing and is taken to some designated storage area (a jail or holding facility) where Charonti authorities later handle the trespassers. With the Charonti of the ruins all dead, there's no one to interrogate the spider's prisoners, and as most beings possess not enough strength to escape, most perish from dehydration or starvation.

Ecology: As artificial creatures, silver spiders have no place in the cycles of life and death in the natural world. Enterprising beings could, however, make good use of the spider and its byproducts if such can be gained safely:

- The spider's webbing, if gathered carefully, can be wound and corded to form a remarkably thin, but amazingly strong wire. Such wire is useful in making jewelry. If enough web is used, several wires can be twisted into a small cable stronger than any rope.
- The spider's weapon-like forelegs can be used as improvised weapons (with a -1 attack penalty due to the lack of a proper hilt). If a hilt is added, a foreleg functions as short sword. The forelegs of a silver spider qualify as silver weapons for determining damage against foes not harmed by normal weapons, such as lycanthropes.

JAKANDOR

LAND OF LEGEND



Broken Sea



-  Charonti C
-  Outcast En
-  Knorr Villa
-  Knorr City
-  Possible Ru
-  Ruin Found
-  Ruin Explo

vil Center



Grassland



Light Forest



Bog or Moor

lave



Charonath Mining



Heavy Forest



Broken Land

ge



Volcano



Swamp



Cave

in Location



Mountains



Trail



Forested Hills

ed



Hills



River



Irrigated Farmland



Plateau/Cliff



Rapids



Waterfall



Badlands



Reef



Knorr Fort

The Adthan

The Northwest Sea

Landfall
(The Broken Rock)
Hramtep

Kaskanesta

Rabra Range
(Mountains)

Sekohi

Dironhi

Nefon Camp

Nunohi

Hanahi

Anhramtep
Encampment

Tayhramtep
City of Eternal
Night

Bay of

Lepraw





KNORRMAN PLAYER CHARACTER SYNOPSES

CHARACTER KITS

Kit	Cult/Totem	Requirements	Role	Benefits	Hindrances	Bonus Proficiency
Backlasher	Hawk	Dex 13	Hunter	Backlash (boomerang) and bolo when hunting	Not proficient with other weapons	Tracking
Battledancer	Mountain lion	Dex 13	Dancer & combat	Unarmed combat (#AT 3/2; d4 hand/foot)	Only 1 attack/round with a weapon	Dancing
Bloodjuggler	Otter	Int 12, Dex 12	Problem solver	Use any item as a weapon (S d4, M d6+1, L d8)	Weapon breaks on roll of 20	Tumbling
Bonebreaker	Ram	Con 13, Str 13	Steadfast warrior	Ram attack (d6 +stun d4r) +1 dmg with blunt wpns	Takes 2 rounds to prepare stun attack	Mountaineering
Clandred	Clan totem	Str 9	Farmer, hunter craftsman	Support of family clan ritual magic	None	Local history
Doombringer	Clan totem	Str 14, Wis 14	Guard chief	If attacks last gains +1/2/3 to hit/damage	Must announce intention to act last	Ancient/local history
Firebreather	Fire lizard	Dex 13, Con 13	Marine	Flaming club, fire arrows (+6 flame); spit fire oil (2d6 +d6 next round)	Save vs. poison or suffer 1 pt damage from fire	Fire-building
Forestwalker	Stag	Dex 12, Wis 12	Ranger camouflage	Hide in shadows and move silently like Rgr-2	When not in woods -2 to hit	Direction sense
Howler	Hyena	Con 13, Int 11 or less	Berserker	Frenzy rage (gains d6 hp; +1 to hit/damage)	d4+2 rds to frenzy lasts d6+4 rds, suffers d6 damage	Blind-fighting
Sentinel	Fox	Dex 13, Int 13	Scout & guardian	Never surprised; acute senses	Must sleep 8hr/day or lose 1 Dex/Con	None
Windlord	Eagle	Dex 15, Con 12	Hermit	Can double speed each round or attack twice	Loses 1 Str/rd hasted reduces life to half	None
Clan Priest	Clan totem	Wis 13	Clan rituals, protective/plants	Create talismans	Must be accepted by clan to have spells	Agriculture, healing
Shapeshifter	Shape brother	Wis 13, Con 13	Solitary guardian	Shapechange to a totem	One round to change no wpn/spells as beast	Animal handling, animal lore
Storm Priest	Clan totem	Wis 12, Cha 13	Solitary visionary	Use missiles without loss Burn braid -1 foe's atk d4 rds	+2 to detect	Weather sense
War Priest	Clan totem	Wis 13, Str 12 lawful	Weaponsmith, destructive magic	Weapon specialty (+1 hit, +2 damage)	Honor bound to obey Code of Warrior	Animal lore, weaponsmithing
Companion Scavenger	Clan & familiar Clan totem	Dex 13, Wis 13 Dex 13, Int 13 Str 12 or less	Herder Explorer	Animal familiar 5% +15%/level identify and use magic items	No thief skills Can't pick pockets, or open locks	Animal lore, hunting Ancient history, mining
Wastrel	Clan totem	Dex 12, Cha 14 non lawful	Society clown	Thieving skills, flaunt Knorr code, run away	Morale d4+5 can't backstab	Running
Weasel	Clan totem	Int 13, Cha 13	Politicians	Sway public thru speech	Can't climb walls or find/remove traps	Etiquette, pacify
Seer	Clan totem	Int 12, Wis 16 Str 13, non-chaotic	Outcast oracle	Wizard, crow familiar	Can't lie!!	Astrology

CLANS, ALLIES & ENEMIES

Clan	Guardian Spirit	Clan Relic	Allies	Enemies
Diron	Bear	Hide of the Dironkenn	Han, Lokk	Mora, Gal
Gal	Falcon	Windcrusher	Mora, Han	Lokk, Diron
Han	Ox	Landwaster	Gal, Diron	Lokk, Mora
Lokk	Harvest	Ark of the War Mother's Bond	Mora, Diron	Han, Gal
Mora	Wolf	Sword of the War Mother	Lokk, Gal	Han, Diron

KNORRMAN XP BONUSES & RESTRICTIONS

- +10% for having a score of 16 or higher in one or more prime requisite ability. A prime requisite is any ability, as listed in the "Requirements" entry of Kit description and the prime requisite of the Kit's base character class (warrior, wizard, priest, or rogue).
- +15% for single-handedly subduing an opponent.
- +10% for any opponent of equal or greater level who fails a Morale check in combat and flees the battle.
- 50 XP per level for exceptional role-playing in the spirit of honor and the Knorr.
- No XP for killing another Knorr character by stealth (cutting the throat of a sleeping guard or firing missiles that kill their target). Note that this restriction does not apply when fighting non-Knorr people (including Charonti).
- No XP (except for wastrels) for a combat from which a hero flees, regardless of any opponents he may have defeated before fleeing. Fleeing combat is considered to occur when a hero leaves an enemy behind who is willing to continue battle.

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